

## LIGHTNING

Greetings,

I hope you enjoy fresh air, because I need your skills to protect me in the wilderness tonight. As you may know, strange red lightning often strikes in the foothills near Lantern Lake, and my instruments indicate that another strike is due this evening. I'm told this lightning leaves behind ectoplasmic residue, so I would like to collect a few samples in my new ectoplasm field containers before it all evaporates. Hopefully this will provide us with more insights into the strange phenomena of this region.

I have attached a map to a local hilltop where I would like to meet. The hill should be close to the next lightning strike—but hopefully not TOO close. I'm sure it will be fine.

Dr. Quolorum

## MONOLITH

My valued hirelings!

It would seem the disturbing phenomena in Versex county are only increasing. Apparently disturbed sleep and flashes of heat lightning of a red hue are especially common, and those following the news link these events to the bloody murders of both people and beasts near an ancient Kellid site known as "the monolith." I would like for you to investigate the strange monument, search for any clues linking this to the bizarre events, and deal with any dangerous elements to ensure these dangers no longer plague the area. I am particularly interested in ancient Kellid glyphs that might protect against the occult emanations we are dealing with.

Dr. Quolorum

Trusted associates,

I have discerned something of the nature of these strange phenomena we've seen, and I think I have just the tool that may help. In my office at the Sincomakti School of Sciences in Rozenport you'll find a small vial of a most potent substance that I—and by "I," I mean "you"—will find useful later. It is an experimental magical herbicide. I planned to use it on the ivy growing over my office windows, but our current predicament may call for it instead. You'll find the vial in a cupboard on the wall behind my desk. It glows purple, so you can't miss it. Bring it back quickly so that we can move forward in these investigations.

Dr. Quolorum

My esteemed assistants,

I'm told there is a small village called Dunhob only a few miles from Illirigarde Manor that could have useful information. No doubt the villagers have many stories about the phenomena affecting the region. Additionally, before her disappearance Lady Illirigarde visited the locals occasionally to perform harrow readings and seances. Perhaps we could learn more about her research and disappearance as well. My contacts informed me the villagers of Dunhob are a particularly close-lipped and superstitious lot, so diplomatic finesse may be necessary.

There are also legends of a haunted tavern called The Lucky Lantern in Dunhob that I would like you to investigate. Your mission is to see what secrets the tavern may hold and interview one or two of the local villagers. Happy adventuring!

Dr. Quolorum

My studious aides,

I have acquired permission to send a team into the haunted and abandoned Illirigarde manor. I hope you can gain insight into Lady Illirigarde's research, as she too took an interest in the psychic phenomena plaguing this stretch of the Hungry Mountains. My findings suggest that she was close to a breakthrough when she mysteriously disappeared several decades ago. It is extremely important you recover any tools that will help as we pick up where she left off—especially something her writings call "etheric compasses."

Also, my design for an ectoplasmic container is ready for field tests. These boxes will hold and preserve ethereal material and may be useful to you in this endeavor. I am almost certain they are risk-free.

Dr. Quolorum

## RIGHT TOOL FOR THE JOB

In the other *Phantom Phenomena* quests, the PCs may have acquired special equipment that helps them during the *Epicenter* quest. So long as at least one PC has the associated Special Resource box checked on his Chronicle sheet, the PCs receive one of the associated tool.

**Ectoplasmic Ointment (Lightning):** A PC can apply this greasy unguent to his skin like a magic oil. For the next 24 hours, he receives a +1 resistance bonus on saving throws against mind-affecting effects. If he fails such a save, he can re-roll the saving throw, after which the ointment's effects end.

**Etheric Compasses (Manor):** Dr. Quolorum carries these ghostly devices, which help him sense the phenomena's location. His using one grants each PC a +2 insight bonus on the Will saving throw against the illusory hazard while ascending Diremark.

**Experimental Herbicide (University):** A PC can throw the herbicide as a splash weapon. A direct hit causes Large or smaller plants to wither and die over the course of an hour. Against a plant creature, a direct hit deals 1d8 points of damage and bestows 1 negative level. Every plant creature within 5 feet of where the herbicide hits takes 1 point of damage. Alternatively, a PC can coat a metal weapon in the herbicide, much as he would apply a poison. The next creature struck takes damage as though it were directly hit with the herbicide.

**Eye of Gorum (Monolith):** This is an ancient kelled symbol. Scribing or painting it on one's armor, clothing, or shield grants the PC a +1 sacred bonus to AC against the cereberic fungus's attacks. Any number of PCs can use this tool.

My most capable allies,

This is it! I have finally triangulated the source of the intriguing phenomena near the peak of Diremark in the eastern reaches of the Hungry Mountains. It's so obvious in hindsight, considering the legends of the place, that I'm surprised nobody thought of it sooner.

Given the highly charged nature of the ether right now, it's best if I accompany you to the source to learn what has transpired. Meet me on the slopes of Diremark and we'll put this mystery to rest before the new semester begins and I return to the drudgery of reading first-year essays on the ethical questions raised by charm spells.

Huzzah!

Dr. Quolorum