



The Illusionist's Daughter

By Travis Heermann

Near the forgotten village of Stormy Shore, an old illusionist tries to raise Liriandra, his only daughter, in peace, but her incredible beauty makes seclusion impossible. Suitors come from far and wide to meet her. Her beauty inspires ballads and her kindness and generosity inspire the love of all that meet her.

But sinister forces threaten the peaceful fishing village right under the noses of the old wizard and his daughter. Nothing is truly what it seems.

An impulsive young nobleman named Cedric sets out to win her heart, making the long journey to Stormy Shore, but he is never heard from again. His family is worried, and they can pay well for information of Cedric's whereabouts. Can your party of bold adventurers discover the truth of the Illusionist's Daughter?

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Requires the use of the *Dungeons & Dragons® Player's Handbook, Third Edition*, published by Wizards of the Coast®

Princes, Thieves & Goblins is a d20 System adventure booster designed for 3-5 characters of levels 4-6. It can be played as a standalone adventure or dropped into any ongoing campaign setting.

Illusionist's Daughter



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How to Use This Product

This adventure is designed to be easily dropped into your existing *Third-Edition D&D* campaign. It can be run in a single session, and it makes for an excellent evening's gaming. To prepare yourself to run it, you should read it completely at least once to familiarize yourself with the material. You may wish to photocopy the map in the center of the book for ease of use as well. The text on the back of the book can be read to your players to introduce them to the adventure. After that, you're ready to begin. Good luck!

Dungeons and Dragons®

This module requires the use of the *Dungeons and Dragons® Player's Handbook, Third Edition*, published by Wizards of the Coast.® You won't be able to run this adventure without it.



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DM Background

This adventure is designed for 4-6 characters, levels 7-9.

Along a cold, inhospitable coastline lies the tiny village of Stormy Shore, where resides an old illusionist, Delthis, and his seventeen-year-old daughter. Delthis lost his beloved wife to the plague 10 years ago, and devoted his life to raising his daughter, Liriandra. Liriandra became a rare beauty with tremendous magical potential.

Two years ago, a band of mercenaries passed through Stormy Shore, short on coin and morals, recently deserted from a distant war. Their charismatic and opportunistic leader, Ladathus, convinced Delthis to hire him and his band as bodyguards. Ladathus immediately wanted Liriandra for himself, but he kept his lusts a secret when he saw how devoted to her Delthis was. As time passed, his lust became an obsession.

When tales of Liriandra's beauty and grace reached beyond the village, suitors from many noble houses came to court her. She was charming and gracious to all, but found no one to her liking, until a young nobleman named Cedric came to court her last winter. He was handsome and charming and skilled with the lute, and she was enchanted. Delthis himself immediately liked this boy and thought he would make a good husband for his daughter. A snowstorm forced Cedric to remain at the tower until the weather improved.

Ladathus' obsession turned to jealousy. He revealed his feelings to Liriandra, and she spurned him. In a jealous rage Ladathus attacked her, and Liriandra was unable to defend herself. When it was over, Liriandra lay dead, and Ladathus devised a way to frame Cedric for his crime. When Delthis discovered Liriandra's corpse and Cedric's unconscious and apparently drunken body, he snapped. He killed the young man before Cedric could attempt to explain.

Since then, Delthis' mind has been unhinged. Grief and loss have driven him mad, fracturing his personality. Soon after Liriandra died, he created a simulacrum of her. Delthis' insanity, coupled with the astonishing realism of the simulacrum, has caused him to forget that Liriandra is truly dead. Only Delthis and Ladathus know the truth.

Meanwhile Ladathus has taken advantage of his employer's mental state, and has begun to squeeze the village for all the taxes he can manage, pocketing the money for himself. Only he and his men know, because Delthis has not left his house in months, and he will accept no visitors. The villagers, unable to plead their case, are starving.



Player Information

There are several ways the players can get involved.

They are passing through the village of Stormy Shore on their way to somewhere else, rolling Sense Motive checks (DC 15) to notice that something is seriously amiss in the village.

An influential noble asks the party to investigate the disappearance of his or her younger kinsman, Cedric. Cedric had heard of a beautiful young woman named Liriandra, said to be of marriageable age, and the daughter of a wizard. Seeking an advantageous marriage, the somewhat impulsive young man ran off to the distant village of Stormy Shore to offer himself as a suitor. Cedric was well liked by everyone, especially the young ladies. His impulses often took him away from home for weeks at a time, but he has never been gone this long before. The noble offers the PCs a modest reward for information pertaining to Cedric's well-being, preferably bringing him home if possible. He or she offers the PCs a map detailing (roughly) where the village lies. However, the exact location of such a small, remote place is unknown. A Sense Motive check (DC 20) on the noble will reveal that he or she is genuinely concerned about Cedric's welfare.

A PC looking for an advantageous marriage himself hears tales of Liriandra's incredible beauty. He only has to convince the rest of the party to accompany him.


The PCs happen across an itinerant minstrel who plays a beautiful ballad called "The Locks of Liriandra," about a young girl with eyes like fiery jade, lips like rosebuds, skin as smooth as milk, and long black hair like polished obsidian. She is said to have suitors traveling for weeks just for a glimpse of her. The minstrel assures his listeners that his song is quite new, and he has just learned it himself. (DMs: All the better for campaign continuity if you can slip this in some time in advance, so the PCs can say, "You mean we're talking about that Liriandra?"). Perhaps the PCs could hear the song from different musicians in different areas.

The Journey

By land, the village is difficult to reach, requiring exhausting travel through rocky, forested hills. Traveling up the coast is little easier than the woodlands. Placid beaches occasionally make for easy walking, but in many places the way is blocked or broken by jagged rocks and steep cliffs. The characters may talk to a trade ship captain who has been there, or knows someone who has. They may even be able to hire such a ship. A trade ship stops there twice a year carrying food and goods for the villagers.

The Village

Stormy Shore lies on a rocky stretch of shoreline, carved from the surrounding forest, protected from the perpetually pounding waves by a dark barrier reef about a hundred paces from the shore, which makes approach from



the sea quite dangerous. Atop a tall escarpment overlooking the ocean, just visible from the village, lies a dark tower. The waters are gray and cold, and the thunder of waves against the reef never relents. The sky is gray and sodden, and looks as if it could rain at any moment. A chill wind howls through the bare branches of the trees. Wooden docks reach out over the cold, dark water, lined by dozens of small fishing boats. The villagers' meager houses are raised on four-foot stilts, and the streets are no more than dirt paths between them, crooked and muddy.

Roughly one hundred villagers live here, mostly fishermen, along with a few woodsmen and craftsmen

Village Locations

As you enter the village, the few villagers you see are gaunt. Their clothes are ragged and threadbare, and they look at you with sunken, hollow eyes.

Characters can make Spot checks (DC 20) to notice that several spindly-limbed children are watching them from the shadows under some of the stilted houses. Sense Motive checks (DC 15) will reveal that the villagers are very suspicious of strangers. The **villagers (hp 4 each)** will be suspicious of the strangers for the length of their stay. The recent influx of strangers has taught them that they prefer to be left alone.

Villagers: CR 1/2; SZ M (humanoid); HD 1d8, hp 4, Init -1; Spd 20; AC 10; Atk: misc. tools +0 (1d6-1); SV Fort -2, Ref -1, Will -1; SQ These villagers are starving; Str 10, Dex 9, Con 7, Int 9, Wis 9, Cha 10; AL NG

1. The Inn

A weather-beaten wooden sign hangs squeaking above the door, with a finely carved image of a kettle filled with steaming fish.

The Fish Kettle Inn is run-down and poor. The proprietorship is a retired fisherman named **Jacomb (hp 4)**. Currently, there is no food to offer any customers. The only drinks offered are water and wine produced by a local vintner. The rooms here are poor, Characters staying here must make a Wilderness Lore check (DC 15) or be infested with fleas.

2. The Barbershop

The largest house in the village is unimpressive. The wind-worn sides badly need to be replaced. A placard hanging from a post reads "Barber, Undertaker, and Fine Boxes."



The de facto leader of the village is man named **Edlum (hp 6)**. He is pleasant with the strangers, but a Sense Motive check (opposed by Edlum's unskilled Bluff) will show that he is guarding his information carefully. He invites the PCs into his home, which also serves as his barbershop, wood shop, and funeral parlor. If the characters mention the scarcity of food or ask him about it, he will tell them it has been a terrible year. It started out well, but over the last few weeks the daily catch has dwindled until the villagers are now catching little more than seaweed and flotsam. The trade ship has not come since spring. Even when it comes they will have no fish to trade, only wood, and that cannot sustain the village through the winter. To make matters worse, Delthis has imposed crushing taxes on the village that took what little money the villagers had.

Delthis never imposed taxes before last spring. He kept to himself, and often helped the villagers if they needed it. He has tried to talk to Delthis, but hasn't been able to even see him.

If asked about Cedric, the young nobleman, Edlum will say that he remembers the young man very well. All the other suitors who came to meet Liriandra treated the villagers poorly, but not Cedric. He spent a night at The Fish Kettle, and sang all night long for free. Even the simple fishermen and woodcutters were moved by his performance. The next day, he went he visited Delthis, and Edlum did not see him again. It is possible that he left during the night.

3. The Boathouse

Weather and surf have pounded this gray building, and the stench of fish is overpowering. Seagulls circle and dip, picking discarded bits of chum from the great barrels full of offal along the west wall of the building. Damaged nets hang from racks along the north side, awaiting repair.

This is the center of the village's fishing trade, where the catch is cleaned, nets repaired, and fishing and boat equipment stored. The PC must make a Fortitude Save (DC 12) to avoid becoming nauseous from the stench of rotting fish guts. During the day, **2d6 village women (hp 3 each)** can be found here mending nets.

4. The Docks

The docks are gray and worn. Several small fishing boats are tied up here.

During the day, **2d6 fisherman (hp 4 each)** are here, either preparing to leave, or returning with a meager catch.

5. The Huts

The huts of the village fisherman are poor and ill kept.



6. The Woodshop

A sign near each of these two huts reads "Fine Wood Items." Beneath the smell of sea air and fish, you can detect the scents of sawdust and lacquer.

The village **woodcrafters (hp 4 each)** ply their trade here during the day, and late at night. In the evening they can be found at The Fish Kettle. Finished wood products like boxes, carvings, chairs, etc., of good quality can be found here and are definitely for sale. The craftsmen are eager to have visitors and try to sell their wares to the PCs. They even offer to make special items for visitors who appear well stocked with coin. These simple villagers are skilled salesmen, and the PCs must make a Will save (DC 15) or buy something for 2d10 gp. Appraise checks (DC 15) will reveal that the wood products are of good enough quality to be worth 5d10 gp.

7. The Tower

Atop a rocky escarpment overlooking the village, a dark, three-tiered structure can be seen peeking over the naked branches of the forest. An unwavering light burns on top of the sharp spire.

See *Delthis' Tower* below.

8. The Reef


Waves crash and roar against the black reef, veiling it in foamy spray.

During the day, the fishermen row their boats around these treacherous rocks with practiced ease, but sailing a ship to the docks is impossible. Anyone not from the village trying to enter or leave the small inlet in a boat must make a Profession (boating/sailing) check (DC 15) or run aground.

9. The Cliffs

The grim, twenty-foot cliffs are pounded by the surf.

It is extremely dangerous for anyone to approach these areas with a boat. Anyone who does must make a Profession (boating/sailing) check (DC 25). Failure means that the craft is dashed against the rocks at the base of the cliff and destroyed. Any occupants immediately take 1d6 points of damage. Climbing up the wet, slippery rocks requires a Climb check (DC 20). Anyone failing takes another 1d6 points of damage as the waves throw him against the rocks. Swimming to the reef or the docks requires a Swim check (DC 20). In addition to the effects of drowning (*Dungeon Master's Guide*, pg 85), those who fail take 1d6 damage each turn from the rocks and waves.



Questions

Any of the adult villagers could provide the following information if the characters make Gather Information checks (DC 15), one check per piece of information.

1. Many suitors have come and gone most of them rude and foppish.
2. The villagers remember Cedric well, because he was friendly and kind, and an excellent musician.
3. Liriandra is kind to the villagers and well loved by everyone, but she has not been seen since last winter. Some of the villagers fear that she may be ill.
4. Delthis does not come to the village any longer. He sends his servants or bodyguards on any errands. He used to be a jovial man, when his wife was alive. After she died of the plague, they seldom saw him.
5. Delthis has five bodyguards, led by a man named Ladathus. The villagers hate them, especially Ladathus, because they collect the taxes and are often cruel.

The Tower of Delthis


The narrow footpath winds through the forest, up the rocky hill, to the summit of a barren, windswept cliff above the village. The path is only wide enough for one person, but is still preferable to trying to find one's way through the dense, thorny undergrowth of the forest floor.

The path climbs steeply in places, and is carpeted in layers of fallen leaves. Rocks peek through the soil. Have the PCs make a Climb check (DC 15) to avoid slipping and falling on a particularly treacherous slope coated with leaves. Any characters that fail take 1d6 points of damage from the fall.

The Tower of Delthis is an odd three-tiered stone structure. A single flame burns atop a copper spire at the apex. A nine-foot stone wall surrounds the tower, with an ironbound wooden gate visible on the south side. The sparse windows are tightly shuttered against the cold wind.

No guards are posted during the day, but the front gate is always bolted. During the night, one guard is always posted, and can summon the others with a horn that hangs inside the gate. On each half of the gate is an iron gargoyle's head, with great iron knockers hanging from their noses. When anyone approaches within 5 feet of the gate, two *magic mouths* activate and the iron gargoyles speak. "Delthis the Great will not be disturbed, and Liriandra will have no suitors. Leave or face his wrath!" The *magic mouths* trigger each time someone approaches the gate.

Anyone who knocks persistently brings one of the **bodyguards (hp 50 each)** out of the house, expecting to turn away another starving villager or amorous suitor. The PCs can make Sense Motive checks (opposed by his unskilled Bluff) to notice he is visibly startled by the presence of a band of hearty adventurers.



Bodyguards (4) Male Human Fighter 6: CR 6, SZ M (humanoid); HD 6; hp 50; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30; AC 21 (+1 Dex, +8 Banded Mail, +2 Shield); Atk: Longsword +15/+10/+5 (1d8+5); SQ Banded Mail +2, Longsword +2; SV Ref +4, Fort +9, Will +4; Str 17, Dex 15, Con 15, Int 13, Wis 14, Cha 11; AL LN; Skills: Handle Animal +2, Heal +3, Intimidate +4, Jump +5, Listen +8, Ride +6, Spot +8; Feats: Alertness, Focus Longsword, Greater Fortitude, Improved Initiative

The PCs seeking entrance are to be turned away by the guard. He makes it clear that Delthis sees no one, and causing trouble would not be a wise choice with a wizard as powerful as he. PC's can attempt to Bluff him, but he receives a +5 circumstance bonus to his opposed Sense Motive roll.

If the bodyguard admits them, he takes them to the Audience Hall, then goes to speak to Ladathus.

The house is sparsely decorated, with only a few paintings and wall hangings to brighten up the place. Even these spartan trappings look old and ill-kept. Dust and cobwebs gather in the corners. A hulking black shape lies on the floor, almost hidden by the fireplace. It appears to be a massive black dog, studying you with beady yellow eyes that burn with startling intelligence. A servant woman approaches you and offers refreshments while you wait. If approached, the servants smile and politely excuse themselves avoiding the question.

The huge dog warming himself beside the fireplace is Chak, a **Battle Mastiff (hp 30)** (see *New Monster*, Battle Mastiff). He belongs to Ladathus, and will instantly attack anyone who threatens to harm his master. Throughout the time the PCs are in Delthis' Tower, they may notice that the **servants (hp 5 each)** appear to be constantly on edge. A Sense Motive check (DC 15) reveals that something is amiss with the servants, but what exactly is unclear (see Room H).

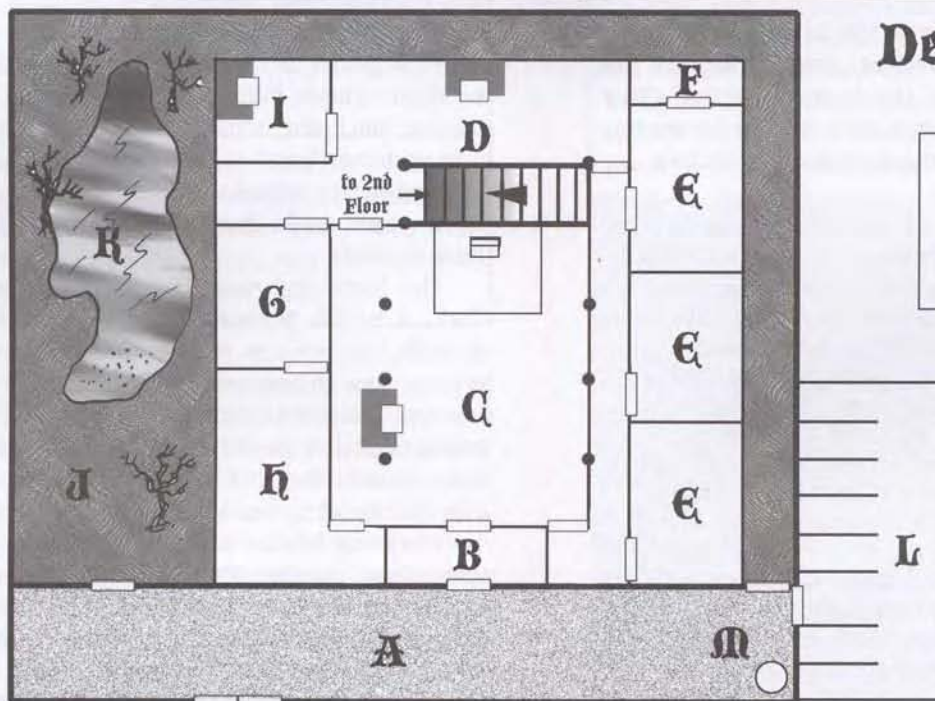
While the PCs are visiting and walking around, have them make Spot checks (DC 12 to 15) to notice unexplained happenings around them: small audible noises like scurrying or scratching, the sound of a child wailing in sudden pain, bat-like shadows darting into their peripheral vision, disappearing instantly, the laughter of a child, fading away as if into the distance, faces appearing in the tiles, with fanged mouths opening into fiendish grins or threatening to bite a nearby foot, disappearing after a few seconds, or whatever creepy things the DM can conjure to keep the PCs on edge. These are physically harmless, spontaneous illusionary cantrips created by Delthis' fractured psyche. This is why the servants are jumpy, because they hardly know any more what is real and what is not. After enough of these minor illusions, the PCs may begin to doubt everything they see, which makes the real dangers even worse.

It is recommended that the illusions start small and harmless and change from there.

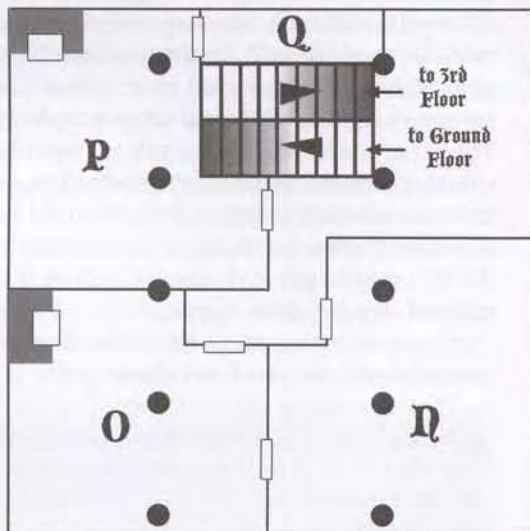
Servants (6): CR 1/2, SZ M (humanoid); HD 1; hp 5; Init +0; Spd 30; AC 10; Atk: kitchen utensils or garden tools (1d4); SV Ref +0, Fort +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10; AL LN.



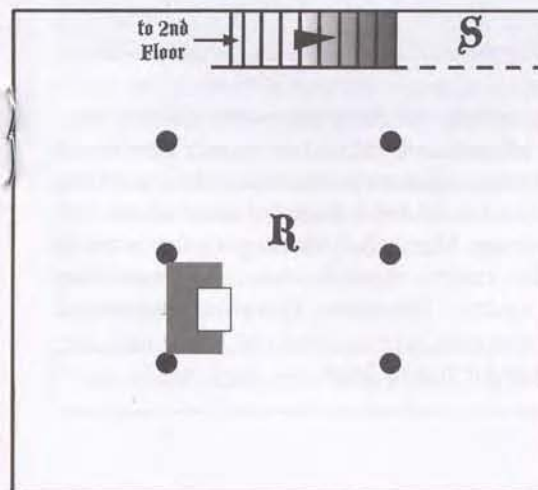
Ground Floor and Environs




2nd Floor



3rd Floor





Ladathus comes to speak to the PCs immediately. He is handsome and gracious, obviously a seasoned adventurer himself. He attempts to gain the PC's trust. Whenever he tells an outright lie, the DM can make a Bluff check versus the PC's Sense Motive. Ladathus is a skilled and cunning liar.


Ladathus, Male Human Rogue 6, Fighter 6: CR 12, SZ M (humanoid); HD 12; hp 60; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30; AC 17 (+4 Dex, +5 *Leather Armor of Shadow*); Atk: rapier +15/+10 (1d6+5); SQ +3 *Leather Armor of Shadow* is jet black and gives +10 circumstance bonus to hide checks, +3 rapier; SV Ref +13, Fort +8, Will +5; Str 15, Dex 18, Con 12, Int 12, Wis 13, Cha 16; AL LE; Skills: Balance +11, Bluff +12, Disable Device +12, Hide +12, Intimidate +1, Listen +8, Move Silently +12, Open Lock +9, Read Lips +6, Sense Motive +10, Spot +12, Tumble +9; Feats: Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility

Dinner

The PCs are treated to dinner in the Dining Room at the appropriate hour. **Delthis, Ladathus, and Liriandra** join them. A large raven perches on the back of Delthis' chair. Sense Motive (DC 15) on Delthis reveals him to be nervous and distracted. He is obviously unaccustomed to visitors.

Delthis, Male Human Wizard 12: CR 13; SZ M (humanoid); HD 13; hp 66; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30; AC 13; (+3 Dex); Atk: Wand of Delthis (see below), dagger +6/+1 (1d4), dart +9/+4 (1d4), SA: Spells, 0 Level - All, 1st Level - *Change Self, Color Spray, Expeditious Retreat, Magic Missile, Nystul's Magic Aura, Nystul's Undetectable Aura, Obscuring Mist, Silent Image, Ventriloquism*, 2nd Level - *Invisibility, Magic Mouth, Mirror Image, Misdirection*, 3rd Level - *Displacement, Illusory Script, Invisibility Sphere, Major Image*, 4th Level - *Illusory Wall, Improved Invisibility, Phantasmal Killer, Rainbow Pattern*, 5th Level - *Mirage Arcana, Nightmare, Persistent Image, Seeming*, 6th Level - *Mislead, Programmed Image, Project Image, Shades*; SV Ref +7, Fort +8, Will +7; SQ "Allisanna" his raven familiar. *robes of scintillating colors* (pg. 225 DM's Guide), Str 10, Dex 16, Con 15, Int 18, Wis 9, Cha 14; AL LN; Skills: Alchemy +18, Concentration +18, Knowledge (Arcana) +18, Listen +15, Spellcraft +18, Knowledge (Geography) +16, Knowledge (History) +10, Spot +9; Feats: Combat Casting, Great Fortitude, Improved Initiative, Craft Wondrous Item, Spell Focus: Illusion, Spell Penetration.

Liriandra is truly worthy of the songs written about her. Male characters are immediately attracted to her. She has a lovely voice and charming demeanor. She does not know that she is not the real Liriandra, and she does not know about the corpse in the hidden room (Area S). Delthis gave her a set of memories as best he could, though does not remember anything regarding Cedric. His name is never mentioned around the house. If she ever realizes that she is not real, the shock will be too much for her to bear.



Liriandra, Female Human, Sorcerer 1: CR 1, SZ M (humanoid); HD 2; hp 4; Init +2 (+2 Dex); Spd 30; AC 12 (+2 Dex) Atk: dagger -1(1d4-1); SA Spells: 0 Level -- *Dancing Lights, Detect Magic, Ghost Sound, Light*, 1st Level -- *Silent Image, Ventriloquism*; SQ She is an astonishingly real *simulacrum* (Illusion) created by Delthis. (DC 30 to disbelieve.) If she is wounded, she will bleed water, being originally constructed of snow and ice; SV Ref +2, Fort +0, Will +3; Str 9, Dex 14, Con 10, Int 14, Wis 12, Cha 18; AL NG; Skills: Alchemy +2, Concentration +4, Craft (painting) +4, Knowledge (arcana) +3, Scribe +4, Spellcraft +3; Feats: Spell Focus: Illusion.

The PCs can make a Sense Motive check (vs. Delthis unskilled Bluff) to see that Delthis is a kind old man who adores his daughter, but his eyes are haunted by sorrow. He treats the PCs well during their visit, unless they raise the subject of the missing Cedric.


Delthis' anger flares. "I threw that scoundrel out of my house after what he did! If he is missing, so much the better for the rest of the world!"
Liriandra asks, "Who is Cedric?"
Delthis replies, "No one you need concern yourself with, my dear. Just a horrible man."

If Delthis' carefully crafted illusions begin to unravel, the PCs can Sense Motive (DC 12) to realize that the old man is teetering on the brink of madness. Some spark of his former goodness still remains, but it is fading fast. But Sense Motive will not reveal why. The PCs will have to put those pieces together on their own. Part of him knows his daughter is dead, and that part keeps him in the grip of a dark melancholy. When he sees Liriandra's simulacrum around the house, he feels joy but does not understand why the rest of the time is so dismal. He consciously does not remember that anything bad has happened.

He often addresses his familiar, Allisanna, a large raven, as if she were a woman. Liriandra whispers to one of the PCs that he believes the raven to be the reincarnated soul of his dead wife, Liriandra's mother, Allisanna. The raven is so intelligent that sometimes Liriandra believes it as well.

During dinner, a cold rain begins to fall, and the PCs can hear the wind driving it against the walls of the house. Delthis offers to let the PCs stay the night in his house, and he is very insistent. He will have different motives depending on how the dinner progressed. If he believes the PCs suspect him of harming Cedric or that something is amiss with Liriandra, he will excuse himself after dinner and prepare his spells. If the PCs have been perfect ladies and gentlemen during dinner and broached no unpleasant subjects, he will honestly be concerned about their welfare.

"You could catch your death on a night like this," he says.



If Ladathus suspects that the PCs mean him harm, immediately after dinner he tries to convince Delthis him that the PCs are friends of Cedric come to exact revenge.

If Delthis knows a fight is coming, he drugs Liriandra so that she can sleep through it. If a fight breaks out spontaneously, she defends her father as best she can. If Liriandra is revealed to be the illusion that she is (i.e., if she is wounded; see her profile above), she falls into a fit of inconsolable weeping, and Delthis goes completely insane. He immediately attacks the PCs with everything at his disposal. Ladathus and his men throw themselves into the fray, and Chak launches himself at the weakest looking character. If it becomes evident that the PCs are winning, Ladathus and his company attempt a fighting withdrawal to the stables.

Assuming the PCs accepted his offer to put them up for the night, Delthis bides his time, allowing the PCs to go to sleep until all is ready. Ladathus and his men defend Delthis, but not to the death. If the fight goes badly, they try to keep their own skins intact, grab what valuables they can, and flee.

A. The Entry Yard

Packed dirt with a few tufts of grass and weeds.

B. The Foyer

A small room where visitors can hang their cloaks.

C. The Audience Hall

The Audience Hall is lined by stone pillars. The walls are decorated with dusty, cobwebbed tapestries depicting scenes of monsters battling heroes. Along the far wall is a stone dais, with two finely carved chairs and four beautiful golden candelabra. A large fireplace warms the room.

D. The Dining Room

Filled by a long banquet table, it looks as if this room has not seen use in months. Two smaller candelabra like those in the Audience Hall light the room.

E. The Guest Rooms

The guest rooms are undecorated. They appear unused and ignored, as if no one has been here for months. Despite the dust, the beds look clean and comfortable.

F. The Closet

Cedric's personal journal lies in a corner, dusty and forgotten. It can be found if someone searches the otherwise empty closet. In it, Cedric relates his mostly mundane adventures. The last few entries describe his arrival here and how he mistrusts Ladathus. Delthis seems like a good and kind old man. When he writes of Liriandra, his words are pure and altruistic. He does not seem like a man who would force himself on an innocent young woman.



G. The Pantry

Filled with household supplies and food stores. There appears to be no shortage of anything.

H. The Servants' Quarters

This room houses six plain cots and a few possessions.

The household servants are jumpy because of the strange occurrences throughout the house. They are terrified of Ladathus and his men. They have not seen Delthis in weeks.

I. The Kitchen

Houses a large fireplace and walls lined with cooking utensils, pots, and pans. A large pile of firewood is stacked beside the fireplace.

J. The Garden

Filled with beautifully manicured bushes, the Garden looks well tended, except that all the flowers and foliage appear to be dying, their leaves turning brown. Along the west wall, near the gate is the five-foot marble statue of a woman. Written in Common, Elvish, and Dwarvish at the base of statue are the words "Allisanna, a thousand times beloved wife." The date of her death is ten years ago.

Whenever anyone approaches within five feet of the statue, a *magic mouth* appears on the statue and speaks with a woman's voice, "I am sorry I had to leave you, but I will love you forever. Someday we will meet again."

K. The Pool

The pool appears a bit murky, with small patches of brownish algae floating in the corners.

A Spot check (DC 20) reveals a signet ring in the southern end of the pool. The signet bears the same crest as Cedric's journal in the closet (F) – the family crest.

L. The Stable

The stable contains five horses, with saddles and tack.

These mounts belong to Ladathus and his four companions. The saddles are always kept at the ready in case they must leave suddenly.

M. Delthis' Chamber

A room filled with luxury that seems forgotten by its occupant. A finished watercolor painting of a gorgeous woman gazing into a rich sunset adorns the wall near the canopied bed. Cobwebs and dust linger everywhere. A large wooden perch sits beside the bed.



N. Liriandra's Chamber

Several paintings, many half-finished, are scattered around the room.

A Spot check (DC 15) and an Appraise check (DC 15) will reveal that the half-finished paintings are of poor quality, and appear to be attempts to copy or recreate the finished paintings. The scenes depict the villagers, birds, the village, cliff, and ocean below. Since this is not the real Liriandra, she does not have the skills to paint as Liriandra did. Even though she tries, but she cannot figure out why.

O. The Bodyguard's Room

This room contains five beds, three stools, and five empty armor racks.

Under four of the beds are locked chests containing the mercenaries' personal possessions. Each chest contains 500 gp in gold and jewels. The chest under Ladathus' bed has a poison needle trap in the lock (CR 2, Search DC 20, Disable Device DC 22, *Greenblood oil* – pg. 80 of the DM's Guide). Inside is a pouch of 10 gems worth 4d4 x 100 gp each.

P. The Weapons Closet

This closet is crammed full with weapons racks.

The racks contain three light crossbows, three quivers of 20 bolts each, two longbows, and two quivers of 20 arrows each. A Spot check (DC 20) will reveal several burlap sacks hidden in the back, containing 25 gp, 150 sp, and 13 gems worth 2d4 x 10 gp each. This comprises the taxes Ladathus and his men have extorted from the villagers.

Q. Delthis' Sanctum

This room appears to be where Delthis studies magic. There is a large magic circle carved into the floor, and the walls are lined with shelves filled with vials and jars. A large fireplace between two pillars warms the room.

There are also several books on the shelves. Most appear to be personal journals written in Delthis' own cipher. Components for Illusion spells can be found here at the DM's discretion. An Illusory Wall conceals the Hidden Room (Area R), requiring a Spot check (DC 30) to notice.

R. The Hidden Room

This hidden room contains body, lying on a low stone table, covered by a fine sheet of white silk. Under the sheet is the long dead corpse of a young woman (in repose), her hands crossed over her heart. Someone has reconstructing her face in beeswax and painted her face with white makeup and red lipstick. The rest is little more than a decaying husk wearing a once-beautiful gown.

Battle Mastif

Medium-Size Animal

Battle Mastiffs are huge dogs born and bred for war. They stand about four feet high at the shoulder, and weigh 300-400 lbs. They have very short hair, usually black, but occasionally with rust-brown on the underbelly, around the eyes and mouth, or under the chin. They have massive bull-like necks, tiny pointed ears, broad, blunt snouts, and beady yellow eyes. They are bred for their ferocity and tenacity and are sometimes enhanced with body armor (AC increase) and/or serrated steel gauntlets for their paws (+3 damage bonus). They are trained to obey only one master. If their master is killed, they will immediately attack whatever is responsible.



Combat

In combat, battle mastiffs stay close to their masters unless ordered to attack a specific target.

Hit Dice: 4d8+12 (30 hp)	Abilities: Str 18, Dex 16,
Initiative: +3 (Dex)	Con 16, Int 3, Wis 11,
Speed: 50 ft.	Cha 6
AC: 16 (+3 Dex, +3 natural)	Skills: Hide +5, Listen +6,
Attacks: Bite +7 melee,	Move Silently +5, Spot
Claw +2 melee	+6, Wilderness Lore +1
Damage: Bite 1d8 +7,	(+5 when tracking my
claw 1d6+2	scent)
Face/Reach: 5 ft. by 5 ft./5	Climate/Terrain: Any
ft.	forest, hill, mountains,
Special Qualities: Scent;	plains, and underground.
Can wear special armor	Organization: Solitary or
and gauntlets.	pack (2-5)
Saves: Fort +3, Ref +3,	Challenge Rating: 4
Will +2	Treasure: none
	Alignment: always neutral
	Advancement: 6-12 HD

The Wand of Delthis

Wondrous Item

This small wand made of a single piece of polished snowflake obsidian wrapped in spirals of gold wire allows the user to cast *Shades* three times per day. In addition the user may sacrifice 5d10 hp and 1000 XP to make the illusion completely real. Creatures created in this way will behave exactly as other creatures of that type, and will have the same number of hp as sacrificed by the user (up to the creature's normal maximum). If more than one creature is created, the hp will be divided evenly among them. The creation can still be perceived as an illusion, but disbelief no longer reduces the creation's hp or damage.

Caster Level: 13th; Prerequisites: Craft Wondrous Item, *Shades*; Market Price: 5000 gp; Weight 1 lb.



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