

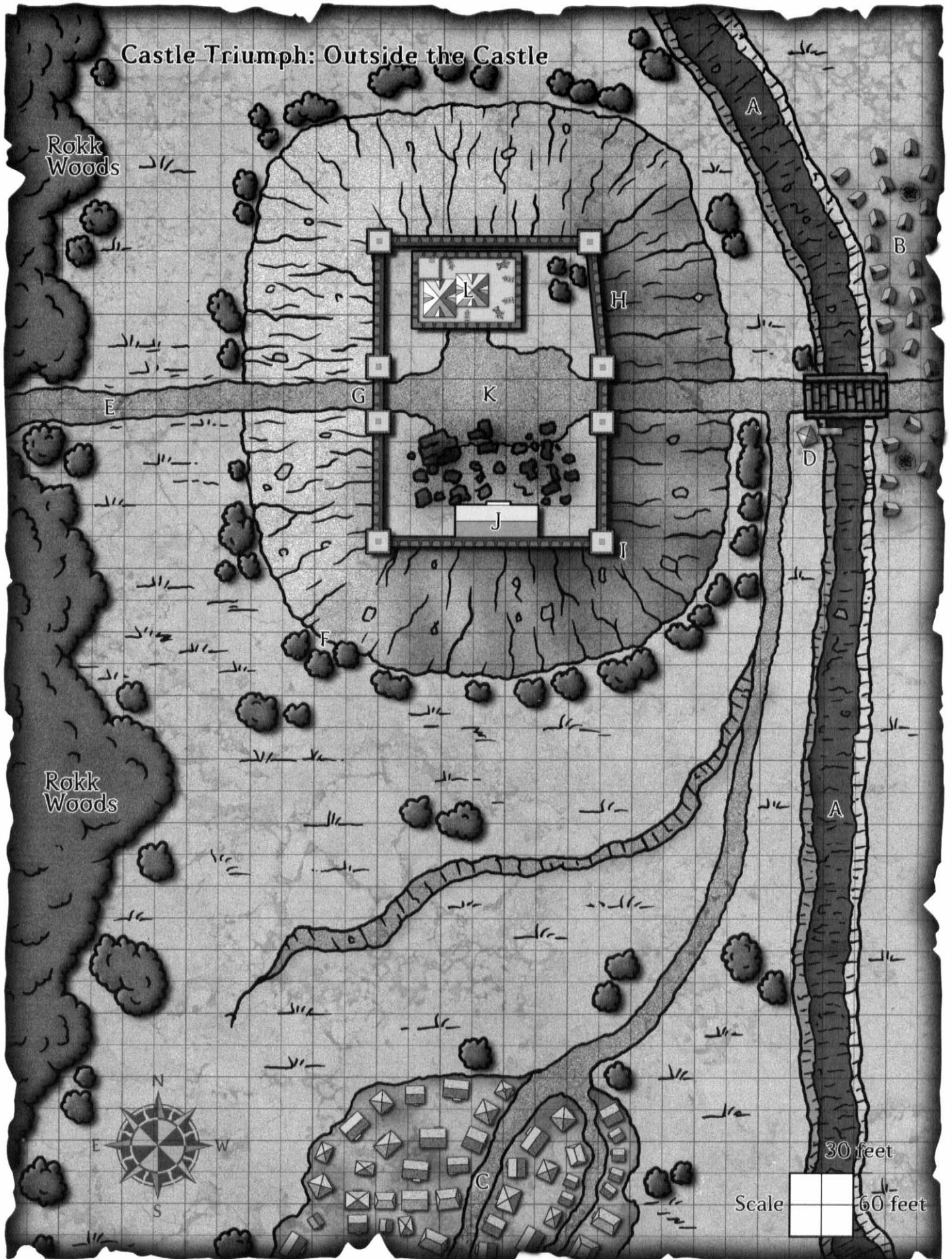


Kingdoms of Kalamark



COIN'S END

Castle Triumph: Outside the Castle



Rokk Woods

Rokk Woods



30 feet
Scale  60 feet

COIN'S END

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INTRODUCTION

"Coin's End" is a Dungeons and Dragons® adventure for four to six 5th-level adventurers. The adventure takes place across the Reanaaria Bay area of Tellene, from the City-State of Zoa to the Lands of Skarrna. This adventure can be used stand-alone or as a conclusion to the trilogy that began in "Root of All Evil" and continued with "Forging Darkness".

You, the DM, will need a copy of the *D&D Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual* for this adventure. One can find statistics for monsters and key Non-Player Characters (NPCs) in the Appendix at the back of this book. As the adventure takes place in the Kingdoms of Kalamar™ campaign setting, the DM should also have the *Kingdoms of Kalamar campaign setting sourcebook*.

The ImageQuest™ adventure illustrator is located in the center section of the book for easy removal and use during game play. Throughout the adventure, you will find cues to refer to a DM map, show a featured illustration, or distribute Player's Aids.

The story opens as the characters head north from the City-State of Zoa on Reanaaria Bay. They should have crafted a *Coin of Power* (See Appendix) and are taking it north to use it against Daresh the Wizard who is vying for power with the Skryvalkkers, or Battle Lords, of the Lands of Skarrna.

BACKGROUND

This story began in the northern Reanaaria Bay town of Haanex. A group of adventurers were hired by a wizard named Veoden to go into the Vrykarr Mountains and retrieve mithral. During that quest, the heroes stumbled upon a growing threat to the stability of the Bay. An evil female wizard, Daresh, had forged a powerful magic item called the *Coin of Power* (See Appendix). Though Daresh escaped with the Coin, the man who'd been forced to create it, Arowain, was able to warn the heroes of the Coin's powers and its owner's evil plans. Upon their return to Haanex, Veoden beseeched the heroes to find a way to craft another Coin, for only with another Coin would they have the power to resist Daresh. The player characters (PCs) then traveled south to the home of the wizard Geolain, to ask him where they could find another man who could create a similar coin. Geolain then directed the PCs to the Reelio Jungle, where the alchemist Halaan recently disappeared.

Journeying south into the jungle, the heroes eventually located Halaan, rescuing him from savages and returning him to their ship. He demanded they return him to Zoa where he could consult with Geolain and use his library for research.

Returning to Zoa, the alchemist told the PCs they had to retrieve three ingredients he would need to craft a Coin: a diamond touched by death, devil's blood spilled by a coward, and blue dragon's breath. They found the diamond in a tomb near Zoa. The dragon's breath lay with the great wyrm Fzen'nal in the Khydoban Desert across the Sea of the Dead. They did a favor for the wyrm and were granted its breath. Finally, they left for the city of Xaarum and killed the devil watchdog of the wizard Milead.

On their return to Zoa they found that Halaan had once again been abducted. After a daring rescue and attack by agents of Daresh, the PCs helped complete the crafting and enchantment

of the *Coin of Power*. Finally in possession of a Coin, the heroes left for points north, either on the road or by sea.

OTHER ADVENTURE HOOKS

If the PCs have completed both "Root of All Evil" and "Forging Darkness," they will begin this adventure in the City-State of Zoa, in possession of a magic item called a *Coin of Power*. If they have not played either of these adventures, DMs can use one of the following hooks to get them involved:

1) The wizard Geolain, a resourceful wizard who lives in Zoa, hires the PCs to take the Coin north and use it to destroy the evil wizard Daresh. Geolain will appeal first to the PCs sense of justice, noting that the wizard is in the process of conquering Skarrna and possibly extending her reign of terror further. He will offer them 1000 gp each (payment to be made after she is destroyed) if they will not do it for free. He suggests they go to the village of Haanex with the Coin and contact Veoden the wizard for details on how to find her.

2) One of the PCs has been dreaming about a wizard named Daresh who has an artifact of great evil. When he sees her in his dream, she uses the Coin on him, killing him painfully, at which point he awakens in a cold sweat. The PCs then find a group of adventurers in a back alley of Zoa. Only one thing remains on the bodies, a Coin identical to the Coin in the PC's dream. That night, the PC dreams of Daresh again but the Coin cannot hurt him. A disembodied voice tells the PC to seek out Daresh and destroy her, noting "Evil cannot stand evil's touch." In the dream, they see the village of Haanex and the wizard Veoden.

3) The PCs discover a group of adventurers as in section 2 above. One of them is still alive, but barely. He quickly relates that the Coin he holds is the only way to destroy Daresh, a wizard who is wreaking havoc in Skarrna. He tells them that her power is growing and she will soon move beyond the borders of that country to conquer the world if she isn't stopped. Just before he dies, he tells them to seek out the wizard Veoden in the village of Haanex for help.

4) The PCs have heard of Daresh's growing evil in Skarrna and are motivated to stop her. Along the way, they meet Halaan the alchemist who had crafted a magic item called the *Coin of Power* to destroy her. He sends them to end her evil and advises them to contact the wizard Veoden in the village of Haanex.

5) While in Zoa, a PC cleric, paladin, or member of some organization is given the coin by a superior. She is warned of the Coin's evil and corrupting influence and told to take it to its twin in Skarrna that both may be destroyed before their evil spreads further across Tellene. The PCs are told to contact Veoden, the wizard in the village of Haanex, for further details on the whereabouts of Daresh.

As an additional tie to the storyline of the adventures "Root of All Evil" and "Forging Darkness" the DM may choose to introduce the PCs to an NPC named Girion (See Appendix) who can accompany them and fill them in on the details of their mission and the story background.

ADVENTURE SYNOPSIS

As the PCs head north they will almost immediately be attacked by a summoned elemental, as well as mercenaries hired by Daresh's surviving agents in Zoa. If the PCs go to Haanex to visit Veoden, they will see a vision of Daresh in a castle to the

north. When the PCs enter the Lands of Skarrna they will reach the hamlet of Raddik, where they find a town haunted by sword-wraiths. PCs can confront the creatures or simply spend the night in the town before moving on. If they do confront the creatures, they will have the opportunity to rescue a thief and a local woman. They will also be able to seek out the creatures' lair and destroy them.

After leaving Raddik and heading further north to find Daresh's stronghold, they will rest at a place called Wellform Manor. Here they will meet up with an erinyes devil (in human form) whom Daresh sent to infiltrate their group, kill them and return the Coin to her. When the PCs leave Wellform Manor, regardless of how their encounter with the devil turns out, four mercenaries hired by Daresh will attack them as they travel through the woods.

Traveling further into Skarrna, the group will deal with trolls and bandits, learn that Daresh is trying to take over the entire country (though the Skryvalkkers of Skarrna are resisting her), and be ambushed by a large band of gnolls who herd them to a lair of spiders in the Rokk Woods. They will have the opportunity to help a messenger attacked by Daresh's creatures, see a castle under siege, and either deal with a hobgoblin wagon train of supplies, rescue a pegasus, or meet elves in the woods.

The PCs will finally arrive at the castle (the same one they saw in their vision with Veoden, if they went to see him) and see that it is guarded by an army of gnolls. The PCs will be forced to make their way in via stealth. As they search the castle for Daresh, they will be forced to deal with gnolls and the wizard's other minions. Unfortunately, they will find Daresh waiting for them. When they fight her, they will find that the two Coins cannot hurt each other, or those who bear them. The PCs will either defeat her in combat, or Daresh will finally succeed in retrieving both coins. If she does so, the conflicting evil energies of the Coins will destroy her.

When Daresh is destroyed, her henchman, Fright, will flee. If the PCs survive their battle with Daresh, they can follow him down into the bowels of the castle, where he will help them escape the gnolls that are no longer under Daresh's control. As the PCs leave the castle, a force of gnolls will pursue them and must be defeated before the PCs can escape south and back into civilized lands. Once Daresh is defeated, her evil forces will be unorganized and quickly routed by the Skarrn military. They will retreat back to their lairs in the Vrykarr Mountains.

HEADING NORTH

If the PCs travel overland with horses, it will take them at least twenty days, and possibly longer, to reach Haanex from Zoa. This trip will take much time, and will be fraught with many dangerous random encounters. Thus, sea travel is the best option. However, if the PCs played the previous adventures in this story, "Root of All Evil" and "Forging Darkness," events may have transpired that force them to leave Zoa as quickly as possible. If this occurs, they may choose to travel by land rather than take the time needed to locate and charter a ship. The following are some short detailed encounters for use when the PCs are traveling. The DM can use these in addition to, or in lieu of, rolling for random encounters.

In previous adventures, the PCs booked passage on a ship called the Forsaken. Should they need it, this ship or a similar

one will still be available to them in Zoa. If the group playing this adventure has not played the first and has no other access to a ship, the DM may use the description of the Forsaken in the Appendix to allow the PCs to book passage to the town of Haanex.

1) The Abandoned Wagon

If the PCs are traveling north via land, they spot an eerie sight up ahead the first day. If they are traveling via ship, the easterly winds that day have forced the captain to move inland to make better speed. While within clear sight of the coast, along a road that parallels Reanaaria Bay, they see a wrecked covered wagon lying on one of its axles. One wheel is broken, and the cloth covering has been ripped to shreds.



Display illustration 1 on IQ 1 and read the following now:

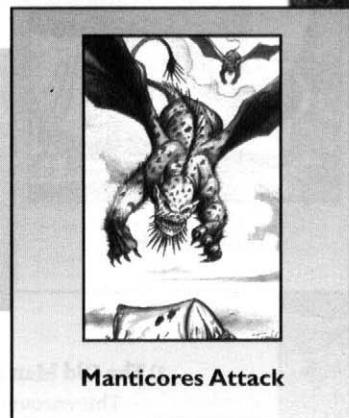
As you move closer to the abandoned cart, you see the bodies of three men lying motionless on the ground. One of the figures is wearing blue robes and a floppy red hat. The other two appear to be wearing armor.

If the PCs get close enough to investigate, they find that the people are dead, and that their bodies have been riddled with strange spikes. If they should look inside the wagon, read the following:

Within the wagon is a much more gruesome sight. The partial remains of a man and a woman litter the driver's seat and cargo area. It appears they have been ripped apart and gnawed on by a large predator.

Regardless of whether the PCs are on land or sea, or whether or not they investigated the cart, read the following and display illustration 2 on IQ1 now:

Without warning, an angry roar bursts from the clouds above. Two huge creatures with great spiked tails drop out of the sky on dragon-wings and swoop down over the scene. The creatures soar past their fallen quarry and then alter course, heading right for you!

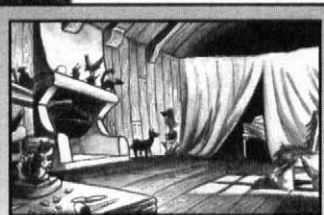


Creatures (EL 7): Two manticores swoop towards the PCs, firing their tail spikes the first round but not engaging the PCs in melee until round two. Only PCs with missile weapons can attack them the first round and the monsters may (DMs choice) simply circle until they have fired two volleys of tail spikes before landing to attack.

The Story of the Werewolves

The werewolves that plague the carver are actually neighbors of his: Lylia and Nataen. The married couple owns a farm a few miles from the carver's house. Six months ago, a lycanthrope broke into their house and wounded both of them. As they lay bleeding, the creature went into a frenzy, tearing up the room. In its fury, it shook loose a bag of silver coins the greedy couple had hidden up on a rafter. The bag fell, striking the wolf and stunning it. The couple took advantage of the moment to beat the creature to death with the bag.

Unfortunately, they were already infected with lycanthropy. In the last six months, they have become wholly evil and somewhat mad. Wanting the carver's land and the vast store of gold they imagine he must have, they have stalked his home for some time. Noticing the belladonna and incorrectly remembering the legends of werewolves, the two refused to get close to the house directly, fearing that if they accidentally touched the belladonna, it would cure their condition. Now so crazed that they no longer fear the plant, they plan to resume their attack tonight.



Inside the Hut

2) The Old Man in the Hut

This encounter can be used anywhere along Reanaaria Bay. If the PCs take a boat from Zoa to Haanex, this encounter can be dropped in when they travel between the town of Haanex and the Lands of Skarrna or in the Lands of Skarrna itself. The night before this encounter is a full moon and the PCs hear howling far in the distance.

Manticores (2): CR 5; huge magical beast (15 ft. long), HD 6d10+24; hp 68, 54; Init +2; Spd 30 ft, fly 50 ft. (clumsy); AC 16 [(+2 Dex, -2 size, +6 natural)]; Atk +9 melee (2d4+5/2d4+5, 2 claws) and +7 melee (1d8+2, bite); or +6 ranged (1d8+2 (x6), crit 19-20, tail spikes); SA spikes; SQ scent; AL LE; SV Fort +9, Ref +7, Will +3; Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9.

Skills: Listen +9, Spot +9 (daylight +13).

Feats: Multiattack.

SA — Spikes (Ex): With a sharp snap of its tail, a manticore can loose a volley of six spikes as a standard action. This attack has a range of 180 feet with no range increment. A spike threatens a critical hit on a natural attack roll of 19 or 20. The creature can launch only 24 spikes in one day.

SQ — Scent (Ex): Manticores can detect opponents within 30 feet by sense of smell. If opponents are upwind, the range increases to 60 feet; if downwind, it drops to 15 feet.

Treasure: The creatures have no treasure but if the PCs investigate the men on the road, they find them all dead. Four spikes stuck into the road missed the men. Any of the spikes found may possibly be of value to a wizard, or even to a collector of monstrous artifacts. It is up to the DM to determine their value.

Several spikes struck the armored men (two of them in the head). They wear chain mail and a helmet, and each has a pouch on his belt. In each pouch is a piece of jasper (50 gp value).

The other man wears finer clothing and is very young. His blue robes are ruined by his blood but his red hat is in fine shape. Several spikes struck him in his chest and he, too, is dead. In a pouch at his belt are several gems: a large, perfectly cut ruby (5,000 gp); a topaz (500 gp); a clear sapphire (500 gp — slightly flawed); 2 pieces of amber (100 gp each); one piece of star blue quartz (50 gp each); and a piece of blue quartz (10 gp). The cart holds several weeks worth of trail rations and camping supplies.

None of the victims have papers to identify them. The robed man was a young, inexperienced gem merchant traveling from Zoa to Xaarum. He hired the armored men as his bodyguards for the dangerous road. The woman inside the wagon was the merchant's wife and the man inside the wagon was his driver.

You are traveling through some sparse woods during sunset as you come across a small hut. The place is in good repair, though no smoke comes from the chimney. Sickly weeds grow profusely in the yard and all around the house.

Anyone with a Profession (herbalism) can recognize the weeds as belladonna (DC 5). Anyone with a Track or Animal Lore skill who searches the area around the house can notice large wolf tracks (DC 10). The front door to the house is held shut with a solid bar and the few windows are stoutly bolted.

Locked Wooden Door: 2 in. thick; Hardness 5; hp 20; Break DC 23.

Shutters: 1 in. thick, Hardness 5; hp 10; Break DC 16.

A) Front room.

If the PCs enter the cabin read:

The small, dark room is cluttered with furnishings and carvings of forest animals. A table and two plain chairs stand against the far wall, opposite a counter that runs all the way to the stout stone fireplace. Next to the shuttered window across from the fireplace is a chair that is covered with several furs.

The carvings that fill the room stand on every flat surface and depict birds, squirrels, dogs, cats, and even people. They vary in size from little bigger than a dormouse to one that stands at least two feet tall.

From behind a curtain that covers the other entrance to the room comes a light moaning.

The room is a typical living area for a poor carver. None of the carvings are magical though they are all well made and the 34 carvings would each fetch from 1-6 sp (90%) or 1-4 gp (10%) at a local market. In the corner of the room near the fireplace is a loose board. Under it are the carver's life savings: 2,546 cp, 6 sp, 8 gp, and a silver-plated hammer with the word "Frumack" written on it in Dwarven runes (meaning "Smasher" in that language).

B) Bedroom.

If the PCs enter this room **display illustration 3 on IQ2** and read:

The smell of sweat and filth fills this small, stuffy room. On a bed in the far corner, gasping and groaning in sweat-stained sheets, lies an old man. On a small table by his bedside lies a wilted plant with red, bell-shaped flowers and shining black berries.

More carvings fill the room, particularly the table in the opposite corner of the room where several unfinished works lie.

Anyone with a Profession (herbalism) skill examining the plant can easily recognize it as belladonna — a highly poisonous plant (DC5). The old man is suffering from poisoning, though his body is fighting against it. Examining the old man also reveals several large gashes across his belly at least a day or two old.

The wood carver has been plagued by werewolves recently and normally locks himself safely inside his cabin at night. A small pack of wolves, under the control of the lycanthropes, attacked him outside his house the night before. Though wounded, he survived to reach the safety of his cabin. The old man didn't know he was only wounded by normal wolves and swallowed some belladonna from the supply around his house only a few hours before the PCs arrive.

As the PCs are examining the man, he awakens briefly and bids them to flee. If they refuse (and anyone with any kind of medical knowledge realizes the man should not be moved), he groans deliriously about the "left board" over and over before lapsing into unconsciousness.

Creatures (EL 8). The two werewolves come to the farm shortly after moonrise (about 9 p.m.) in wolf form, accompanied by six normal wolves. They send their wolves in first if the shutters or front door are open. If there is no way for their servants to get into the house, they assume hybrid form and smash their way into the hut. **Display illustration 4 on IQ2** and read the following to the PCs:

After sundown, you are haunted by the howl of wolves in the distance. The howling gradually gets closer and before you know it, a pack of wolves descends upon the cabin. Suddenly, you hear and feel the impact of several bodies thudding against the outer walls.

If the PCs successfully defend his cabin, the old man, Joseep, recovers from the effects of the belladonna the next day (and does not become a werewolf). If the werewolves are killed, they revert to human form and he can identify them. He can relate to the PCs that they have been trying to buy his land for weeks.

Werewolves (2): CR 3; Medium-sized shapeshifter (6 ft. tall), HD 2d8+4; hp 19, 15; Init wolf +0 or hybrid +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft. 50 ft. as wolf or hybrid; AC common 12 [[[+2 Dex]]], wolf or hybrid 16 [[[+2 Dex, +4 natural]]]; Atk wolf or hybrid +3 melee (1d6+1, bite); SA trip, curse of lycanthropy; SQ wolf empathy, plus scent, damage reduction 15/silver; AL CE; SV Fort +7, Ref +5, Will +2; human Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10; as wolf or hybrid Str 13, Dex 15, Con 15, Int 10, Wis 10, Cha 10.

Skills: Profession (farmer) +6, Knowledge (nature) +2; (wolf or hybrid) Hide +3, Listen +14, Move Silently +4, Search +8, Spot +14, Wilderness Lore +0 (+4 when using scent).

Feats: Blind Fighting, Improved Initiative, Weapon Finesse (bite).

SA — Trip (Ex): A werewolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the Player's Handbook) without making a touch attack or provoking

an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf.

SA — Curse of Lycanthropy (Su.): Any humanoid hit by a lycanthrope bite attack in animal form must succeed a Fortitude Check (DC 15) or contract lycanthropy.

SQ — Wolf Empathy (Ex): Werewolves can communicate and empathize with normal or dire wolves. This gives them a +4 racial bonus to checks when influencing the animals attitude and allows communication of simple concepts and (if the animal is friendly) commands such as "friend," "foe," and "attack."

SQ — Plus Scent (Ex): Werewolves can detect opponents within 30 feet by sense of smell. If opponents are upwind, the range increases to 60 feet; if downwind, it drops to 15 feet.

SQ — Alternate form (Su): A werewolf can assume a bipedal hybrid form or the form of a wolf. The bipedal form is about 6 feet tall with a short tail, and covered in fur. The legs are like those of a wolf and the head combines humanoid and lupine features in degrees that vary from one werewolf to the next. The animal form is that of a fully grown wolf without any trace of human features.

SQ — Damage Reduction (Ex): A lycanthrope in animal or hybrid form gains a damage reduction of 15/silver.

Treasure: One of the werewolves wears a pair of gold earrings set with sapphires that are worth 200 gp each. They are very small and unless one searches Lylia's body carefully he or she will not find them.

Wolves (6): CR 1; Medium-sized animal (6 ft. long), HD 2d8+4; hp 20, 18, 13, 11 (x2), 8; Init +2; Spd 50 ft.; AC 14 [[[+2 Dex, +2 natural]]]; Atk +3 melee (1d6+1, bite); SQ scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4.

Feats: Weapon Finesse (bite).

SQ — Scent (Ex): Wolves can detect opponents within 30 feet by sense of smell. If opponents are upwind, the range increases to 60 feet; if downwind, it drops to 15 feet.

Development: If both lycanthropes are killed, these wolves will break off the attack immediately and flee into the forest.

If the two werewolves are sorely wounded, they flee back to their farm and can be tracked by anyone with a Track Feat (DC15). Likewise, their tracks to the scene of the encounter can be tracked by anyone with the Track Feat.

If the PCs find the farmhouse of Lylia and Nataen read the following:

This farm is a dump. Two old, broken-down and badly cared-for draft horses stand listlessly in the barn. The fields are full of weeds and a leaning split-rail fence surrounds the few acres of cleared land in the woods. The house itself is a mess as well, with broken windows and furniture and crockery scattered about.



Werewolf Attack

If one carefully searches, however, he or she can turn up a small treasure: 50 sp in a mended bag, 107 cp in a small chest, and a broken, jeweled pin set with a tiger eye gem worth 30 gp.

3) The Messenger

Creature (EL 6) - Daresh has used her *lesser planar binding* spell to summon a belker air elemental. Since she has been spying on the PCs with her scrying powers, she knows their whereabouts regardless of their location. One night when the PCs are asleep, she teleports the wicked elemental to the bedside of the PCs with orders to kill. The belker has a note attached to it that reads, "Give up. You cannot hope to fight my growing power."

Development: The belker will appear on the ship or land wherever the PCs are sleeping. If the PCs are not keeping a watch they will likely be awakened as the belker claws into their flesh. When the Belker attacks, **display illustration 6 on IQ4.**



The Messenger

Belker (1): CR 6; Large-sized elemental HD 7d8+7; hp 38, Init +5; Spd 30 ft., fly 50 ft. (perfect); AC 22 [[(-1 Size, +5 Dex, +8 natural)]; Atk +9 melee (1d6+2, two wings), +4 melee (1d4+1, bite), +4 melee (1d3+1, two claws); SA Smoke Claws; SQ Smoke Form; AL NE; SV Fort +3, Ref +10, Will +2; Str 14, Dex 21, Con 13, Int 6, Wis 11, Cha 11.

Skills: Listen +9, Move Silently +9, Spot +9.

Feats: Multiattack, Weapon Finesse (wing)

SA: Smoke Claws (Ex): A belker in smoke form (see below) can engulf opponents by moving on top of them. It fills the air around one Medium-sized or smaller opponent without provoking an attack of opportunity. The target must succeed at a Fortitude save (DC 14) or inhale part of the creature. Smoke inside the victim solidifies into a claw or talon and begins to rip at the surrounding organs, dealing 3d4 points of damage per round. The affected creature can attempt another Fortitude save each subsequent round to cough out the semivaporous menace.

SQ: Smoke Form (Su): Most of the time a belker is more or less solid but at will it can assume a smoke form. It can switch forms once a round as a free action and can spend up to 20 rounds per day in smoke form. A belker in smoke form can fly at a speed of 50 feet (perfect maneuverability). The ability is otherwise similar to a *gaseous form* spell cast by a 7th-level sorcerer.

4) Daresh's Mercenaries

Whether the PCs are traveling north by land or sea, they are soon pursued by either horsemen (land) or a caravel that flies the flag of two swords crossed before a blank shield.

Daresh had additional agents in Zoa beyond those who attacked the PCs in the previous adventure, "Forging Darkness." [Two more half-orcs (Kroch and Xeff) watched the final battle between Daresh's men and the PCs in that adventure.] They then rounded up their local associate Goolio and sought out the Zoan mercenary guild, hiring what men they had available.

The tiny mercenaries' guild in Zoa (affiliated with the one in Xaarum) only hires out men if one of their officers is hired to command them. Though the price was steep, Xeff paid it, as well

as a deposit on the mercenary's horses (or ship depending on how they are pursuing the PCs).

If they approach overland, the mercenaries are mounted on fast riding horses. In this case, read the following to the PCs:

A group of about a dozen armored and mounted men quickly approach your position. They bear weapons and advance threateningly.

If approaching by sea, they sail on the ship Fleetwing, a vessel hired by Daresh's agents. In this case, read the following to the PCs:

A fast sailing ship comes within your view. It appears to be on the same course as your ship. The ship flies a flag that the captain recognizes as that of the mercenary guild of Zoa.

After the PCs have an opportunity to react, read the following:

When the ship is about a half-mile away from your ship, it begins an intercept course. It is armed with a single forward ballista.

The Fleetwing is a caravel (sailing ship) crewed by 20 men and a captain (who do not fight except for the single sailor who mans the ballista). In addition to her crew, she carries the two agents of Daresh and their associate, eight hired mercenaries, and the mercenary officer. The ship can move about three miles per hour.

Those mercenaries on board with missile weapons fire as soon as they are within range. One of the crew mans the ballista, a weapon deadly to the crew of a vessel (3d6, crit x3, range increment 120 feet, crew 1). The rest of the mercenaries take cover until the ships come together and grappling lines connect them. At that point, the mercenary leader, Treon, leads his men across to capture or kill the PCs. The two half-orc agents of Daresh and their friend Goolio join eagerly in the fight.

The Mercenaries

Creatures (EL 10) Daresh's agents in Zoa hired eight men and a half-elf officer to assist them with the capture or killing of the PCs. The mercenaries are not evil but simply doing their job. They take no joy in killing and each of them sees it as simply what they do for a living. All of them respect Treon and if he falls in battle, at least one of them does his best to rescue and aid the half-elf. If the battle goes against them and Treon falls, the rest of the mercenaries surrender. If Treon lives, he surrenders rather than allowing all his men to be slain.

All of them follow an honor code and do not finish off foes who acknowledge their defeat and surrender. Any prisoners taken are treated well and their equipment is left to them except for weapons and spell components. Likewise, they expect others to treat mercenaries who surrender in the same way. Treon does

not allow the looting of his fellows if he surrenders. Treating prisoners badly relieves the remaining soldiers of any surrender agreement they made; otherwise they are model prisoners.

The half-orcs and Goolio use any means to kill the PCs and collect the Coin. They have informed the mercenary guild in Zoa that the PCs are the ones who are responsible for several recent murders in the area, thereby convincing the mercenaries of the justness of their cause.

Goolio, male human Ftr5: CR 5; Medium humanoid (5 ft. 10 in. tall); HD 5d10+10; hp 49; Init +0; Spd 20 ft.; AC 16 [(+6 banded mail)]; Atk +9 melee (1d6+6/crit 19-20/x2, short sword); or melee +9 (1d8+4/crit x2, heavy mace); SV Fort +6, Ref +1, Will +0; AL LE; Str 18, Dex 11, Con 14, Int 9, Wis 9, Cha 10.

Skills: Craft (weaponsmith) +6, Heal +4.

Feats: Blind Fighting, Cleave, Improved Bull Rush, Power Attack, Sunder, Run, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: banded mail, short sword, heavy mace.

Jeff, male half-orc Brb4: CR 4; Medium humanoid (6 ft. 3 in. tall); HD 4d10; hp 23; Init +4 (Improved Initiative); Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather armor); Atk +7 melee (1d12+2/crit x3, greataxe); or +5 ranged (1d10/crit 19-20/x2, heavy crossbow); SA Rage 2/day; SQ Uncanny Dodge, Darkvision 60 ft.; AL NE; SV Fort +4, Ref +2, Will +0; Str 15, Dex 13, Con 10, Int 7, Wis 8, Cha 5.

Skills: Climb +2, Intimidate +6, Jump +4, Swim +1, Wilderness Lore +4.

Feats: Improved Initiative, Weapon Focus (greataxe)

Possessions: greataxe, heavy crossbow, studded leather armor.

Krochik, male half-orc Brb4: CR 4; Medium humanoid (6 ft. 2 in. tall); HD 4d10+8; hp 27; Init +2 (+2 Dex); Spd 30 ft.; AC 15 (+2 Dex, +3 studded leather armor); Atk +9 melee (1d12+4/crit x3, greataxe); or +6 ranged (1d10/crit 19-20/x2, heavy crossbow); SA Rage 2/day; SQ Uncanny Dodge, Darkvision 60 ft.; AL NE; SV Fort +6, Ref +3, Will +3; Str 18, Dex 15, Con 14, Int 12, Wis 14, Cha 12.

Skills: Climb +7, Intimidate +7, Jump +7, Swim +7, Wilderness Lore +7.

Feats: Toughness, Weapon Focus (greataxe).

Possessions: greataxe, heavy crossbow, studded leather armor.

Treon, male half-elf Ftr4/Sor3: CR 6; Medium humanoid (5 ft. 6 in. tall); HD 4d10+3d4+14; hp 50; Init +4 (Dex); Spd 30 ft.; AC 21 (+4 Dex, +6 bracers, +1 ring); Atk +6 melee (1d8+2/crit 19-20/x2, longsword); or +8 ranged (1d8/crit x3, longbow); or +6 melee (1d4+2/crit 19-20/x2, dagger); SQ Low-light Vision, Immune to Sleep; AL LN(G); SV Fort +6, Ref +5, Will +5; Str 14, Dex 18, Con 15, Int 16, Wis 12, Cha 16.

Skills: Concentration +7, Gather Information +3, Jump +7, Ride +7, Spellcraft +4, Spot +7, Swim +3.

Feats: Dodge, Expertise, Improved Disarm, Improved Trip, Mobility.

Spells Prepared (6/6) — 0 lvl (6) - *arcane mark, detect magic, flare, ray of frost, read magic*; 1st (6) - *charm person, color spray, sleep*.

Possessions: +6 bracers of armor, ring of protection +1, longsword, longbow, quiver of arrows, dagger.

Treon is a sorcerer as well as a fighter. An honest half-elf, he pursues the PCs because Goolio and Krochik informed him that the PCs are the ones who have been flouting the laws in Zoa and even attacked Castle Zoa and freed some dangerous prisoners.

Doofors, male human Ftr4 (2nd in command of mercenaries): CR 4; Medium humanoid (6 ft. tall); HD 4d10; hp 32; Init +6 (+2 Dex, +4 improved initiative); Spd 20 ft.; AC 16 [(+6 splintmail armor)]; Atk +5 melee (1d8/crit 19-20/x2, longsword); or +4 melee (1d4/crit 19-20/x2, dagger) AL LN(G); SV Fort +6, Ref +1, Will +1; Str 9, Dex 14, Con 9, Int 8, Wis 10, Cha 11.

Skills: Climb +2, Jump +5.

Feats: Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Weapon Finesse (longsword), Weapon Focus (longsword).

Possessions: longsword, splint mail, dagger.

Mercenaries, male human War3 (7): CR 2; Medium humanoid (6 ft. tall); HD 3d8; hp 17, 14, 11 (x2), 10 (x2), 9; Init +1 (Dex); Spd 20 ft.; AC 15 [(+1 Dex, +4 chain shirt)]; Atk +4 melee (1d6/crit 19-20/x2, short sword); or +4 melee (1d4/crit 19-20/x2, dagger); AL LN(G); SV Fort +2, Ref +1, Will +0; Str 10, Dex 12, Con 11, Int 10, Wis 10, Cha 10.

Skills: Jump +6, Ride +6.

Feats: Quickdraw, Weapon Finesse (short sword), Weapon Focus (short sword).

Possessions: chain shirt, short sword, dagger.

If the PCs try talking to Treon or the mercenaries, they might be able to parley. Treon is willing to talk and, depending on how PCs handle the situation and themselves in battle (i.e. merciful to enemies, helping their allies at risk to themselves) he might even be convinced of their sincerity. If Treon sees some proof of the half-orcs or Goolio being evil or of the PCs being good and just, he will end the attack entirely and take the half-orcs and Goolio prisoner.

ARRIVING AT HAANEX

As the PCs travel north in Reanaaria Bay (either by ship, horseback, or afoot), they can easily return to the village of Haanex or enter the Lands of Skarrna. If they go to see Veoden in Haanex first, use this encounter. If the PCs should get sidetracked, or decide to explore other areas of Skarrna, the DM may want to skip ahead to the section entitled "The Haunted Town."

As you approach Haanex, you see a bright blue smoke pouring out of the upper window of Veoden's tower.

The front door and lower windows are arcane locked (7th level) but heavy pounding and shouting brings the wizard to the window above.

"What!?" Veoden yells down, blue smoke pouring past his head. "Can't you see I'm busy?! I might be the only thing standing between this village and destruction, you know!"

It takes him a few minutes to recognize the PCs (it has been months and his eyes are tearing with the smoke). In fact, this could be an entirely new group than those who set out from Haanex some time ago. When he finally does realize why the PCs are there, he tells them to come up as quickly as they can and then pulls his head back into the smoking window, coughing loudly.

The door remains locked but more pounding and yelling eventually bring a young boy, Veoden's son, to the door. He escorts the PCs to the top of the tower where they can meet with Veoden.

The tower creaks ominously, obviously less sturdy than it was the last time you were here. You make your way to the top and find the study filled with smoke pouring from a large brazier that sits under the northern window. Through the window, you can see the town of Haanex and the horizon beyond.

The wizard stands in front of the brazier, cursing and complaining. He reaches for something on the shelf next to him but his hands close on empty air. He suddenly turns to you. (Veoden points to a random character.)

"You!" he says. "Down in my lab is a large blue bottle. Next to it is a red bottle and by that is a green bottle. Ignore them and get the brown bottle — unless it has a purple lid. If it does, get the blue bottle but only if it has a yellow lid or else . . . oh never mind! Boelain," he calls to the boy, "go get me some nitric acid."

The boy bolts from the room, running down the stairs. When he returns, Veoden pours the contents of the bottle into the brazier, which erupts with a thick smoke. As the smoke drifts over the large mirror beside the brazier, you see an image start to form within it. The scene looks the same as what you saw out of the window just moments ago: the town of Haanex below and the horizon to the north. Then the vision in the mirror seems to soar from the window and over the town and the river beyond it. It moves faster than anything you've ever seen in your life, veering to the northeast. Within seconds a long, dark forest appears. The image follows the forest, turning once again to the north where something clings to the flat horizon like a wart. The shadow closes incredibly quickly, resolving itself into a castle on a bluff over a shanty town. A dry riverbed curls around the bluff and leads west into the woods. The vision in the smoke flies towards the castle, approaching the topmost level and passing through it. You see Daresh crouched in the room, eyes closed, clutching something in her hand. Her flesh seems to be unstable and almost moves and twitches on its own. She appears to be in great pain.

Her eyes suddenly fly open and she looks right at you, glaring, as a blackness surrounds her. The vision cracks like a mirror and shatters, though no damage is evident on the mirror you've been peering into.

After this event he takes the characters down to the kitchen and pours some wine for himself and the PCs. He chats with them and finds out what they want. If asked about the vision, he advises them to find the castle and Daresh. He does not accompany them north because he must care for his son but suggests that if they go north into Skarrna, they should stay hidden. He senses great magic being worked to the north and finds it powerful and disturbing. He tells them that he also senses unnatural forces at work.

Veoden knows little else but tells them what he can. He warns them that "evil cannot stand evil's touch" and to beware the power of the Coin, for it can corrupt whomever uses it. He does not give the PCs any magic items, though he might be persuaded to give any wizard PCs some magic spells for their spellbook.

HISTORY OF THE LANDS OF SKARRNA

Migrating clans of Fhokki settled the Land of Skarrna (population 600,000). After fleeing the icy cold of the north, the Fhokki clans, called the Skarrns, chose to settle the lush northern tip of Reanaaria Bay.

Battle lords, called Skryvalkkers, divided the Land. The lesser Skryvalkkers chose the open land to the north, where the people learned to farm the virgin soil and raise livestock. The most powerful Skryvalkkers claimed land on the Bay. Fishing and whaling became common occupations along the coastal waters.

Soon after the Skarrns settled the area, Reanaarian whalers arrived and began disputing water rights. After initial hostilities, the Reanaarians and Skarrns became close allies and trading partners, although sailors still argue over water rights.

Skarrna has changed little over the years. 'Skryvalkker' has become the title for the local ruler, and in times of trouble the Skryvalkkers are still 'battle lords.' Skarrnid merchants trade along both coasts of Reanaaria Bay and with Drhokker and Thybaj merchants. Skarrna's natural resources include grain, whale oil, kelp, octopus ink, coral and pearls. Textiles and foodstuffs are frequently traded to the gnomes in the Vrykarr Mountains for metals and minerals.

The Skarrns worship a wide array of deities. The Way of the Berserk, Halls of the Valiant, Temple of Armed Conflict and Temple of the Stars have large followings here. The Assembly of the Four Corners and the Church of Life's Fire are also widespread among the populace. Recently, the Inevitable Order of Time, the House of Knives and the House of Scorn have had notable increases in worshippers.

Skarrna lacks a traditional single army, but each Skryvalkker (there are eight) has a standing army and altogether their troops number about 3,000. This number includes 1,500 cavalry, consisting of a large unit of heavy cavalry and 1,500 footmen. They have no permanent navy, but several coastal Skryvalkkers are trying to convince the council to commission the construction of a fleet.

Capital: Ardarr-Norr, City of Pearls

Population: 16,100 Fhokki, with evidence of Reanaarian blood in about 20% of the population.

At a Glance: This city resembles the northern log settlements of the Fhokki more than it does the bright brick towns and cities

of the Reanaarians. A long wooden wall surrounds the city at a great distance, apparently to allow for extensive growth. Inside it is a tighter, sturdy stone wall.

Government: Skryvalkker Thelka has ruled the city since her husband's death in Y.N.D. 730 (549 I.R.). The city is considered the choice land of Skarrna and a few Skryvalkkers, sensing an opportunity to take it by force, attempted to invade it when Thelka's husband Norath died. Thelka called on the army to mobilize, only to discover that the leaders refused to follow a woman into battle.

She went alone.

Ashamed and angry with her for shaming them, the lords followed, catching up with her just as she charged a company of 250 men. The Ardarrs defeated the first Skryvalkker enemy. The other enemies must have received the news quickly because they and their armies never arrived.

Thelka chose her chief advisors in that battle, where she saw their courage and loyalty firsthand. Her rule is very secure, and the young warriors now do not hesitate at all to follow her lead on the battlefield. Her young son Thurvan is very proud of her and looks forward to the day when he can accompany her into a battle or the clandestine meetings with other heads of state.

Economy: The city and surrounding countryside produce wheat, hemp, whale oil, fish, kelp, and some of the largest pearls in the world. Ardarr hemp and clothing made from it are perennial favorites at the market in Zoa. Ardarr-Norr imports weapons, armor, gold, silver, tin, copper, and other metal goods from the gnomes in the Vrykarr Mountains.

Military: Only one tenth of Skarrna's heavy cavalry (chain-mail, shield, and axe) stay in Ardarr-Norr. Their commander is Viljar, an ardent follower of the Way of the Berserk and secret Sentinel of the True Way. Viljar never stops looking over his shoulder for minions of the wizard Hurrkal and trusts no one. His blonde hair and beard are quickly turning gray from the constant worry.

Temples: Nearly all faiths have a temple or shrine in Ardarr-Norr. The Way of the Berserk is most popular with the soldiers and nobility. The Halls of the Valiant, the Temple of Armed Conflict, and the Temple of the Stars are lesser favorites. The Assembly of the Four Corners, the Church of Life's Fire, and the Inevitable Order of Time are smaller but growing faiths. The House of Knives is the largest evil faith in the city.

The Temple of the Stars worships under the watchful eyes of High Worder Jorgen, who only recently received his present title after walking back from Zoa. Jorgen prefers to minister to non-merchants because they travel for joy and not because they must.

Mages & Sages: Hreslin, a gnome who favors earth spells, makes potions and scrolls for sale. He charges 25% below list price for natives and 125% of list price for foreigners. He knows a fair bit about magical weapons and actually has a 10% chance to be able to procure a magical weapon usable by druids. Hreslin only finds magical items for halflings or gnomes, and his search takes 2d6 weeks of game time.

Having been to the astral plane once, Nabaddan is eager to return there. A close call with a hunting party of githyanki left him flush with excitement. Nabaddan does not sell items or services, but he will purchase magical items that allow extraplanar communication or travel.

Underworld: This rustic overgrown village is a hotbed of intrigue. The Sentinels of the True Way were active in this area until Y.N.D. 743 (562 I.R.) when, in a great coup, they located and destroyed a great cache of magical items in the city. When Hurrkal, the wizard who owned them, returned from the Ethereal Plane, he went berserk and burned an entire block of the city. He still hunts the remaining vandals, although he no longer lives in the city and works through spies.

A band of pirates called Halvena's Scythe uses the city as a regular base of operations and a place to fence goods. A pirate can split a cargo among two dozen clans, making it impossible to trace. The band follows Halvena, a roguish half-elf with a reputation for fighting the toughest of her enemies herself. She can swim like a fish, too, and occasionally offers a brave captive his freedom and his weight in silver if he can beat her in a race.

The House of Knives operates the thieves' guild and its high priest is traditionally the Guildmaster. The current high cleric and guildmaster is Reidgard, who exposes those pirates who refuse to offer him their goods at whatever price he demands. Reidgard has done an exceptional job at remaining hidden while making sure the actions of his rivals are well known and hated. Although the government does everything it can to stop it, Reidgard takes contracts from time to time and always delivers.

Interesting Sites: The city has a flat area on the north end the locals call "the ground that does not grow." This black spot is evidence of Hurrkal's rage and shows no sign of recovery. Nobody wishes to build a home there, even if it means living in a more crowded location in another part of the city.

The city houses the ancient Sword of the Raging Wyrm, an ancient artifact that belonged to Skryvalkker Hostud I, the city's founder. The sword stands in a glass case in the Halls of the Valiant, guarded at all times by a cleric and 4 seasoned fighters. If a thief were to defeat, deceive or bypass the guards, he would still have to reckon with all the traps and magical wards a 14th-level cleric could devise or purchase.

Special Notes: The Island of Voritti south of Skarrna depends on Ardarr-Norr for extensive trade. The Vorittii build long, slim ships more akin to the Brandobian galleys than the Reanaarian vessels commonly seen on the bay. They collect most of the kelp traded at Ardarr-Norr, and they also weave most of the hemp. The island is practically one large hemp farm owned by Skryvalkker Sigurth Fourhorns, a masculine model of manhood known for his visits to the Rokk Woods to wrestle brown bears.

Current Politics of Skarrna

The list below shows the current Skryvalkkers of Skarrna and their titles with their territory (shown on the enclosed DM aid map inside the back cover of this book). These territory markings are approximate because the people of Skarrna do not treat them as strict borders. The main reason for the loose border definitions is that there are very few natural geographic features to delineate the boundaries. Thus, there are frequent disputes among the Skryvalkkers over land rights.

- 1) Skryvalkker Thelka (Ruler of Ardarr-Norr and the Lands of Skarrna)
- 2) Skryvalkker Sigurth Fourhorns (Ruler of the Isle of Voritti)
- 3) Skryvalkker Hurrkal (Ruler of the Gateway to Reanaaria)
- 4) Skryvalkker Takkdar (Ruler of the Western Midlands)

- 5) Skryvalkker Viloth (Ruler of the Eastern Midlands)
- 6) Skryvalkker Gokrakk (Ambassador to Shyff)
- 7) Skryvalkker Natfal (Ruler of the Gateway to the West)
- 8) Skryvalkker Eddorrad (Lord of the New North*)

Raddik (hamlet):

Conventional; AL LN; 100-gp limit; assets 1,000 gp; population 200; isolated (human 95%, halfling 2%, elf 2%, other 1%).

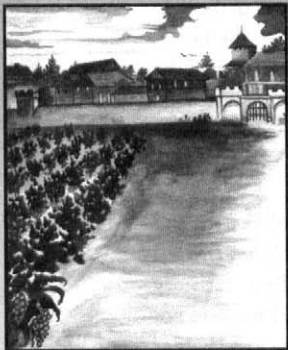
Authority Figures: Sheriff Vont Eckind, male human Ftr4.

Important Characters: Prosser, male human Com3 (innkeeper), Elskin Frist, male human Clr3 (The Raiser/harvest).

Others: Deputies, male human War4 (3); Exp6 (1); Exp3 (2); Exp1 (4); Com1 (187)

Notes: The walls of Raddik are especially enchanted to keep out evil and undead.

Unknown to any of the village's present inhabitants, the walls and most of the buildings of the village were blessed by the Friends of the Fields when they first settled in the town. The town's blessing (a *miracle* spell) allow no undead to pass through or even touch them. The enchantment affects most of the town's structures as well, though newer ones (see the map on page 48) are not so blessed. All of the village's towers are solid stone and have no rooms within. The walls are five feet thick.



Hamlet of Raddik

*Skarrns refer to their ancestral home in the lands surrounding Lake Jorakk as the "ancient north."

As described in the history of Adarr-Norr, Skryvalkker Viloth attacked Skryvalkker Thelka in a half-hearted grab at power shortly after her husband died. This battle only served to strengthen Thelka's position of power as she successfully repelled the attack and was able to rally her troops to her command. Because of this failed attack, Viloth is on very poor terms with Thelka.

Furthermore, Viloth not only lost some troops in the skirmish but he also lost some honor in the eyes of the other Skryvalkkers. Conspirators in the coup included Takdkar, Natfal and Eddorrad, who originally agreed to send troops but pulled out at the last minute when things turned sour. However, Viloth has evidence of their participation in (or at least support of) the failed coup. Thus, his three co-conspirators continue to support him in further conflicts for fear of exposing their traitorousness to Thelka and their other peers.

Despite significant pressure from his neighbors, Skryvalkker Gokrakk remained neutral in the conspiracy, counting on his secret pact with Shyff to lend him aid if he was surrounded by civil war. Gokrakk is also frequently at odds with Viloth over land rights on Reanaaria Bay and many battles have taken place between the families of the two rulers over the years. Thus, Gokrakk would be very happy to see the house of Viloth fall if it would mean a definitive increase in his lands and influence.

Thelka's two closest allies among the Skryvalkkers include Sigurth on the Isle of Voritti and Skryvalkker Hurrkal to her west. But Hurrkal is more interested in expanding his territory southeast into Reanaarian lands than competing with other Skarrns for territory. He would like to see Skarrnid influence spread as far south as the Reanaarian City-State of Saaniema and beyond were he not so distracted by what he sees as petty squabbles among the nobility of his homeland.

Skarrnid troops are stationed throughout the Skryvalkker's domains. The table below shows their current distribution. They are generally most loyal to the Skryvalkker whom they serve but all of them technically report to commanders in Adarr-Norr. These troops constitute the standing army of Skarrna. Each Skryvalkker can muster additional lay-troops from their

local populations should a great crisis erupt. (HC = Heavy Cavalry, LC = Light Cavalry, HI = Heavy Infantry)

Skryvalker	HC	LC	HI
Thelka	350	100	500
Sigurth	0	0	100
Hurrkal	100	100	200
Takdkar	100	50	150
Viloth	100	100	150
Gokrakk	100	100	100
Natfal	100	50	150
Eddorrad	150	0	150
totals	1000	500	1500

The Haunted Town

When the PCs enter the domain of the Skryvalkker Hurrkal in the Lands of Skarrna, to the northeast of Haanex, they will come upon a town called Raddik. **Display illustration 5 on IQ3** and read the following text:

Towards dusk, you spot a small walled town surrounded by fields of grain and vineyards, half a mile or so away from the road. It looks like a safe place to spend the night. The walls protecting the town stand 20 feet high, with guard towers to the east and west standing an additional five feet higher.

The tiny village lies near the southwestern border of Skarrna, just east of the Rokk Woods. Some 200 men, women, and children live in Raddik, and no militia are stationed in the town proper. Only a sheriff and three deputies keep the peace for the nearby Skryvalkker (whose stronghold lies 35 miles away). The Skryvalkker's representative in the village is the local sheriff (Vont Eckind).

The village began as a simple inn, more a place to stay the night between towns than anything else. A century and a half ago, an innkeeper discovered that the grain and grapes of the surrounding land made superb beer and wine. After a brewery was built near the inn, more people started moving into the area. The low walls were built around the city in the early fourth century FC (457 IR/313 FC). The temple of Dhytorrfhokker (the Raiser) was built soon after that.

Before dark, thick torches are lit along the main streets and left to burn all night long. Torches are lit and placed in holders by the gates as well. The eastern gates of the town used to be closed at night but that is no longer the case (though the portcullis here is still closed).

Twenty small grass-covered cairns lie scattered about some three miles north of the town. Many of them are empty of anything except bones, a few pieces of broken armor and ancient equipment. Long forgotten by the townsfolk is the reason for the cairns existence. They were constructed by Skarrn soldiers to bury their dead after their defeat by Deji tribesmen centuries ago. Unfortunately, one cairn has been disturbed. This is where the town's troubles stem from.

The Shattered Candle

As the PCs enter the town, read the following:

The little hamlet looks cozy enough. All of the houses are two stories high and the largest building, which stands in the center of the town, is three floors tall and has a sign out front that reads "The Shattered Candle." Tall gabled roofs of wood overhang the streets. Most of the homes are well-tended and the streets are clean. Even the 20-foot walls around the village and the open gates at each compass point seem friendly enough. The guard towers are not even manned.

Display illustration 7 on IQ 4 now. The inn is well built and solid (as are all the houses in town). The owner (Prosser) is a large man with a bushy black beard. In the taproom of the inn is a very large, broken candlestick over four feet tall (hence the inn's name). If the PCs enter, read the following:

The taproom fills up after suppertime, and the locals seem very friendly. Rumors and stories abound of a witch-queen who has started the civil war in Skarnna. Most folks in the tavern do not approve but they all agree she seems to be doing very well, if rumors from the north are correct. One man drunkenly proclaims that she has already destroyed two of the Skryvalkners and her armies seem unstoppable. Some of the locals are talking of fleeing Raddik, though one older man scoffs at the idea of anything from outside their lord's territory being a threat. "We've got troubles of our own," he says.

If asked to elaborate, the man refuses. Continue reading:

The villagers begin to get a fearful look in their eyes as dusk approaches. As the shadows lengthen, the tavern quickly empties out. As soon as the last man leaves the inn the innkeeper bids him to get home quickly. Then he puts a bar on the door and tells his sons to shutter and bar all of the windows. In the distance, a bell sounds three times and the innkeeper involuntarily shivers.

If PCs ask why the villagers left so early, the innkeeper tells them that, for the most part, they are farmers and have early mornings. Then he warns the PCs not to leave the safety of the inn at night, and for no reason are they to unbar the door.

If they ask why, he simply says:

"Just don't go out. If you do . . . well, just don't. Not if you value your lives and your souls. You are welcome to stay here as long as you like; I trust you to pay for what you eat or drink. Now remember, don't open the door," he says, finally locking it with a large iron key. He puts out most of the lanterns and takes one with him up the stairs.

After one more warning for the PCs not to open the door, no matter what they hear outside, he leaves them. A single lantern stays lit in the taproom (it burns for about 4 hours).

Around town, people are acting similarly. Doors are barred and windows shuttered. The upper floors of houses are shuttered as well. If PCs go to the east gate, they find that the portcullis is down but the gates themselves are open. No one is on the streets at all — nor does anyone in town open doors for outsiders after dark.

Only the crackling of the torches sounds in the streets. The town seems dead and abandoned.

The Horror

Creatures (EL 12). Around midnight, the horror comes to Raddik. If PCs are still awake, they might hear (Listen DC 10) what sounds like the approach of men in armor: the creaking of leather, the clink of metal and the march of feet. It grows closer, and it is especially loud if they are outside or if they have opened the windows of their rooms. Sleeping PCs are awakened by the noise if they make a Constitution check (DC15).

Anyone who looks out an upper window of the Shattered Candle, or is in the main street east of the inn, sees what is approaching.

Display illustration 8 on IQ 5 now and read the following:

In the dim moonlight, you see the faint outline of several figures approaching the town. When they enter the torchlight of the main gates, only yards away, they become visible. Five figures, dressed in armor and carrying weapons, march in military fashion to the portcullis, and pass through as if it were not even there!

As they march down the street, you realize the suits of armor do not contain men. Their flesh appears insubstantial; only a skull is visible beneath each of their helmets. Worse yet, you see that the eyes of the things glow with an infernal light.

Swordwraiths (5): CR 7; Medium-sized Undead (6 ft. tall), HD 5d12; hp 35, 34, 33, 30, 25; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 20 [[[+1 Dex, +6 magic breastplate, +3 magic large metal shield]]]; Atk +10 melee (1d8+6 plus strength damage, longsword); or +8 ranged (1d10, 100 ft. increment, +1 heavy crossbow); SA Strength Damage; SQ Damage Reduction 10/+2, +2 turn resistance, undead; AL LE; SV Fort +5, Ref +3, Will +5; Str 17, Dex 13, Con -, Int 10, Wis 12, Cha 8.

Skills: Climb +4, Hide +8, Jump +4, Listen +6, Move Silently +2, Ride +5, Spot +5.

Feats: Cleave, Improved Initiative, Iron Will, Power Attack, Quick Draw, Weapon Focus (heavy crossbow), Weapon Focus (longsword), Weapon Specialization (longsword).



The Shattered Candle



Swordwraiths

SA — Strength Damage (Su): A creature struck by a swordwraith's melee weapon takes one point of temporary strength damage.

SQ — Damage Reduction (Su): A swordwraith's insubstantial-appearing body is tough, giving the creature damage reduction 10/+2. Despite their appearance, swordwraiths are not incorporeal.

SQ — Turn Resistance (Su): A swordwraith has a turn resistance of +2.

SQ — Undead: Swordwraiths are immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects; not subject to critical hits, sneak attacks, ability damage, ability drain, energy drain, and death from massive damage.

Possessions: +1 longsword, +1 heavy crossbow, +1 breastplate, +1 large metal shield, +1 cloak of resistance.

Development: The wraiths split up after entering the town. They check doors and windows, but have found that it is useless to even try to break into the houses (they can't even touch the wood of the buildings that have been blessed, so strong was the miracle). The creatures with bows fire on anyone they see who is out of range of their melee weapons. If any of them are badly hurt (half points or less) they let out a loud, mournful wail that summons the others in 10 rounds.

If PCs impress the swordwraiths with their fighting prowess, the creatures might deign to speak with them, though they only speak an archaic form of Reanaarian. They think the PCs and townsfolk are "stinking Fhokki barbarians" and claim they will kill all of them. They don't believe PCs who tell them they are dead and if proven that they no longer live, they proudly announce "not even death stops a true warrior."

The swordwraiths have invaded the town every night for the last two weeks, since they were accidentally released from their tomb (by a grave robber). After raiding several houses and killing a few people who wandered the streets at night, the townsfolk found that simply securely locking the doors and windows was sufficient to keep the fiends out of their houses. After the first night, the gates were closed, but one of the wraiths called over the walls that if they were closed again, the creatures would build siege engines and destroy the entire town. The gates were left open, and now the things seem content in terrifying the villagers.

The only houses in town that are attacked by the wraiths are those that had not been enchanted a century ago. Only a few buildings had subsequently been built and since their inhabitants were murdered by the wraiths, they have been left abandoned.

The PCs are safe if they stay indoors, though two occurrences that evening may draw them out.

A Cry from the South

If the PCs do not immediately engage the Swordwraiths, read the following:

Only a half-hour or so after the things enter the town, you hear what sounds like a man's scream from the south side of the village. After hearing several more screams for help, you see a man in black leap out of a side alley near the inn, clearing a good ten feet. He stumbles,

falling to his knees. He is apparently armed only with a short sword. You can hear the marching sounds of swordwraiths from the alley behind him.

This is Felgood, a thief. He entered the town shortly after nightfall looking for some easy cash but ran into the swordwraiths (1d3 of them) instead.

Felgood, male human Rog5: CR 5; Medium humanoid (5 ft. 5 in. tall); HD 5d6+12; hp 31 (presently 8); Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 [(+4 Dex, +2 leather armor)]; Atk +9 melee (1d6+2/crit 19-20/x2, short sword); or Atk +7 melee (1d4/crit 19-20/x2, dagger); SA Sneak attack +4d6; SQ evasion, uncanny dodge; AL NE; SV Fort +3, Ref +8, Will -1; Str 10 (presently 6), Dex 18, Con 15, Int 15, Wis 7, Cha 4.

Skills: Appraise +4, Balance +6, Bluff +6, Climb +8, Disable Device +8, Escape Artist +6, Hide +8, Jump +4, Listen +5, Move Silently +8, Open Lock +8, Tumble +8, Use Magic Device +1.

Feats: Improved Initiative, Run, Weapon Finesse (short sword).

Possessions: +2 short sword (called *Algarrif*), pearl of wisdom (he does not know it is magic), ring of jumping, silver dagger, hand crossbow, quiver of 12 bolts, pouch with 12 gp, 7 sp, 20 cp, and two pieces of zircon (50 gp each), leather armor, black clothing, black cloak.

Felgood is obnoxious, short, and ugly. He has dark brown (almost black) hair, brown eyes, and usually pulls a neckerchief up to cover the bottom half of his face. He is friendly enough to anyone who saves him, but he has a terribly nasal voice and asks the rudest questions, always seeming to expect an answer to the most personal inquiries.

Development: If the PCs help him, he flees the swordwraiths and enters any safe structure. He does not endanger himself for the PCs (not even to the point of climbing into the second floor of a building, breaking in, and opening the door for them). He claims his magical sword doesn't hurt the creatures (actually he's a lousy fighter and kept hitting their armor) but he won't give it up without a large payment (5,000 gp just for a loan). He might be persuaded into trying his crossbow on the creatures, but it will prove ineffective.

If he is killed by the swordwraiths, one of them takes his magic sword, ring, pearl and money as his own.

The Old Woman's Scream

About 20 minutes after the encounter with Felgood, the PCs hear another scream, this time from the north. If the PCs choose not to investigate, the screaming continues for another minute or two before ending abruptly. The next morning, the PCs hear that old widow Barnnes was killed by the things.

If the PCs investigate, they find three of the swordwraiths trying to break down a door that stands ajar in one of houses on the north side of town. The old woman behind the door is screaming and trying in vain to pull it shut. If the PCs don't interfere at this point, the wraiths manage to push their way into the house, kill her, and loot the place.

If the PCs distract the wraiths, the creatures target them as more worthy prey. As soon as they step away from the widow's door, she slams it and shoves the bolt home. The three swordwraiths attack the PCs and try to kill them instead.

If the widow survives, she rewards her heroes with three apple pies the next morning.

The Swordwraith Barrows

If the PCs did their best to defend the town (and especially Widow Barnes) from the swordwraiths, someone will have noticed out of a second floor window. The PCs are welcomed as heroes if they actually managed to kill any of the things. Prosser will ask them to destroy the things once and for all. He tells them how the gates were closed once and that the things threatened to destroy the entire town. He also points out that they probably came from one of the barrows north of town. He cannot pay the PCs anything, but if they end the menace, the villagers will give them any of the abandoned houses they want.

If the PCs investigate the barrows **display illustration 9 on IQ 5** and read the following:

As you approach the grass covered burial mounds of some long forgotten battle, you see that one of the barrows has been breached. Relatively fresh earth is scattered around the entrance, and from within the hole you hear the scraping of metal on metal.

If the PCs enter or peer inside, read the following:

You find a rough, stone-lined room some 20 feet across. The swordwraiths are there cleaning their weapons and repairing their armor.

Scattered about the lair are 53 gp, 74 sp, and 214 cp of Skarrna mint. There are also several small pieces of jewelry that the wraiths stole from their victims in Raddik. All told, the total value of the various jewelry pieces is only about 30 gp.

Development: They fight to the death if caught in their lair. The monsters can only be stopped if they are destroyed or if the barrow is closed again. If the PCs do not stop the swordwraiths, they will prey on Raddik for years to come.

FURTHER INTO SKARRNA

When the PCs continue through Skarrna, they encounter one or two Skarrn patrols in the southern lands. If they talk to any locals in the various towns they pass through, they learn that the entire country is getting ready for war. Rumor has it that an upstart wizard is preparing for a major offensive in order to take more land. She has already seized the castle of the Skryvalkker Natfal and holds Skryvalkker Takdkar under siege.

The weather continues to be overcast and wet, raining as the PCs travel through Skarrna. Towns further north are locked up at night, gates are barred, and the people seem afraid of the upcoming war. Also, strange occurrences have been happening in Skarrna of late, particularly at night.

Weird lights are sometimes seen in the sky to the north. More humanoids have been spotted in the nearby mountains and forests. In one town, an ogre head sits atop a pike in the town square. At another, the villagers speak of strange noises that the wind makes at night.

The PCs notice more patrols of Skarrn troops as they head north. One night while they are on the road, green balls of flame can be seen in the woods nearby. If PCs investigate, the lights disappear without a trace. Another night, the PCs hear odd sounds out in the darkness: cracking and the cries of children, men and women. If they investigate the noises that seem to come from all around them, they find nothing. In a village the PCs hear the sound of someone pacing outside their window. If they investigate, they find footprints that lead in a small circle but nothing else.

Many of the odd things happening in and around Skarrna at this time are a result of Daresh's growing power. However, some of them are just coincidence. If there is any monster the GM wishes to pit the PCs against that would normally not be encountered in the (relatively) civilized lands of Skarrna, it should be used now, as Daresh could use a *reduce* spell on it and then *teleport* it to the vicinity of the PCs.

As the PCs travel north from Raddik, heading for Takdkar's territory, they hear that the next good place to stop is Wellforn Manor, which is right on the road.



Swordwraith Barrows

Wellforn Manor

As the PCs continue to travel, **display illustration 10 on IQ6** and read the following:

As you travel down the road, a storm still rages but you eventually see lights in the distance. Continuing on, you find that a large stone inn lies along the road. A sign out front reads "Wellforn Manor." It has three floors, with arrow slits peeping out from the lower floor and balconies hanging on the walls above.

The owner of the inn is Squire Wellforn, who is happy to have the PCs as patrons. He can also be a good source of information about the activity in northern Skarrna. He knows that his lord, Skryvalkker Hurrkal (the southernmost Lord in the mainland of Skarrna), is prepared to defend his borders. Apparently there is a lot of conflict in Taddkar's territory to the north, and many monstrous humanoid races have been spotted moving about there. Wellforn is sure that they plan a conquest of Skarrna and points out to the PCs the weapons he has stockpiled (a few light crossbows and short swords). He even discusses his intent to hire a few men in the next week or so to help him defend the place.



Wellforn Manor

If the PCs are at the inn during the day, read the following:

You see that the taproom is doing brisk business. Among the patrons are a man wearing full plate and carrying a shield with a symbol of Skarrna on it who sits with a

young boy in leather armor and the same colors; a man in brown robes and a dwarf drinking together; a man in a long coat and scarf leaning on a table, sleeping; four men in dark clothing sitting in one corner; and a barbarian, two warriors in chain and splint armor, and an ugly man in dark robes talk quietly at one of the central tables.

The armored man is a chief advisor of Skryvalkker Thelka, and the young boy who sits with him is none other than Thurvan, the only son of Thelka. She thought it would be a good idea for her son to learn firsthand the responsibility of being a knight, and so apprenticed him as a squire. They have just ended their stay at the village of Shynkyf. The man in brown robes is a priest of the Mother of Elements (earth corner), and is traveling south with the dwarf, who is returning to his home in the Byth Mountains. The sleeping man is a local, who has fallen in love with Squire Wellform's daughter and frequents the inn just to watch her. The four men in dark clothing are followers of the Emperor of Scorn, and are also traveling south. At the moment they are discussing whether to follow the dwarf and priest along the road, and lynch them when they reach an isolated spot. Any of these NPCs may be used by the DM to further complicate the plot, or as seeds for future adventures.

The other four (Quellion, Monk, Axeheart, and Hubble - detailed in the NPC Appendix) are agents of Daresh, sent to stop the party from getting much further. They are only one of several groups she has sent out in search of the PCs and just happened to be spending the night at Wellform Manor when the PCs passed through. They leave before the PCs (assuming that they are heading north) and set up an ambush for them (see below).

If the PCs bypass Wellform Manor or stop for only a short time in the night, one of the ambushers hears them and alerts the others. They tail the PCs until they have a chance to lay their ambush.

Devil in a Dress



The Serving Wench

Creature (EL 7): Another more immediate element of danger lies in wait for the PCs at Wellform Manor. Squire Wellform has a comely daughter named Selson who helps out in the kitchen and waits on patrons in the taproom. Unbeknownst to anyone, however, is the fact that she has recently been murdered and replaced by an erinyes devil. Daresh summoned the devil using her *lesser planar binding* spell, commanded it to kill the PCs and retrieve the *Coin of Power*. She then *teleported* it to their location using her *scrying* spell to determine their whereabouts. The beast quickly killed the Squire's daughter and assumed her form using her *polymorph self* ability. The creature intends to seduce one of the PCs (preferably the one who holds the Coin), charm him and turn him

against his fellow party members. It is assumed that the majority of the PCs are male. If this is not the case, Daresh and the devil know this from *scrying* and the devil will have killed and replaced a son of Squire Wellform instead using a similar strategy.

Erinyes Devil: CR7; Medium-size Outsider (6 ft. tall); HD 6d8+6; hp33; Init +1; Spd 30 ft., fly 50 ft.; AC 20[+(+1 Dex, +9 natural)]; Atk +8/+3 melee (1d8/crit 19-20/x2, longsword), +7/+2 ranged (1d8/crit /x3, longbow), +7 ranged (entangling, rope); SA Rope Entangle, Charm Person, Summon Baatezu; SQ Damage Reduction 10/+1, SR 12, Baatezu qualities, Tongues; AL LE; SV Fort +6, Ref +6, Will +7; Str 14, Dex 13, Con 13, Int 14, Wis 14, Cha 20.

Skills and Feats: Concentration +9, Disguise +11, Escape Artist +8, Hide +9, Listen +10, Move Silently +9, Search, +9 Spot +10; Dodge, Mobility.

Spell-Like Abilities: At will - *animate dead*, *charm monster*, *desecrate*, *invisibility (self only)*, *magic circle against good (self only)*, *major image*, *polymorph self*, *produce flame*, *see invisibility*, *suggestion*, and *unholy blight*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 15 + spell level).

An erinyes also can *teleport without error* (self plus 50 pounds of objects only) at will as the spell cast by a 12th-level sorcerer.

Charm Person (Su): An erinyes can *charm* a humanoid creature with a look. This is not a gaze attack, and the target need not meet the erinyes's eye. The ability has a range of 60 feet; an affected opponent must succeed at a Will save (DC 18) or become utterly loyal to the erinyes. The victim will do anything to protect the erinyes, even if that means slaying his or her companions or facing certain death. The ability is otherwise similar to *charm person* cast by an 8th-level sorcerer.

Entangle (Ex): Each erinyes carries a stout rope some 50 feet long that entangles opponents of any size as an *animate rope* spell cast by a 16th-level sorcerer. The erinyes can hurl the rope 30 feet with no range penalty.

Summon Baatezu (Sp): Once per day an erinyes can attempt to summon 2d10 lemures with a 50% chance of success, or 1d4 barbazu with a 35% chance of success.

Tongues (Su): An erinyes has a permanent *tongues* ability as the spell cast by a 12th-level sorcerer. Erinyes usually use verbal communication when dealing with mortals and save telepathic communication for conversing with other fiends.

Development: When the PCs first meet the devil Selson, **display illustration 11 on IQ7**. Selson will immediately gravitate towards the PCs as she waits on them in the taproom. She will be fascinated with any stories they have to tell about their adventures and claim that she has dreams of one day leaving her father to be an adventurer. She will claim to have some skill as a sorcerer that she has kept from her father. If asked to show her powers, she will illustrate them with her innate "at will" abilities such as *invisibility*, *major image* and *produce flame* (note that this is not a sorcery spell, which could be a clue to the PCs that something is amiss). She will be vague about her other powers but if necessary, can use her *major image* spell to produce effects similar to other sorcery spells. There are several ways this subversive attack can play out:

1) If the PCs seem willing to accept Selson in their group, she will try to join them as a full-fledged member of the party (negotiating for an equal share of any treasure gained of course). If the PCs accept her, she will join them and slowly plot their demise at opportune moments while maintaining her cover if possible. This could include killing them in their sleep, attacking them with an *unholy blight* during a battle with other creatures or possibly *charming* them all. Note that the *charm* of an Erinyes is more powerful than a normal *charm person* spell in that the victim will do anything to protect the Erinyes, even if

that means slaying his or her companions or facing certain death. If she has not accomplished her mission by the time the PCs reach Daresh's castle, she will confront them with more direct methods.

2) If the PCs are reluctant to let her join the group, she might follow them. She would plague their journey by secretly casting spells against them from afar during their battles with other creatures. If this doesn't work, she will cast *animate dead* on any foes the PCs happen to slay and send them against the PCs yet again as zombies. If the PCs try to do more hiding than fighting as they make their way to Daresh, the devil Selson will kill and *animate* innocent commoners who happened to be in the wrong place at the wrong time. Another strategy would be to set fire to any building they sleep in.

3) If the PCs are suspicious of her from the first, she will need to confront them at Wellforn Manor. If possible, she will try to lure them to her room where she keeps 2-8 recently created zombies (depending on the strength of the party). If she must engage the PCs directly, she will try to use the zombies to defend herself while she continues to use her innate spell-like powers.

Human Zombies (2-8): CR 1/2; Medium-sized Undead (6 ft. tall), HD 2d12+3 (includes Toughness feat); hp 21, 18 (x2), 16, 15; 14, 13, 10 Init -1 (Dex); Spd 30 ft.; AC 11 (-1 Dex, +2 natural); Atk +2 melee (1d6+1, buffet); SQ may take one partial action per round, Undead; AL N; SV Fort +0, Ref +1, Will +2; Str 13, Dex 10, Con -, Int -, Wis 10, Cha 11.

The Ambush

Creatures (EL 9): Once the PCs leave Wellforn Manor, Daresh's agents lay an ambush on a lonely section of road surrounded by trees (see **The Ambush map on page 48**). Monk and Axeheart have scaled trees off the path and are ready to fire at the party with their longbows. Monk has taken his *potion of hiding*. Quellion finds a place behind a tree as the party approaches while Hubble is further back in the woods from the ambush, waiting. As soon as the wizard sees the party, he quietly casts *protection from arrows* on himself (while Quellion talks to the party).

When the PCs leave Wellforn Manor **display illustration 12 on IQ7** and read the following.

As you travel north on the road from Wellforn Manor, a man wearing chainmail steps out of the woods ahead, sword drawn. He nervously tells you to halt and throw down your weapons.

Development: Axeheart and Monk ready their missile weapons and Hubble moves closer to the road as quietly as he can and prepares a *silent image* spell (for casting on the first round of combat).

The first round of combat (players either attack or surrender — if they surrender, their weapons are removed and they are tied up and killed one by one) Quellion waits in the road for anyone to attack him, taking cover behind a tree if missile weapons are fired at him. Axeheart and Monk aim at warriors first and Hubble casts *silent image*, creating a gnoll with a long sword coming through the brush towards anyone who casts a spell.

Quellion fights, while Axeheart and Monk continue firing from behind cover. The latter two men drop their missile weapons and use melee weapons if they are sought out and attacked hand to hand. Hubble continues to battle with the *silent image* spell, dealing out longsword damage for as long as possible. The gnoll will sustain 18 hp damage before it starts to become obvious that something is not right. After taking that much damage, any PC who sees it in combat can save vs. spells at +2 per round after that one to realize it is simply an illusion.

Hubble fires *magic missiles* once his illusion is useless or the PCs begin to ignore it. If the battle goes badly, he'll cast a *web* spell followed by his *fireball* if the PCs burn free of the webs. He'll use his *invisibility* spell to escape if things go badly, always keeping it in reserve. If he is spotted, he activates his *robe of scintillating colors*.

These ambushers are trying to kill the PCs (that's what they were hired to do). None of them have any money on them, taking the precaution of burying the cash Daresh gave them before confronting the PCs. If the PCs are captured, they are killed (or disabled and taken as prisoners to Daresh if the DM chooses to give them one more chance). The Coin is captured and the adventure is essentially over.

If they defeat the ambushers, only Axeheart refuses to talk. The others are willing to bargain information for their lives, freedom or both.

A representative of Daresh hired the mercenaries only a few weeks ago. According to the ambushers, Daresh is causing the war in Skarrna as she tries to wrest power from the ruling Skryvalkkers. She has already defeated one and taken his lands and strongholds. They boast that once Skarrna is in her pocket, she will move on to the rest of Reanaaria Bay region and then the world. All of the men fear Daresh and none of them are very loyal but they do try to use any fear the PCs have of the wizard against them.

They can also tell the PCs that the remaining Skryvalkkers have been moving their forces against Daresh but she keeps winning. If Hubble is still alive after the battle he predicts that Skarrna will fall before winter. He tells PCs he is only helping Daresh because she pays so well and he fears being on the wrong side when the smoke clears. Hubble, of all of them, most fears Daresh because he alone knows how ruthless she is.

Shynkyf

This is a village not far from Wellforn Manor but it is technically within the territory of Skryvalkker Takdkar, whose stronghold is under siege by the forces of Daresh. As the PCs approach, **display illustration 15 on IQ9** and read the following:

As you enter Skryvalkker Takdkar's territory, you see a



Mercenary Ambush



Shynkyf

small village still flying the flag of Skarrna. You see the Skarrn village militia carefully checking those entering the gates. Soldiers, tents, and various military equipment encircling the town walls makes it obvious that they are preparing for battle.

There are 50 Skarrn soldiers staying in Shynkyf. These men were sent here because the skirmishes and troop movements made those in the capital believe that Daresh is finally getting ready for her greatest press southward yet. The soldiers are suspicious of any and all travelers, and the PCs soon find that at least a half dozen soldiers follow them anywhere they go.

The town's major inn, the Weary Warrior, is practically empty, even in the evenings. The innkeeper is more than glad to give the PCs rooms. The food, ale, and service are all excellent and though the town is ready for war, it is little changed.

The innkeeper can tell the PCs that there have been an increasing numbers of refugees seeking sanctuary to the south since Daresh started her maneuvers. He has heard that another 100 men and two battle priests are on their way to Shynkyf to help defend the town from inevitable attack. He proudly shows off the heavy crossbow and brace of quarrels that he has ready behind the bar "for any of those humanoid scum."



Trolls Attack

NORTH TO DARESH

Traveling north towards Castle Triumph, as Daresh has dubbed her new stronghold, proves surprisingly easy. PCs note numerous patrols of Skarrn soldiery but see no sign of any soldiers from Daresh. As long as they try to keep out of sight they have no problem crossing into Daresh's territory. Nothing seems unusual except for the lack of common wildlife in those lands.

Trolls and Bandits

The first night the PCs camp within Daresh's conquered territory, they find a wooded area that gives some shelter from the surrounding countryside. A clearing in the woods has obviously been used as a campsite in the past, but doesn't appear to have been used recently.

Unseen by the party, a group of nine bandits and their leader "Bloody" Bouzaar are sizing them up for robbing. These are new recruits, for the most part, as Bouzaar's band was all but destroyed by the Skryvalkker Takdkar's men months ago. If Girion is with the PCs, he has the hood of his cloak pulled up and Bouzaar doesn't recognize him (thinking he is dead). Read the following to the PCs:

As you're getting ready to bed down for the night, you suddenly hear a bone-chilling howl from the south. The ululating cry rises to a crescendo and then gurgles insanely. It comes from the same direction you did, and

doesn't sound far off.

Creatures (EL 9): The howl is the female leader of a pack of four trolls that have recently entered the area. She has just scented the PCs and more howls follow the first as her harem of troll males joins her. If Girion is with the party he recognizes the howl and curses, yelling for someone to make a fire and pulling out several arrows and sticking them into the ground. If asked what the things are he simply mutters "trolls."

The bandits in the woods recognize the noise and quickly take to the trees. Bouzaar signals for them to ready flint and steel.

PCs have six minutes until the trolls attack, bounding into the clearing from the woods. They only fear fire a little, and attack maniacally. If any take over half damage from fire, they must make a morale check or flee. These creatures ignore any other damage. When the trolls attack, **display illustration 13 on IQ8**.

Trolls (4): CR 5; Large giants (9 ft. tall), HD 6d8+36; hp 68, 62, 61, 60; Init +2; Spd 30 ft; AC 18 [(+2 Dex, -1 size, +7 natural)]; Atk +9 melee (1d6+6/1d6+6, 2 claws); or +4 melee (1d6+3, bite); SA Rend 2d6+9; SQ Regeneration 5, Scent, Darkvision 90 ft.; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +5.

Feats: Alertness, Iron Will.

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

SQ — Regeneration 5 (Ex): Fire and acid deal normal damage to trolls.

SQ — Scent (Ex): Trolls can detect opponents within 30 feet by sense of smell. If opponents are upwind, the range increases to 60 feet; if downwind, it drops to 15 feet.

Bandits, male human War2 (9): CR1; Medium humanoid (6 ft. tall); HD 2d8; hp 14, 12 (x2), 11, 10 (x2), 9, 8, 4; Init +1 (+1 Dex); Spd 30 ft.; AC 13 [(+1 Dex, +2 leather armor)]; Atk +2 melee (1d6/crit x2, short sword); or +3 ranged (1d6/crit x3, shortbow); AL CG; SV Fort +3, Ref +1, Will +0; Str 10, Dex 12, Con 10, Int 9, Wis 9, Cha 10.

Skills: Hide +2, Jump +3.

Feats: Far Shot, Point Blank Shot.

Possessions: leather armor, short sword, shortbow, 20 arrows, 2 vials of alchemist's fire.

"Bloody" Bouzaar is detailed in the NPC appendix.

Development: The bandits are on the opposite side of the clearing from where the trolls entered. If PCs get into deep trouble, Bouzaar and his men interfere, throwing oil and firing flaming arrows at the creatures. If the PCs seem to be defeating the trolls, the bandits wait to pitch in at the end, saving their oil and simply firing arrows at the creatures. When the bandits are ready to approach the PCs, **display illustration 14 on IQ 8** and read the following:

When the battle finally ends, you see five men in leather armor carefully come out of the trees and approach you with their bows at ready.

If Girion is with the PCs, he recognizes Bouzaar and all is well. If not, the PCs can parley with the bandit, though he wants payment for the favor of "rescuing" them (whether they needed it or not). If he learns that the PCs oppose Daresh, he is very helpful. The civil war is destroying his normally easy livelihood of fleecing the corrupt and rich of Skarrna.

Bouzaar tells the PCs that the men with him and five more are all that's left of his band. He has also recruited a gnoll that serves as his second in command, after the previous one was killed by Skryvalkker Takkdar's men months ago.

If the PCs track the trolls back to their lair (Tracking skill DC15 or following an injured troll) read the following:

The trail leads to a small cave in the side of a hill. A small, badly damaged fir tree stands just in front of the cave. Even from outside, the place stinks of foulness and death.

If the PCs enter the cave, read the following:

Inside, the stench of the cave is almost unbearable. The remains of meat and bones are scattered about the room, mixed with pieces of broken armor and weapons. A battered wooden chest stands in the back of the room.

The chest is made of stonewood and has a poison needle in the lock. Anyone who opens it discovers it is crammed full of gold - 2,423 gp to be exact. This is the treasury of a nearby town, evacuated by a cowardly noble at a rumor of Daresh's forces approaching. The trolls captured both the chest and the men transporting it west. Due to the chest's ingenious construction, they have not yet been able to open it, even with their great strength.

Stonewood chest: hardness 8; hp 60; break DC 28.

Poison needle: CR 2; +8 ranged (1, plus greenblood oil poison); lock and trap DC 20; Search (DC22); Disable Device (DC 20); Greenblood oil — injury DC 13, initial damage 1 Con, secondary damage 1d2 Con.

Bloody Bouzaar is willing to let the PCs stay at the bandit encampment, less than a half mile away, but only for half of the troll's treasure. If the PCs go with Bouzaar, read the following:

Bouzaar and his men lead you to a deep ravine, a good hundred feet across and fifty feet deep. Under a rock overhang is a small smokeless fire where two men are cooking stew in a large iron pot. Ten small greenish-brown tents are pitched at the bottom of the ravine. All of the men are human except for one dog-faced gnoll.

Bouzaar has three more men on sentry duty moving quietly around the edge of the ravine and keeping watch. Here the PCs get their first look at Hrog, the gnoll Bouzaar hired as his new second in command.

Over a meager dinner of root stew mixed with a little meat, Bouzaar relates what has happened to him and his band, as well as news of Skarrna.

"The whole country is wracked with war. The wizard named Daresh has claimed the lands of one, possibly two, Skryvalkkers. She's at war with two more and the rest are mobilizing their defenses. But it's still unclear if they intend to fight her or settle old feuds among themselves amidst the chaos. All of it's for naught. Everyone is looking out for himself. It's a mess. I'd love it if I weren't in the middle of it."

"She first destroyed Natfal, Skryvalkker of the north western lands bordering the Rokk Woods. She took his castle, Castle Triumph she now calls it, which lies north east of their current position on a ridge over a dried-up river bed. And Skryvalkker Takkdar, of the western midlands bordering the Rokk Woods, is currently under siege. The rest of the country is fighting desperately against her armies but all looks to be lost. Even the dead fight for her, or so the rumors go. When one of her living soldiers (she uses mostly gnolls and hobgoblins) falls on the field of battle, it seems to immediately rise to fight again, and must be cut to ribbons before it stays down."

It's getting too dangerous in Skarrna for Bouzaar and he has considered heading west into Thybaj or possibly north to the Lands of Drhokker. However, he is willing to aid the PCs for an equal share of any gold and treasure taken, for himself and each of his men. He can draw the PCs a rough map of Skarrna describing who owns what territory and showing the location of Castle Triumph. **See Player's Aid #1 on page 45.**

Dodging Troops

Creatures (EL 8): Travel northeast is perilous, with Daresh's troops spreading over the land, and either Bouzaar or Girion suggest not sticking to any of the roads. If the PCs decide to head directly into the Rokk Woods, skip ahead to the "Spider Fortress" section below. If they choose to continue north through the plains, read the following:

As you scout your surroundings from a well hidden location in a tree covered ridge, you spot a good number of gnolls and other humanoids heading south. All of them wear black.

The PCs can easily avoid these gnolls but should they choose not to, they will have to face 12 of the creatures.

Gnolls (12): CR 1; Medium-sized humanoid (7 ft. 6 in. tall), HD 2d8+2; hp 14, 13 (x3), 12, 11 (x5), 10 (x2); Init +0; Spd 20 ft.; AC 17 [(+4 scalemail, +2 large shield, +1 natural)]; Atk +3 melee (1d8+2/crit x3, battleaxe); or +1 ranged (1d6/crit x3, 60 ft. range incr., short bow); SQ Darkvision, 60 ft.; AL CE; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills: Listen +3, Spot +3.

Feats: Power Attack.

Possessions: battleaxe, shortbow, 20 arrows, scalemail armor, large shield, black tunic, silver pin (Daresh's symbol) worth 1 gp each, black cloak. Each one has a few coins with Daresh's face on them (2d6 pp and 2d4 gp). This is Daresh's coinage and vanishes as soon as her evil Coin is destroyed.

Creatures (EL 12): Another time, Bouzaar believes he spots an encampment of 200 orcs. If the PCs stay away from the Rokk Woods, read the following:

As you trudge through some shallow wetlands, you spot an encampment of troops. Upon seeing them, Bouzaar says, "Must be orcs. You can tell – see how the tents are huddled together."

Bouzaar is wrong. The encampment is actually made up of gnolls, which the PCs can observe if they watch closely. But this time there are almost 60 of them! The PCs can (and should) easily avoid this encounter.

Gnolls (55): CR 1, hp 11 average.

At this point if the group continues to stay out in the open, they will certainly begin to encounter additional regiments of 12-20 gnolls each who are loyal to Daresh and guarding her southern borders. Use the same statistics for the gnolls described earlier. At this point, Bouzaar (or Girion) strongly suggests moving west into the Rokk Woods and heading north from there. The PCs should realize that if they continue to stay out in the open, they will be constantly running into Daresh's troops.

Spider Fortress

As the PCs travel through the woods, read the following text:

You travel for hours, encountering nothing more than normal woodland animals and occasional sightings of enemy troops in the distance. That evening, as you make camp, a scout comes running back to report that a group of gnolls at least 50 strong is making right for you. Somehow they have spotted you and are advancing quickly.

Allow the PCs a chance to react. If no one else thinks of it, Bouzaar suggests that Daresh's magic might be at work here. If the PCs decide to hide or retreat, read the following:

Bouzaar knows that his men cannot beat that many gnolls, even with your help. He suggests heading deeper into the woods and splitting up to make the gnolls divide their forces. He asks for your map.

"Here," he says, pointing to a spot further north where the Rokk Woods grow narrower. "Here is where Glaxwater Creek originates. It runs the length of the Rokk Forest from near the Vrykarrs and eventually empties into Reanaaria Bay. We'll meet there at the river's source."

He suggests he and his bandits head one way and the PCs go another, all of them staying in the woods. He gives the PCs two bandits to act as woodsmen and scouts, and then takes the rest of his men and heads off.

As the PCs move deeper into the Rokk Woods, read the following:

One of the bandits (or Girion if he is with the group) heads back the way they came to scout. He soon returns and tells you that it looks like most of the gnolls are following your group. He guesses that at least two score gnolls are following, less than a mile behind and advancing quickly. The shouting and hollering of the beasts is audible, and growing louder with every second.

The gnolls chase the group for about 10 miles until the party is deep within the forest. Though they are keeping an eye out for the Glaxwater, there is no sign of it yet. By this time the noise behind the PCs has dropped off somewhat. If Girion, one of the bandits, or a PC goes back to investigate, they see that the gnolls have fallen back. Either they are on the wrong trail or have stopped to rest (though Girion can tell them the latter is not likely for gnolls).

If NPC scouts are sent forward (preferably the bandits), they find naught but forest ahead. However, within half an hour of the gnolls breaking off their advance, the scouts sent ahead fail to return. At this point read the following:

The woods here seem darker and more menacing. Only a few glimpses of sunlight come through the canopy of leaves, and the forest only a few hundred feet from you looks murky and dark. After traveling another quarter of a mile, it becomes obvious why the woods are darker and the gnolls stopped. You spot a giant spider web spun between two trees off to the right. The thing is huge and strung from the ground to a point in the branches some 15 feet up.

Creatures (EL 7): The PCs have been herded into a colony of giant spiders. (See **The Spider Fortress Map on page 40**) The colony consists of hundreds of the things, but they never attack all at once, only in small groups. Once the PCs have entered the colony, the gnolls wait at one end of the lair in case anyone retreats back out of the death trap. The gnolls know of the Spider Fortress (as their maps call it) in this area of the Rokk Woods, and usually stay clear of it. They keep a careful eye out for anyone trying to escape, and any PCs that retreat from the spiders will be herded back into the lair. The large band of gnolls could easily overwhelm the PCs, but they enjoy the cruelty of leaving their enemies as food for the spiders. However, the PCs have one chance: brave the spiders' lair and break out the other side to freedom.

Large spiders (30): CR 2; Large vermin (10 ft. diameter, 2 1/2 feet high), HD 4d8+4; hp 31, 29, 28, 27, 26, 25 (x2), 24 (x5), 23 (x6), 22 (x3), 21, 20 (x2), 19 (x3), 17, 12, 11; Init +3; Spd 30 ft., climb 20 ft. (40 ft., climb 20 ft.); AC 14 [[[+3 Dex, -1 size, +2 natural]]; Atk +4 melee (1d8:3 and poison, bite); SA Poison, Web; SQ Vermin; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int -, Wis 10, Cha 2.

Skills: Climb +14, Hide +6 (+14 in web), Jump +2, Spot +7 (Move Silently +8 in web)

SA — Poison (Ex): Any PC bitten by a spider must make a successful Fortitude saving throw (DC 18) or suffer an initial damage of 1d6 points of Strength damage and secondary damage of 1d6 points of Strength damage 1 minute later. All damage is temporary.

SA — Web (Ex): Large spiders wait for their prey in webs or trees, then lower themselves silently on silk strands at leap onto passing prey beneath. A single strand is strong enough to support a single spider and prey of the same size.

SQ — Vermin (Ex): The spiders are immune to all mind influence effects (charms, compulsions, phantasms, and moral spells).

Development: Soon after they spot the first spider webs (if they keep heading away from the gnolls), they see the body of one of their scouts (or Girion) hanging from the webs in the trees ahead. **Display illustration 17 on IQ 11 now.**

Soon after you spot the first spider webs, you see the body of a man hanging in the webs. His voice, muffled by the webs covering his mouth, calls out for help upon seeing you approach.

If the PCs do not advance to help, and either Girion or the other bandit is with them, one of these two NPCs will go to help. If the PCs or their NPC allies advance, **display illustration 16 on IQ 10** and read:

As you go to help, a single giant spider drops to the ground between the party, hissing horribly. It lashes out to attack with its wicked looking manibles.

More spiders, attracted by the noise, begin to appear soon after the PCs defeat the first spider. The PCs have 10 rounds to ready themselves before two more spiders attack them. If the bandits survive (the one in the tree is simply trapped in the web), they help the PCs as best they can to fight the beasts.

Bandits, male human Ftr2 (2): CR 2; Medium humanoid (6 ft. tall); HD 2d10; hp 8, 6; Init +1; Spd 30 ft.; AC 13 [(+1 Dex, +2 leather armor)]; Atk +2 melee (1d6/crit x2, short sword); or +4 ranged (1d6/crit x3, shortbow); AL NG; SV Fort +3, Ref +1, Will +0; Str 10, Dex 12, Con 10, Int 9, Wis 9, Cha 10.

Skills: Hide +5.

Feats: Far Shot, Point Blank Shot, Precise Shot, Weapon Focus (shortbow).

Possessions: short sword, shortbow, 20 arrows, 2 vials of alchemists fire.

As the PCs battle with the spiders continues, read the following:

During the battle, you see more spiders moving in the webs around you. Most of them are far away but are closing on your position rapidly. You also notice other forms hanging in the trees, completely covered by webbing. Some are the size of men, while others are

larger (deer and assorted humanoids) and a few are smaller (squirrels, small demi-humans, and the like).

If the PCs use fire on the webs, it is fairly simple to start a conflagration. The bandits have vials full of oil, and will suggest the idea if the PCs do not think of it. PCs could also build makeshift torches using the oil, logs, and strips of cloth. The spiders flee the flames if injured and tend to keep away from PCs with open flames.

Any PC who makes an Intelligence check (DC15) realizes that the party is probably closer to the north border of the web fortress. The webs on the north side of the spider lair are 20 feet deep and travel from the ground some 25 feet into the trees above. Other webs extend upward even further but are not in the PCs way. Anyone who climbs this high can easily climb over the top of the web wall (though they have to contend with more spiders attacking them). The deeper the PCs go into the web wall, the older the bodies that fall out of the webs.

If the party tries to burn through the webs here, they almost immediately uncover the mummified remains of bodies of men, other humanoids, and pack animals.

When the PCs try to burn their way out of the webs, read the following:

As the webs burn, you begin to see the mummified remains of human-shaped bodies. You eventually uncover the saddlebag of a long-dead horse that burst open, pouring out silver coins. On the other side of the dead horse is another pack, this one intact.

There are 1219 sp in the pack that burst open. The intact one holds a further 1496 sp. Any PC who stops to gather coins can pick up 5d20 coins per round.

Just after the PCs pass the pack horse, they spot a large chest that hangs in the webs intact. Two spiders waiting in the webs above attack anyone who approaches it. They attack until they are driven off by fire or are killed.

As the PCs pass the horses, read the following text:

Just after you pass the pack horse, you spot a large chest hanging intact in the one of the webs.

If the PCs approach the chest, read the following:

As you approach the chest, you find two spiders waiting



Body in Webs



Spider Attack

in the webs above. They quickly begin to descend.

If the PCs manage to kill or drive away the spiders, and retrieve the chest, they will find that it contains 6,596 cp. It also has a poison needle in the lock, though the poison has long since evaporated. The chest, and coinage inside, weighs a total of 150 pounds (the chest alone weighs 20 pounds).

As the PCs continue to burn their way out of the webs read the following:

At one point, a broken shield falls out of the burning web, bearing a crest that is over 100 years old. Soon after this, an elf-sized mummy, burning violently, falls out of the flaming webs. Though he burns, the crossbow thrown over his shoulder is apparently untouched by the fire. Still grasped in his dead hand is a short stick about a foot long. His elven chainmail is torn and broken.



Tower Ruins

If the PCs carefully search the body (taking 1d3 combat rounds) they find a small silver cube in his rotten belt pouch.

The dead elf's body also holds a light *crossbow of speed* with a rune on its stock that reads "Melboriss," or "Burning Bow," in high Elvish. The *staff of frost* in his hand has "Fissmall" written on it (meaning "Coldstrike" in low Elvish). The word is also its command word. Finally, the *Daern's Instant Fortress* (the cube) has the word "Dremusedd" written on it in low Elvish. This translates to "Safehome" and is also the command word for the device. The fortress, when activated, has some damage to the upper merlons and can only sustain 190 points of damage before being destroyed.

Moments after PCs discover the elf body, they also find the edge of the webs and can break through to freedom. Only two spiders pursue them (unless the DM feels they have been having too easy a time with the creatures. In that case, as many as the DM chooses pursue the PCs).

This is a very dangerous encounter but the rewards are likewise very great. If any of the bandits survive, they want a cut of the treasure.

The Source of the Glaxwater

The party stumbles across the Glaxwater late the next day close to evening (if they keep heading northwest of the web fortress). When they do, read the following text:

At last you've found a stream of water that must be the Glaxwater that Bouzaar spoke about. The creek is 10 feet wide, fairly shallow, and crystal clear. Rocks cover its bottom. The nearby trees are covered with moss that, in places, hangs down almost to the water's surface.

The creek is shallow enough to easily ford in many spots. Many tiny brooks and streams feed it along the way, though you have no trouble crossing any of these.

PCs encounter many normal animals (such as rabbits, pheasants, squirrels, and deer) as they head north through the forest. Anyone who hunts for food finds more than enough to sustain the entire party.

As they continue to follow the creek upstream, **display illustration 18 on IQ11** and read:

Soon you spot some kind of tower poking out of the trees. It's obvious as you get closer that this is only the remains of some fallen castle, long abandoned and forgotten. It lies on a small hill and the Glaxwater actually comes out from under it. The place may once have once been a great keep but is now little more than a pile of rock and stone. Only one tower is barely standing, its upper floors razed and gone. When you draw near to the ruins, you hear the call of a bird.

The bird call is a signal used by Bouzaar's men, though the PCs may suspect otherwise. Allow them a chance to react and then read:

A loud hail greets you as you see two of Bouzaar's men approaching. They escort you into a camp set up in the ruined courtyard, where Bouzaar has his own tent set up as a tarp in the ruined tower.

Sitting comfortably on a broken column, Bouzaar tells you that only a few gnolls followed him and his men. They ambushed the gnolls and killed all ten of them. The creatures had little treasure, but he did find one item of interest. He shows you a fine silver pin with an infinity symbol engraved on it. "The lead gnoll wore it," he says.

He also relates that one gnoll was taken alive. "Before it died, the beast claimed that the Witch Queen had greater influence in Skarna than even I knew about," explains Bouzaar. "She rules the lands of six Skryvalkkers and her troops move wherever they will. I'm not sure how much of this is true, but the gnoll did tell us that Daresh is winning the war. But tell me now. How fared your journey?"

The gnoll's story about Daresh conquering six Skryvalkkers is false. The silver pin (value only 1 gp) is the symbol of Daresh. She insists that all of her followers wear them to show their loyalty to her.

The area around the ruins radiates an aura of goodness. Any good-aligned creatures or people feel like the place is safe, whereas evil creatures tend to shy away from it and want to avoid it. Bouzaar's second-in-command (Hrog the gnoll) isn't comfortable staying in the place but is loyal to Bouzaar and makes the

best of it. He takes normal watches but sleeps as far from the center of the courtyard as possible.

Carpets and Abominations

Bouzaar now suggests heading directly east to the forest's edge, to avoid the xenophobic elves who he hears live a short distance to the north. He feels if you stay at the forest's edge you will be able to avoid disturbing the elves, and also have somewhere to retreat if you should encounter more of Daresh's troops on the plains.

Depending on whether or not the PCs are mounted, it takes about a day or two to travel to the forest's edge without incident. When the PCs reach the edge of the forest, read:

Shortly after your arrival at the forest's edge, you spot a strange object heading south in your general direction. Amazingly, it looks like a man riding a flying carpet. It doesn't look like it's doing too well as it weaves and jerks in the sky. As you watch, it loses altitude and crashes to the ground a hundred yards from the edge of the forest.

The carpet is owned by Skryvalkker Takdkar and is piloted by Dorth, one of his messengers. The youth was sent to get help from other Skryvalkkers to the south but was ambushed by Daresh's winged abominations. Two poisoned crossbow bolts are lodged in Dorth, killing him (lowering his Strength 2d4 points the round he crashes and another 2d6 points the round after that).

Dorth, male human Ftr2/Sor2: CR 3; Medium humanoid (5 ft. 10 in. tall); HD 2d10+2d4; hp 16 (presently 8); Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 [(+2 Dex)]; Atk +5 melee (1d6+3/crit 19-20/x2, short sword); or +4 ranged (1d8/crit 19-20/x2, light crossbow); AL LE; SV Fort +4, Ref +2, Will +4; Str 16, Dex 14, Con 8, Int 17, Wis 14, Cha 13.

Skills: Climb +5, Concentration +3, Diplomacy +2, Jump +5, Ride +5.

Feats: Dodge, Endurance, Great Fortitude, Improved Initiative.

Spells available — 0 lvl (6) - *detect magic, light, mage hand, open/close, read magic*; 1st lvl (5) - *magic armor, magic missile*.

Possessions: short sword, light crossbow, 20 bolts, *carpet of flying* (3 ft. x 5 ft.).

Dorth is xenophobic and a follower of Jhekkar the Emperor of Scorn (god of bigotry and hate) and tries to kill the PCs as outsiders if the hobgoblins are killed and he survives.

Creatures (EL 8): If the PCs continue to observe read:

Only moments after the flying carpet crashes, four winged monsters fly into the area in apparent pursuit. From your position, you can see that they look like hobgoblins with huge bat wings growing out of their backs. They are all heavily armed and approach the man in a threatening manner.

Winged Hobgoblins (4): CR 4; Medium humanoid (6 ft. 6 in. tall); HD 4d8+4; hp 31, 28, 21, 20; Init +1; Spd 30 ft., fly 100 ft. (poor); AC 15 [(+1 Dex, +3 studded leather armor, +1 natural)]; Atk +1 melee (1d8, crit x2, heavy mace); or +1 ranged (1d2, x2, 15 ft. range, whip) or +1 ranged (1d10 and poison, crit 19-20/x2, heavy crossbow); SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills: Hide +1, Listen +3, Move Silently +3, Spot +3.

Feats: Alertness, Exotic Weapon.

Possessions: Heavy crossbow, 20 bolts, bottle of medium spider poison (injury/DC14/1d4 Strength/1d6 Strength), heavy mace, whip.

The creatures' crossbows are attached to their belts by a short piece of ratty rope. Grash, the leader (31 hp) can use his whip, which does 1-2 points of damage to medium targets and 1 point to large, to make trip attacks. See page 139 of the D&D Player's Handbook for information on trip attacks.

These creatures were normal hobgoblins in Daresh's army. As her forces attacked the stronghold of Takdkar, Daresh watched, *scrying* from her own castle. In an effort to break the siege, she began casting *polymorph other* spells on her hobgoblin troops to give them wings so that they could fly over the castle walls. She then spotted a *carpet of flying* leaving Takdkar's castle and heading south. The four hobgoblins who had been transformed into fliers, with great, leathery black wings, were the perfect tool for pursuit of the escapee.

On her orders, the four found the *carpet of flying* and attacked it. Droth made his escape but was poisoned. If he survives the battle somehow, he hates the PCs (despite their generous act of saving him) and does all in his power to escape. Barring that, he attempts to kill the PCs for not worshipping Jhekkar. If Selson is still with the group, this would be a good place for the DM to further cement her place in the group, by having her defend them against Dorth.

Keep Under Siege

If the PCs keep to the edge of the forest, they soon locate the large hobgoblin encampment just south of Takdkar's fortress.

If the PCs observe the siege read:

In a low valley near the edge of the forest, you see a large castle with outlying walls that cover acres. Laying siege to it is a force of 200 hobgoblins, all armed to the teeth. Flying from the tops of tents and standards are numerous black banners and flags with the silver infinity symbol on them.

Bouzaar suggests going deeper into the woods so as not to alert any of the Witch Queen's forces.

The keep lies on a particularly undefendable piece of land but is built for defense and has stood up to Daresh's forces thus far. Takdkar has numerous warriors within but his own forces are outnumbered two to one and a face to face battle would destroy his forces.

If PCs follow Bouzaar's advice and move back into the woods to travel, they avoid any more encounters with Daresh's hobgob-

lins and her forces in general. In this case, skip ahead to the section entitled "Via the Forest."

The Hobgoblin Wagon Train

If the PCs continue to skirt the edge of the woods and stay close to Daresh's forces, they run into a group of hobgoblins bringing supplies and siege equipment to the main camp.

Following the edge of the forest north, only a short distance away from the besieged castle, you soon come across a sandy road with banks on either side. On the road you see another large group of hobgoblins. They lead several carts, wagons, and four catapults, all pulled by ragged-looking horses.

This road is the remains of a river that once stretched from the northernmost border of Skarnna to the middle of the Rokk Woods. It dried up a decade ago. If the PCs went to see Veoden, they might remember that a dried up riverbed lay by Daresh's castle. If no one mentions it, Bouzhaar suggests following the wagon train's path, which he believes should take them straight to her castle.

Creatures (EL 7): If the PCs are traveling on the road, the hobgoblins spot them at about the same time they see that wagon train. If they are using stealth, they spot the train a mile or so north of them on the road, heading south.

There are a total of 20 hobgoblins bringing three carts and four wagons full of iron rations, as well as the four catapults to begin assaulting Takkdar's castle. Each cart, wagon, and catapult has one driver and either one horse (carts) or two (wagons and catapults). There is enough rather tasteless food in the wagons to feed an army of 300 for two weeks.

The hobgoblins can be easily ambushed and are not expecting trouble this far north in Daresh's lands.

Hobgoblins (20): CR 1/2; Medium humanoid (6 ft. 6 in. tall), HD 1d8+1; hp 8 (x2), 7 (x2), 6 (x7), 5 (x7), 4 (x2); Init +1; Spd 30 ft.; AC 15 [(+1 Dex, +3 studded leather armor, +1 small shield)]; Atk +1 melee (1d8, crit 19-20/x2, longsword); or +2 ranged (1d6, crit x2, 30 ft. increment, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills: Hide +1, Listen +3, Move Silently +3, Spot +3.

Feats: Alertness.

Possessions: longsword, javelin. All of them wear black tabards with silver infinity symbols on them. 1-3 gp each.

The coins that the hobgoblins carry have portraits of Daresh on one side and an infinity symbol on the other. They register as magical if *detect magic* is cast upon them. This accounts for the mystery of how Daresh could gather her troops so quickly. She has been using her *greater shadow conjuration* spell to create money, gems, and even food out of shadow.

[Note: All of the things that Daresh created with her magic disappear with her destruction. Food already digested is unaffected but any treasure that is recovered from Daresh's forces in Skarnna fades away with her destruction. The only exception is the treasure that lies in the secret passage beneath her castle, and the jewels in her room.]

Flight Above

Creatures (EL 7): Before the PCs reach Daresh's castle, some pegasi are spotted high above.

Up in the sky you see the magnificent sight of three white, winged horses, flying in a "V" formation. They are gliding about 250 yards up, and heading northwest, away from you.

If the pegasi are approached, they veer off. If attacked, they fight back and flee. They are looking for a member of their family who is lost. The injured pegasus was hit by an arrow of a hunter and forced to land. The hunter could not finish the job because he was subsequently done in by a pack of wolves. If the PCs search the area, they might be able to find the injured pegasus (Search DC 15). If they are successful, **display illustration 19 on IQ12**. If they choose to help it, they will gain the favor of the family and might be able to persuade the winged mounts to help them travel to Daresh's castle. Some PCs may want to persuade the pegasi to help them penetrate Daresh's defenses. The pegasi are reluctant to openly assault the castle, though they may be persuaded into it (at the DM's discretion).

Pegasi (4): CR 3; Large magical beast (6 ft. high at shoulder), HD 4d10+12; hp 37, 34, 30, (the injured one has 12 HP and a damaged wing such that it cannot fly); Init +2; Spd 60 ft., fly 120 ft. (average); AC 14 [(-1 size, +2 Dex, +3 natural)]; Atk +7 melee (1d6+4/1d6+4, 2 hooves); or +2 melee (1d3+2, bite); SQ scent, spell-like abilities; AL CG; SV Fort +7, Ref +6, Will +4; Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13.

Skills: Listen +12, Sense Motive +7, Spot +12, Wilderness Lore +3

Feats: Iron Will.

SA — Spell-like Ability: Pegasi can *detect good* and *detect evil* at will within 60 yards as the spells cast by a 5th level sorcerer.

SQ — Scent (Ex): Pegasi can detect opponents within 30 feet by sense of smell. If opponents are upwind, the range increases to 60 feet; if downwind, it drops to 15 feet.

Via the Forest

If the PCs elect to go deeper into the Rokk Forest they will meet with a group of xenophobic elves who live there. Read the following to the PCs and **display illustration 20 on IQ12**:

You have been traveling relatively quickly through the thick, tangled forest for some time. Suddenly, without any warning, you find yourselves surrounded by short, green-cloaked figures. They are armed with swords and longbows, all pointed menacingly at you. Though at first glance there appear to be only 10 of them, you can catch glimpses of movement in the trees surrounding you.



Wounded Pegasus



Elven Ambush

These are the elves of Ellerfast, a sylvan community in the Rokk. They claim the Rokk Woods from border to border in the area the PCs are passing through and don't like strangers, particularly humans and their ilk. They have had bad dealings with Takkdar in the past and are almost xenophobic in their distrust of outsiders. The recent war in Skarrna has them curious, however.

The elves are tight-lipped, though they speak to any other elves in the party, or those who talk to them in Elvish. There are 40 of them in the woods around the group, far too many for the PCs to fight. Those in the trees are intentionally letting themselves be seen to unnerve their opponents. They do not make special allowances for other elves (sylvan or otherwise) and take all of the PCs prisoner.

Give the PCs a moment to react and then read:

They motion you to hand over your weapons. Bouzaar puts up no resistance, ordering his men to hand over their weapons at once. He warns you that he's heard stories of the elves of the Rokk. According to the local rumors, they are powerful and dangerous adversaries.

The leader of the elven scouts is Jelena, an attractive, dark-haired (and very xenophobic) female. If she, or any of the other elves, is badgered in either the Merchant's Tongue or Elvish, they simply respond coldly (in the Merchant's Tongue):

"You are trespassing in the lands of Ellerfast. Our lord must decide your fate."

Wood elves (40): CR 1/2; Medium humanoid (5 ft. tall), HD 1d8-1; hp 3 each; Init +1; Spd 30 ft.; AC 15 [[[+1 Dex, +3 studded leather armor, +1 small shield]]; Atk +2 melee (1d8, crit 19-20/x2, longsword); or +2 ranged (1d8/crit x3, 100 ft. increment, longbow); SQ elven traits; AL N; SV Fort +1, Ref +1, Will +0; Str 12, Dex 13, Con 8, Int 9, Wis 11, Cha 9.

Skills: Hide +1, Listen +3, Search +3, Spot +2.

Feats: Weapon Focus (longbow)

SQ — Elven traits (Ex): Weapon proficiencies, immune to sleep spells, +2 Will saves vs. enchantment spells or effects, lowlight vision, +2 to Search, Spot, and Listen.

Possessions: longsword, longbow, 20 arrows.

The elves say nothing else as they march the party deeper into the Rokk Forest.

Read the following to the PCs:

The female stops and gives a trilling bird call. It is answered by an unseen sentry, and the elves prompt you to walk into a grove of trees that is much thicker and darker than the surrounding area. Entering the grove, you are taken to a small wooden tree fort that is built right into the side of a large, ancient-looking tree. More elves stand ready there, just outside the cleverly-hidden

door. You realize that if the door were closed it would be almost impossible for anyone to notice.

Through the secret paths that only the elves know, the PCs and bandits are taken past thorn bushes and dark, vine-covered trees to a small wooden tree-fort. This particular fort is known as Aclastand, one of several elven outposts designed to blend in with the trees. Aclastand is a fort with some 100 elves, all of them adept at bow, spear, and sword. There are 4 mages and 5 clerics in addition to the other elves of various professions who live here.

When the PCs are ushered in to meet with the elven lord, **display illustration 21 on IQ13** and read:

You are forced to climb several levels up long rope ladders, and soon find yourselves in a long wooden hall. At one end, guarded by several more wood elves, sits an old, well-dressed elf. After you are all standing before him, he speaks. His voice is deep and majestic, giving the impression of quiet power. "What business have you in these woods?"



Elven Lord

The person the PCs meet is the lord of the place, an elf named Trasfuvren. He questions the PCs about their business in the woods, the Lands of Skarrna, and other things that have happened to the PCs in the Rokk Woods.

Jelena attempts to convince him that the PCs are invaders, intent on spying out their territory, and that they should be eliminated. He listens to her counsel, but soon realizes that the PCs are harmless to the elves. He wants little to do with the Lands of Skarrna and dismisses them, having them escorted back out of the forest.

If Selson is still with the PCs, she may see this as a good chance to stir up trouble, by threatening and arguing with the elves.

If the PCs ask Trasfuvren for aid and are eloquent and honest (for the elf lord has clerics behind the walls with *discern lie* and *detect evil* spells cast), Trasfuvren might grant them leave to travel through the elven lands. If PCs are adamant about the danger of Daresh and press hard the fact that once she uses the Coin to take over Skarrna, she will likely want to destroy or take over the Rokk Woods as well, Lord Trasfuvren might possibly give the PCs a couple of Elven scouts to aid them in their endeavor and help the group find their way through the forest.

Mentioning the elven body found in the spider lair will interest Trasfuvren greatly, as the description resembles a great Elven noble who disappeared over a century ago. If the PCs took anything from the body, and mention the fact, he will request that the items be returned to the elves. If the PCs refuse, his request will become a demand, and the guards will take the items by force if necessary. However, Trasfuvren is fair, and will offer the PCs one or all of the following as replacements: a *cloak of elvenkind*, *ring of chameleon power*, and a *+2 longsword*. If the DM so chooses, Trasfuvren may increase the offer to one item per party member. He has multiples of all of the above items.

If the PCs are offered the two elven scouts, they find that both are young and impressionable (age 70 or so). They are excitable and bright-eyed. They have never seen humans before and are fascinated by everything outside the woods. Both of them know the entire northern Rokk Woods well and have even heard about the spider fortress to the south. They know where Castle Triumph lies (Daresh's castle), and can easily escort the PCs there. Their names are Liloken Formahaut and Eolrihson Troxallan.

The two scouts lead the PCs up secret elven paths to the north, finally turning to the forest's eastern edge.

Wood elves (2): CR 1/2; Medium humanoid (5 ft. tall), HD 1d8-1; hp 5 each; Init +1; Spd 30 ft.; AC 15 [[(+1 Dex, +3 studded leather armor, +1 small shield)]; Atk +2 melee (1d8, crit 19-20/x2, longsword); or +2 ranged (1d8/crit x3, 100 ft. increment, longbow); SQ Elven Traits; AL N; SV Fort +1, Ref +1, Will +0; Str 12, Dex 13, Con 8, Int 9, Wis 11, Cha 9.

Skills: Hide +1, Listen +3, Search +3, Spot +2.

Feats: Weapon Focus (longbow)

SQ — Elven traits (Ex): Weapon proficiencies, immune to sleep spells, +2 Will saves vs. enchantment spells or effects, lowlight vision, +2 to Search, Spot, and Listen.

Possessions: longsword, longbow, 20 arrows.

Liloken is more careful while Eolrihson is ready for battle and adventure. The latter is likely to fall in love with one of the female PCs or Selson if she is with the group.

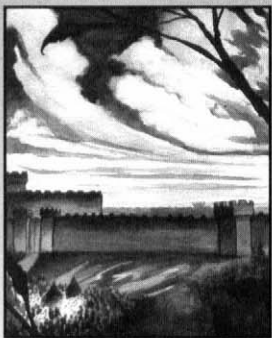


Searching Gnolls

CASTLE TRIUMPH

Whether the PCs are escorted to the castle by the pegasi or the elves, they arrive at the eastern edge of the forest, in sight of Castle Triumph.

Read the following to the PCs and **display illustration 23 on IQ 14 now:**



Castle Triumph

A dark cloud hangs over the land. On a large plateau, overlooking a shallow riverbed, stands Castle Triumph. Imposing walls built up to the edge of the plateau surround the castle. The castle itself is a squarish, three-story edifice with a low tower. On the east and west sides of the castle plateau, small fires are burning. It only takes you a moment to realize they are campfires. You can just make out figures moving around the flames.

The elves (or pegasi) offer to take the PCs to a small copse of trees that lies slightly to the southwest of the castle, where they can see better, without being seen. If the PCs agree, they get a much better view of the place including the tall wall that surrounds it. As the PCs get closer read:

From your new position, you can see that the eastern wall faces the often-times dry river bed that has been used as a road for the last decade. You can also see that there are even more fires on that side than you thought. Making a rough estimate, you realize that the tents of a force of gnolls at least 400 strong is camped there, compared to only about 20 at the western entrance.

What you didn't notice before was the shantytown that lies to the south of the castle. The small, broken-down houses and buildings are inhabited, if the smoke from some of the chimneys is any indication. Only a few of the buildings look like they are lived in, however. Most look cold and dark.

The shanty town that lies to the south of the castle consists of about 200 buildings, and once held the population that worked for the Skryvalkker of this northern castle. Most of the people fled when Daresh took over and burned down the local temples. Daresh now uses the homes to house her hobgoblin troops and their families. The only ones there now are a hundred or so females and immature hobgoblins (the males are off to war).

There are 400 gnolls in the tent encampment east of the castle. These creatures are Daresh's home guard and reserve force. Another 200 gnolls guard the castle itself, manning the walls, guard towers, and keep. Only twenty gnolls are camped outside the western entrance, as Daresh feels that the dangers of the Rokk Woods protect her from an invading force from the west.

The rocky plateau the castle sits on is 75 feet above the plain around it, and runs 125 feet from the base of the plateau to the top, at the bottom of the castle walls. The plain around the plateau is dotted with woodlands and small copses of trees, none of them less than a half-mile from the castle. Daresh has ordered some of her gnoll troops to continue to farm the surrounding farmlands, but the gnolls consider it demeaning, preferring to rely on her magically-created food.

As long as the PCs stay hidden, they have plenty of time to plan. Though an all-out assault on the castle would be suicide, subterfuge might work in gaining entry. If the PCs are bereft of ideas, Bouzaar suggests sending Hrog into the place to spy out some information. If the PCs received any magic items from the Rokk elves, they may attempt to sneak in instead.

Creatures (EL 8): Whether or not the PCs decide to send in Hrog (see "Sending in the Spy" section) **display illustration 22 on IQ13 now** and read the following:

Within an hour of coming to the copse, you spot a small group of gnolls heading in your general direction. As they get closer, you see that they are examining the ground around them as they come, apparently searching for something. Just before they get to you, they stop.

One of the gnolls moves to a nearby tree, feeling around the roots with his hands. The others stand around impatiently grumbling in their own language. The one who is searching the tree finally gives a grunt and begins pulling out dark blue bottles from a hidden area at the

base of the tree. The others make pleased growling noises, and take the bottles as they are handed to them.

It is fairly easy to hide from the creatures or even lay an ambush. The bottles contain a potent form of corn liquor popular in Skarrna, though rare throughout the rest of Tellene. Each of the bottles, if sold outside the country, is worth 100 gp. They could also be used as lamp oil, doing the same amount of damage if lit on fire.

If the party leaves the gnolls alone, they move into the copse (out of sight of the castle) and proceed to drain all six bottles of whiskey, ending up stinking drunk. Two hours after the first group of gnolls finds the bottles, another patrol passes through the copse, finds them, and dresses them down. They are taken back to the encampment for punishment.

If the PCs wait for the gnolls to drink themselves into oblivion, they can easily capture and interrogate them. Only two of them speak Merchant's Tongue but they can tell the PCs the number of gnolls in the encampment. They can also tell PCs that patrols of 10 gnolls each constantly patrol an area up to a mile from the castle. These gnolls know little or nothing about the interior of the castle and are not on the rotation for interior duties.

If threatened or tortured, they admit to being guards at the west gate and tell PCs that only a few gnolls guard that place now. They also might let on that if they had more liquor, they could easily bribe the remaining guards from the west gate to come join them in the woods.

Gnoll patrol (10): CR 1; Medium-sized humanoid (7 ft. 6 in. tall), HD 2d8+2; hp 15 (x2), 12, 11, 10 (x2), 9, 7 (x2), 5; Init +0; Spd 20 ft.; AC 17 [[(+4 scalemail, +2 large shield, +1 natural)]; Atk +3 melee (1d8+2/crit x3, battleaxe); or +1 ranged (1d6/crit x3, 60 ft. range incr., short bow); SQ Darkvision, 60 ft.; AL CE; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills: Listen +3, Spot +3.

Feats: Power Attack.

Possessions: battleaxe, shortbow, 20 arrows, chainmail armor, large shield, black tunic, silver pin (Daresh's symbol, worth 1 gp each), black cloak.

Sending in the Spy

If Hrog is sent in to spy out the area, he returns in a little more than an hour (after any of the events above). Hrog has learned that the Witch Queen has been warring against the Skarrn warlords for a long time and has not been out of the castle for weeks. She apparently "leads" her forces from behind the safety of solid walls. She has sent word to the gnolls in the camp and castle that any human found in the area is to be killed on sight.

He also learned that, though the main gate and guard tower of Castle Triumph are both heavily guarded, the west gate has only a few gnolls guarding it and some of those have turned up missing but haven't been reported yet (these are the gnolls that snuck off into the woods to get drunk). Hrog believes that an assault on that gate might succeed.

This is risky. An assault would alert every gnoll in the castle and on the plain. However, that gate is wide open and the gnolls on the towers around it aren't paying much attention to the traffic passing in and out (see below). Any assault on either gate

sends gnolls from around the castle scurrying there and leaving the other gate unguarded.

As the PCs make their plans, a storm starts brewing over the castle. Throughout the rest of the adventure, the storm gains intensity as the PC who carries the Coin gets closer to the castle and Daresh.

Outside the Castle

(A map of this area is provided inside the front cover.)

A) Dried up river bed. This dried up river bed is now used as a road. During intense rainstorms, this depression sometimes floods. A sloped bank about 10 feet deep gives access to the sandy road.

B) Gnoll camp. An army of 400 gnolls are camped east of Daresh's castle. This area is full of tents and fire pits. Any alarm that the gnolls raise here is heard by those in the castle and they are likewise alerted.

C) Village. This village of small, crudely-built houses is inhabited by 100 or so hobgoblin females and children. Those in the castle and the camp ignore this place.

D) Old dock. When the river flowed past Castle Triumph, this small gate house (10 foot by 10 foot and one story high) was used by the guard to protect the Skryvalkker's small river galley. The building and dock are now both abandoned. The dock is rotting and in poor shape, but the guard house is intact.

E) West road. This back road out of the castle leads west into the Rokk Woods for about 500 yards before coming to an abrupt end. Skryvalkker Natfal had a bold vision of a road leading through the forest, all the way to the Vrykarr Mountains, where he hoped to begin mining operations. The elves objected, and interfered with his operation to such an extent that his plan (and the road) had to be abandoned.

F) Secret entrance. A well-hidden entrance to the castle dungeons (see 37 below) lies in a small clump of bushes at the base of the plateau. It is very difficult to find (Search DC 30). If the PCs can somehow find it (only Daresh and Fright know it exists), they could easily infiltrate the castle.

G) West gate. The two main gates to the castle are closed and guarded by a pair of 30-foot-tall towers. A portcullis behind each gate acts as a bar, keeping them closed.

Each tower is manned by 10 gnolls. If the PCs try to enter the castle through the west gate while the gnolls in the woods are still drunk, they find that the gate is ajar and the north tower empty. The 10 gnolls in the south tower are keeping none too great a watch either. If the PCs are wearing the black cloaks and silver pins of Daresh, the guards will ignore them completely.

H) Walls. The walls of Castle Triumph stand 20 feet tall and are topped with merlons and a walkway between each tower. The walls are connected to the towers via stout doors. Two gnolls usually patrol the walls between guard towers keeping a sharp lookout. The gnolls on the western walls, further from the watchful eyes of their superiors, are very slack in their duties and spend most of their time leaning slumped against the merlons.

I) Guard towers. Each of these 30-foot-tall towers has arrow slits and doors that lead out onto the main walls on the upper floor. A few of the towers are equipped with siege weapons, such as a ballista or light catapult.

The ground floor of each is empty, while the second floor serves as a barracks for the 10 gnolls stationed here. Weapons (longbows, sheaf arrows, greek fire) and ammo for the siege engines are also

stored in the uppermost floor. The towers that flank each of the two gates have mechanisms for lifting the portcullis.

J) Stables. The large stable has a loft with hay above and stalls below. Fast riding horses (25 of them) are stabled here and four gnolls generally see to their health.

K) The Green. If PCs pass across this open area when the castle is not alerted, the gnolls on the walls and the roof of the castle generally pay them no mind. The charred buildings nearer the keep were the homes and shops of a select few artisans who served Skryvalkker Natfal directly.

This open area offers no cover at all. Nearer to the inner keep stand the charred remains of several burned down buildings.

L) Castle Triumph.

Castle Triumph is an impressive, imposing structure, its roof protected by merlons and parapets. The siege machinery on it is the same as on the outer walls (light ballista and catapults).

This equipment can be trained on the courtyard below. Daresh wants to make sure that if her gnolls ever rebel against her, she can defend the main castle if need be.

Daresh's Gnolls

The gnolls that guard Daresh's castle all wear ratty scale mail, black tunics, and black cloaks held by silver pins set with an infinity symbol (1 gp value). They are armed with battle axes and short bows. All are trained to obey the orders of their superiors and of the Witch Queen.

Under normal circumstances, the gnolls question those who enter the keep or castle grounds but don't detain them so long as they are wearing black cloaks and one of Daresh's pins. Those without the pin are held until more gnolls can be sent for and finally Fright, Daresh's second-in-command, arrives. At this point, the mercenary realizes the PCs are not part of Daresh's forces and orders them to surrender.

If the castle is on the alert, the gnolls attack anyone they do not recognize except other gnolls.

Gnolls (general): CR 1; Medium-sized humanoid (7 ft. 6 in. tall), HD 2d8+2; Init +0; Spd 20 ft.; AC 17 [(+4 scalemail, +2 large shield, +1 natural)]; Atk +3 melee (1d8+2/crit x3, battleaxe); or +1 ranged (1d6/crit x3, 60 ft. range incr., short bow); SQ Darkvision, 60 ft.; AL CE; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills: Listen +3, Spot +3.

Feats: Power Attack.

Possessions: battleaxe, shortbow, 20 arrows, scalemail armor, large shield, black tunic, silver pin (Daresh's symbol) worth 1 gp each, black cloak. Each one has a few coins with Daresh's face on them (2d6 pp and 2d4 gp). This is Daresh's coinage and vanishes as soon as her evil Coin is destroyed.

Layout of the Castle

(The DM should refer to the map on page 46.)

The first three floors of the castle are of solid stone construction with wood used for the ceilings and floors. There is very little ornamentation built onto the walls; the place would be spartan were it not for the expensive furnishings and adornments. Ceilings are about 9 feet high with 1' thick floors unless otherwise noted. Torches and candles illuminate the place. Note that room descriptions assume there is no general alarm that has alerted the place to intruders. If this is not the case, the DM will need to adjust the boxed text room descriptions accordingly.

The place is riddled with secret passages hidden by doors of normal secret door construction (DC 20). The secret spy holes are hidden with the same DC. All secret doors are opened by manipulating a nearby hidden stud or secret button.

Interior doors are simple wooden doors and exterior doors are strong wooden doors unless otherwise noted.

Simple wooden door: Thickness 1 1/2 in.; hardness 5; hp 15; break DC 18.

Strong wooden door: Thickness 2 in.; hardness 5; hp 20; break DC 25.

A. FIRST FLOOR

1) Vestibule.

The entryway beyond the main door contains a raised iron portcullis. Beyond that is a large double door similar to the outer door.

The portcullis can be raised and lowered by means of a winch on the second floor. It is normally raised unless a general alarm is sounded. The 5-foot hole penetrates the ceiling of this room in order to allow the castle inhabitants to assault intruders who dally in this space. Both entry doors can be barred from the inside.

2) Great Hall.

The ceiling of the great hall is some 20' above. A long balcony runs around three faces of the hall 10' up and protected by a wooden railing carved to resemble laughing faces.

A few torches set into the walls throw light and shadows about the hall, barely illuminating double doors on either side. The wide shallow staircase is also flanked by doors and you can see that the steps go up 10 feet to a landing before continuing to the balcony.

Four gnolls guard the great hall, loitering near the main doors (which are slightly ajar). They attack anyone coming through the gates whom they don't recognize (i.e. anyone). They call out an alarm as soon as they begin fighting. Hp 16, 15, 14, 9. The gnolls on the landing (13 below) come to their aid if there is any trouble.

3) Dining Hall.

Brass braziers barely illuminate another large room. A

large, ornate mahogany table surrounded by high-backed chairs dominates the place. Tapestries of dark cloth embroidered with scenes of stark wilderness and mighty warriors adorn the walls. The braziers stand in three of the four corners with a small door in the last corner. A huge fireplace, easily 10 feet across and built to resemble a gaping maw, stands against one wall, a tiny flame burning in it. The tapestries stretch from floor to ceiling.

No guards are generally in this chamber but there is a 50% chance that Fygohewn (the butler) is in this room.

Creature (EL 2): If Fygohewn is threatened in any way, he transforms into a wererat.

Wererat: CR 2; Medium-sized/small shapeshifter (6 ft. tall), HD 1d8+1; hp 9; Init +0, +3 as rat; Spd 30 ft.; 40 ft. climb 20 ft. as rat; AC 12 [[(+2 natural)]; 16 [[(+3 Dx, +3 natural) as hybrid]]; 17 [[(+1 size, +3 Dex, +3 natural) as rat]]; Atk +0 (1d3, unarmed strike); +3 melee as hybrid (1d6, crit 18-20/x32, rapier) and +1 melee (1d4, bite); or +4 melee as rat (1d4, bite); SA Curse of Lycanthropy; SQ Rat Empathy; Scent, Damage Reduction 15/silver as rat or hybrid; AL LE; SV Fort +5, Ref +5, Will +4; human Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10; as rat or hybrid Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10.

Skills: Climb +14, Hide +11 rat or +7 hybrid, Listen +18, Move Silently +6, Search +8, Spot +8 as rat or hybrid.

Feats: Multiattack, Weapon Finesse (bite), Weapon Finesse (rapier) as hybrid.

SA — Curse of Lycanthropy (Su): Any humanoid hit by a lycanthrope bite attack in animal form must succeed a Fortitude Check (DC 15) or contract lycanthropy.

SQ — Rat Empathy (Ex): Wererats can communicate and empathize with normal or dire rats. This gives them a +4 racial bonus to checks when influencing the animals attitude and allows communication of simple concepts and (if the animal is friendly) commands such as "friend," "foe," and "attack."

SQ — Alternate form (Su): A wererat can assume a bipedal hybrid form or the form of a dire rat. The bipedal form is medium sized with a head, torso, and tail identical to those of a rat, although the limbs remain human. The rat form is 2 feet long from nose to rump and is preferred for travel and spying on potential victims.

SQ — Damage Reduction (Ex): A lycanthrope in animal or hybrid form gains a damage reduction of 15/silver.

Fygohewn retreats if badly injured. If he escapes, whether the PCs fought him or not, he raises the alarm.

4) Sitting Hall.

If any PC listens at the door to this room, she hears the sound of several deep voices talking in a foreign language (gnoll). The door is unlocked.

If the PCs enter this room without the gnolls inside having already been alerted, read the following and **display illustration 24 on IQ15 now.** (Note that this illustration may be used for other times when PCs are entering a room that houses gnolls.)

Another large hall greets you but this time the room is full of gnolls. A large oak table surrounded by crude but sturdy chairs stands in the middle. Other chairs are

scattered about the place. On the table are several plates with food and knives. The place smells like a kennel. The walls are covered with tapestries of simply country scenes. Candles stand on all of the flat surfaces of the room.

There are always 2d10+10 gnolls in this room eating, drinking, talking, and playing dice. If the PCs are not suitably dressed and wearing pins, the creatures immediately attack with their claws and makeshift weapons (chairs, table legs, etc.).

5) Secret passages.

These passages have metal spiral staircases that go upwards to the level above and down into the castle's dungeons (area 37). Neither Daresh nor her gnolls know about any of the secret passages in this castle yet.

6) Kitchen.

This room is stocked as any typical kitchen. A single, bloodstained cutting block stands near the fireplace. Counters and shelves full of cookware cover two of the walls and a barrel full of water stands in one corner.

No fire burns in the fireplace unless the cook is fixing a meal for either Daresh or the gnolls in the barracks above.

Creature (EL 3): There is a 50% chance that Hurrstar the Cook is here fixing a meal. If they accost her or try to tie her up, she changes into her true form: a wereboar.

Wereboar: CR 3; Medium-sized shapeshifter (6 ft. tall), HD 3d8+9; hp 20; Init +0; +4 (+4 improved initiative) as boar; Spd 30 ft.; 40 ft. as boar; AC 12 [[(+2 natural)]; 18 [[(+8 natural) as boar]]; Atk +0 (1d3, unarmed strike); +4 melee as boar (1d8+3, gore); SA Ferocity, Curse of Lycanthropy; SQ Boar Empathy; Scent, Damage Reduction 15/silver as boar; AL N(E); SV Fort +8, Ref +3, Will +3; human Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10; as boar Str 15, Dex 11, Con 17, Int 10, Wis 10, Cha 10.

Skills: Listen +15, Search +8, Spot +12 as boar.

Feats: Blind Fight, Improved Initiative as boar

SA — Ferocity (Ex): A wereboar is such a tenacious combatant that it continues to fight without penalty even when disabled or dying (pg. 129 Player's Handbook).

SA — Curse of Lycanthropy (Su): Any humanoid hit by a lycanthrope bite attack in animal form must succeed a Fortitude Check (DC 15) or contract lycanthropy.

SQ — Boar Empathy (Ex): Wereboars can communicate and empathize with boars. This gives them a +4 racial bonus to checks when influencing the animals attitude and allows communication of simple concepts and (if the animal is friendly) commands such as "friend," "foe," and "attack."



Gnoll Barracks

SQ— Alternate form (Su): A wereboar can assume a bipedal hybrid form or the form of a boar.

SQ— Damage Reduction (Ex): A lycanthrope in animal or hybrid form gains a damage reduction of 15/silver.

If she is badly injured, she retreats. If left alone, she alerts the castle about the intruders.

7) Pantry.

Shelves cover two of the walls of this room from floor to ceiling. Food of every shape and kind is kept here. Even two dead boars hang from the ceiling. All of the food appears fresh.

8) Linens.

This is a simple linen closet.

9) Servant's Quarters.

This room contains a simple bed, wardrobe, desk and chair near the small fireplace. The PCs find nothing unusual here (except, perhaps, the servants). There is a 50% chance that PCs find Fygohewn here if he has not yet been encountered. If he is here, he will yell for help and immediately attack the PCs.

10) Servant's Quarters.

Like Fygohewn's room, this room also contains a simple bed, wardrobe, desk, and chair near the small fireplace. There is a 50% chance that the PCs find Hurrstar the Cook here, if she has not yet been encountered. If she is here, she will yell for help and immediately attack the PCs.

11) Servant's Stairs.

These dimly lit stairs go up to the second floor of the castle.

12) Dungeon entrance.

The entrance to the dungeon is a sturdy door, made of oak and bound in iron. If the PCs open the door read the following text:

Beyond the door, a narrow flight of slimy steps leads down into the darkness. The steps descend 20 feet to the dungeons below.



Gargoyles Attack

14) Gnoll Barracks

This room has several crudely made double bunk beds with straw mats. The room is very dirty, with hair, debris and litter in the corners, against the walls, and under the beds, some of which have sleeping gnolls on them. The place smells like a kennel. The fireplace burns with peat or wood.

These rooms are all similar. Each of these rooms has 5d4-2 sleeping gnolls in them. If they are alerted they quickly don armor and weapons (taking a minute to do so hastily) before entering a fray. Sounds of combat from the sitting hall are ordinarily ignored by these beasts (who are used to it).

15) Secret passages.

Each of these secret passages has a spiral staircase going up and down. Peepholes look into two of the barracks.

16) Winch Room.

This tight room houses the winch that is used to raise and lower the portcullis. A secret door connects this room to the secret passage and the rest of the second floor. A grate penetrates the floor to allow the defenders of the castle to use missile and dropped weapons on invaders.

17) Linen closet.

This linen closet is full of linens for the bedrooms.

18) Armory

Whatever this room was prior to the arrival of Daresh, it now serves as an armory.

The door to this room is solid but unlocked. The table and racks on the walls within hold scores of weapons. The room is mostly full of longswords, ranseurs, battle axes, short bows, quivers of arrows, and morning stars. There are also a half dozen heavy crossbows, five quivers of bolts, a dozen daggers, two scimitars, a short sword, four staves, and a whip.

Strong wooden door: Thickness 2 in.; hardness 5; hp 20; break DC 25.

19) Noble Stairs Landing (EL 5).

The two gargoyles attack anyone but a gnoll who enters. When the PCs enter this landing, **display illustration 25 on IQ15**. (Note that this image may be used at other times if more gargoyles attack the PCs.)

Wooden steps go up to the next level of the castle from this room. The landing is guarded by two hideous creatures with glowing red eyes, bloated heads and wide mouths.

B. SECOND FLOOR

13) Landing.

A wooden railing carved to look like happily smiling faces skirts the edge of this landing which looks down into the great entrance hall. The drop from here is 10 feet down to the main floor of the great hall. Two gnolls guard the main steps, standing near the main steps to the balconies above).

Gnolls (2): Hp 12 (x2).

If the PCs appear powerful enough to be a real threat, the gargoyles will try to fly away and warn Daresh of their approach.

Gargoyles (2): CR 4; Medium sized magical beast (6 ft. tall), HD 4d10+16; hp 47, 31; Init +2; Spd 45 ft / Fly 75 ft.; AC 16 [(+2 Dex, +2 natural)]; Atk +6 melee (1d4/1d4, 2 claws); or +4 melee (1d6, bite); or +4 melee (1d6, gore); SQ Damage Reduction 15/+1, freeze; AL CE; SV Fort +8, Ref +6, Will +1; Str 11, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills: Hide +9, Listen +4, Spot +4.

Feats: Multiattack, Weapon Finesse (claw, bite, gore).

C. THIRD FLOOR

When the two coins begin to come into close proximity to each other, bad weather will result. When this happens, read the following to the PCs:

By the time you reach this level of the castle, the storm clouds gathering outside have turned into a full-blown thunderstorm. The rain begins pouring down and lightning flashes among the clouds.

20) Landing.

This room is guarded by two large gnolls with battle axes. If there is a cry from Daresh's room, they hasten to aid her.

Gnolls (2): CR 3; Medium-sized humanoid (7 ft. 6 in. tall), HD 3d10+3; hp 23, 31; Init +0; Spd 20 ft.; AC 17 [(+4 scalemail, +2 large shield, +1 natural)]; Atk +5 melee (1d8+2/crit x3, battleaxe); or +1 ranged (1d6/crit x3, 60 ft. range increment, short bow); SQ Darkvision, 60 ft.; AL CE; SV Fort +4, Ref +1, Will +1; Str 16, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills: Listen +3, Spot +3.

Feats: Cleave, Improved Bull Rush, Power Attack, Sunder.

Possessions: battleaxe, short bow, 20 arrows, scalemail armor, large shield.

21) Temple

If the PCs investigate this room **display illustration 26 on IQ16** and read the following:

The foul stench of some kind of vile incense slams into you like a brick wall as you enter this chamber. You can't help but stop and gape at the contents of the room.

The dark shadows in the vaulted ceiling give the room a sense of foreboding, almost as much as the objects below. A blood-stained altar made of some kind of black wood lies along the wall. A tapestry depicting a terrible blizzard hangs on the wall behind the altar. Tossed against the west wall is an assortment of apparent junk, all thrown haphazardly in a pile.

If the PCs take a closer look at the altar, read the following:

On closer examination, you can see that the altar has several divots that might have once held gems or finery. All that is left now is the black, bloody wood.

This is Daresh's temple to the Creator of Strife (called Kokyt by the Dejy). In the last few months as she changed alignment from lawful evil to neutral evil, and finally to chaotic evil, Daresh has also changed the gods she worshipped. PCs can find evidence of this in the junk pile.

The pile has several tapestries depicting wealth and riches, all done with gold and silver thread. The recurring pictures of tipped scales on a goat's head are also present on the tapestries and a large version of the same symbol lies in the pile. All of this is evidence that Daresh once worshipped Ojob, the Jealous Eye. However, also in the pile are tapestries showing a gold scepter on a blue background with numerous jackals embroidered on it. A small, broken golden scepter (worth 10 gp) lies there, as well as a rope tied into a noose. Daresh worshipped Thananany (the Emperor of Scorn) for a while.

Daresh worships none of the gods truthfully. She keeps a small temple in the hopes of possibly getting the gods' favors in the future but honestly believes that there is no reason to worship any of them. She is certain that with the Coin's power, she will soon become a god herself.

22) Cleric's room.

This small room has a desk and a single bed. A few sheets of paper with various orders (some of them signed "Fright") sit on the desk. The bed is unmade and the sheets are stained and smell. A black cloak with a silver pin hangs on one wall.

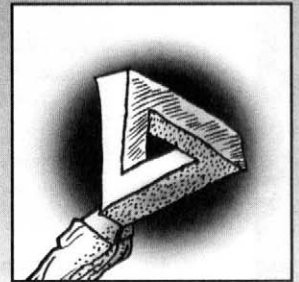
This is Fright's room. The last of Daresh's mercenaries, his name describes him well. The man is always afraid now, mostly of what Daresh is becoming. This room was once the chambers of the cleric who lived in the keep with Skryvalkker Natfal.

23) Archer's Nest

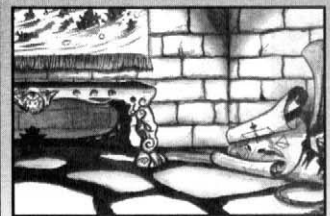
Each of these outer walls are pitted with arrow slits. Several small barrels contain a total of 10 longbows and 200 arrows.

Two gnolls are stationed here.

Gnolls (2): Hp 11, 7.



Symbol of the Creator of Strife



Daresh's Temple

24) Summoning Room

The door to this room is locked (Open Lock DC 25) and trapped with a *firetrap* spell (Search/Disable Device DC 29, 1d4+11).

If the PCs manage to open it read the following:

Ancient-looking tomes lie haphazardly about this eerie place. Whatever it was once used for, it is now clearly altogether different. In the center of the room lies a circle traced on the floor with an unknown red substance. Arcane runes decorate the boundary. A crusty white substance also covers the floor in this area.

This room is where Daresh has performed her summoning spells to enslave the outsiders she used against the PCs. The tomes provide information on belker air elementals and erinyes devils.

25) Lab

This small room is full of alchemical equipment of every shape and size. Long tables line the walls and delicate glassware sits on most of them. An assortment of glass ware and chemicals are stored here.

The DM should feel free to place any alchemical devices or tools that the PCs want in this room.

26) Treasure Room

This sparsely furnished room contains a small wooden table, on top of which rests a fine jewelry box.

Although this room used to house the valuables of the Skryvalkker Natfal, Daresh has squandered his wealth, in addition to her own magically fabricated money, on keeping her forces happy. However, the jewelry box and jewelry within are all real and not simply fabrications made by Daresh. The box itself is worth 200 gp and contains a gold necklace (100 gp), 2 silver earrings set with sapphires (300 gp for the set, 100 gp individually), and a fine platinum bracelet (500 gp). Daresh's spellbook can be found here (See Key NPC Appendix). It is protected by a *firetrap* spell (Search/Disable Device DC 29, 1d4+11).

27) Daresh's Quarters

This room is lavish. A large bed and wardrobe made of teak stand against the southwest and northeast walls respectively. A small, comfortable leather chair is next to a fragile-looking table with a few books atop it. You take in the luxurious surroundings in a moment and feel your stomach tighten with what else is in the room.

Four of the horrible winged creatures you came across in the keep below stand directly in front of the door. Behind the creatures stands a man in a black tunic and cloak, nervously clutching his sword.

Daresh, as beautiful as you last saw her, lounges in the bed, leaning against the headboard with pillows all around her. She stares at you for a moment and then smiles.

"So, you've finally come," she says. "And look, you've brought the rest of what I need to become a god."

She then orders her minions to attack and blasts the owner of the Coin with the power of her own Coin.

Daresh (detailed in the NPC Appendix) has already cast *protection from arrows* on herself. While her minions deal with the PCs, she squares off with whomever holds the other evil Coin. The offensive powers of the Coins do not work on other holders of the Coin, so the two are forced to rely on their own powers, though Daresh does not know this at first and attempts to destroy the holder of the other Coin with the black bolt. When this proves ineffective, she uses her *ring of telekinesis* and next casts a *suggestion* spell, ordering the holder of the Coin to give it to her. She tries not to use area effect offensive spells for fear of damaging her room and possessions.

The four gargoyles attack, doing their best to kill any intruders and keep anyone from interrupting Daresh's personal battle with the Coin holder.

Fright simply stands out of the way of the battle, trying not to get hit by the Coins' energy.

If Daresh gets the coin in her hands, refer to "The Coin Lost" below.

Gargoyles (4): CR 4; Medium sized magical beast (6 ft. tall), HD 4d10+16; hp 47 (x2), 31 (x2); Init +2 (+2 Dex); Spd 45 ft / Fly 75 ft.; AC 16 [(+2 Dex, +2 natural)]; Atk +6 melee (1d4/1d4, 2 claws); or +4 melee (1d6, bite); or +4 melee (1d6, gore); SQ Damage Reduction 15/+1, freeze; AL CE; SV Fort +8, Ref +6, Will +1; Str 11, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills: Hide +9, Listen +4, Spot +4.

Feats: Multiattack, Weapon Finesse (claw, bite, gore).

28) Library

The walls of this room are filled with bookshelves from floor to ceiling. The bookshelves are full of hundreds of books with intriguing titles.

These books are primarily histories of Skarnaa, Drhokker, and other countries, though texts on religion, the occult, and a very few books about magic are present. About 10% deal in the darkest areas of magic and there are several books that talk about the *Coin of Power* (also called the *Coin of Darkness*, the *Cursed Coin of Death* and *Hekkel's Coin*). If the PCs look for such information, it takes 1d4 hours to locate the proper books. If

they actually manage to find the books, they are 10% likely to learn that if the same person holds more than one Coin, catastrophe could result. Many (100) of the books could each be sold for 1d4x10 gp. Each book weighs 1d3 pounds.

If the castle is alerted to their presence, patrols of 6 gnolls pass through the room every ten minutes. Hp 16, 14, 13 (x2), 10, 7.

29) Study/Map room

If the PCs enter this room, **display illustration 27 on IQ16** and read the following:

Along the east wall is a large desk covered with papers and parchments. Several quill pens and two bottles of ink compete for space atop the furniture. A comfortable chair is pushed under the desk.

The entire northern wall is covered in a great map of Tellene. Skarrna is most prominently marked with several red x's near the ceiling and only accessible with the stepladder that stands nearby. A long, blue line is drawn through the countries to the south. Other red lines point outwards from Skarrna to other regions.

The red x's near the ceiling on the great map show territories that Daresh and her troops have already conquered. The blue line marks the PC's route across Tellene. Other red lines point outward from Skarrna and enter into Drhokker, the Vrykarr Mountains, and the rest of Reanaaria Bay.

The papers on the desk are mostly plans made by Daresh to conquer all of Tellene. These appear to be well-written and well thought out. However, a few sheets are written in a child's hand and speak of "whispers in my mind." These latter are Daresh's last sane writings before the Coin wholly corrupted her.

D. FOURTH FLOOR

30) Upper Armory.

The room holds 40 ballista bolts, 10 longbows, 200 sheaf arrows, and several large bags of rocks.

31) Roof.

The roof of the keep holds four light catapults and two light ballista. Two gnolls stand on guard duty here.

The equipment here is manned at all times by a skeleton crew of 2 gnolls. (two gnolls manning each weapon). During times of alert, the full crew of two gnolls per weapon are mustered.

Gnolls (2): hp 8, 7. All of the doors leading outside are locked (Open Locks DC 25).

32) Vaulted Ceilings.

These areas of the roof are sloped upwards from the vaulted ceilings of the rooms below.

E. TOWER ROOF

(The DM should refer to the map on page 47.)

33) Landing.

The roof of the tower is guarded by two gargoyles that are the same as those at 19 above. They ordinarily perch motionlessly until a foreign victim comes within range.

The roof of this short look-out tower is ringed with merlons and crenellation. Two hideous stone statues motionlessly peer into the distance on the outer walls.

THE COIN LOST

If Daresh gets the other Coin of Power, all seems lost. If this happens, read the following:

The Witch-Queen grasps the other Coin with her left hand and shrieks a triumphant yell. Both you and the creatures you face all hesitate in your combat, an evil smile on the faces of the things as they look towards their mistress.

"I've won, you fools!" she yells. "Only with two Coins can one become a god! You've done just as I hoped you would!"

Your eyes are torn from her grinning face by a sizzling noise. Her left hand, in which she holds the Coin that was until moments ago yours, is shaking violently. Then you notice that her right hand, balled in a fist and covering the Coin that is connected to her, also shakes.

"What?" she mutters and opens her left hand. Tiny bolts of what look like black lightning burst around the Coin, burning her hand.

"No!" she shrieks.

She throws the Coin to the ground where you can see that it continues to pulse and writhe, the energy intensifying around it. The floor where it lays begins to smoke. Daresh's next shriek tears your attention from the Coin and back to her. She is shaking her right hand and you can see that the coin embedded there is acting much the same as the one of the floor.

The man in black then bolts for the door while the creatures gape at Daresh.

Though Daresh thought that the power of two Coins would grant her godhood, she was very much mistaken. The Coins, being unstable and corrupting, cannot stand each other's touch, even through the medium of her flesh. Their own energies are now destroying them.

Anyone who is foolish enough to touch the Coins takes 2d10 points damage per round. Daresh takes that damage on the round that she tosses the Coin away. The PCs have three rounds to flee the tower even as Daresh orders her gargoyles to hack off



Daresh's Study

her hand (though the creatures simply stare stupidly at it — the Coin's overloaded magic is scrambling what little brains they have). If the PCs do not immediately leave the tower, they are caught in the blast with her.

Three rounds after Daresh tosses the Coin from her left hand, both coins explode, utterly destroying anything within 10 feet of them and doing 10d10 points of damage to everything within 20 feet. This effectively blows a large hole in the top level of the keep and opens a hole in the floor to the rooms below.

PCs who make it to the first floor of the keep are safe, though debris rains down causing those outside, who don't make a Reflex save (DC15), to take 2d6 points damage.

If the PCs do something unorthodox (like hack off Daresh's hand and throw both Coins outside the keep, they might be able to save her. She swoons, and when awakened, claims that she was under the evil influence of the Coin. She has lost all of her extra powers and been reduced to what she was before the Coin (still a 9th level wizard!) but all of her memorized spells are gone for the moment. She is still chaotic evil and does her best to escape the party to fight another day.

If she is caught in the blast, Daresh is gone. No body remains and there is no sign of the Coins or anything that was in the room at the time. There is a 25% chance that anyone (including Daresh) caught in the blast is sent to another plane of existence rather than being totally destroyed.

Daresh's Death

If Daresh is dead and the Coins destroyed, all of the things she created with her magic vanish. The gnolls in the garrison suddenly find that the majority of the money they had been paid with and food they are eating is gone (as well as that presently in their stomachs and undigested). The creatures go berserk and start to kill any and all non-gnolls they can find.

Fright immediately flees down the steps, running from the PCs. He guesses exactly what happens with the gnolls and wants no part of it, going down the noble stairs, through the servants' areas to the entrance of the dungeon.

If the PCs follow him immediately, they can keep the man in sight and avoid most of the gnolls inside.

F. THE DUNGEONS

The dungeons beneath Castle Triumph were used extensively by the last warlord of the place. They are all but ignored by Daresh. Fright, on the other hand, used the secret passage to hide his cache of loot (mostly stolen from the castle) in case he ever needed to make a quick getaway.

The dungeons lie 15 feet beneath the main castle and are carved from the existing rock. Ceilings are only 7 feet high unless otherwise noted. (The DM should refer to the map on page 47.)

34) Guardroom.

As the PCs head down the steps, the two gnoll guards that were in the guardroom come rushing up with weapons ready.

Gnolls (2): Hp 11, 9.

As you rush down the steps, two armed gnolls rush up to engage you. You can also see that two corridors open off

of this room, which only contains a small table, two chairs, and a barrel of water. On the table is a pair of dice and a few copper coins. What really draws your attention is the far wall, a part of which is slowly closing.

Any PC who makes an initiative roll of 12 or more can get to the door and grab it before it closes entirely if he is not blocked by the gnolls. Otherwise, the PCs must search for the secret catch (Search DC 25).

35) Cells.

Each of the cell doors in each corridor has a small, barred window. Their locks can be opened by a key and a bar also keeps the doors shut. Within each five foot by five foot cell are two manacles stapled to the wall and a little straw. None of the cells are currently occupied.

36) Torture Chamber.

The torture chamber is complete with a rack, iron maiden, brazier and irons, two cages barely big enough to hold a man, three pairs of shackles bolted to the walls, an iron boot, and a shelf with several whips, eye gougers, thumbscrews, and other implements of torture. The machinery is in good shape and there are numerous dried bloodstains.

37) Secret passage.

This passage is bare. Two spiral stairways go up to the first floor of the castle (area 5). The southern steps go downward into the darkness.

If the PC are hot on Fright's trail, read the following:

A good 20 feet down the steps to the south, the passage branches to the east. You can hear movement down that corridor.

If they investigate, they find the mercenary fumbling with a key to open a chest that is bolted to the floor there. He draws his sword when he sees the PCs, but quickly surrenders if outnumbered. He refuses to return to the castle, but is more than willing to show them the way out if they promise to let him escape with them.

Fright points out that the tunnel continues to the base of the plateau. He tries to convince the PCs to leave the place, fearing neither he nor anyone else will be able to control the gnolls now that Daresh is gone.

Trap (EL 3). The chest is double trapped. The lock has a poison needle and when the lid is opened, a scything blade swings out from under striking anyone within 3 feet of the front

of the chest. PCs can make a Dexterity check (DC18) for half damage. Fright knows of both traps and can avoid them (using the key deactivates the poison needle).

Poison needle: CR 2; +8 ranged (1, plus greenblood oil poison); lock and trap DC 20; Search (DC22); Disable Device (DC 20); Greenblood oil — injury DC 13, initial damage 1 Con, secondary damage 1d2 Con.

Scything blade: CR 1; +8 melee (1d8/crit x3) lock and trap DC 20; Search (DC21); Disable Device (DC 20).

In the chest are five large empty sacks, 4,607 gp, a black opal (1000 gp), a garnet (500 gp), 5 aquamarines (500 gp each), 4 pieces of amber (100 gp each), 5 pieces of star rose quartz (50 gp each), a tiger eye agate (20 gp), 4 pieces of blue quartz (10 gp each), a gold paper weight shaped like a shell (100 gp), a handkerchief stitched with gold thread (20 gp), a small portrait of a bald man with long hair (50 gp), a silver music box (100 gp), a small gold statue of an eagle on an onyx stand (50 gp), a small quartz carving of an owl (200 gp), a suit of dwarf-sized chainmail +1, and a vial of *oil of slipperiness*.

Escaping the Castle

If the PCs follow Fright, or find their way out of the secret passage on their own, read the following:

You see that the gnolls have lit the outbuildings of the castle on fire and are running about walls, howling and smashing things. A few fires also burn in the shanty town.

If the PCs elected to exit the castle by means of the courtyard and either of the gates, they must first fight their way through 2d10 gnolls in groups of 1d6 every two rounds until they are free of the place. If they survive, they can exit the castle through either gate and flee the plateau.

PCs who try to stealthily exit the place only encounter half the gnolls listed above or less at the whim of the DM and based on how good their plan is (i.e. PCs who can turn *invisible* or someone using the *flying carpet* can easily escape).

However they leave the castle and whatever way they flee, the PCs worries aren't over yet.

Creatures (EL 12+): Within a half-hour of the explosion that signals the Coin's destruction, the gnolls in the camp south of the castle are organized. One of them, an adept named Gardox, gathers a few of his troops and his ghoulish bodyguards to pursue the PCs to exact vengeance and get food.

Gardox, male gnoll Adept5: CR 5; Medium-sized humanoid (7 ft. 6 in. tall), HD 5d6+10; hp 32; Init -1; Spd 20 ft.; AC 21 [(-1 Dex, +9 *magic full plate armor*, +1 natural, +2 cloak)]; Atk +5 melee (1d8+3/crit x2, morning star); or +5 melee (1d4+3/crit 19-20, x2, dagger); SQ Darkvision, 60 ft.; AL CE; SV Fort +3, Ref +0, Will +7; Str 17, Dex 9, Con 15, Int 5, Wis 17, Cha 5.

Skills: Concentration +8

Feats: Heavy Armor Proficiency, Light Armor Proficiency.

Spells Available (3/2/2): 0 lvl — *create water*, *cure minor wounds*, *purify food and drink*; 1st lvl — *burning hands*, *cure light wounds*; 2nd lvl — *darkness*, *mirror image*.

Possessions: *cloak of the bat*, *wand of fear* (27 charges), +1 *full plate armor* (ratty looking), morningstar, 25 gp, 100 ep.

Gardox was the leader of the twisted neck gnoll tribe before the coming of Daresh. He took control of the tribe back as soon as it was ascertained that the witch queen was dead.

Gnolls (13): CR 1; Medium-sized humanoid (7 ft. 6 in. tall), HD 2d8+2; hp 18, 15, 14, 13 (x2), 11 (x6), 9 (x2); Init +0; Spd 20 ft.; AC 17 [(+4 scalemail, +2 large shield, +1 natural)]; Atk +3 melee (1d8+2/crit x3, battleaxe); or +1 ranged (1d6/crit x3/range incr. 60 ft., short bow); SQ Darkvision, 60 ft.; AL CE; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills: Listen +3, Spot +3.

Feats: Power Attack.

Possessions: battleaxe, shortbow, 20 arrows, scalemail armor, large shield.

Ghouls (10): CR 3; Medium-sized Undead (6 ft. tall), HD 2d12; hp 22, 21, 17, 15, 13, 12, 11 (x2), 9, 6; Init +2; Spd 30 ft.; AC 14 [(+2 Dex, +2 natural)]; Atk +3 melee (1d6 + paralysis, bite) and +2 melee (1d3/1d3 + paralysis, claws; SA Paralysis; SQ Undead; AL CE; SV Fort +0, Ref +2, Will +3; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7.

Feats: Multiattack, Weapon Finesse (bite).

SA — Paralysis (Ex.): Those struck by the ghoulish attack must succeed a Fortitude Check (DC14) or be paralyzed for 1d6+2 minutes. Elves are immune to the paralysis.

SQ — Undead: Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects; not subject to critical hits, sneak attacks, ability damage, ability drain, energy drain, and death from massive damage.

Development: The group is organized with the adept in the center surrounded by ghouls and the gnolls on the outside. The PCs hear the group coming when the ghouls scent them and shriek. Two of the creatures burst forward and lead the group as Gardox orders the rest of the gnolls to attack. He keeps the remaining eight ghouls close to him. Four gnoll archers stay back and attempt to shoot at the PCs while the rest attack hand to hand. The adept uses his *wand of fear* to try to thin out the group's ranks but flees if badly injured, turning into a bat if he is trapped or sorely hurt.

If the adept flees, the ghouls already engaged continue fighting until dead. The gnolls fight until they fail a morale check.

If the fight lasts more than two rounds, the adept loses his patience and wades into the battle and attempts to kill his opponents.

If the PCs are over matched, the DM might be merciful and allow them to be rescued by the wood elves (provided they went towards the Rokk Woods and didn't alienate the elves on their first meeting). PCs should be able to outrun the pursuing force if they need to.

AFTERMATH

With the destruction of the Coins and Daresh's death, things settle down. Skarrna tries to recoup from the war. Though the elves know of the PCs brave deeds (especially if they took the

two elven scouts into the castle and managed to bring them back alive), others find it hard to believe.

It isn't long before news of the civil war spreads to other lands. Many believe that the Witch Queen who started the war was simply overthrown by the Skarrna military and other Skryvalkkers. The elves know differently but are reclusive and aren't talking.

For destruction of the Coins, each PC should receive a 2000 xp award. Those PCs that managed to bring back both elven scouts alive receive 420 xp per elf to be divided among the group.

If the PCs could find it, they could conceivably take over Daresh's former home in the Rokk Woods and use it for a base of operations. It is left to the DM to develop a suitable wizard's home complete with traps.

Once they return south, they learn that Halaan died of old age a few weeks after they left him. A neighbor or friend looked through the notes he'd written about the coin, was horrified at what he found, and immediately burned them and scattered the ashes on the wind.

Thus ends the threat of the *Coin of Power*, though that which was once discovered can be discovered again. The PCs have done the world a great service but must be satisfied with the knowledge itself.

As an idea for an added plot twist consider this. The wizard Veoden had secretly been researching a way to craft the *Coin of Power* without its corrupting side effects. After he learned that Daresh had crafted a Coin and would use it for evil, he sent the PCs to Zoa to learn how to craft another Coin and use it to defeat Daresh. It is conceivable that, in desperation, Veoden was able to craft a third Coin as a "safety measure". In case the PCs were unsuccessful in their task, he planned to use it himself to defeat Daresh. But once its warped power took hold of him, he just doesn't seem to look at the world the same way anymore...

APPENDICES

The Forsaken

Use this ship if the PCs are new to this adventure (i.e. they did not complete the "Root of All Evil" or "Forging Darkness" adventures) and have no other access to a ship.

A cog named the Forsaken is being loaded at the docks and will set sail with the evening tide. The ship is heading north with a shipment of fine Zoan cloth, lumber and gems. Their destination is Ardarr-Norr. The first mate, the only one available to deal with the PCs, will tell them that they can book passage for 10 gp each. If PCs wish to charter the ship for their own use, he cannot help them and says only Captain Pocaat can help them. The Captain is not due back until just before the ship sails.

The Forsaken is a cog out of Zoa. She is a well-built ship owned and captained by Haager Pocaat, a giant of a Reanaarian. The ship is a sailing vessel and can sail 2 mph or 48 miles per day (See the D&D Dungeon Master's Guide Page 143). The Forsaken often brings goods from Zoa to trade in other ports.

Creatures. The ship has a crew of 18 and three officers. Most go about unarmed, although there are enough short swords to equip the crew and a half-dozen light crossbows in the armory. A few crewmen carry knives and all of them are handy with belaying pins (treat as clubs), which are plentiful on board.

Mates; Sailors, male and female human Exp1 (20): CR 1/2; Size M (5 ft. 6 in. tall), HD 1d6; hp 3 each; Init +0; Spd 30 ft.; AC 10; Atk +0 melee (1d6/crit 19-20/x2, short sword); or +0 Melee (1d6/crit x2, club (belaying pin)); or +0 ranged (1d8/crit 19-20/x2, light crossbow); AL LN; SV Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Balance +4, Climb +2, Intuit Direction +2, Profession (sailor) +4, Spot +4, Swim +4, Use Rope +4; Endurance, Great Fortitude.

The crew is divided into port and starboard watches with the 1st mate being in charge of the former and the 2nd mate in command of the latter. The watches change every eight hours.

The captain usually stands with the day watch and keeps a regular schedule. He runs the ship like a military vessel and conducts regular practice drills with the ballista.

Lanterns can be hung from a secure hook in the ceiling of most rooms to provide light below decks. During bad weather, both the galley stove and the lanterns are put out. None of the portholes have glass in them, but are shuttered in bad weather.

The Forsaken Map can be found on page 40:

1) **Foredeck.** A small rise in the deck leaves space for storage of the 400 pound anchor and chain beneath. The ship has no capstan.

2) **Dinghy.** A small 10-foot-long dinghy is lashed to the deck. Stored in it are oars for up to four people to row.

3) **Deck Cover.** The large hatch cover takes up the main deck of the ship with a small hatch built into it. When the ship is being loaded or unloaded the entire wooden cover is removed. In bad weather, a tarpaulin is pulled taught over the whole thing to keep water out.

4) **Mast.** The mast rises over 60 feet above the main deck. Though the vessel has no crow's nest, a sailor usually straddles the gaff to keep watch. There is no boom.

5) **Quarterdeck.** Twin ladders lead up to this area from the main deck. A door in the deck leads from the main deck to the companionway.

6) **Ballista.** The ship's ballista stands here. The weapon has the following statistics: 3d6 points of damage, crit x2, range increment 120 ft., crew 1. Next to the machine is a quiver of 20 ballista bolts.

7) **Helm.** A helmsman mans the tiller at all times. Usually one can find the captain here on his watch, advising the helmsman.

8) **Companionway.** A small hatch leads down into the cargo deck.

9) **Sail locker.** The sail locker holds enough extra sail and rigging to completely replace the sheet and rope already used. The ship's crossbows and extra weapons are also stored here.

10) **Galley.** A small stove and pantry are here. Food is stored in this place as well.

11) **Mates' cabins.** Home to the two mates of the ship, each of these small rooms holds a hammock, footlocker, desk, and stool. The port cabin is the first mate's and the starboard is the second mate's.

12) **Captain's cabin.** By far the largest private space on the ship, this cabin has a small desk and chair, a wardrobe, a footlocker, and two small storage cabinets. Due to the curve of the ship's aft deck, the room contains a small loft, upon which sits a small bunk; the only real bed on board. Four portholes look out of the room.

13) Crew quarters. The crew quarters are forward, complete with triple hammocks, the highest at a height of almost 10 feet above the deck. A long table surrounded by stools stands in one corner and there are 20 small sea chests with clothing and personal belonging of the crew.

14) Hold. The cargo deck holds water barrels and pumps aft. The hold itself is full of bolts of silk and cotton and large boards of teak and mahogany (the gems are locked in the captain's cabin). Everything is securely lashed down. Ladders lead up to deck hatches on the main deck and in the companionway. Two more hatches lead down to the bilge.

15) Bilge. The bilge is only 2 feet deep and filled with large rocks, sand, and water that has seeped into the ship. A few rats scurry around the place as well.

PCs are billeted in the aft section of the cargo deck on hammocks. All of them should make Fortitude saving throws (DC10) the first day at sea to see if they get seasick. If they fail the roll, they are deathly ill for 1d4 hours and may make another check after that. Once each PC makes a check, she is considered to have gotten her sea legs and does not get sick any longer. Any PC who fails five consecutive rolls remains sick the rest of the day though she can thereafter check every day to see if the sickness remains. Seasick PCs fight at -1 to all dice rolls.

Captain Pocaat (detailed in the NPC appendix) is more than happy to make a little more money from passengers, though he and the crew watch them very carefully to make sure they do not try to hijack the vessel. The ship averages 48 miles a day (with decent wind). Pocaat hopes to make it from Zoa to Ardarr-Norr in 17 days (more or less), weather permitting.

KEY NPCs

Girion, male human Rgr 1:

CR 1; Medium humanoid (5 ft. 6 in. tall); HD 1d10+2; hp 12; Init +3; Spd 30 ft.; AC 19 [(+6 chainmail, +3 Dex)]; Atk +4 melee (1d8+3 (Str)/crit 19-20/x2, longsword); or +4 melee (1d4+3/crit 19-20/x2, silvered dagger); or +4 ranged (1d6/crit x3, composite short bow); SQ Favored Enemy; SV Fort +4, Ref +3, Will +1; AL NG; Str 16, Dex 17, Con 15, Int 13, Wis 12, Cha 8.

Skills and Feats: Animal Empathy +4, Craft (bowmaking) +3, Handle Animals +2, Hide +3, Knowledge (nature) +2, Spot +2, Wilderness Lore +4; Far Shot, Point Blank Shot, Track.

Languages: Merchant's Tongue, Fhokki, low Elven.

SQ — Favored enemy (Ex): Girion hates trolls and gets +1 damage bonus against the creatures with melee weapons and at point blank range with ranged weapons.

Possessions: +1 Elven chainmail (+6 AC), composite short bow, quiver of 20 arrows (4 silvered), longsword, silvered dagger.

Girion is a woodland ranger and generally dresses in forest green cloak and garb. He is very attractive, with sandy brown hair and mustache and dark brown eyes. He only stands about five and a half feet tall and claims to have a little elven blood, several generations back. He calls himself Girion Greenfoot or Girion Elf-friend, though his true surname is Aleis.

Girion is friendly with non-evil beings, easy to get along with, and protective of those he calls friends. He has all the typical forest ranger abilities and hates trolls with a passion (they are his

species enemy). He only keeps what treasure he can carry, preferring to travel light.

Born in the southern Rokk Woods near Haanex, he is Reanaarian. Most recently, he was a member of "Bloody" Bouzaar's bandits in southern Skarrna.

Daresh, female human Wiz11:

CR11; Medium humanoid (5 ft. 9 in. tall); HD 11d4+22; hp 50; Init +3; Spd 30 ft.; AC 13 [(Dex)]; Atk +4 melee (1d4-1/crit 19-20/x2, dagger); or +8 ranged (1d4-1/crit x2, dart); SA Poison; SV Fort +5, Ref +6, Will +7; AL NE; Str 8, Dex 16, Con 15, Int 18, Wis 11, Cha 10.

Skills and Feats: Alchemy +5, Concentration +14, Diplomacy +6, Knowledge (arcana) +6, Knowledge (history) +6, Knowledge (geography) +10, Listen +7, Scry +14, Spellcraft +14, Spot +7; Alertness, Combat Casting, Brew Potion, Spell Penetration, Craft Wand, Spell Mastery (*teleport*, *polymorph self*, *polymorph other*, *magic missile*).

Spells Prepared (4/5/5/5/4/3/1): 0 lvl — *arcane mark*, *detect magic*, *mage hand*, *read magic*; 1st lvl — *charm person*, *magic missile (x2)*, *shield*, *shocking grasp*; 2nd lvl — *darkness*, *knock*, *mirror image*, *protection from arrows*, *web*; 3rd lvl — *blink*, *hold person*, *fireball*, *major image*; 4th lvl — *emotion*, *improved invisibility*, *polymorph other*, *polymorph self*; 5th lvl — *animate dead*, *persistent image*, *teleport*; 6th lvl — *project image*.

Spellbook: 0 lvl — *arcane mark*, *detect magic*, *mage hand*, *read magic*; 1st lvl — *charm person*, *identify*, *magic missile*, *message*, *reduce*, *shield*, *shocking grasp*, *sleep*; 2nd lvl — *darkness*, *daylight*, *fog cloud*, *knock*, *levitate*, *locate object*, *mirror image*, *protection from arrows*, *web*; 3rd lvl — *blink*, *fireball*, *hold person*, *major image*, *suggestion*, *tongues*; 4th lvl — *dimension door*, *emotion*, *fire trap*, *improved invisibility*, *locate creature*, *polymorph other*, *polymorph self*, *enervation*, *scrying*; 5th lvl — *animate dead*, *lesser planar binding*, *greater shadow conjuration*, *magic jar*, *persistent image*, *telekinesis*, *teleport*; 6th lvl — *project image*.

Possessions: *ring of telekinesis*, *wand of fear*, *potion of alter self*, *fly potion*, *potion of charisma*, *potion of cure serious wounds*, dagger, 3 darts, and a vial with 5 doses of purple worm poison (1d6 Str/1d6 Str).

Daresh is 45 years old with dark hair and eyes. She wears fine robes of black silk with silver trim on her sleeves and sash. She always wears a golden amulet. Standing about 5 foot 9 inches tall, she is a thin woman, weighing only 140 pounds.

Self centered and evil, Daresh only cares about herself. She learned of the possibility of mithral lying somewhere near her home country of Skarrna and has searched for it for the last five years in an effort to increase her own power. In her research, she also learned of the *Coin of Power* and the potential it could unleash. With the capture of Arowain, who knew how to create the Coin, her goals were finally in sight. Now she plans even bigger things.

Daresh was born and raised in Skarrna. She has no loyalty to her country (other than a goal to become its soul leader). Her tower is 40 miles north of the Dark Hills: a tall tower made of a black, coal-like stone.

The statistics above reflect Daresh's abilities as increased by the *Coin of Power*.

Veoden, male human Wiz8:

CR 8; Medium humanoid (5 ft. 10 in. tall); HD 8d4+8; hp 34; Init +1; Spd 30 ft.; AC 15, [[(+1 Dex, +1 ring, +3 bracers)]; Atk +4 melee or ranged (1d4/crit19-20, dagger); SQ Spells; AL NG; SV Fort +3, Ref +3, Will +9; Str 10, Dex 13, Con 14, Int 18, Wis 16, Cha 16.

Skills and Feats: Alchemy +11, Concentration +11, Craft (blacksmithing) +11, Craft (carpentry) +11, Knowledge (arcana) +11, Knowledge (history) +11, Scry +11, Spellcraft +11; Brew Potion, Combat Casting, Craft Magic Arms and Armor, Craft Wand, Dodge, Scribe Scroll.

Spells Prepared (4/5/4/4/3): 0 lvl — *daze, flare, mending, open/close*; 1st lvl — *charm person, color spray, magic missile, sleep, unseen servant*; 2nd lvl — *flaming sphere, invisibility, levitate, mirror image*; 3rd lvl — *fireball, hold person, lightning bolt, shrink item*; 4th lvl — *dimension door, polymorph self, scrying*.

Spellbook: 0 lvl — all; 1st lvl — *burning hands, charm person, color spray, feather fall, identify, light, magic missile, shocking grasp, sleep, spider climb, unseen servant*; 2nd lvl — *alter self, continual flame, detect thoughts, flaming sphere, invisibility, levitate, mirror image, see invisibility, web*; 3rd lvl — *fireball, greater magic weapon, halt undead, hold person, lightning bolt, shrink item*; 4th lvl — *enervation, dimension door, polymorph self, scrying*.

Possessions: dagger, +3 bracers of armor, +1 ring of protection, *potion of fly* (5th level), *potion of cure light wounds* (1st level), *scroll of lightning bolt* (9th level) and *scroll of magic missile* (9th level).

Veoden is a native of Geanavue. He wears a long blue, sleeveless jacket over an even longer long-sleeved tunic. His boots reach up to his knees and he carries a large pouch on his belt opposite the dagger on his right hip. His brown hair is parted down the middle and long in the back. He looks a good five years younger than his 27 years. His face is clean shaven.

The wizard is friendly and definitely a night person. He is in the habit of working until early in the morning and then sleeping late during the day (sometimes all day). Though he is messy and a bit of a slob, he thinks fairly highly of himself and his own powers. His arrogance is less pronounced than most wizards but sometimes creeps out in his speech. He is very powerful for his age, a prodigy of sorts.

Geolain, male human Wiz7:

CR 7; Size M (5 ft. 6 in. tall); HD 7d4+21; hp 40; Init +2 (Dex); Spd 30 ft.; AC 14, [[(+2 Dex, +2 bracers)]; Atk +3 melee (1d6/crit x2, quarterstaff); SQ Spells; AL LG; SV Fort +5, Ref +4, Will +11; Str 10, Dex 14, Con 16, Int 18, Wis 18, Cha 17.

Skills and Feats: Alchemy +10, Concentration +10, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (geography) +10, Scry +10, Spellcraft +10, Knowledge (nature) +7; Brew Potion, Craft Wand, Craft Wondrous Item, Iron Will, Scribe Scroll, Spell Penetration.

Spells Prepared (4/5/4/3/1): 0 lvl — *detect poison, light, detect magic, read magic*; 1st lvl — *color spray, comprehend languages, identify, mage armor, magic missile*; 2nd lvl — *locate object, see invisibility, Tasha's hideous laughter, web*; 3rd lvl — *dispel magic, lightning bolt, suggestion*; 4th lvl — *locate creature*.

Spellbook: 0 lvl — all; 1st lvl — *color spray, comprehend languages, grease, identify, mage armor, magic missile, protec-*

tion from evil, summon monster I; 2nd lvl — *detect thoughts, locate object, see invisibility, Tasha's hideous laughter, web*; 3rd lvl — *dispel magic, lightning bolt, suggestion, tongues*; 4th lvl — *enervation, locate creature*.

Possessions: quarterstaff, +2 bracers of armor, ring of invisibility, scroll of finger of death and wand of hold person (12 charges).

Geolain has long white hair that circles his bald head. His beard, also long and white, is immaculately groomed. He always wears gray robes and, when traveling, a pointed hat with a wide brim. He looks very old and pretends to be hard of hearing.

Haager Pocaat, male human Ftr2:

CR 2; Size M (6 ft. 4 in. tall); HD 2d10; hp 11; Init +6 (Dex +2, improved initiative +4); Spd 30 ft.; AC 14 [[(+2 leather armor, +2 Dex)]; Atk +4 melee (1d6+2/crit 19-20/x2, short sword); or +4 melee (1d4+2/crit 19-20/x2, dagger) SV Fort +5, Ref +2, Will -1; AL LN; Str 14, Dex 15, Con 10, Int 15, Wis 8, Cha 11.

Skills and Feats: Balance +2, Climb +5, Jump +5, Knowledge (geography) +2, Profession (sailor) +2, Swim +4; Ambidexterity, Dodge, Great Fortitude, Improved Initiative.

Possessions: leather armor, short sword, dagger.

Captain Pocaat is the owner of the cog Forsaken. His hair is sun-bleached blonde and his skin dark brown. He has striking green eyes. He typically wears breeches and a shirt, though he has a long blue coat that he sometimes wears in bad weather.

Pocaat is adventurous though he prizes his ship and crew over everything else and will not risk either one if he has another choice in any circumstance. He is level-headed and an excellent pilot and navigator.

Born in one of the cities of Reanaaria Bay (not even he is sure which one), Pocaat took to the seas as a youth and never left. By the time he was 20, he owned his own ship with which he began to run around the Beak to the western lands. He made great profit from this and could probably retire at any time but he loves sailing far too much. More recently he has restricted his travels within Reanaaria Bay.

Monk, male human Ftr6:

CR 6; Medium humanoid (5 ft. 9 in. tall); HD 6d10+6; hp 42; Init +2; Spd 20 ft.; AC 18 [[(+6 splint mail, +2 Dex)]; Atk +9/+4 melee (1d8+3 /crit 19-20/x2, longsword); or +9/+4 melee (1d4+3/crit 19-20/x2, dagger); or +8/+3 ranged (1d8+3/crit x3, range increment 110 ft., mighty composite long bow); AL LE; SV Fort +6, Ref +4, Will +0; Str 17, Dex 15, Con 13, Int 13, Wis 6, Cha 13.

Skills and Feats: Climb +9, Jump +9, Bluff +3, Ride +3; Ambidexterity, Combat Reflexes, Deflect Arrows, Dodge, Improved Unarmed Combat, Point Blank Shot, Precise Shot, Quickdraw.

Possessions: +3 mighty composite long bow, 20 arrows, 2 *potions of hiding*, splint mail, dagger, longsword.

Monk has dark hair and a full beard and mustache. He scowls a lot but is relatively attractive. During battle he smirks. He is the leader of the mercenary assassins and can be inspiring to men but is ruthless and evil. He is always willing to sacrifice his own men to save himself. He has called himself Monk ever since he learned a few hand to hand techniques from a monk.

Quellion male human Ftr5:

CR 5; Medium humanoid (5 ft. 10 in. tall); HD 5d10; hp 38; Init +3 (-1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 14 [(+5 chain mail, -1 Dex)]; Atk +6 melee (1d8+2 /crit 19-20/x2, longsword); or +5 melee (1d4+2/crit 19-20/x2, dagger); AL LE; SV Fort +4, Ref +0, Will +1; Str 15, Dex 8, Con 11, Int 9, Wis 11, Cha 10.

Skills and Feats: Diplomacy +2, Ride +4; Improved Initiative, Run, Track, Weapon Finesse, Weapon Focus (longsword), Weapon Specialization.

Possessions: chain mail, longsword, dagger.

Quellion has long blond hair and his face is clean shaven. His hair is always immaculately combed and clean. He smiles a lot when he has the advantage. He is loud, boastful, and loves to kill things smaller than himself. A coward, he loves having the upper hand. He surrenders if sorely injured or the rest of the assassins are killed.

Axeheart, male human Brb5:

CR 5; Medium-sized humanoid (6 ft., 5 in. tall), HD 5d12; hp 33; Init +2; Spd 30 ft.; AC 17 [(+2 Dex, +5 chainmail armor)]; Atk +7 melee (1d8+2/ crit x3, battle axe); or +7 ranged (1d8, crit x3, longbow); SA Barbarian Rage; SQ Uncanny Dodge, Fast Movement; AL LE; SV Fort +4, Ref +3, Will +1; Str 15, Dex 14, Con 11, Int 8, Wis 11, Cha 10.

Skills and Feats: Climb +8, Jump +7, Listen +6, Wilderness Lore +3; Cleave, Improved Bull Rush, Power Attack.

Possessions: chain mail armor, battle axe, longbow, 20 arrows, *potion of flying*.

Axeheart is a big brute. His beard and mustache are tangled and dirty, as is his long, platinum- blonde hair. He wears a kilt and screams during battle. A barbarian from the north, he is tough and loud and boasts when he has actually done something. He never surrenders.

Hubble, male human Wiz6:

CR 6; Medium humanoid (5 ft. 10 in. tall); HD 6d4+18; hp 36; Init +2; Spd 30 ft.; AC 14 [(+2 Dex, +2 cloak)]; Atk +4 melee (1d4/crit 19-20/x2, dagger); or +5 ranged (1d4/crit x2, darts); SQ Spells; AL LE; SV Fort +5, Ref +4, Will +5; Str 12, Dex 14, Con 16, Int 17, W 14, Cha 10.

Skills and Feats: Alchemy +6, Concentration +9, Craft (precious metal) +6, Knowledge (arcana) +6, Knowledge (nature) +5, Scry +5, Spellcraft +9; Combat Casting, Silent Spell, Spell Focus (evocation), Spell Mastery (magic missile, fireball, fly), Spell Penetration.

Spells Prepared (4/5/4/3): 0 lvl — *dancing lights* (x2), *detect magic*, *read magic*; 1st lvl — *jump* (x2), *magic missile* (x2), *silent image*; 2nd lvl — *invisibility* (x2), *protection from arrows*, *web*; 3rd lvl — *fireball*, *fly*, *haste*.

Spellbook: 0 lvl — *dancing lights*, *detect magic*, *read magic*; 1st lvl — *detect undead*, *feather fall*, *hold portal*, *jump*, *magic missile*, *mount*, *Nystul's magical aura*, *silent image*; 2nd lvl — *flaming sphere*, *invisibility*, *knock*, *misdirection*, *protection from arrows*, *web*; 3rd lvl — *explosive runes*, *fireball*, *fly*, *haste*, *hold person*, *Leomund's tiny hut*, *wind wall*.

The first page of the book has an *explosive runes* spell on it that causes 6d6 points of damage to anyone other than Hubble who reads it and destroys the spellbook.

Possessions: 2 daggers, 3 darts, *robe of scintillating colors*, *cloak of protection* +2.

Hubble wears a dark green robe and cloak. He has red hair and a short beard and mustache which does nothing to make him look more attractive. He is taciturn and quiet, usually brooding about something. He flees the battle (preferably invisibly) if the others are killed.

"Bloody" Bouzaar, male human Ftr5:

CR 5; Medium humanoid (6 ft. 1 in. tall); HD 5d10-5; hp 28; Init +3 (+3 Dex); Spd 30 ft.; AC 19 [(+3 Dex, +6 magic leather armor)]; Atk +12 melee (1d8+6/crit 19-20/x2, magic longsword); or +8 melee (1d4+3/crit 19-20/x2, dagger); AL CG; SV Fort +3, Ref +4, Will +4; Str 16, Dex 17, Con 8, Int 9, Wis 17, Cha 15.

Skills and Feats: Climb +5, Handle Animal +5, Ride +8; Alertness, Cleave, Power Attack, Weapon Finesse (longsword), Weapon Focus (longsword).

Possessions: +3 longsword, +4 leather armor, *potion of heroism*, dagger, green cloak, floppy brown hat.

Bouzaar has short, black hair and a short, ratty beard and mustache. He is rough around the edges but generally a good man. His long sword is called "Marimere" which is elvish for "Changeslicer."

Hrog (gnoll):

CR 1; Medium-sized humanoid (7 ft. 6 in. tall), HD 2d8+2; hp 13; Init +0; Spd 20 ft.; AC 17 [(+4 scalemail, +2 large shield, +1 natural)]; Atk +3 melee (1d8+2/crit 19-20/x2, longsword); SQ Darkvision, 60 ft.; AL CN; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

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

Possessions: longsword, scalemail armor, large shield.

Hrog was rescued from attacking orcs by Bouzaar and the gnoll swore eternal loyalty to the man. He is much like his kind: gruff, rude, and strong. He respects no one but Bouzaar.

Jelena, female elf Ftr5:

CR 5; Medium Size (5 ft. 5 in.); 5d10; hp 33, Init +5; Spd 30 ft.; AC 15 [(+5 Dex)]; Atk +5 melee, or +10 ranged, or +11 melee; SQ Elven Traits; SV Fort +4, Ref +6, Will +0; AL CG, Str 10, Dex 20, Con 10, Int 10, Wis 8, Cha 12.

Skills and Feats: Climb +3, Jump +3, Move Silently +8, Ride +9; Ambidexterity, Two-Weapon Fighting, Weapon Finesse (short sword), Weapon Focus (short sword)

Possessions: short sword, studded leather armor.

Jelena's mother was killed in the fighting with Skryvalkker Natfal, giving her a hatred of humans beyond even what the Rokk Elves consider normal. She has black hair, deep green eyes, and calloused hands from constant weapons practice.

Trasfuvren, male elf Ari8/Wiz2:

CR 9; Medium Size (5 ft.); HD 8d8 (Ari) plus 2d4 (Wiz); hp 40; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 [(+2 Dex)]; Atk +6/+1 melee, or +9/+4 ranged, or +10/+5 rapier; SQ arcane spell casting, elven traits; SV Fort +2, Ref +4, Will +9; AL NG; Str 8, Dex 15, Con 10, Int 14, Wis 10, Cha 17.

Skills and Feats: Appraise +7, Bluff +14, Diplomacy +14, Disguise +11, Gather Information +9, Intimidate +14, Knowledge (arcana) +4, Knowledge (nobility) +13, Ride +7, Sense Motive +9, and Wilderness Lore +6; Improved Initiative,

Scribe Scroll, Spell Mastery (*change self, charm person*), Track, Weapon Finesse (rapier), Weapon Focus (rapier).

Spells Prepared (3/2): 0 lvl — *daze, light, detect magic*; 1st lvl — *change self, charm person*.

Trasfuvren is several hundred years old, appearing about 60 years old in human years. His hair is grey, and his voice is strong and firm.

Fright, male human Ftr5:

CR 5; Medium humanoid (5 ft. 5 in. tall); HD 5d10; hp 33; Init +3; Spd 20 ft.; AC 17 [(+6 banded mail, +1 Dex)]; Atk +11 melee (1d8+7/crit 19-20/x2, +2 longsword); or +8 melee (1d4+3/crit 19-20./2, dagger); SV Fort +4, Ref +4, Will -1; AL NE; Str 16, Dex 16, Con 10, Int 16, Wis 6, Cha 8.

Skills and Feats: Hide +4, Jump +8, Listen +2, Pick Pockets +2, Ride +8, Search +2, Sense Motive +4; Alertness, Dodge, Mobility, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +2 longsword, banded mail, dagger, emerald ring worth 100 gp.

Fright has black hair and a small, scrunched-up face with a rat-like nose. He constantly squints and scratches at his face when he's nervous, picking at his upper lip. He wears the black cloak of Daresh and is 29 years old.

Fright is the leader of the mercenaries in Daresh's employ and rules them with an iron fist. He is fairly brave but values his own life over anything else and if things start to look really bad, he flees or surrenders rather than die for any cause.

Fright's real name is Frake Fishson though he changed it as soon as he escaped his brutal parents. A native of the lands of Skarrna, he soon found that the mercenary's life suited him well. He has worked for her for almost a year.

Presently, he is scared to death at what he sees Daresh becoming: a madwoman with incredible power. He fears her too much to leave as of yet, however, and won't raise his hand against her.

NEW MAGIC ITEMS

The Coin of Power

Tirisus the alchemist forged the first *Coin of Power* hundreds of years ago for a Skarrn warrior named Hekkel. Hekkel used the Coin during the Battle of Sturrgard in which he and his band of Skarrn mercenaries aided dwarves of the Vrykarrs against raiding giants. Numerous skirmishes occurred over a period of many months, composing the Battle of Sturrgard. Accounts of the time tell of the great warrior Hekkel who was able to strike down powerful giants with a frightening bolt of black magical energy that he commanded forth from a coin hanging from his neck. In the heat of one of the final confrontations, Hekkel was lost. Neither his body nor the Coin were ever recovered. Sages speculate that he was consumed by the

Coin as payback for the unrighteous power he had released. Since that time, the formula for crafting the Coin has been lost to all but the students of Tirisus. The only known alchemists who presently know how to craft the Coin are Arowain Fain and Halaan. (See the sidebar item "The Coin of Power" for details.)

The Coin houses a malevolent force that bestows the following powers:

- **Enhanced power:** Imbued by the power of the Coin, the owner gains two class levels. Additional Skills, Feats, and an increase in ability scores go with this increase in level. The owner can only gain additional levels in a class that the owner already holds and these levels are lost should the owner lose the Coin.

- **Black bolt:** On command, the Coin casts forth a *black bolt* of energy that can kill whomever it strikes. The wielder of the Coin must make a successful ranged touch attack. The victim remains unharmed if he makes a successful Fortitude roll. The *black bolt* has an effective range of 30 yards and affects any living thing. Anyone killed by such a bolt dies an agonizing death by withering; resurrection or raising is impossible. The *black bolt* cannot affect someone holding another Coin. This power can be used once per month and only affects one target. Those who make their Fortitude roll become immune to the effect if exposed at a later date.

The Coin also has several drawbacks:

- **Burn out:** Each use of the Coin has a 2% cumulative chance of backlashing and blasting the user with the *black bolt* of withering (no save). When this happens, both the Coin and its owner are destroyed. The Coin Daresh holds does not have this drawback since it is a part of her.

- **Corruption:** The user of the Coin begins to turn evil. Each time the Coin is used, he or she must make a Will saving throw or begin to change. Every time the PC does not make the save, she has a 10% chance (cumulative) of slipping one step closer to evil alignment. Note that this is without any of the normal penalties for alignment change.

- **Dependence:** The Coin forces the user to become dependent upon it. The chances of this are the same as corruption: a Will saving throw each time the Coin is used or a 10% (cumulative) chance of the dependence starting. Each time the PC fails her roll and becomes more dependent, there is a 50% chance that she becomes totally dependent, never letting it out of her sight and dying before she'll give it up. This leads to madness.

- **Madness:** Once the PC becomes constantly dependent on the Coin, she begins to go mad. She believes that someone is always out to get her and fears even her friends and henchmen. At this point, her alignment shifts to chaotic without any of the usual penalties associated with that change.

Usually, the burn out of the Coin destroys its owners before they can suffer many of the other effects. Since Daresh's Coin is inexorably linked to her, that function cannot affect her and the other powers of the Coin are able to take hold.

Coins of Power are not effective against each other. All of their powers are useless against someone who holds another Coin. Though the *black bolt* strikes the holder of another Coin, for example, it has no effect.

The Coins cannot be destroyed by normal means, although they react badly to each other. If the Coins come in contact with each other they react violently, destroying each other and causing 10d10 damage to everything else in a 20 foot radius.

Caster level: 5th

Prerequisites: Craft Wondrous Item and Knowledge (arcana) +4. In addition, whoever wants to craft the coin must obtain the information from one of Tirisus' apprentices.

Spells required: *Enervation, Finger of Death*.

The Coin of Power

The item appears to be an odd-looking coin made of mithral with a small hole in the center. Strange runes cover both faces of the piece. The only sure ingredients of the device are two ounces of pure mithral, a diamond touched by death, a rod struck by blue dragon's breath, and the blood of a demon spilled by a coward and mixed with the blood of the coward, though several other ingredients are necessary as well.

Materials Required: Alchemist's lab, 2 oz. mithral, a diamond touched by death, a blue dragon's breath, the blood of a devil spilled by a coward.

Market Price: 20,000 gp.

Weight: 1.5 oz.

INDEX/GLOSSARY OF TERMS

Aclastand – small wooden tree fort, located in Ellerfast, p23.
Axeheart – male human fighter, sent by Daresh to ambush the PCs, p14, 37.
Barnes, Widow – elderly woman attacked by swordwraiths, located in Raddik, p12.
Boelain – orphaned child adopted by Veoden, p8.
Bouzaar, Bloody – a leader of bandits who may aid the PCs, p16, 37.
Cog – single-masted sailing vessel with a large carrying capacity.
Coin of Power – powerful magical artifact which corrupts the user for evil, p38.
Daresh – a female human Wizard, possesses a Coin of Power, p2, 30, 35.
Dejy – one of the human races of Tellene, see Kingdoms of Kalamar sourcebook p6.
Dhytorrfhokker – Fhokki name for the god of peace and comfort, see Kingdoms of Kalamar sourcebook p194.
Doofors – male human fighter, second-in-command of Daresh's mercenaries on the Fleetwing, p7.
Dorth – follower of Jhekkar, messenger of Skryvalkker Takdkar, p21.
Drhokker – loose confederation of towns and villages, from the Rokk Woods to the northern tip of the Narrajoy Forest, and from the southern edge of the Rytarr Woods to Lake Adesh, see Kingdoms of Kalamar sourcebook p102.
Dremusedd – low elvish word meaning 'safehome,' also the command word for the Daern's Instant Fortress cube found in the Rokk Woods, p20.
Eckind, Vont – local sheriff of Raddik, and representative of Skryvalkker Hurrkal, p10.
Ellerfast – a sylvan community located in the Rokk Woods near Skarrna, p22.
FC – Fhokki Calendar, used by most people of the Wild Lands, see Kingdoms of Kalamar sourcebook p235.
Felgood – male human thief, encountered in Raddik, p12.
Fhokki – one of the human races of Tellene, see Kingdoms of Kalamar sourcebook p7.
Fissmall – a low elvish word meaning 'coldstrike,' also the command word for the *staff of frost* found in the Rokk Woods, p20.
Fleetwing – sailing ship piloted by Daresh's mercenaries, p6.
Formahaut, Liloken – elven scout, found in Ellerfast, p24.
Forsaken, The – the cog, a merchant vessel, captained by Haager Pocaat, p3, 34.
Fright – mercenary servant of Daresh, p29, 38.
Frumack – Dwarven word meaning 'Smasher,' p4.
Fygohewn – wererat butler of Castle Triumph, p27.
Fzen'nal – dragon located in the Khydoban desert, p2.
Gardox – male gnoll, leader of the Twisted Neck gnoll tribe before the coming of Daresh, p33.

Geolain – male human Wizard, p2, 36.

Glaxwater – a small creek, located in the Rokk Woods, known for its clear water, p20.

Girion – male human Ranger, able to guide the players through various regions, p2, 35.

Goolio – male human mercenary agent of Daresh, friend of Krochk and Xeff, located on the Fleetwing, p6.

Grash – leader of a group of winged hobgoblins, sent by Daresh to capture Dorth, p21.

Haanex – small fishing and trading town located on the northwestern edge of Reanaaria Bay, just south of Skarrna, p7.

Halaan – an alchemist with the ability to make a Coin of Power, p2.

Hrog – gnoll bandit, loyal to Bouzaar, p16, 37.

Hubble – a male human wizard, sent by Daresh to ambush the PCs, p14, 37.

Hurrkal – Skryvalkker who rules the territory in southwest Skarrna near the village of Haanex, and whose domain contains the town of Raddik, p9.

Hurrstar – wereboar cook of Castle Triumph, p27.

IR – Imperial Reckoning, the most commonly used calendar on Tellene, see Kingdoms of Kalamar sourcebook p235.

Jhekkar – Fhokki name for the god of hate and bigotry, see Kingdoms of Kalamar sourcebook p219.

Joseep – old man plagued by werewolves, p4.

Khydoban Desert – also known as the Dead Lands, this desert expanse marks the eastern edge of the continent, see Kingdoms of Kalamar sourcebook p141.

Kokyt – Dejy name for the god of discord, foul weather, and misfortune, see Kingdoms of Kalamar sourcebook p223.

Krochk – male half-orc agent of Daresh, partner of Xeff, located on the Fleetwing, p6.

Melboriss – high elvish word meaning 'burning bow,' p20.

Merchant's Tongue – common human language used by merchants, popular with many travelers, see Kingdoms of Kalamar sourcebook p187.

Milead – a wizard located in Xaarum, keeps devil watchdogs on his estate, p2.

Monk – male human fighter, sent by Daresh to ambush the PCs, p14, 36.

Ojob – Dejy name for the goddess of injustice, envy, and jealousy, see Kingdoms of Kalamar sourcebook p213.

Pocaat, Captain Haager – captain of the Forsaken, he is encountered by the PCs in Zoa, p34, 36.

Prosser – owner of the Shattered Candle Inn, located in Raddik, p10.

Quellion – male human fighter, sent by Daresh to ambush the PCs, p14, 36.

Raddik – small town in northeast Skarrna, plagued by swordwraiths, p10.

Reanaaria Bay – large, deep bay in eastern Tellene, see Kingdoms of Kalamar sourcebook p141.

Reelio Jungle – tropical forest covering the eastern slopes of the Lopoliri Mountains and extending to the shores of Reanaaria Bay, see Kingdoms of Kalamar sourcebook p32.

Rokk Woods – hardwood forest on the edge of the Vrykarr range, see Kingdoms of Kalamar sourcebook p122.

Sea of the Dead – haunted ocean, south of the Khydoban Desert and east of the Obakasek peninsula, see Kingdoms of Kalamar sourcebook p141.

Shynkyf – village in Skarrna, within the territory of Skryvalkker Takkdar, p15.

Skarrna – country located south of Drhokker, p8, also see Kingdoms of Kalamar sourcebook p110.

Skryvalkker – title for local rulers in the Lands of Skarrna, see Kingdoms of Kalamar sourcebook p110.

Takkdar – Skryvalkker ruler of the western midlands of Skarrna, p9.

Thananany – Deji name for the god of hate and bigotry, see Kingdoms of Kalamar sourcebook p219.

Trasfuvén – Elven lord of Ellerfast, p23.

Treon – male half-elf, in command of Daresh's mercenaries on the Fleetwing, p6.

Troxallan, Eolrihson – Elven scout, found in Ellerfast, p24.

Veoden – male human Wizard, located in Haanex, p2, 36.

Vrykarr Mountains – northeastern arm of the Ka'Asa mountains, see Kingdoms of Kalamar sourcebook p124.

Wellform, Selson – daughter of Squire Wellform, murdered and replaced by an erinyes devil, p14.

Wellform Manor – inn located in Skarrna, p13.

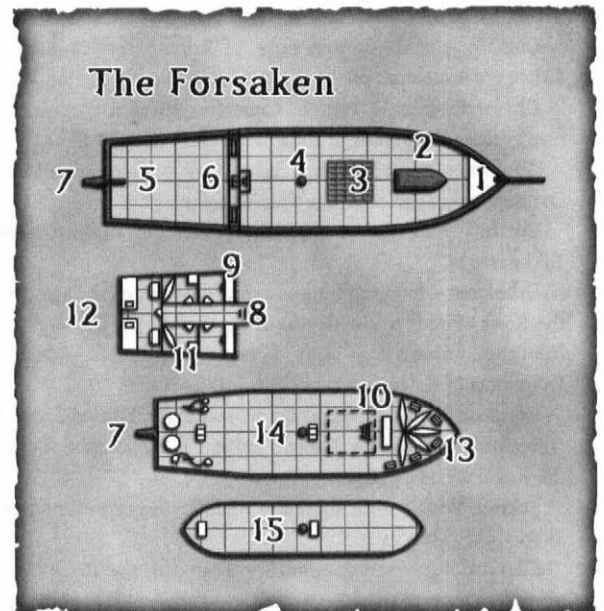
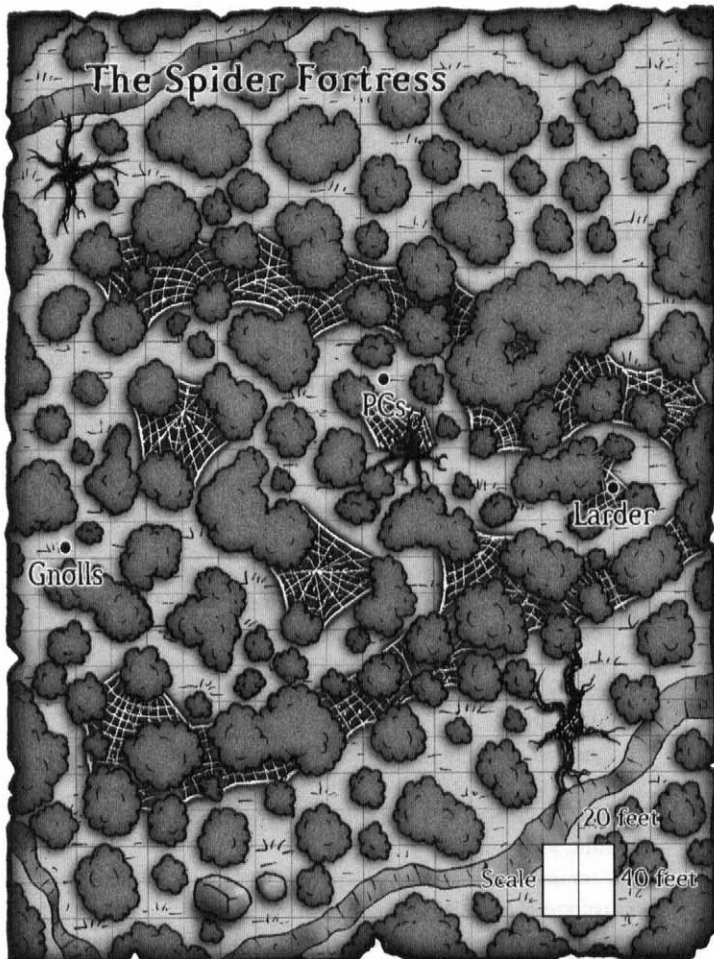
Xaarum – Reanaarian city-state on the Zoan peninsula, see Kingdoms of Kalamar sourcebook p137.

Xeff – male half-orc agent of Daresh, partner of Krochk, located on the Fleetwing, p6.

Zoa – largest and southernmost city-state in the Reanaaria Bay area, see Kingdoms of Kalamar sourcebook p138.

RANDOM ENCOUNTER TABLE:

Using the table on the following pages, check for random encounters three times per day. If you determine that there is an encounter, roll on the chart (1-10,000; roll a 10-sided die 4 times, the first roll being the 1,000s digit, next the 100s digit, then the 10s, then ones). You may also use the detailed encounters described throughout the text, either when the foe described in the encounter appears on the table, or in place of whatever you actually rolled. See page 132 of the D & D Dungeon Master's Guide for more information.



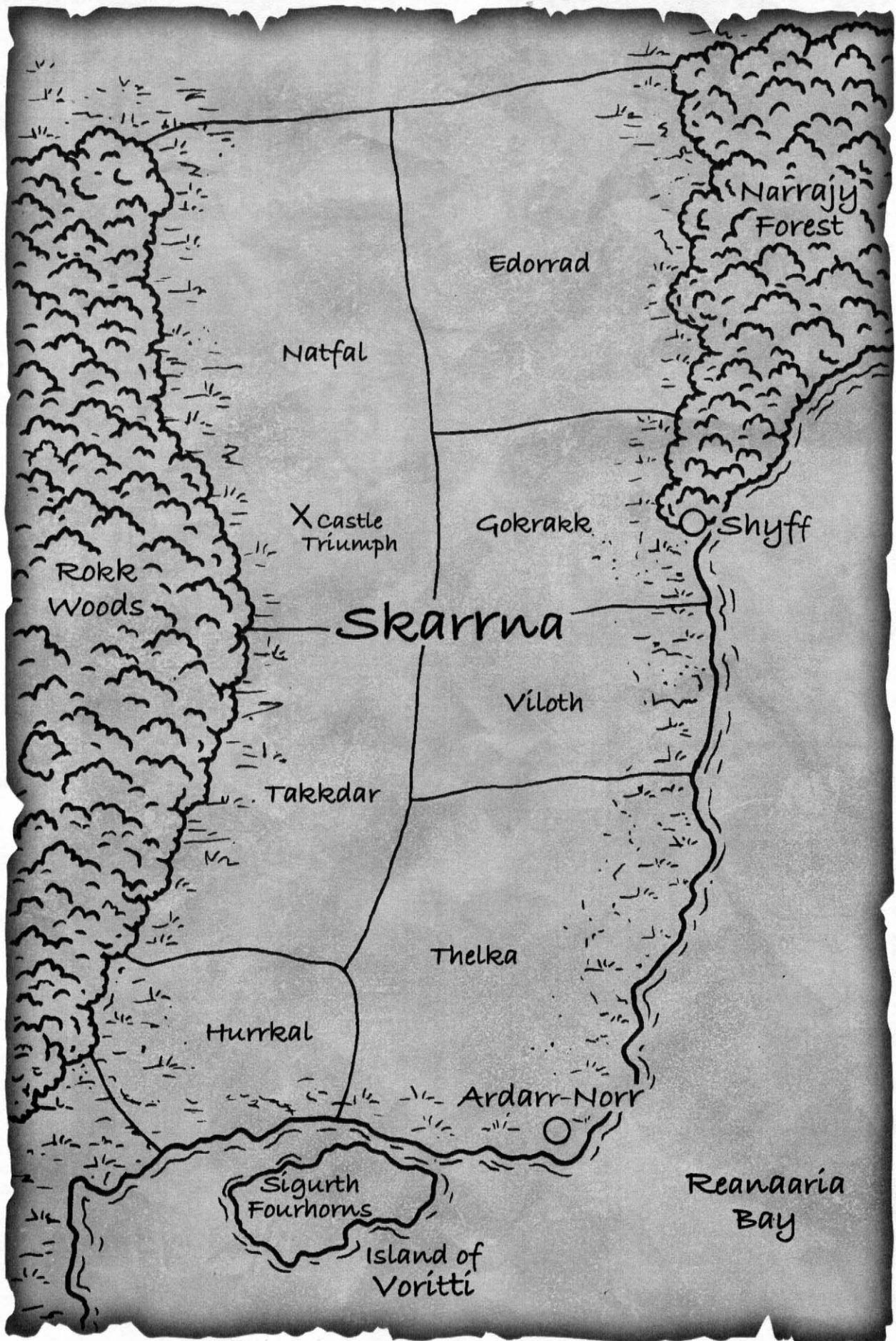
Encounter	Vrykarr Mountains	Vry Naasu Headlands	Rokk Woods	Skarrna Plains	Vry Naasu Plains	Kenoa Plains	Sotai-Gaglia Plains	Fautee Peninsula	Neebau Plains
Abandoned cabin	-	-	-	1-10	-	1-20	1-50	1-15	1-30
Abandoned equipment	-	-	-	11-20	-	21-40	51-100	-	31-40
Allip	1-3	-	-	-	-	-	101-150	16-20	-
Ancient ruins	-	-	-	21-30	-	41-60	151-160	-	41-60
Ankheg	-	-	1-5	-	1-3	61-63	-	21-23	61-63
Annis	4-13	1-5	6-10	31-40	4-13	64-73	-	-	64-73
Ant, Giant	-	6-105	11-20	41-50	14-28	74-103	161-175	24-33	74-83
Antelope	-	-	21-120	51-90	29-68	104-143	176-195	-	-
Aranea	-	-	121-125	-	-	-	-	-	-
Archon, Hound	14	-	-	-	-	-	-	-	-
Archon, Lantern	15	-	-	-	-	-	-	-	-
Archon, Trumpet	16	-	-	-	-	-	-	-	-
Arrowhawk	17	-	-	-	-	-	-	-	-
Assassin Vine	-	-	126-130	-	-	-	-	-	-
Astral deva	18	-	-	-	-	-	-	-	-
Athach	19-20	106-125	-	-	-	-	-	-	-
Azer	21	-	-	-	-	-	-	-	-
Badger	22	126-135	-	91-150	69-118	144-163	196-215	-	-
Badger, Dire	-	-	131-140	151	119	-	-	-	-
Basilisk	23-27	136-138	-	-	-	-	-	-	84-88
Bat	-	139-438	141-160	152-161	120-169	164-263	216-1315	34-43	89-188
Bat, Dire	-	439-448	161-165	-	170-171	264-265	1316-1325	-	189-198
Bear, Black	28-527	449-798	166-265	-	172-191	266-275	1326-1330	-	-
Bear, Brown	528-1027	799-1148	266-365	-	192-211	276-285	1331-1335	-	-
Bear, Dire	1028-1057	1149-1168	366-370	162-163	212-213	286	-	-	-
Bee, Giant	1058-1062	1169-1178	371-375	164-165	214-216	287-291	1336-1337	44-45	199-208
Beehive	-	-	376-475	166-215	217-266	292-341	1338-1387	46-95	209-308
Beetle, Giant Bombardier	1063-1069	1179-1228	476-495	216-265	267-326	342-441	1388-1437	96-145	309-388
Beetle, Giant Fire	1070-1076	1229-1238	496-515	266-315	327-386	442-541	1438-1487	146-195	389-468
Beetle, Giant Stag	-	-	516-535	-	-	-	-	-	-
Behir	1077	-	-	-	-	-	-	-	469-478
Beholder	1078	-	-	-	-	-	-	-	-
Belker	1079	-	-	-	-	-	-	-	-
Berry Bushes	-	-	536-635	316-365	387-446	542-641	1488-1537	196-275	479-628
Birds, Common	-	-	636-1135	366-1065	447-846	642-1341	1538-1937	276-1075	629-1328
Bison	-	-	-	1066-1465	847-1146	1342-1351	1938-1957	-	-
Blink Dog	-	-	-	1466-1505	1147-1196	1352-1391	-	-	-
Boar	-	-	1136-1635	-	-	-	-	-	-
Boar, Dire	-	-	1636-1685	-	-	-	-	-	-
Bodak	-	-	-	-	-	-	1958-1962	-	-
Bugbear	-	-	-	-	-	-	1963-2012	1076-1275	1329-1388
Bulette	1080-1082	1239-1243	-	1506-1525	1197-1226	1392-1411	2013-2032	-	-
Campsite	-	-	1686-1690	1526-1565	1227-1286	1412-1481	2033-2042	1276-1305	1389-1478
Cat	-	-	1691-1710	1566-1595	-	-	-	1306-1355	1479-1528
Cattle	-	-	-	1596-2595	1287-1486	1482-1781	2043-2242	1356-1755	1529-1628
Celestial creature	1083	-	-	-	-	-	-	-	-
Centaur	-	-	1711-1750	-	-	-	-	-	-
Chaos beast	1084	-	-	-	-	-	-	-	-
Cheetah	-	-	-	-	-	-	-	1756-1765	1629-1698
Chimera	1085-1087	1244-1246	-	-	-	-	-	-	-
Cockatrice	1088-1092	1247-1251	-	-	-	-	2243-2262	-	1699-1708
Coyote	-	1252-1266	1751-1900	2596-2895	1487-1686	1782-1981	2263-2482	-	-
Deer	-	-	1901-3400	2896-3095	1687-1886	1982-2181	2483-2682	1766-1965	1709-1808
Deinonychus	-	-	-	-	-	-	-	-	1809-1828
Digester	-	-	-	-	-	-	-	-	1829-1848
Displacer Beast	1093-1094	1267-1268	3401-3410	-	-	-	-	-	-
Djinni	1095	-	-	-	-	-	-	-	-
Dog	-	-	3411-3460	3096-3115	1887-1896	2182-2201	2683-2692	1966-1985	1849-1868
Dog, Riding	-	-	3461-3510	3116-3135	1897-1906	2202-2211	-	1986-2005	1869-1878
Dog, Wild	1096-1145	1269-1368	3511-3610	3136-3155	1907-1936	2212-2231	-	2006-2015	1879-1918
Donkey	-	-	3611-3620	3156-3175	1937-1946	2232-2251	-	2016-2045	1919-1938
Doppelganger	1146-1153	1369-1376	3621-3630	3176-3185	1947-1956	2252-2261	-	2046-2055	1939-1948
Dragon, Brass	-	-	-	3186-3190	1957-1966	2262-2266	2693-2697	-	1949-1953
Dragon, Copper	1154-1173	1377-1396	-	-	-	-	-	-	-
Dragon, Gold	1174-1193	1397-1416	3631-3640	3191-3195	1967-1976	2267-2271	2698-2702	2056-2060	1954-1958
Dragon, Green	-	-	3641-3650	-	-	-	-	-	-
Dragon, Red	1194-1213	1417-1436	-	-	-	-	-	-	-
Dragon, Silver	1214-1233	-	-	-	-	-	-	-	-
Dragonne	-	1437-1456	-	-	-	-	-	-	-

Encounter	Vrykarr Mountains	Vry Naasu Headlands	Rokk Woods	Skarrna Plains	Vry Naasu Plains	Kenoa Plains	Sotai-Gaglia Plains	Fautee Peninsula	Neebau Plains
Drhokkeran Charger	-	-	3651-3660	3196-3245	-	-	-	-	-
Dryad	-	-	3661-3750	-	-	-	-	-	-
Dwarf, Hill	1234-1323	1457-1556	-	-	-	2272-2371	2703-2712	2061-2260	1959-2408
Dwarf, Mountain	1324-1413	-	-	-	-	2372-2471	2713-2722	2261-2460	2409-2858
Eagle	1414-1663	1557-1756	-	3246-3265	1977-2001	2472-2491	2723-2732	2461-2470	-
Eagle, Giant	1664-1688	1757-1781	3751-3760	-	2002	-	-	-	-
Elemental, Air	1689	-	-	-	-	-	-	-	-
Elemental, Earth	1690	-	-	-	-	-	-	-	-
Elephant	-	-	-	-	-	-	-	-	2859-2908
Elf, Grey	1691	-	3761-3800	-	-	-	2738-2747	2471-2490	-
Elf, High	-	-	3801-3840	-	-	-	2748-2797	2491-2590	2909-2913
Elf, Wild	-	-	3841-3880	-	-	-	-	-	-
Elf, Wood	-	-	3881-3920	-	-	-	-	2591-2640	-
Ethereal Filcher	1692-1694	-	-	-	-	-	2798-2897	2641-2650	2914-2933
Ettercap	-	-	3921-3970	-	-	-	-	-	-
Ettin	1695-1794	1782-1881	-	-	-	-	-	-	-
Fox	-	-	3971-4070	3266-3365	2003-2052	2492-2566	2898-2922	2651-2725	-
Fruit Trees	-	-	4071-4570	3366-3465	2053-2102	2567-2716	2923-3022	2726-2925	2934-3233
Gaketan Mare	-	-	-	-	-	-	-	-	-
Gargoyle	1795-1799	1882-1886	-	-	-	2717-2721	3023-3025	-	3234-3238
Geese	-	-	4571-4670	3466-3965	2103-2602	2722-3221	3026-3225	2926-3125	3239-3438
Ghast	-	-	-	3966-3985	-	-	3226-3325	3126-3130	3439-3440
Ghost	-	-	-	-	2603-2612	3222-3231	3326-3375	3131-3150	3441-3450
Ghoul	-	-	-	-	-	-	3376-3575	3151-3180	3451-3460
Giant, Cloud	1800-2099	-	-	-	-	-	-	-	-
Giant, Fire	2100-2399	1887-2236	-	-	2613-2812	3232-3241	3576-3775	-	-
Giant, Hill	2400-2799	2237-3136	-	-	2813-3212	3242-3291	3776-3825	-	-
Giant, Stone	2800-3199	-	-	-	-	-	3826-4025	-	-
Giant, Storm	3200-3399	-	-	-	-	-	-	-	-
Gibbering Moulder	3400-3401	3137-3138	-	-	3213	-	-	-	3461
Girallon	-	-	-	3986-4035	-	-	-	-	-
Gnoll	3402-4201	3139-4138	4671-4770	-	3214-3713	3292-3331	4026-4045	-	3462-3481
Gnome, Forest	-	-	4771-4870	-	-	-	4046-4245	3181-3380	3482-4131
Gnome, Rock	4202-6601	4139-5138	4871-4880	-	3714-3913	3332-3431	4246-4445	3381-3580	4132-4781
Gnome, Svirfneblin	6602-6701	-	-	-	-	-	-	-	-
Goat	-	-	-	4036-4135	3914-4113	3432-3631	4446-4545	-	-
Goblin	6702-8451	5139-6138	4881-4930	-	4114-4513	3632-3731	4546-5045	-	4782-4821
Golem, Clay, Berserk	8452	-	-	-	-	-	5046	3581	-
Golem, Flesh, Berserk	8453	-	-	-	-	-	5047-5048	3582-3583	-
Gorgon	8454-8455	6139-6140	-	-	-	3732	-	-	-
Grey Render	8456-8465	6141-6150	-	-	-	-	-	-	-
Griffon	8466-8505	6151-6200	-	-	-	-	-	-	-
Grig	-	-	4931-5030	-	-	-	-	-	-
Grimlock	8506-8510	-	-	-	-	-	-	-	-
Half-elf	-	-	-	-	-	-	5049-5068	3584-3603	-
Half-hobgoblin	8511-8515	6201-6210	-	-	-	-	-	-	-
Half-orc	8516-8520	6211-6220	-	-	-	3733-3734	-	3604-3608	4822-4941
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Halfling, Lightfoot	8526-8530	6241-6260	5031-5080	4136-4155	4514-4543	3735-3854	5069-5098	3609-3808	4942-4981
Halfling, Tallfellow	-	-	5081-5130	-	-	-	-	-	-
Harpy	8531-8535	6261-6262	5131-5140	-	-	-	-	-	4982-4983
Hawk	-	-	5141-5240	4156-4255	4544-4643	3855-3954	5099-5178	3809-3898	4984-5003
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Herd Animals	-	-	-	4256-4455	4644-4743	3955-4154	5179-5278	3899-3998	5004-5203
Hippogriff	-	6263-6362	-	4456-4475	4744-4793	4155-4204	5279-5298	-	5204-5223
Hippopotamus	-	-	-	-	-	-	-	-	5224-5273
Hobgoblin	8538-8637	6363-6462	-	4476-4485	4794-4833	4205-4214	5299-5308	-	5274-5283
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Horse, Heavy	-	-	5241-5250	4486-4505	4834-4848	4215-4224	5309-5313	3999-4003	5284-5288
Horse, Heavy War	-	-	5251-5260	4506-4525	4849-4863	4225-4234	5314-5318	4004-4008	5289-5293
Horse, Light	-	-	5261-5270	4526-4545	4864-4878	4235-4244	5319-5323	4009-4023	5294-5308
Horse, Light War	-	-	5271-5280	4546-4565	4879-4893	4245-4254	5324-5328	4024-4033	5309-5318
Jackal	-	-	-	-	-	4255-4264	-	-	-
Janni	8638	-	-	-	-	-	-	-	-
Krenshar	-	-	5281-5290	-	-	-	-	4034-4043	5319-5418
Lamia	-	6463-6472	-	-	-	-	-	-	-
Lammasu	-	-	-	-	-	-	-	4044-4093	-
Leopard	-	-	-	-	-	4265-4269	-	-	5419-5478
Lilend	8639	-	-	-	-	-	-	-	-

Encounter	Vrykarr Mountains	Vry Naasu Headlands	Rokk Woods	Skarnna Plains	Vry Naasu Plains	Kenoa Plains	Sotai-Gaglia Plains	Fautee Peninsula	Neebau Plains
Lion									5479-5538
Lion, Dire	8640-8644	6473-6477	-	-	-	-	-	-	5539
Lizard	-	-	-	-	-	4270-4274	-	4094-4103	5540-5639
Lizard, Giant	-	-	-	-	-	-	-	-	5640-5689
Manticore	8645-8649	6478-6482	-	-	4894	-	-	-	-
Medusa	8650-8653	6483-6484	-	-	-	-	-	-	-
Megaraptor	-	-	-	-	-	-	-	-	5690-5719
Men, Adventurers	-	-	-	4566-4615	4895-4944	4275-4324	5329-5528	4104-4303	5720-5819
Men, Bandits	8654-8663	6485-6504	5291-5340	4616-4665	4945-5044	4325-4924	5529-5828	4304-4703	5820-5869
Men, Berserkers	8664-8673	6505-6554	5341-5360	4666-4685	5045-5054	-	-	-	-
Men, Farmers	-	-	-	4686-5865	5055-6054	4925-5924	5829-6428	4704-6003	5870-5969
Men, Herders	-	-	-	5866-6165	6055-6254	5925-6224	6429-6628	6004-6203	5970-6169
Men, Hunters	-	-	-	6166-6215	6255-6654	6225-6424	6629-6728	6204-6253	6170-6369
Men, Merchants	8674-8683	6555-6564	5361-5380	6216-6365	6655-6704	6425-6484	6729-6748	6254-6753	6370-6419
Men, Miners	-	-	-	-	-	-	-	-	6420-6719
Men, Minstrels/Actors	-	-	-	6366-6375	6705-6709	6485-6494	6749-6753	6754-6773	-
Men, Nomads	8684-8693	6565-7064	5381-5430	6376-6425	6710-6909	6495-6504	6754-6803	-	6720-6769
Men, Patrol, Heavy Cavalry	-	-	-	6426-6825	-	-	-	6774-6898	-
Men, Patrol, Heavy Infantry	-	-	-	6826-6875	-	6505-6509	6804-6853	6899-7080	-
Men, Patrol, Light Cavalry	-	-	-	6876-7025	6910-6959	6510-6559	-	7081-7180	-
Men, Patrol, Lt Inf - archer	-	-	-	-	-	-	6854-6903	7181-7230	-
Men, Patrol, Lt Inf - crossbow	-	-	-	-	-	6560-6564	-	7231-7330	-
Men, Pilgrims	8694-8703	7065-7074	5431-5440	7026-7105	6960-7009	6565-6614	6904-6953	7331-7430	6770-6789
Men, Pirates	-	-	-	-	-	6615-6624	-	7431-7440	6790-6829
Men, Raiders, Heavy Cavalry	-	7075-7084	-	-	-	-	-	-	-
Men, Raiders, Heavy Infantry	-	7085-7094	-	-	-	-	-	-	-
Men, Raiders, HI - hobilar	-	7095-7104	-	7106-7205	-	-	-	-	-
Men, Raiders, HI - pikemen	-	7105-7114	-	-	-	-	-	-	-
Men, Raiders, Light Cavalry	-	7115-7124	-	-	-	-	-	-	-
Men, Raiders, Lt Inf - archer	-	7125-7134	-	-	-	-	-	-	-
Men, Raiders, Lt Inf - crossbow	-	7135-7144	-	-	-	-	-	-	-
Men, Raiders, Marines	-	7145-7154	-	-	-	-	-	-	-
Men, Shepherds	-	-	5441-5460	7206-7505	7010-7209	6625-6924	6954-7153	7441-7640	6830-6879
Men, Travelers	-	-	-	7506-7605	7210-7309	6925-7024	7154-7203	7641-7790	6880-6909
Men, Tribesmen	-	7155-7254	5461-5510	7606-7805	7310-7509	7025-7044	-	-	6910-6959
Mephit, Air	8704-8705	-	-	-	-	-	-	-	-
Mephit, Dust	8706-8707	-	-	-	-	-	-	-	-
Mephit, Earth	8708-8709	-	-	-	-	-	-	-	-
Mephit, Fire	8710	-	-	-	-	-	-	-	-
Mephit, Ooze	8711	-	-	-	-	-	-	-	-
Mephit, Salt	8712	-	-	-	-	-	-	-	-
Mimic	8713	7255	-	-	-	-	-	-	-
Mohrg	8714-8715	-	-	-	-	-	7204-7208	-	-
Monkey	-	-	-	-	-	-	-	7791-7830	6960-7039
Monstrous Centipede	8716-8735	7256-7355	5511-5560	7806-7855	7510-7609	7045-7144	7209-7258	7831-7930	7040-7089
Monstrous Scorpion	-	-	-	-	-	-	-	-	7090-7139
Monstrous Spider	8736-8775	7356-7425	5561-5660	7856-7865	7610-7629	7145-7244	7259-7280	7931-7940	7140-7159
Mule	-	-	5661-5680	7866-7875	7630-7634	7245-7249	7281-7285	7941-7950	7160-7164
Naga, Dark	-	-	-	-	-	-	-	-	7165-7174
Naga, Guardian	-	-	-	-	-	-	-	-	7175-7184
Naga, Spirit	-	-	-	-	-	-	-	-	7185-7194
Natural Spring	-	-	5681-5690	7876-7885	7635-7644	7250-7259	7286-7295	7951-7960	7195-7204
Night hag	8776	-	-	-	-	-	-	-	-
Normal Benevolent Animals	-	-	5691-6220	7886-8585	7645-8244	7260-7959	7296-7795	7961-8660	7205-7904
Nymph	-	-	6221-6320	-	-	-	-	8661-8662	-
Ogre	8777-8778	7426-7625	-	-	8245-8274	7960-7979	-	8663-8862	7905-7994
Ogre Mage	8779-8881	7626-7655	-	-	8275	-	-	-	7995-7996
Orc	8882-8951	7656-7725	-	-	8276-8285	7980-8009	7796-7805	8863-8872	7997-7998
Owl	-	-	6321-6620	8586-8615	8286-8315	8010-8039	7806-7835	8873-8902	8797-8806
Owl, Giant	8952-8971	7726-7775	6621-6650	8616-8618	8316-8318	8040-8041	7836-7837	8903-8904	-
Owlbear	-	-	6651-6700	-	-	-	-	-	-
Pegasus	-	-	6701-6750	-	-	-	-	-	-
Phase Spider	8972-8974	-	-	-	-	-	7838-7847	-	-
Phasm	8975-8977	7776-7778	-	-	8319	8042	-	-	8807
Pixie	-	-	6751-6800	-	-	-	-	-	-
Pony	-	-	6801-6830	8619-8628	8320-8324	8043-8052	-	8905-8914	-
Pony, War	-	-	6831-6840	8629	-	8053	-	8915	-
Praying Mantis, Giant	-	7779-7838	6841-6850	8630-8634	8325-8334	8054-8063	7848-7852	8916-8920	8808-8817
Pseudodragon	-	-	6851-6900	-	-	-	-	-	-

Encounter	Vrykarr Mountains	Vry Naasu Headlands	Rokk Woods	Skarrna Plains	Vry Naasu Plains	Kenoa Plains	Sotai-Gaglia Plains	Fautee Peninsula	Neebau Plains
Rabbits	-	-	6901-7500	8635-8734	8335-8434	8064-8263	7853-7902	-	-
Raccoon	-	-	7501-8000	8735-8834	8435-8534	8264-8363	7903-7952	-	-
Rat	8978-9077	7839-7843	8001-8100	8835-8934	8535-8634	8364-8563	7953-8052	8921-9120	8818-8967
Rat, Dire	9078-9087	7844-7858	8101-8105	8935-8944	8635-8644	8564-8583	8053-8062	9121-9140	8968-8977
Raven	-	-	8106-8205	8945-9044	8645-8744	8584-8783	8063-8162	9141-9240	8978-9077
Rhinoceros	-	-	-	-	-	-	-	-	9078-9137
Satyr	-	-	8206-8255	-	-	-	-	-	-
Shadow	9088-9092	-	-	-	-	-	8163-8262	9241-9245	-
Sheep	-	-	8256-8305	-	8745-9244	8784-9283	8263-8562	9246-9745	9138-9537
Skeleton	9093-9102	-	-	9045-9644	-	9284-9288	8563-8862	9746-9765	9538-9577
Skunk	-	-	8306-8385	-	9245-9344	9289-9363	8863-8912	9766-9775	9578-9627
Snake, Constrictor	-	-	-	9645-9694	-	-	-	-	-
Snake, Viper	-	-	8386-8405	-	9345-9364	9364-9403	8913-8927	9776-9825	9628-9727
Spectre	9103	-	-	9695-9710	-	-	8928-8932	-	-
Spider Eater	9104-9107	7859-8148	8406-8425	-	9365-9384	9404-9411	8933-8934	-	9728-9729
Spooky Carcass	-	-	8426-8525	9711-9712	9385-9404	9412-9431	8935-8984	-	9730-9779
Sprite	-	-	8526-8575	9713-9722	-	-	-	-	-
Squirrel	-	-	8576-9075	-	9405-9504	9432-9531	8985-9034	-	-
Stirge	-	-	9076-9175	9723-9872	-	-	-	-	-
Tendriculous	-	8149-8158	-	-	-	-	-	-	-
Tiger	9108-9187	8159-8208	-	-	-	9532-9533	-	9826-9830	9780-9829
Tiger, Dire	9188-9192	8209	-	-	-	-	-	-	9830
Titan	9193	-	-	-	-	-	-	-	-
Treant	-	-	9176-9475	-	-	-	-	-	-
Triceratops	-	-	-	-	-	-	-	-	9831-9850
Troglodyte	9194-9198	-	-	-	-	-	-	-	-
Troll	9199-9248	8210-8409	9476-9495	-	9505-9554	9534-9583	9035-9054	9831-9840	9851-9890
Unicorn	-	-	9496-9545	-	-	-	-	-	-
Vampire	-	-	-	-	9555-9556	9584-9585	9055-9056	9841-9842	-
Vampire Spawn	9249	-	-	9873	-	-	9057-9156	9843-9844	9891
Vargouille	-	-	-	-	-	9586	-	-	-
Wasp, Giant	9250-9254	8410-8419	9546-9605	-	9557-9560	9587-9596	9157-9158	9845-9846	9892-9901
Weasel	-	-	9606-9655	9874-9875	9561-9580	9597-9616	9159-9168	-	-
Weasel, Dire	9255-9259	8420-8429	9656-9660	9876-9885	9581-9582	9617-9618	9169	-	-
Werebear	9260-9299	8430-8459	9661-9670	9886	-	-	-	-	-
Wereboar	-	-	9671-9680	-	-	-	-	-	-
Wererat	9300-9304	8460-8464	9681-9690	-	9583-9892	9619-9628	9170-9179	9847-9851	9902-9911
Weretiger	9305-9309	8465	-	9887-9891	-	-	-	-	9912-9916
Werewolf	9310-9319	8466-8475	-	-	9593-9595	9629-9633	9180-9184	9852	9917-9918
Wight	9320-9322	-	-	9892-9893	-	-	9185-9284	9853-9857	9919-9928
Wolf	9323-9922	8476-9375	9691-9780	-	9596-9895	9634-9883	9285-9584	9858-9957	9929-9978
Wolf, Dire	9923-9932	9376-9390	9781-9790	9894-9987	9896	9884	9585	9958	-
Wolf, Sturm	-	-	-	9988	-	-	-	-	-
Wolverine	-	9391-9940	9791-9890	-	9897-9996	9885-9984	9586-9685	-	-
Wolverine, Dire	-	9941-9950	9891-9900	9989-9998	9997	9985	-	-	-
Worg	9933-9982	9951-9990	9901-9950	-	9998-10000	9986-9990	9686-9690	-	9979-9980
Wraith	9983-9984	-	-	9999-10000	-	-	9691-9700	9959-9960	-
Wyvern	9985-9994	9991-10000	9951-10000	-	-	-	-	-	-
Zombie	9995-10000	-	-	-	-	9991-10000	9701-10000	9961-10000	9981-10000

Player's Aid #1- Bouzarr's Map of Skarrna

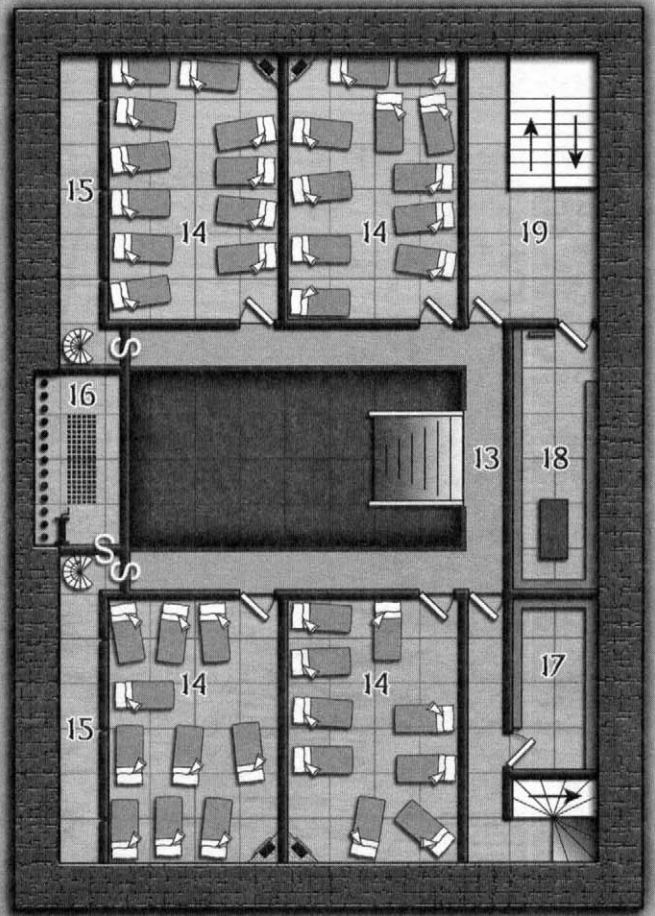
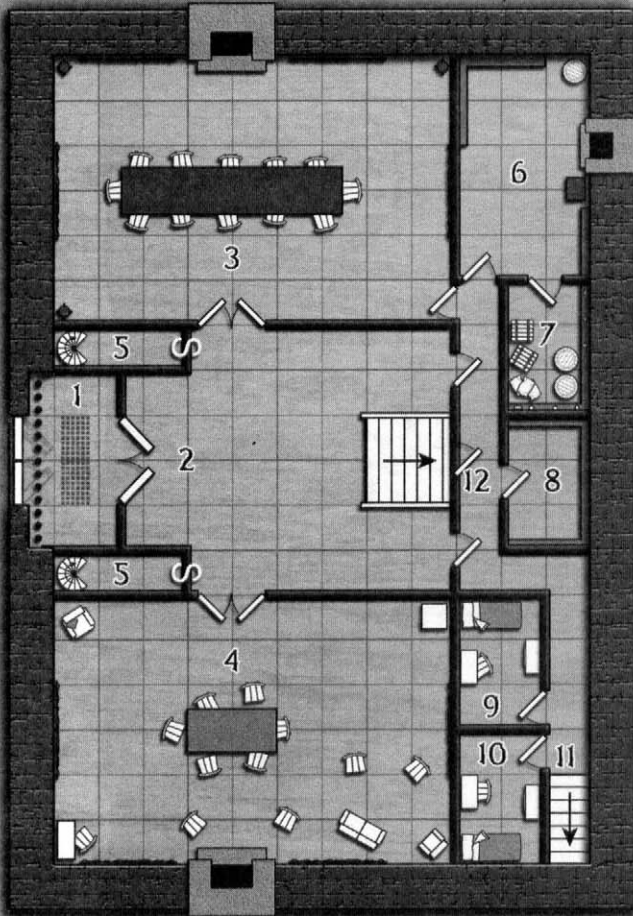


A. First Floor

Castle Triumph

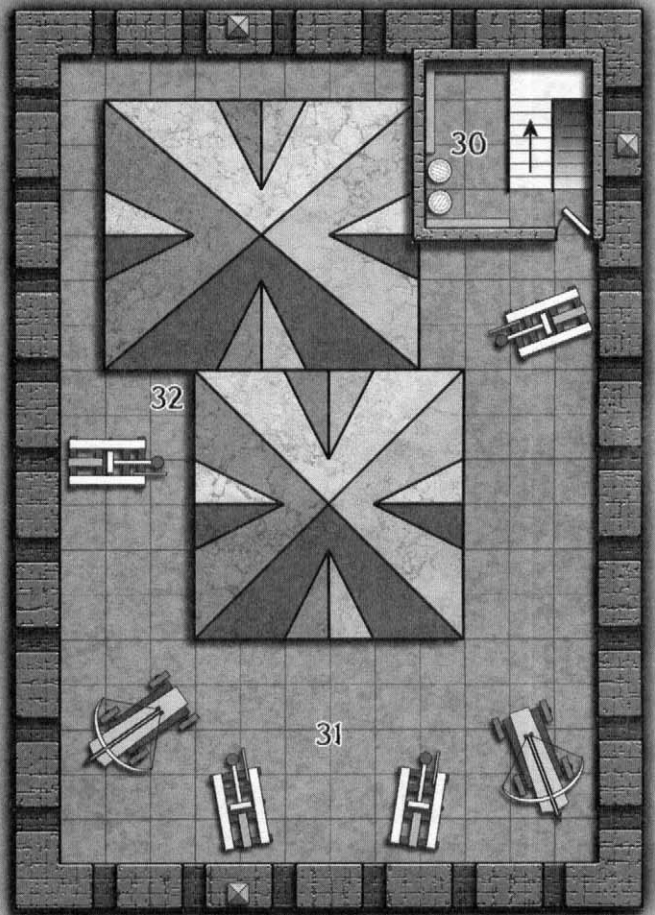
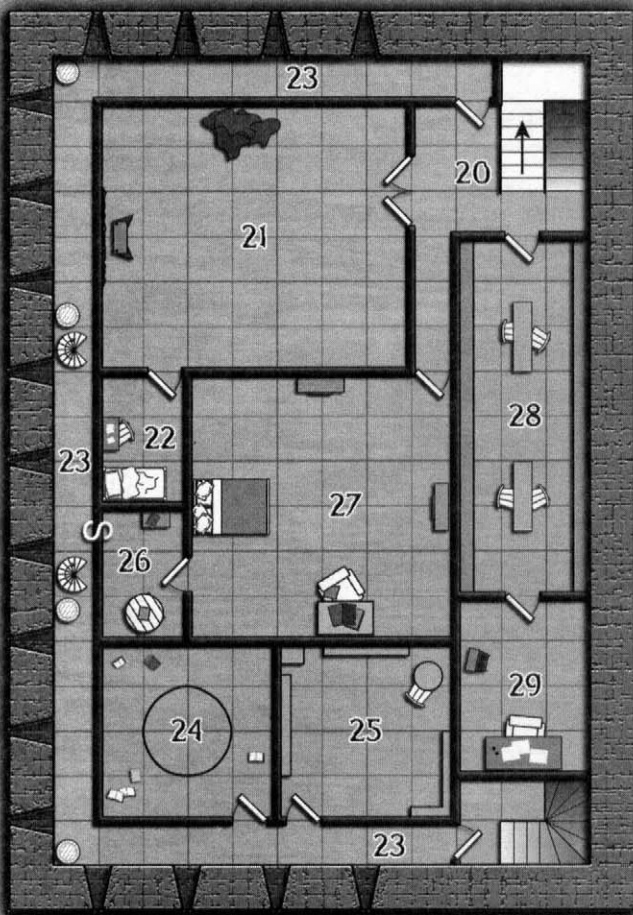
B. Second Floor

□ = 5 feet

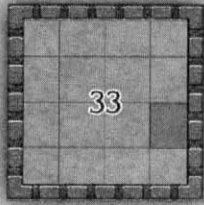



C. Third Floor

D. Fourth Floor

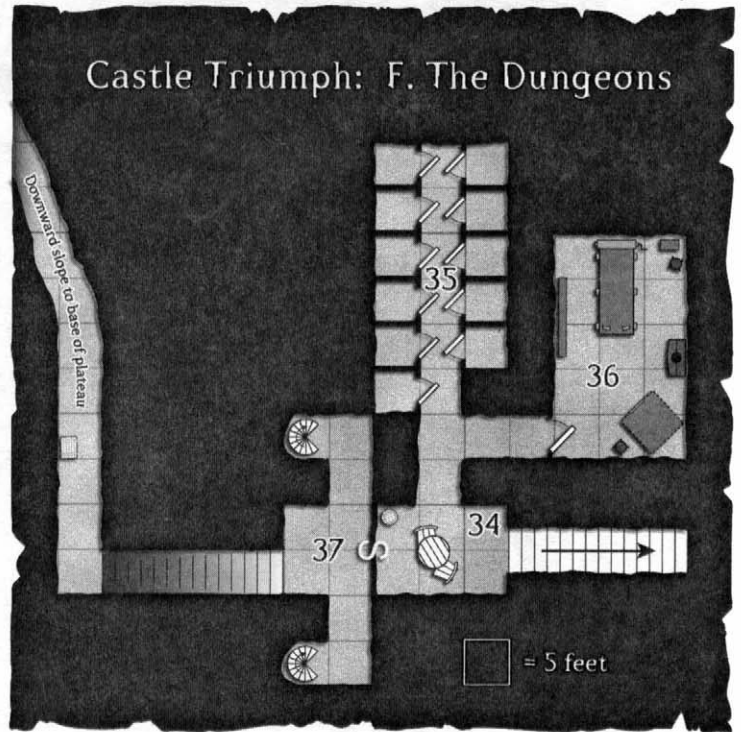



Castle Triumph:
E. Tower Roof




 = 5 feet

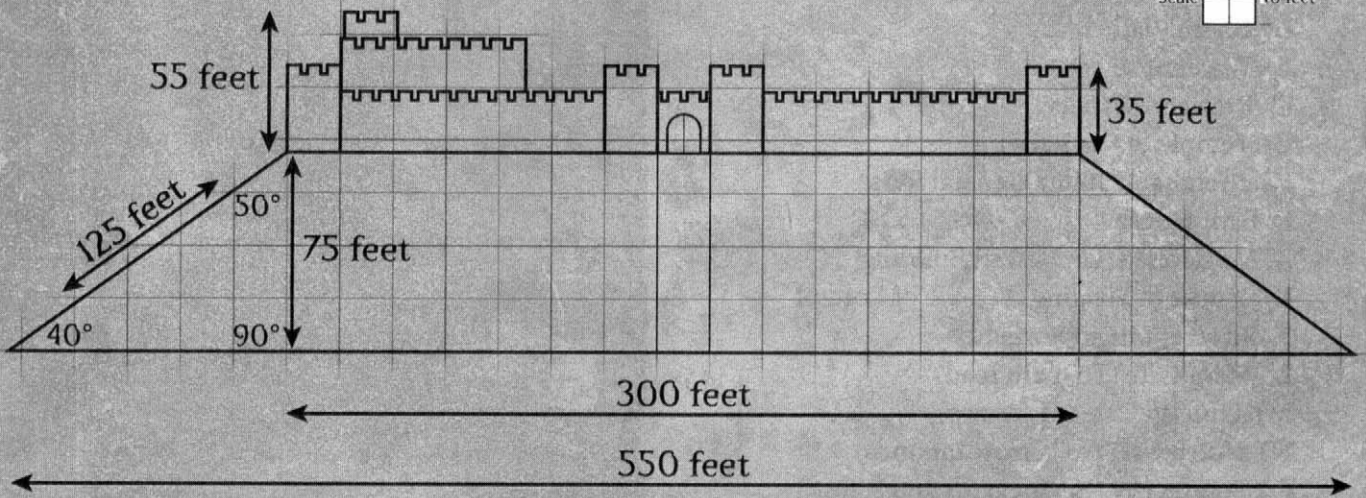
Castle Triumph: F. The Dungeons

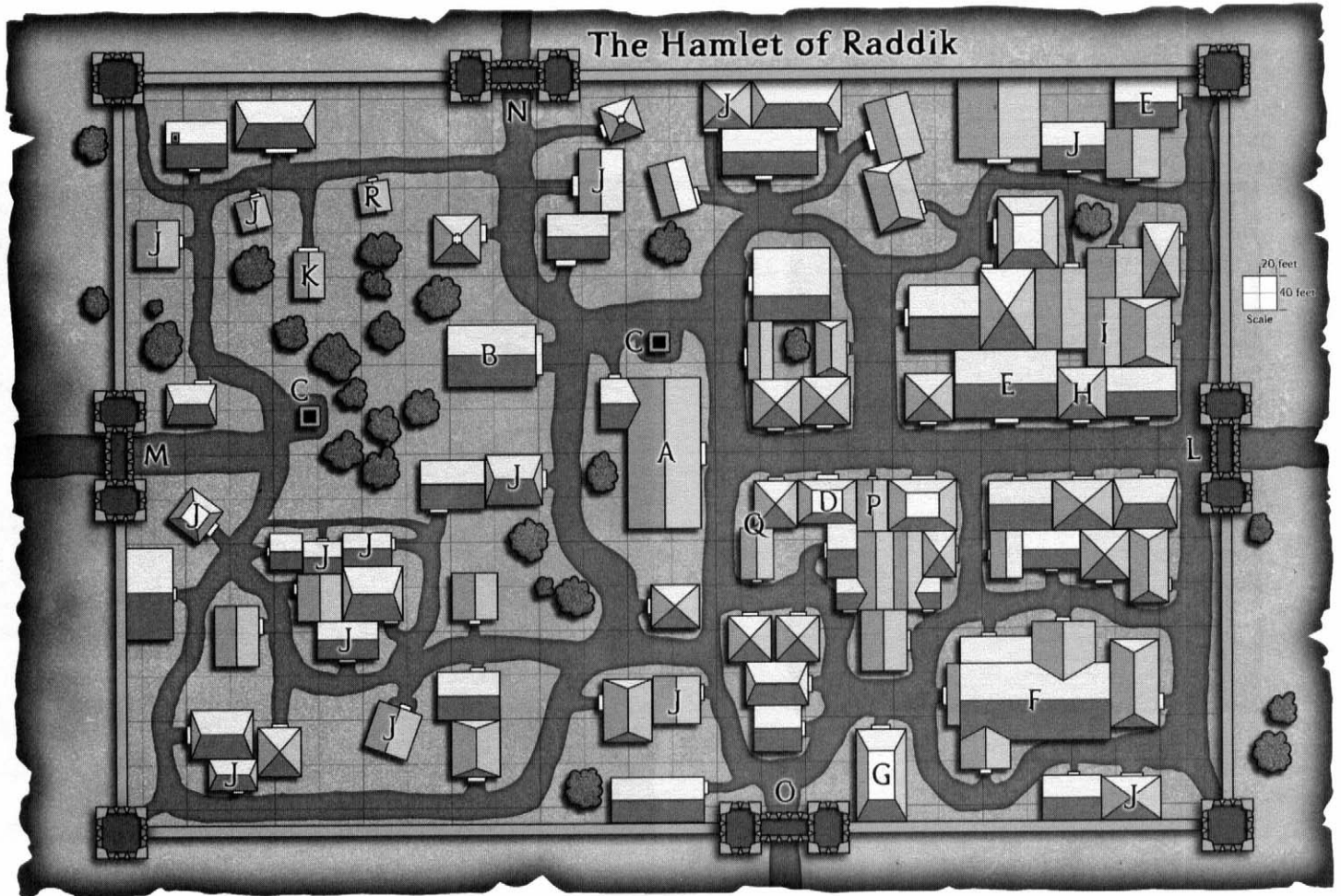


 = 5 feet

Castle Triumph Eastern Side View

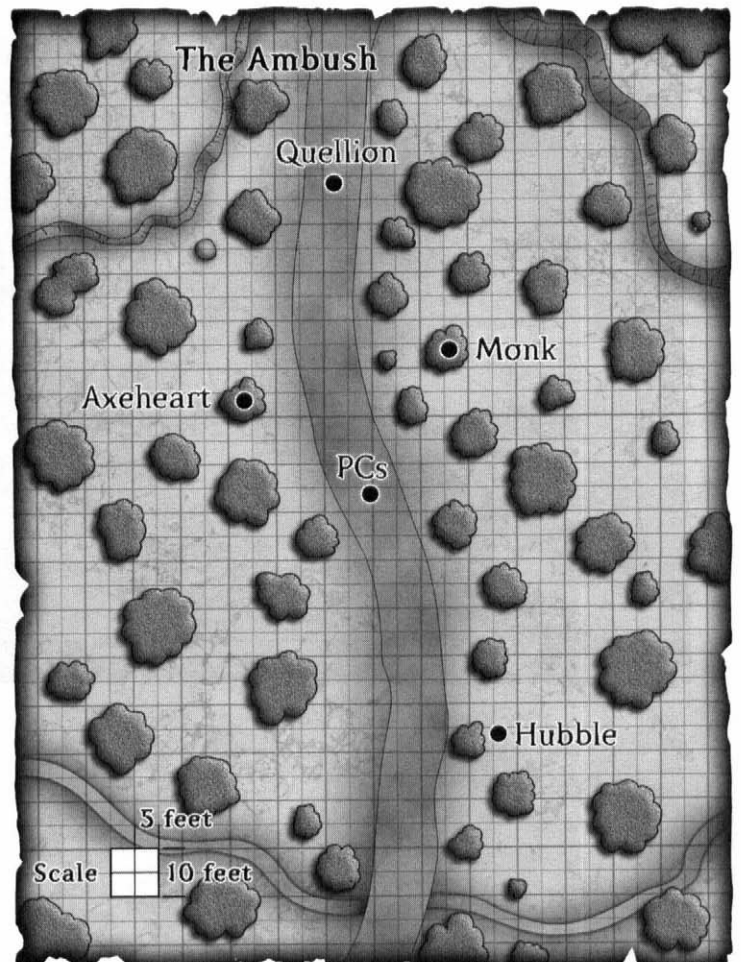
Scale:  20 feet
40 feet





The Hamlet of Raddik:

- A) Shattered Candle Inn
- B) Stables
- C) Public well
- D) Sheriff/Jail
- E) Warehouse
- F) Brewery/Winery
- G) Temple of the Raiser
- H) Merchant Guild/ General Store
- I) Bath House
- J) Abandoned/Unblessed Building
- K) House of Healing/Temple of Lord of Silver Linings (Rorfadd)
- L) Main Gate (To main road)
- M) Unused Gate (to swamp)
- N) North Gate (to barrow mounds)
- O) South Gate (to vineyards and forest)
- P) Guard post
- Q) Felgood (encounter)
- R) Widow Barnnes



The **ImageQuest**™ Adventure Illustrator is designed for use by the DM during play. The DM should display the appropriate graphic to the players as they reach each encounter. The adventure text prompts the DM as to the precise time that each picture should be displayed. The DM's thumb should cover the picture number while the players are viewing the illustration so the players do not gain any unearned clues. DMs should also fold the booklet so that only one image is visible when showing the players. The maps at the end of the section are for DM use **ONLY**, unless labeled "Player Aid." We recommend each Player Aid be photocopied and given to the players as circumstances dictate.

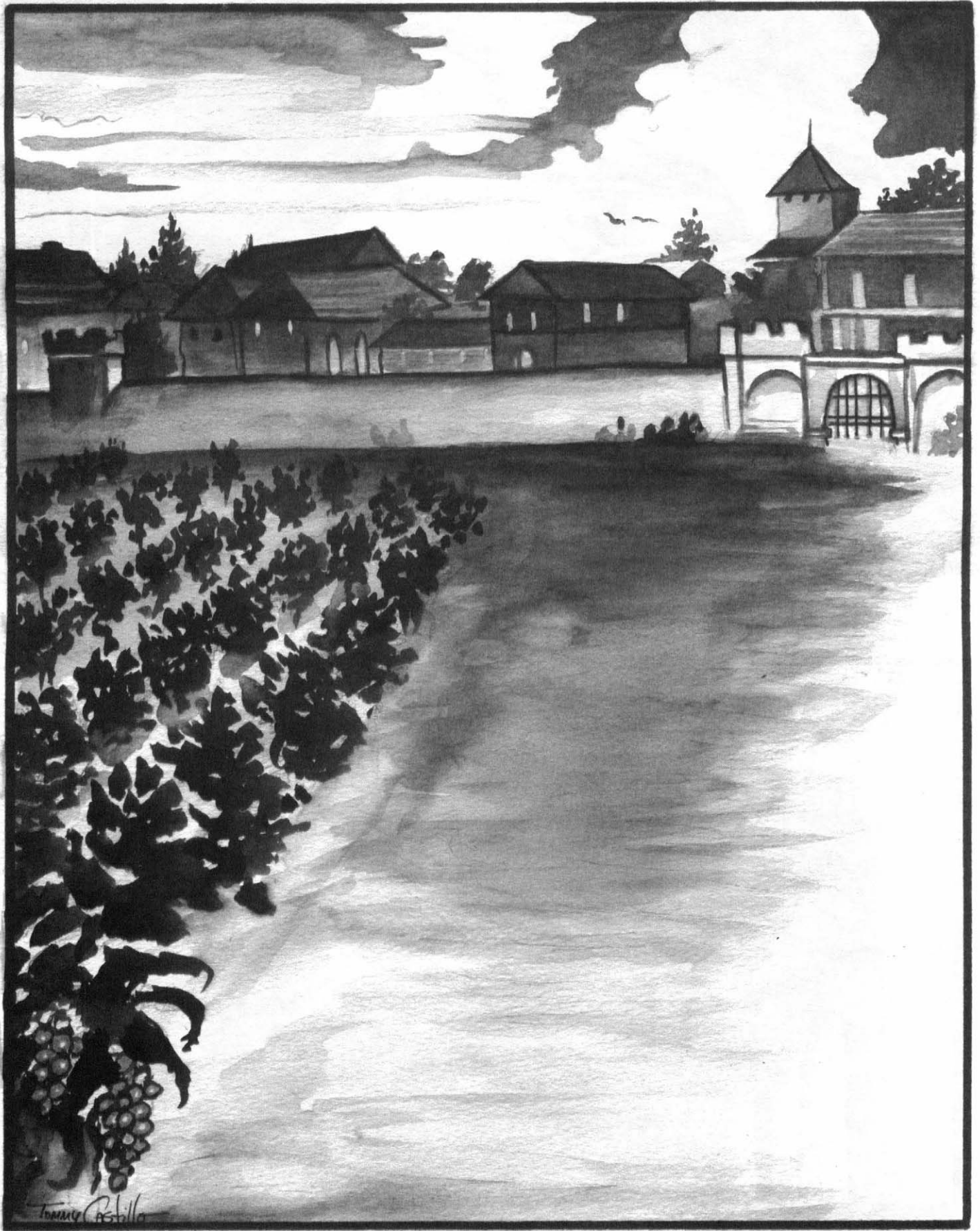


1

2





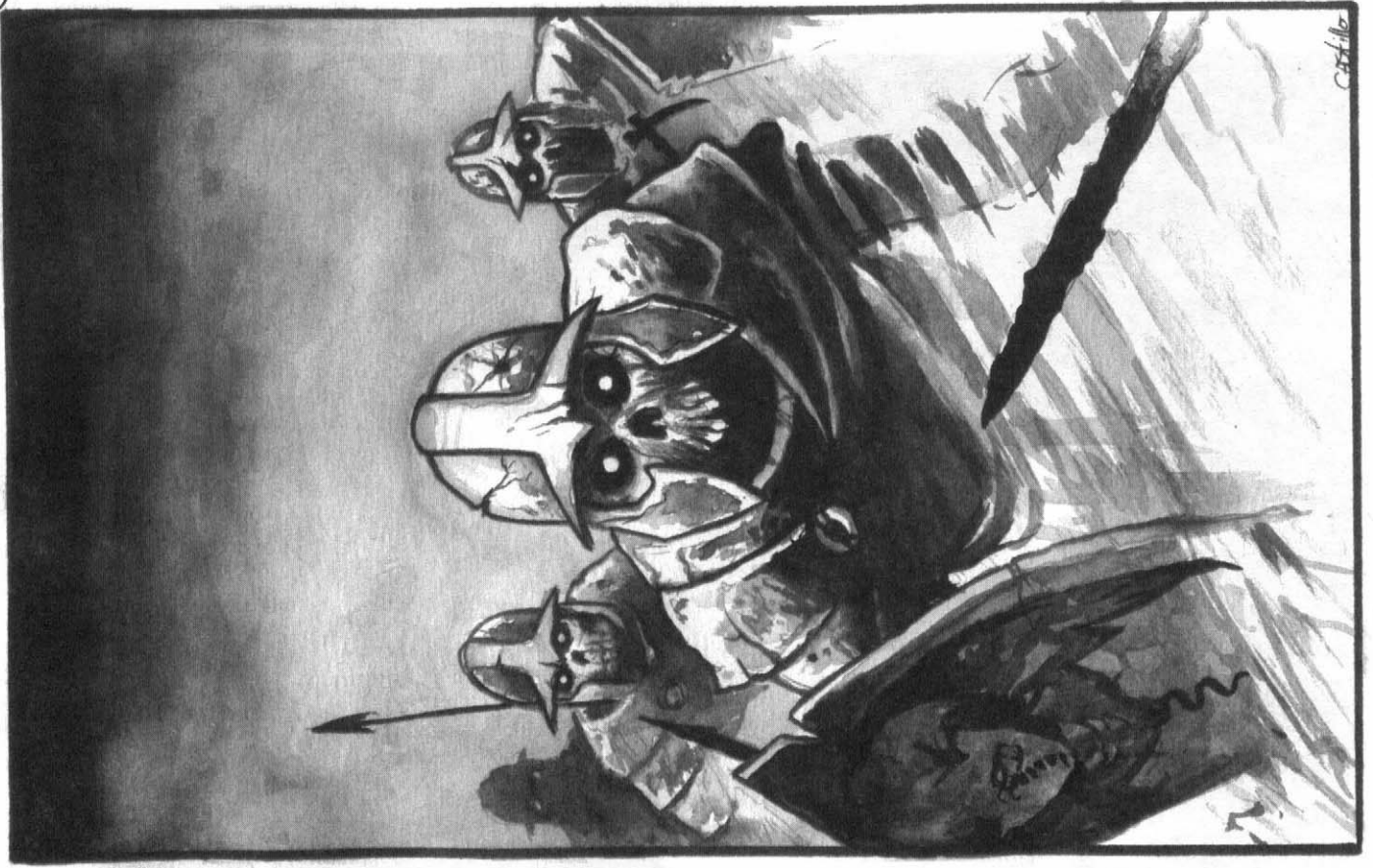




6



7





CASTILLO

11



12

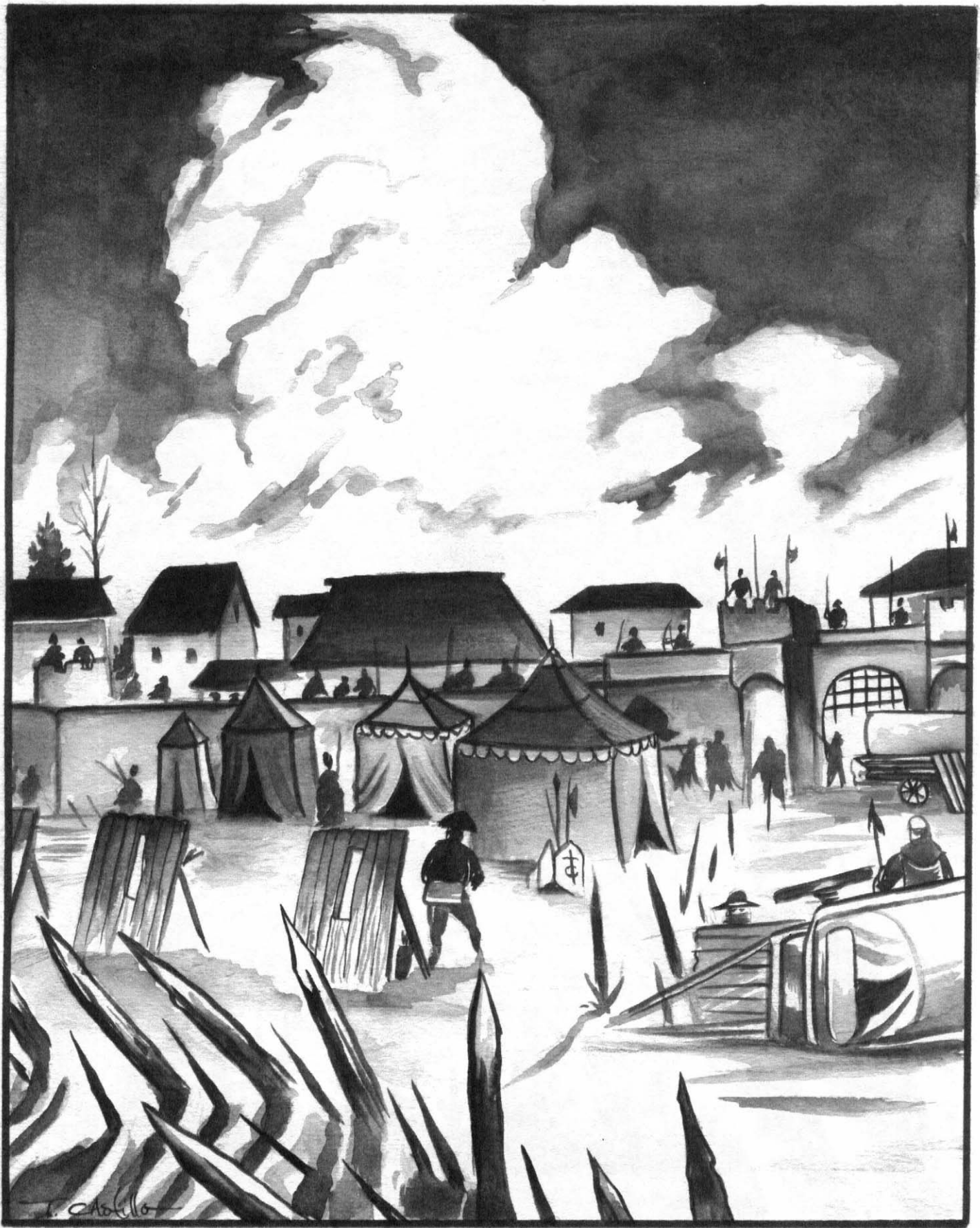




13

14







casillo



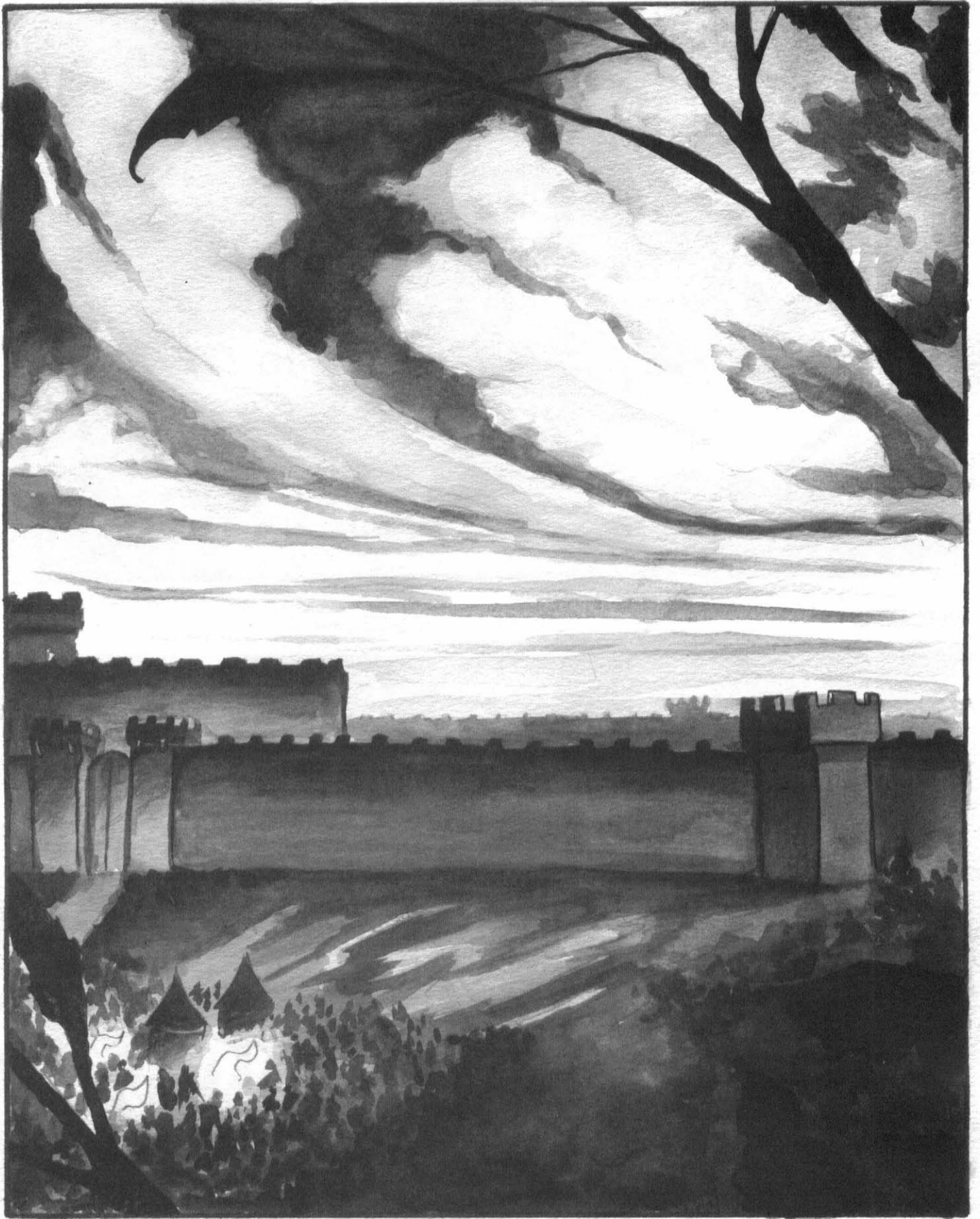


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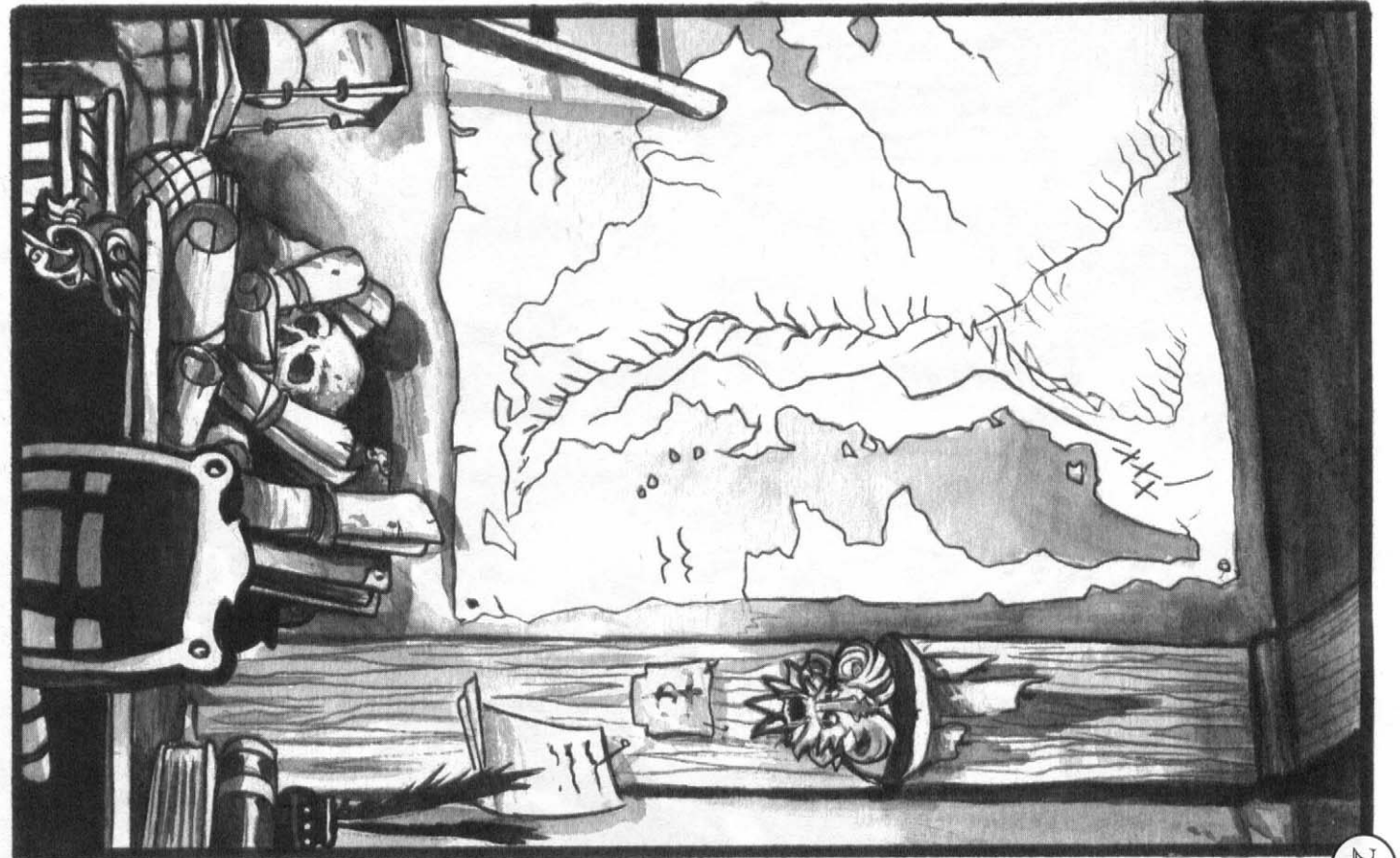


22











COIN'S END

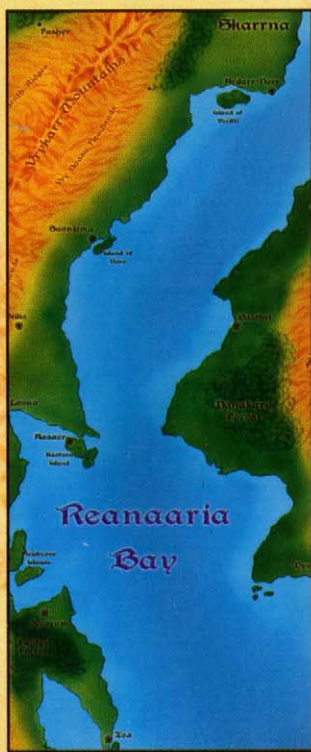
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