

FOLNAR'S DAGGER

by Mike Mearls

Whether by luck or by the hands of your dark lord, you have finally tracked down the location of the sacred dagger. With the blade, you can finally summon the demon R'Godae to this world and claim him as your vassal. If you believe the tales, and you see no reason to doubt them, R'Godae will be at your beck and call, forced into servitude in exchange for an end to the curse that banished him.

Of course, claiming the dagger won't be easy. According to your information, the weapon was once the possession of the wizard Folnar, a champion of justice and a bitter enemy of darkness. The dagger now rests within what was once his home, a place dedicated to training wizards and warriors who follow in Folnar's heroic steps. Striking there not only claims you the dagger, but also deals a grievous blow to the forces of good, ending the careers of some of its most promising young champions.

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

Folnar's Dagger



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This adventure is designed to be easily dropped into your existing *Third-Edition D&D* campaign. It can be run in a just a single session and makes for an excellent evening's gaming. To prepare yourself to run the adventure, 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.

UNBALANCE THE SCALES!

PLAY EVIL AND MAKE THE GAME MASTER FEAR YOU FOR A CHANGE!

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Who said you had to play the good guys? Being evil just got easier. This d20 system sourcebook has everything you need to run evil characters, develop evil campaigns, and make your nasty NPCs just a little bit nastier. *Evil* has rules for new prestige classes, new spells, new clerical domains, and demon summoning. If you're playing good after this book is out, you're on the wrong side of the game. 128 Pages, soft cover.



GAME MASTER BACKGROUND

Folnar's Dagger is an adventure designed for a group of four to six characters of levels 5 to 7. The adventure pits the PCs against paladins and other lawful good foes, making this adventure most appropriate for evil characters or neutral ones with a strong mercenary streak. AEG's *Evil* sourcebook is highly recommended as a resource for this adventure, but is not required.

Decades ago, the great wizard Folnar crusaded against the church of the demon lord R'Godae. While R'Godae's earthly followers fell to Folnar's magic, time after time the church rose again with an ambitious new acolyte at its head. Realizing that directly confronting the church was a viable tactic only in the short term, Folnar formulated a plan to foil the church forever. While he could not directly confront the demon lord, Folnar worked a mighty ritual, trapping R'Godae within a magical prison and broke all contact between the demon and his mortal followers. Seemingly spurned by their lord, the church disintegrated and passed from the world, to the relief of many.

For his many great deeds against the forces of evil, Folnar became a minor legend. After his death, his small personal fortress was transformed into a shrine dedicated to his memory. Folnar's personal effects and magical items were locked away in a vault, should they ever be needed again. In addition, Folnar's apprentices opened a school of magic in the fortress, teaching methods and tactics for battling evil to a new generation of crusading wizards. Paladins, clerics, and other warriors of good also spend time in the academy, learning practical lessons on how to combine their skills with the apprentices' magical ones in order to form a potent fighting team. For years, the academy has continued the work of Folnar and served as the wizard's legacy to the world.

Many scheming wizards have attempted to free R'Godae, but none have succeeded. Only *folnar's dagger*, when used as part of a ritual, can free the demon. The PCs must somehow come across this bit of information. You can easily insert it into a moldy old tome of forgotten lore that the PCs happen across, or perhaps a divination spell; a hiring sage, or some other source of information divulging the dagger's secret to the PCs. Finding the dagger's location is not difficult. A bard can recall the tale of Folnar and his dagger with a Bardic Knowledge check (DC 20), while any discreet queries to the local temples of good or a quick trip to a sage can uncover the dagger's resting place.

Alternately, this adventure could be the conclusion of months of research. A series of tomb excavations and NPC interrogations lead the PCs from city to city, library to library, cult to cult, looking for details on the final resting place of *folnar's dagger*.



THE TARGET

Folnar's old base of operations is a fortified mansion located quite a distance from civilization. The mansion is a low slung, single story building tucked amongst the trees. A narrow but distinguishable trail winds two miles from the main road to the mansion. While the place is isolated, its inhabitants keep in close touch with the outside world, and travelers to and from the mansion are common. In addition, a small, fortified guardhouse sits off the main road near the path that leads to the mansion. This serves as the central headquarters for the local guards who patrol the roads against bandits, orcs, and other threats to travelers. The guardhouse and the mansion have a mutual defense pact in place, and if either is attacked the defenders sound a great signal horn to draw their allies into the fight. A group of warriors, paladins, and wizards staff Folnar's mansion. 24 1st-level warriors led by a 3rd-level paladin man the guardhouse. Use the temple guard stats for the warriors and Sir Beaugard's stats for the paladin commander.

ROSTER OF DEFENDERS

Temple Guards, Human War1: CR 1/2; M (humanoid); HD 1d8; hp 5; Init +0; Spd 20 ft.; AC 16 (+4 scalemail, +2 large wooden shield); Atks Longsword +3 melee (1d8+1), light crossbow +1 ranged (1d8); AL LG; SV Fort +2, Ref +0, Will +0; Str 13, Dex 10, Con 11, Int 10, Wis 11, Cha 11. Skills: Jump +5, Ride +4, Swim +5. Feats: Point Blank Shot, Weapon Focus (longsword). All temple guards are armed with longswords, light crossbows, 20 bolts, scalemail, and large wooden shields, each guard carries a *tanglefoot bag* and a *thunderstone*.

The temple guards are eager recruits selected for their loyalty, bravery, and potential. They hold an ardent belief in living up to Folnar's legacy and fight to the death. They wear red tabards emblazoned with a blue star over their armor.

Carrel and Simryl, Human Wiz3: CR 3; M (humanoid); HD 3d4+6; hp 15, 13; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex); Atks Dagger +0 melee (1d4), light crossbow +3 ranged (1d8); SA Spells; AL LG; SV Fort +1, Ref +3, Will +4; Str 8, Dex 14, Con 12, Int 14, Wis 11, Cha 11. Skills: Alchemy +8, Concentration +7, Knowledge (arcana) +8, Knowledge (religion) +8, Spellcraft +8. Feats: Combat Casting, Dodge, Scribe Scroll, Toughness. Carrel's Spells: (4) 0: *daze*, *flare*, *ghost sound*, *resistance*; (3) 1st: *color spray*, *mage armor*, *ray of enfeeblement*; (2) 2nd: *blindness*, *web*. Simryl's Spells: (4) 0: *daze* (x2), *light*, *ray of frost*; (3) 1st: *magic missile* (x3); (2) 2: *acid arrow*, *flaming sphere*. In addition to the daggers, light crossbow, 10 bolts, and robes, Carrel also carries a *wand of magic missiles* (25 charges) and Simryl carries a *wand of burning hands* (27 charges).

Carrel is a tall, lanky mage with short blond hair. He wears plain blue robes and prefers to avoid any direct combat, relying on warriors to screen him while he uses his magic to hinder the PCs. He turns and runs if attacked in melee. Simryl is the classic fire and thunder wizard, her red hair reflecting her fiery temperament. She pours her spells into the party with reckless abandon and then moves to the front to make use of her wand. She fights to the death.

Sir Beaugard, Human Pal3: CR 3; M (humanoid); HD 3d10+9; hp 31; Init +0; Spd 20 ft.; AC 16 (+6 banded armor); Atks Greatsword +6 melee (2d6+2), shortbow +3 ranged (1d6); SA Smite evil; SQ *detect evil*, *divine grace*, *lay on hands*, *divine health*, *aura of courage*, *remove disease*, *turn undead*; AL LG; SV Fort +9, Ref +4, Will +6; Str 14, Dex 10, Con 16, Int 6, Wis 14, Cha 16. Skills: Ride +7. Feats: Cleave, Power Attack, Weapon Focus (greatsword). He carries a greatsword, banded armor, shortbow, and 20 arrows.

Sir Beaugard is likable but dense and lazy. He looks the part of the hero, with chiseled features, blue eyes, and blond hair. However, as soon as he gives an order, his inability to deal with tactics or anything else requiring mental acuity is readily apparent. He tends to get by on his charm and looks, though he means well and is wise enough to follow orders to the letter. Fergus and the others like the lad too much to take him to task for his incompetence.

Sir Alec, Lady Dovetree, Lady Tressa, Human Pal1: CR 1; M (humanoid); HD 1d10+1; hp 11; Init +0; Spd 20 ft.; AC 16 (+4 scalemail, +2 large wooden shield); Atks Masterwork longsword +5 melee (1d8+2), shortbow +2 ranged (1d6); SQ *detect evil*, *divine grace*, *lay on hands*, *divine health*; AL LG; SV Fort +4, Ref +1, Will +2; Str 14, Dex 10, Con 12, Int 10, Wis 13, Cha 13. Skills: Diplomacy +5, Knowledge (religion) +4, Ride +4. Feats: Weapon Focus (longsword), Weapon Focus (shortbow). Each of these three paladins carries a masterwork longsword, scalemail, large wooden shield, shortbow, and 20 arrows, *potion of heroism*.

These three paladins see their duty in the mansion as a mere stepping stone to greatness. They fight to the death, and eagerly engage their enemies in battle.

Arriana, Desmond, Macguire, Human Wiz1: CR 1; M (humanoid); HD 1d4+3; hp 7; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atks Dagger +0 melee (1d4), light crossbow +1 ranged (1d8); SA Spells; AL LG; SV Fort +0, Ref +1, Will +3; Str 10, Dex 13, Con 11, Int 14, Wis 11, Cha 11. Skills: Alchemy +6, Concentration +4, Knowledge (arcana) +6, Knowledge (religion) +6, Spellcraft +6. Feats: Combat Casting, Scribe Scroll, Toughness. Arriana's Spells: (3) 0: *flare* (x2), *resistance*; (2) 1st: *color spray*, *mage armor*. Desmond's Spells: (3) 0: *daze* (x2), *light*; (2) 1st: *magic missile* (x2); Macguire's Spells: (3) 0: *daze* (x2), *ray of frost*; (2) 1st: *burning hands*, *grease*. Each is armed with daggers, light crossbows, 10 bolts each, robes. Desmond carries a *wand of color spray* (18 charges).

Arriana most often works with Carrel, and her tactics and demeanor mirror the cautious outlook of her mentor. Desmond and Macguire both readily accepted their posting at the mansion as an opportunity to hone their battle skills. Both see the PCs as another test of their combat ability and fight to the death.

Sir Fergus, Human Pal5: CR 5; M (humanoid); HD 5d10+10; hp 44; Init +1 (Dex); Spd 20 ft.; AC 17 (+6 banded armor, +1 Dex); Atks Masterwork greatsword +10 melee (2d6+3), shortbow +6 ranged (1d6); SA Smite evil; SQ *detect evil*, divine grace, *lay on hands*, divine health, aura of courage, *remove disease*, turn undead, spells; AL LG; SV Fort +8, Ref +4, Will +5; Str 16, Dex 12, Con 15, Int 11, Wis 15, Cha 14. Skills: Diplomacy +10, Knowledge (religion) +8, Ride +9. Feats: Cleave, Power Attack, Weapon Focus (greatsword). Spells: (1) 1st: *divine favor*. Fergus is equipped with a masterwork greatsword, banded armor, shortbow, and 20 arrows.

Sir Fergus is an old campaigner, his gray beard and salt and pepper hair a testament to his length of service in the forces of good. He is a capable if cautious commander who believes that where and when you strike is just as important as how hard you hit.

Sir Corrik, Human Pal2/Wiz5: CR 8; M (humanoid); HD 2d10+5d4+7; hp 31; Init +3 (Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 bracers of armor); Atks Masterwork longsword +8 melee (1d8+2), light crossbow +7 ranged (1d8); SA Smite evil; SQ *detect evil*, divine grace, *lay on hands*, divine health, aura of courage, *remove disease*, turn undead, spells; AL LG; SV Fort +8, Ref +7, Will +9; Str 14, Dex 16, Con 13, Int 16, Wis 14, Cha 16. Skills: Alchemy +11, Craft (blacksmith) +13, Concentration +11, Diplomacy +5, Heal +4, Knowledge (arcana) +11, Knowledge (religion) +13, Ride +5, Spellcraft +11. Feats: Craft Magic Arms and Armor, Combat Casting, Dodge, Point Blank Shot, Scribe Scroll, Weapon Focus (longsword). Spells: (4) 0: *daze*, *detect magic*, *read magic*, *resistance*; (4) 1st: *mage armor*, *magic missile* (x2), *summon monster I*; (3) 2nd: *glitterdust*, *mirror image*, *summon swarm*; (2) 3rd: *lightning bolt*, *stinking cloud*. Sir Corrik possesses a masterwork longsword, light crossbow, 10 bolts, robes, +2 bracers of armor, wand of hold person (32 charges).

Sir Corrik was once a paladin, but long ago gave up the path to study magic. While still a champion of good, his drive for justice and faith in the gods was eclipsed by his hunger for magical knowledge. Once a competent commander, he is now far too absorbed in his studies to properly maintain the garrison.

Guardian Hounds: CR 2; M (outsider, 4 ft. long); HD 2d8+2; hp 11; Init +3 (Dex); Spd 50 ft.; AC 15 (+2 natural, +3 Dex); Atks Bite +3 melee (1d6+1); SQ: *See invisibility*, scent; AL LG; SV Fort +4, Ref +6, Will +3; Str 12, Dex 16, Con 13, Int 8, Wis 10, Cha 12. Skills: Listen +4, Spot +4, Wilderness Lore +6. Feats: Track.

These creatures were dispatched to the mansion to help preserve Folnar's legacy and to defend his home from invaders. The hounds know that the dagger could free R'Godae. At least two of them keep watch in room #3 at all hours.

The mansion's defenders maintain a total of 3,000 gp in coins, gems, and other trinkets stored in their rooms. Each named defender (everyone but the warriors) also carries a *potion of cure light wounds*.

PHYSICAL STRUCTURE

The mansion is made of stone and bricks and is designed to withstand an open assault. While it lacks the complicated defensive structures of a castle, it is stoutly built and can absorb a lot of punishment.

- The foot-thick stone outer walls have a Hardness of 8 and 90 hit points. Punching a hole through walls in one action requires a Strength check (DC 30).
- The inner walls are also crafted of stone but are only 6 inches thick, giving them Hardness 8, 44 hit points, and a break DC of 25.
- The outer doors are ironbound wood, Hardness 5, 20 hit points, and a break DC of 23.
- The interior doors are not quite as tough as the outer doors, having a Hardness of 5, 15 hit points, and a break DC of 18.

DAILY ROUTINE AND PLANS

The defenders are divided into three shifts. During any given eight-hour period, one shift is on duty, another is relaxing, training, or taking care of chores around the mansion, and another one sleeps. Each shift consists of four guards, a first-level paladin, and a first-level wizard. Sir Alec and Arriana work with the first shift and are on guard from midnight to eight in the morning. Lady Dovetree and Desmond work with the second shift from eight in the morning to four in the afternoon. Lady Tressa and Macguire lead the final shift, guarding from four in the afternoon to midnight. The guardian hounds do as they please. Usually two sleep, relax, or play while the other two walk the perimeter of the mansion, keeping within fifty feet of the mansion. The guards on duty have come to heavily rely on the hounds. Once, they actively patrolled with the hounds, but now two guards stand at each door to the mansion, along with either the wizard or paladin on duty (determine randomly which door each chooses to guard that day). If the weather is bad, the guards may choose to simply stay indoors, in rooms 2 and 6 as appropriate for the door they guard.

Sir Fergus and Sir Beaugard serve as lieutenants, each responsible for the overall defenses of the mansion for a 12-hour shift. Sir Fergus watches things from 8 AM to 8 PM, while Sir Beaugard takes the night shift. Sir Fergus takes a very active interest in his duties, moving between

both guard positions and often accompanying the hounds on their patrol. He is always in full armor while on duty, and guards tend to be more active in pursuing any strange sights or sounds. At night, though, Sir Beaugard takes the reins and the guards are much more lax. While he is liked by his companions, Beaugard is an incompetent commander who is far too easy on his men. Somewhat overconfident, he does not even wear his armor during his watch, opting to keep it in his room, and often allows his men to stay in rooms #2 and #6 rather than stand watch outside at night.

Sir Corrik is the overall commander of the mansion. However, he long ago abandoned his martial training to study magic. His primary motivation in accepting this posting was the opportunity it gave him to spend his days studying. He is usually in the laboratory with Carrel and Simryl. The three of them sleep until 8 AM, and otherwise spend most of their time in the lab. Typically, the off-duty level-one wizard is also in the lab.

TACTICS

It is highly recommended that you utilize a dry erase map or somehow layout the table for miniatures. Keeping track of everyone's location and the location of rooms and door is essential here. There are a lot of NPCs to maintain, and it was found during playtesting that an additional GM keeping track of the characters smooths combat along. GMs interested in running a shorter version of this adventure, can cut back on the number of NPCs and reducing the PCs level as well.

In the event of an attack, the defenders attempt to muster a response to the threat as quickly as possible. The soldiers and followers of Folnar's Manor train diligently for this sort of response and it is their duty to protect the dagger at all costs. If morale become an issue, roll a 1d20. On a 1, a soldier flees from battle. This is never true of paladins.

First, each sleeping and off-duty defender requires one minute to hastily don his armor, which imposes a -1 AC penalty. A defender who takes four minutes to suit up does not suffer this penalty. Heavier armor takes much longer than four minutes to put on and it is unlikely that any of the guards take this long, especially if the horn sounds.

Second, all defenders move to room #2, where Sir Corrik (or whoever is the highest level surviving officer) rallies them and dispatches orders. If they see an intruder before making it to room #2 they immediately move to attack. The wizards work hard to avoid melee, preferring to let the paladins and warriors absorb the brunt of any assault. The defenders take every opportunity to outflank attackers by dispatching troops to move down side corridors and take the enemy from the rear. For example, if the guards discover the PCs in room #7, they attempt to organize attacks against them from both the corridor to the north and room #3.

If Sir Beaugard assumes command, however, the defenders' tactics become much simpler. Beaugard relies on blind charges to carry the day, and may make such blunders as ordering soldiers guarding a wizard to abandon their post and investigate some odd noise. Normally, the commanders play it conservatively and prefer to wait for reinforcements rather than embark on any wild goose chases that separate the garrison or draw them away from the mansion. Beaugard, on the other hand, is a fool who charges unthinking into battle without stopping to consider such possibilities as an ambush or other trickery.

The warriors first use their *tanglefoot bags* and *thunderstones* before engaging in melee, if it all possible. The use of *thunderstones* at the guardhouse have an opportunity to alert the guards at the main Manor of intruders. Each time a *thunderstone* is used, make a Listen check (DC 20) for each hound and guard on duty at the manor. It takes 15 minutes to get from the Manor to the Guardhouse.

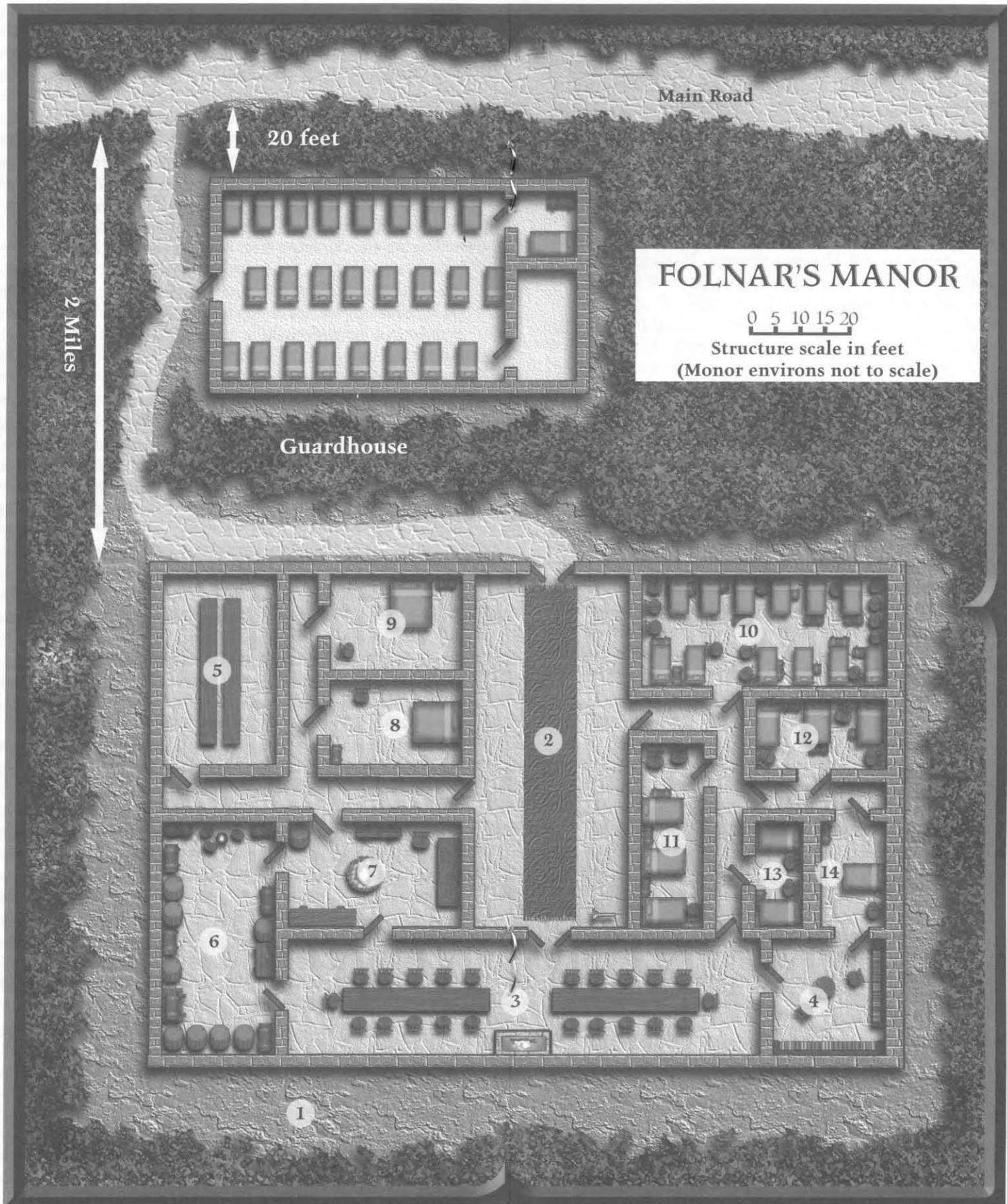
All of the defenders are leery of harming their fellows and do not target any items or spells in such a way that could harm their allies. The paladins equipped with *potions of heroism* drink them as soon as they move within sight of the PCs, while the wizards armed with wands use their prepared spells first, unless their wands provide a more useful spell.

The guards on duty at the time of an attack are responsible for sounding the horn (*see area #2 described below*) to summon help from the nearby guardhouse. Guards arrive fifteen minutes after hearing the horn. If the PCs overwhelm the guards on duty at the front door, the remaining defenders attempt to sound the horn. However, they do not avoid combat in favor of retrieving the horn unless the situation becomes desperate. The defenders fight to the death.

If the PCs attempt to flee, the paladins chase them but do not move more than 100 feet from the mansion, for fear of leaving it undefended in case the first attack was merely a ruse.

If the PCs attack and are beaten back, the mansion puts out a call for reinforcements. The guardhouse dispatches a messenger escorted by six warriors to the nearest settlement, and within five days another 4d6 warriors accompanied by 2d4 3rd-level paladins arrive at the mansion. It is possible for the PCs to plan an ambush, in which case the mansion send another messenger, this time escorted by paladins (dependent upon who survived). It is possible that the villagers sense that something is amiss and find some good adventurers to help against the PCs.

In addition, the guardhouse doubles its garrison. The mansion also doubles the watch and all guards who are not sleeping move about in full armor, whether they are on duty or not. This heightened state of security stays in effect (for all intents and purposes) indefinitely. Should the PCs choose to 'wait it out', the GM should have security return to normal in 1d4 weeks.



FOLNAR'S MANOR
 0 5 10 15 20
 Structure scale in feet
 (Manor environs not to scale)

* Permission to photocopy pages 8-9 is granted for personal use only.

RECONNAISSANCE AND POTENTIAL PC PLANS

Smart PCs probably attempt to learn something about the mansion and its guardians before launching a direct assault. Here is a brief summary of what they can learn:

Through simply observation, they learn the guard shifts and who is in charge and when.

If the PCs make some discreet inquiries at the guardhouse, they learn of the garrison's plans to reinforce the mansion if needed. However, the mansion's defenders do not move to aid the guardhouse. If attacked by an overwhelming force, the guardhouse garrison attempts to flee to the mansion.

Beaugard is clearly incompetent. He stands in strong contrast to the more professional Sir Fergus. If the PCs are able to sneak into the mansion, they may overhear him bragging about the mansion's defenders or dismissing any potential threat from attackers.

Sneaking into the mansion is difficult with the hounds around but not impossible. The hounds sometimes wander away from the mansion, and if they are quietly disposed of, it is some time before anyone misses them.

If the PCs pose as travelers, they may have trouble dealing with the paladins' *detect evil* ability. The garrison does not attack anyone without provocation, but they do politely ask evil PCs to move along. Unless the character is obviously wounded or hungry, they are encouraged to seek shelter food, or other assistance at the guardhouse. If Fergus is in command, he flatly refuses anyone who wants entrance to the mansion. A sob story or flattery, on the other hand, easily sways Beaugard.



MAP DESCRIPTION

1. OUTSIDE AREA

No trees stand within fifty feet of the mansion and no cover is available between the trees and the building. Besides the front and side doors, no other points of entry are visible. The mansion looks much like a bunker, lacking any windows or other weak points.

2. ENTRY WAY

As they do in the rest of the mansion, *continual flame* torches light this hall. Designed to welcome guests, a rich red carpet adorns the floor, and a golden chandelier hangs from the ceiling. A large, bronze horn hangs from a chain set in the wall in the southeast corner of the room.

This is the signal horn used to warn the garrison at the guardhouse should the mansion come under attack.

3. FEAST HALL

A rectangular wooden table surrounded by many chairs and stools fill this long room. Above the fireplace to the south hangs a portrait of Folnar, who appears as a grim faced human with thin, white hair and a salt and pepper goatee. Hanging below the portrait is a plaque dedicating the mansion to Folnar. On the mantle below the plaque rests Folnar's dagger.

The dagger on the mantle is *folnar's dagger*. (see *New Magic Item*, pg 14).

The guardian hounds not currently on patrol often spend their time here.

In case of an attack, Sir Corrik attempts to grab and use the dagger, preferring to activate its *dimension door* ability to outflank attackers. If the PCs grab the dagger and attempt the ritual (either during the attack on the mansion or afterwards) see *ritual*, page 12.

4. STUDY

Two plush chairs and a low, round wooden table stand at the center of this room. Massive bookshelves that hold a variety of tomes cover the walls.

5. LABORATORY

Two workbenches covered with beakers, vials of noxious liquids, and various tools are set in the middle of this room.

The wizards spend much of their time here researching and practicing magic.

6. STORAGE

Barrels of food, casks of ale, weapons, armor, and other mundane supplies lie neatly stacked throughout this room. Three wooden stools and a brazier stand near the door for the guards' use while on duty.

7. KITCHEN

A large cooking pot hangs over a small fire pit here. Shelves along the walls hold spices, herbs, and cooking utensils.

8-14. BEDROOMS

Each of these bedrooms features a bed, footlocker, and chair for each occupant. The list below indicates sleeping assignments for each room:

- #8 Sir Corrik
- #9 Carrel
- #10 The 12 guards
- #11 Beaugard and Fergus
- #12 Alec, Desmond, and Macguire
- #13 Arriana, Dovetree, and Tressa
- #14 Simryl

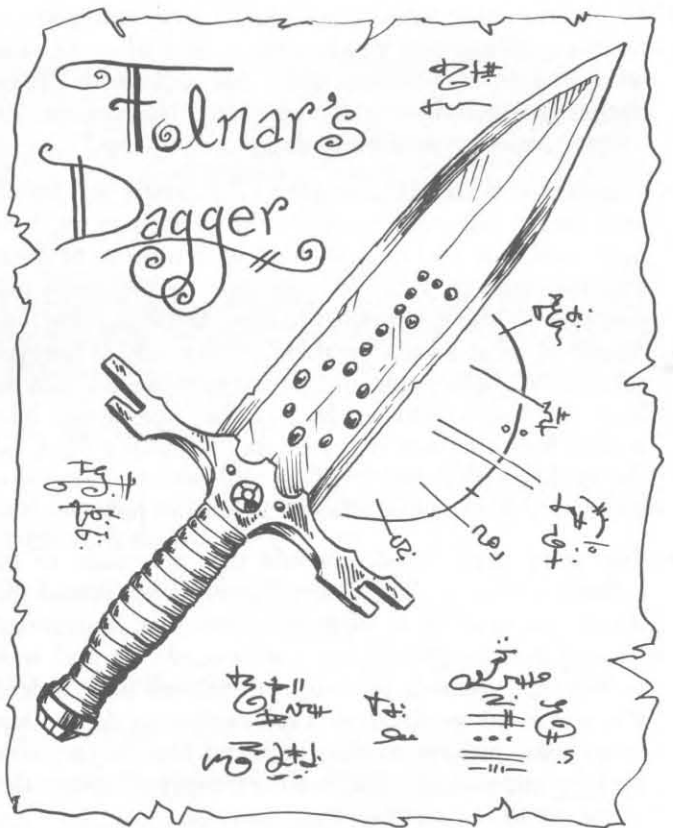
While the officers' bedrooms are far less cramped than their underlings', all of the rooms feature the same austere furnishings and decorations. If the PCs carefully search the bedrooms, they find trinkets, baubles, coins, and gems worth a total of 3,000 gp. If the PCs somehow manage to talk their way into the mansion, the on-duty officer allows them to sleep on the floor in room 10.

RITUAL

Performing the ritual is simple. GMs looking to enhance play may wish to use the demon summoning rules from the *Evil* book. In such an instance, the dagger is the primary focus object for summoning and the PCs are merely there to facilitate the process. Have one of the PCs know the ritual or at least own a book detailing how it is performed. Draw out the summoning process as long as you like. Increase suspense by asking for Will and Fort saves. Once completed the ritual is completed, one of the following occurs:

- R'Godae is in fact a powerful demon. How powerful is up to the GM. Effectively, the adventure is over, but the PCs, if they've done their homework, will know how to exploit the situation. The PCs now have their very own demon, freed from a life of solitude and anguish. Whether or not R'Godae tries to escape is up to the GM.

- The stories were false. The dagger is only one piece of the puzzle. There are four more daggers, and each has its own powers over times, space, life and death. These daggers were hidden away by Folnar. No one person knows the location of every dagger.
- Once the ritual is complete the smell of smoke and decay fills the room. Nothing appears to have happened, but everyone is filled with a sense of dread and uncertainty. Take each PC out of the room and describe to them a hellish vision. Elaborate and add details of what awaits on them on the side. When you take the PC holding the dagger of the room, tell him his body has been overtaken by R'Godae. The demon lives within him now and is not leaving without a fight. Let the PC know that over time, he will corrupt, betray and ultimately destroy his fellow PCs, but not just yet.
- The story that R'Godae would owe servitude to his rescuers is exactly that, a story. His followers spread this rumor far and wide after R'Godae was imprisoned, hoping to spur greedy and evil wizards far and wide to research methods to restore their dark lord. Indeed, R'Godae is far too much of a self-respecting demon lord to let some pitiable mortal command him. In fact, after his long imprisonment he is quite hungry. R'Godae takes a bite out of the nearest living creature.
- The PCs do not summon R'Godae. They are instead summoned to R'Godae.
- The dagger doesn't summon a demon, it IS a demon.
- The dagger does in fact summon R'Godae, but it holds open a gateway between our world and the next, where more demons and fiends can make their way here.
- The ancient word for demon has been mistranslated and a dragon, lich, powerful wizard or other beast that cannot be held by a magic circle is summoned.
- R'Godae cannot be held by any magic circle, but he in turn enjoys games. Whenever the PCs ask for something, he uses their wishes as an opportunity to summon more demonic energy into the world, shaping swords, coins, etc., from cursed, unholy souls.
- The dagger is a trap. The demon is summoned, but the PC's memories are wiped clean and they find themselves awake in a ritual chamber, blood everywhere and a dagger in one of their hands. Everything points to a demon summoning, but there is no sign of a demonic being. Perhaps the PCs even think that the demon is one of them...
- The dagger does not summon R'Godae, but a different and more powerful demon or a righteous and stout guardian of the plane of law.



NEW MAGIC ITEM

FOLNAR'S DAGGER

Numerous small red rubies in the shape of a key adorn the blade. The heroic wizard Folnar created it as his personal weapon and imbued it with several magical properties. *Folnar's dagger* is a +2 enchanted weapon. The dagger can cast a *knock* spell as a 15th-level sorcerer twice per day. The wielder must simply speak the command word "freedom" and touch the dagger to a lock or door to activate the ability. The dagger may also cast *dimension door* once per day as a 15th-level sorcerer. The wielder must speak the command word "passage" and slash at empty space, out of which the dagger seems to cut the dimension door.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor, *dimension door*, *knock*; *Market Price:* 32,000 gp.

NEW MONSTER

GUARDIAN HOUND

Medium-size outsider

Guardian Hounds are magical creatures sent from the outer planes by good-aligned deities to aid and defend their followers. The hounds serve as guards over sacred sites and often travel with clerics and important religious figures as guides and scouts.

Guardian Hounds appear as a golden-furred hounds roughly four feet long. They have a sleek, agile build reminiscent of a greyhound or other fast hound. A glint of intelligence marks their golden eyes, and while the hounds cannot speak, they often shift the tone of their barking or use body gestures to communicate with humans.

Hounds are often charged with a particular mission or task by a good deity. Given the hounds' abilities, they quite often serve as temple guardians, patrolling the holy grounds and working with the temple's clerics and warriors. Occasionally, a particularly important person in the church hierarchy is granted a guardian hound as a personal bodyguard. Whatever their capacity, guardian hounds are fearless in the face of evil and fight to the death to protect their charges.

Guardian Hounds also exist in the wild, though this is extremely rare. Their good alignment and sense of responsibility shine through even when they are not under the direct orders of a cleric or other religious figure. Wild guardian hounds often patrol a region of wilderness, fighting off evil humanoids and aiding travelers whenever they can. More than one lost, frightened child has been found safe and sound, bearing a story of the friendly gold dogs that led her to food and shelter and protected her from the elements.

COMBAT

In battle, guardian hounds rely on teamwork and quick strikes to defeat their enemies. Hounds prefer to circle an enemy, barking and nipping at their foe, hoping to distract him while its partner waits for the enemy's guard to falter. In game terms, the hounds make extensive use of the *Aid* Another combat action. Hounds are fearless fighters, and willingly give their lives to defend a location or prevent harm from befalling an innocent. Anyone who can count a hound as an ally has a dependable friend indeed.

See Invisibility (Su): Hounds are gifted with the ability to see invisible creatures. This ability functions as a *see invisibility* spell cast by a 3rd-level sorcerer.

Hit Dice: 2d8+2 (11 hp)	Skills: Listen +4, Spot +4,
Initiative: +3 (Dex)	Wilderness Lore +6
Speed: 50 ft.	Feats: Track
AC: 15 (+2 natural, +3 Dex)	Climate/Terrain: Any
Attacks: Bite +3	Organization: Solitary or pack
Damage: 1d6+1	(2-8)
Face/Reach: 5 ft. by 5 ft./5 ft.	Challenge Rating: 2
Special Qualities: See invisibility,	Treasure: Standard
scent	Alignment: Lawful Good
Saves: Fort +4, Ref +6, Will +3	Advancement Range: 3-4 HD
Abilities: Str 12, Dex 16, Con	(Large); 4-16 HD (Huge)
13, Int 8, Wis 10, Cha 12	

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