

TSS3-05

For The Family's Honour

A One-Round D&D LIVING GREYHAWK®
A Meta-regional Adventure Set in The Splintered Sun

Version 2.0

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A simple mission to carry a scroll from Irongate to Silvervale in Onnwal, but is anything ever simple when you have to travel through the Headlands and into Onnwal? An adventure for APLs 2-8.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to *LIVING GREYHAWK* games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure – round up.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will

receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: *LIVING GREYHAWK* adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a *LIVING GREYHAWK* adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one round Meta-regional adventure, set in The Free State of Onnwal in the Splintered Sun. Characters native to The Splintered Sun pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per round. Rich Upkeep costs 50 gp per round. Luxury Upkeep costs 100 gp per round.

Adventure Summary and Background

The horrors of war often make men perform the most questionable acts, but also serves to show the true nature of men.

One to receive such a revelation was Sedorb Brandrenn and his younger brother, Avorn, and Avorn's 11-year old son Cavius serving as page. The two young warriors, followed their father, a vassal of Baron Halshas Geldrenn, to the campaigns of Idee in early 582 CY. Little did the idealistic pair of siblings realise the horrors that they would endure, least of which was the loss of a father, who died thrusting the family axe into the hands of his eldest son, nor did they realise that in their homeland a new enemy bid its time, sharpening its knives and awaiting the time to strike.

During the bloody liberation of an Ideean hamlet that cost them many a good man, Avorn and his son were shocked to discover that Serdorb, whose soul had darkened with each passing slaughter they had witnessed, was assaulting an Ideean woman, demanding a "soldier's pay" for her liberation.

Avorn shot Serdorb across the cheek with his crossbow. Getting his brother's attention, he sagely pointed out that he was dishonouring the family's honour and the sacrifice of the men they had fought for. He also pointed out Serdorb's weapon, the ancestral axe *Spiritus Cærimonia* (roughly translated from Old Oeridian, Spirit of Heroes) lay just beyond reach.

Unable and unwilling to kill his brother, he had his son remove the axe and his brother's mail. In this time there gathered the remaining Onnwalish men, who saw the sorry scene and the majority of them, being men of honour sided with Avorn. Shamed by his actions and the loss of his axe, Serdorb left the village, stripped of his dignity and his equipment.

It may be his dishonour saved his unworthy hide – as when the sun fell the retaliation of Ivid's men claimed the life of Avorn Brandrenn and his men. When a column of Sunndian scouts, led by a priest of Trithereon named Evannal, came to the village they found naught alive – save for the catatonic form of Cavius, clutching the *Spiritus Cærimonia* tightly in his hands which in the hands of a true innocent had regained its natural luster.

So it was, once the Greyhawk Wars ended that Cavius was led by his new benefactor to Queslor, a village located in the county of Stalveard on the Pawluck River close to the Vast Swamp. Being a priest of Trithereon, Evannal recognised the craftsmanship of the *Spiritus Cærimonia* and also that it was blessed of Heironeous. He reverently placed the axe within the shrine of Trithereon within Queslor, among the other weapons that adorned it in memorial to those who died to keep Sunndi and the Iron League safe. For many summers the *Spiritus Cærimonia* hung quietly. Evannal took it upon himself to train his young charge and it soon became obvious that Cavius wanted to be an archer, and with the death of his father engrained upon his memory he found the teachings of Trithereon appealing.

After one summer learning the teachings of the Summoner, Cavius returned home in time for the Festival of Freedom, a celebration of the actions of Commandant Osson of Almor, who liberated Sunndi from the yoke of the Great Kingdom. On the night prior to the festival, it was customary for an honour guard to stand an all-night vigil to be held in Queslor for those who had died in the conflict.

Before first light, Cavius and Evannal had almost finished the vigil in the church when they heard the sound of an intruder keeping to the shadows. Cavius and

Evannal investigated, taking opposite ends of the chapel. Just as Evannal reached the weapons the intruder, a tall man stood up and slew him with the *Spiritus Cærimonia*. As the killing blow was struck, the figure stepped into the moonlight of the chapel and Cavius recognised the face of his uncle.

Serdorb escaped, Cavius went to the priest. Evannal, whose mind was obviously not working given the gaping chest wound did not recognise his adopted son asked him in uncertain terms who he was before passing beyond the veil of this life. Finally it seemed to Cavius as if the teachings of Trithereon made sense on a greater level – now he must avenge the dishonour of his family, and avenge his adopted father. What had once been a symbol of the past had become a symbol of revenge!

He would have to travel to Onnwal... and he would find his uncle and kill him. With this the adventure begins...

Introduction

The scenario begins with the PCs meeting a possible client in the Free City of Irongate. A dwur merchant named Khaladhur Gerazhel - a dealer in silver ore - wishes to hire them to carry a missive to Halshas Geldrenn, the Baron of the Cantred of Silvervale in Onnwal.

Irongate, the Fortress City, once the armoury of the Overkings, now the bastion of all those that oppose the tyranny of Aerdy on one hand, and the machinations of the Scarlet Sign on the other. The metropolis bustles about you as you make your way to your appointment in the Temple of Zilchus. You have been contacted by a dwur merchant - one Khaladhur Gerazhel - who has some interest in your services.

The high pillared loggia in front of the temple's main entrance is busy with traders and agents making and sealing deals, all under the watchful eye of the clergy of the Lord of Coin, who witness and bless the contracts (for a small donation, of course).

Gerazhel is waiting patiently by the main doors of the temple, idly tugging at his well-groomed beard. Spotting you, he approaches and bows deeply.

"Khaladhur, son of Gheradhur, son of Khalazhad, son of Helvudhur, son of Khalerhad, at your service, worthy sirs."

Khaladhur Gerazhel, Merchant of Irongate.

Appearance: Khaladhur is a portly dwur a century and half of age. He wears his black beard gathered in the middle by a plain silver beard ring, and is dressed in plain, functional but finely woven woollen garments.

Character: Khaladhur is a shrewd and wily dwur merchant of some means. His interests lie in precious metal ores and he is hoping to open up a new source of ore in Onnwal, if he can agree terms with Baron Halshas Geldrenn of the Silvervale. He wants the PCs to carry his terms for the deal to Geldrenn safely and is willing to offer between 20 and 50 gold dragoneyes a head (obviously he'll start with 20 and allow himself to be haggled up to 50 at most).

Once the price is agreed, Khaladhur will advise the PCs to follow the Cliffway through the Headlands as far as Kurstand and then to cross the Silverstream following the river's course north to Silvervale.

Allow the PCs to do any necessary shopping in Irongate prior to departure. Irongate is a metropolis and has a GP limit of 100,000 gp, but the PCs can only buy what items they have access to as per the *LIVING GREYHAWK Campaign Sourcebook*. Once the trip begins, it takes six days to travel to Onnwal. Read aloud the following: -

For the past few days, you have travelled through the Headlands on the Cliffway. The road has fallen into great disrepair since the Wars and the glory days of the Iron League, and the going is somewhat harder than you expected. It is little surprise you think, that the seeming limitless maze of limestone hills were haven to so many of Onnwal's worthies at the time of the Occupation. Though rough the terrain is lush, but there is little telling what secrets and dangers lie hidden in the labyrinth of the Headlands. The Azure Sea glistens off to your left as you finally start to descend down from the heights and find yourselves in Free Onnwal.

Passing through the village of Kurstand, you journey on through the fertile and pleasant Azure Coast of Onnwal. The countryside abounds with tilled fields, olive groves and orchards. Approaching noon on your fourth day out from Irongate, you reach the tiny port of Haylind, where the Silverstream reaches the Azure Sea.

The trail north to Silvervale and the end of your quest and your payment lies to the right, following the east bank of the river. The road ahead leads over a small stone bridge and west to Longbridge.

As you pass through the village, you can see in the distance the glints of armour moving east along the Cliffway. A pair of riders, one bearing a large banner that flutters in the wind are riding hard towards you.

Allow PC's to prepare, send out familiars etc, and then continue with Encounter One.

If the PCs ask, the banner shows a sable field with a gleaming argent axe bearing the symbol of Heironeous on its blade. A Knowledge (nobility & royalty) check (DC 25; DC 20 if home region is Onnwal) recognises this as the crest of the family Brandrenn.

Encounter One: The Family

It is assumed here that the PCs will cross the river, alter the boxed text that follows if they choose not to, it will take them one round to cross the bridge.

Drawing nearer, you notice that the lead rider appears to be a knight of some sort. His surcoat is of a black and white checkered pattern with the symbol of a battleaxe across the chest. His shield bears the same device. His squire wears a plain surcoat of a matching black and white checkered design, They thunder past you with barely a glance and press on towards Silvervale in a cloud of dust.

Roll a Spot check (DC 40) for each PC/familiar/animal companion in secret. All that succeed get to act in the surprise round.

Suddenly, from a dense olive grove to the left of the road, you hear a voice with a Sunndian accent shout out "For the family's honour."

An arrow streaks from the trees and strikes the knight in the side, punching through his armour and toppling him from his mount.

The PCs should attempt to apprehend the archer who is none other than Cavius.

APL 2

☛ **Cavius of Questor:** Clr1 – Trithereon/Ftr3, hp 34; see Appendix 1.

APL 4

☛ **Cavius of Questor:** Clr1 – Trithereon/Ftr5, hp 50; see Appendix 1.

APL 6

☛ **Cavius of Questor:** Clr1 – Trithereon/Ftr7, hp 66; see Appendix 1.

APL 8

☛ **Cavius of Questor:** Clr1 – Trithereon/Ftr7, hp 66; see Appendix 1.

Tactics: After taking his initial shot Cavius will flee.

Prior to him springing the ambush Cavius has lurked here for quite some time awaiting his prey. He has constructed a small hide for himself, which gives him an excellent view of the track (allowing him to easily spot the PCs and his quarry) and gives him a +10 bonus to his Hide check.

Prior to taking his shot Cavius coats himself in *dust of disappearance* and quaffs a *potion of haste*. This item functions as *improved invisibility* – i.e. he does not become visible after shooting and spells like *see invisibility* and *invisibility purge* are ineffectual against him.

Immediately after shooting at Serborh he will flee, moving away from the PCs through the grove. Once out in the open he will flee away from the PCs. If somehow the PCs struggle through the dense olive grove, make an incredible Spot check (bearing in mind the distance he will be at) and continue the chase he will simply run as fast as he can (don't forget the extra movement given to him by the *potion of haste*). The woods in front of Cavius' position are particularly dense and will halve the PCs movement rate for their first movement into the woods. Cavius is immune to this movement penalty, as he has taken the time to cut (and then conceal) a small pathway from his hide toward the river.

If Cavius is captured there are contingencies included in Encounter Five where Cavius is handed over to Serdorb.

If the PCs have lost track of Cavius and return to the road, they can speak with the knight- who is of course Serdorb Brandrenn.

The knight approaches you and removes his helm. Standing tall, the first thing you notice is his platinum blonde hair and a deep scar that runs across his left cheek. Mature in years he looks some 45 or so summers old. His clothes and full suit of chainmail give the appearance of a man of breeding.

"Greetings, I am Serdorb Brandrenn, vassal of the noble House Geldrenn. My thanks for your efforts on my behalf, though they have been fruitless. It is well that such kindness is yet to be found in Onnwal in these dark times, when a gentleman cannot even ride his highway without fear of attack or ambush.

"My keep lies on the road to Silvervale. As recompense for your efforts on my behalf, will you accompany me that far? In return I offer a warm bed, good food and a night with no fear of attack. What do you say?"

The PCs have the choice to accept or not.

It may be worth noting that should the players ask that it is highly unlikely that they would reach Silvervale

today if they were to continue their march straight through, and so would be spending a night under the stars.

As for the message – Serdorb shall not take it from the PCs. If the message was explicitly to be given to Halshas, he reasons that it should be given to the Baron.

If the PCs decline, read to them the following:

"Should you pass this way again, you would be most welcome dinner guests. I must be off, my thanks once more," Serdorb says.

He turns and strikes off at a brisk pace up the path towards Silvervale.

If the party accept then go to Encounter Two. If not go to Encounter Three.

Encounter Two: Dinner Date

This encounter leads on from Encounter One.

As the sun starts to sink in the west, you come to the point where a small tributary joins the Silverstream. On the far bank a fortified keep stands, commanding the fork formed between the two rivers. As you draw closer, it is clear that the walls have been recently repaired. Ahead of you a rough wooden bridge spans part of the river and the drawbridge is lowered to form the final span of the bridge. The portcullis is down as you approach, but it is quickly raised as you step out onto the bridge.

From what you have seen, the keep is surrounded on all sides by a water-filled moat. As you advance, two guards step out to meet you. They quickly salute Serdorb and step aside to allow you to pass.

As you progress through the gates into the courtyard, in front of you stands an impressive fortified manor house. Four stone pillars rise up, flanking a stone staircase that takes you up to the main doors. To your left is a well and behind that appears to be a barrack room. To your right come the unmistakable scent of horses and as you look you see the stables.

The stable lad will meet any PC's on horseback, and their horses are led off to the stables. Any other animal companions/other types of riding beast are dealt with in a similar way. Role-play this as you see fit.

Serdorb leads you across the courtyard towards the stairs and speaks briefly with a man you assume to be his page, you cannot hear clearly what is said but the

tone is very sharp. The page then goes off into the house.

Serdorb then turns to you. "Come my friends, welcome to my humble home. I have sent Sicas to prepare beds for you. While he is doing that perhaps you would care to join me for a drink, to wash the road from your tongue?"

Serdorb leads you on into an impressive hallway, ahead of you two marble staircases curve up to a small balcony, in front of that stands two impressive marble pillars, and to your right a set of double doors.

Serdorb streaks ahead, throws open the double doors and steps into a large great hall. At the far end sits an attractively carved chair and to the left and right comfortable couches flank the walls. A roaring wood fire burns in an immense fireplace to your far left.

"Come take a seat, your drinks will be here soon, and it has been a tiring day."

How you play out the rest of this encounter is down to the individual DM. Included in DM's Appendix 6 is a plan of the keep.

Things to Note

- The privy is the room to the right of the spiral staircase.
- Serdorb's study is to the right of the privy.
- Serdorb's chamber is to the right of his study. The door through to Serdorb's study and bedroom area is locked unless he or the Page are in there.
- The kitchens are to the left of the entrance and the doors out of it lead to the pantry and to the dining hall.
- The dining hall is to the left of the spiral stairs.
- The PCs room is to the left of the dining hall and is accessed via the small hallway. In this hallway, there is a door out to the courtyard with a set of steps leading down to the door.
- Across the hall are the servant's rooms.
- There are but three servants in total including the cook, Serdorb's page and a stable hand.
- There are 14 guards of which at least 7 will be on duty at any one time.
- The drawbridge is raised at night leaving a twenty-foot gap between the walls and the bridge.

Role-play this how you feel best. The PCs are free to roam the house. However, have Sicas come back to show them to their room and where the privy is, he can point out the door to Serdorb's private chambers as he shows the privy.

- Any PC's using *detect magic* will note Serdorb's battleaxe radiates faint Evocation magic and an amulet he wears round his neck radiates a faint aura of Illusion.
- *Detect evil* comes back negative.
- *Know alignment* gives no result.

Serdorb is friendly, but asks some very probing questions. He wants to gain as much information as possible from the PCs, such as their homelands, their abilities, their capabilities and so forth.

Have him do this over dinner, which is a modest affair consisting of soup, fish, bread and cheese.

At the end of the dinner, read the following.

"Friends, I thank you for saving my life today. I owe you much, and although I know you have pressing business in Silvervale, that I would not want to interrupt, I want to put a proposition to you.

"When your business in Silvervale is completed will you work for me and hunt down the assassin who attacked me today. I will pay you to bring him in dead, preferably, but alive if you must. What do you say?"

The pay will be (per PC):

APL 2: 50 gp

APL 4: 75 gp

APL 6: 100 gp

APL 8: 150 gp

All of the money will be paid on successful completion, no money under any circumstances in advance.

If the PCs accept then role-play out the rest of the night as you see fit. The next morning a full breakfast is served, and the PCs can strike out for Silvervale.

If the PCs decline, Serdorb says he understands, and the PCs can leave for Silvervale the next morning.

Encounter Three: Silvervale

Depending on the PCs actions this Encounter follows either Encounter One or Encounter Two.

You press in to the fertile heart of the Silvervale, passing up Geldrenn's March and through the sun-dappled shade of the Wardwood to the town itself. A ditch and palisade girdle Silvervale, but the town gates stand open with guards present at both sides. As you approach one of them steps forward.

"Halt, State your name and business"

As long as the PCs state that they have business with the Baron, they come from Irongate and appear genuine, they are given directions or Hergada's Rest.

Allow the PCs to get a flavour of the town; there appear to be a number of dwur and noniz around, mostly clustered around a large building site atop a low hill. Here work is proceeding on rebuilding the Baron's Keep, razed during the Wars. A small marketplace stands at the foot of the hill. The PCs have arrived on a fair day, and the market is bustling with traders, artisans and farmers selling the wares and produce.

Baron Geldrenn has raised his standard at Hergada's Rest - a large stone-built coaching inn built around a courtyard in the heart of the town. Once they have presented themselves to the guards, they are shown into what was the common room, but now appears to be an audience chamber of sorts, albeit an unadorned one.

A number of men sit around a long table, discussing maps and papers. Facing you at the far end is a short powerfully built man. He has a short shock of red hair topping his lean, gaunt face. Beside him sits a younger man of perhaps eighteen years, narrow of frame with short-cropped blond hair. The two men, young and old, stare at you with the same intense, gaze and it is plain that they are kin.

"Who are you and what is your business here?" asks the elder man with a gruff accent.

If PC's state they carry a scroll from Irongate for the baron, the elder man will ask to see the scroll. If the PCs enquire as to who he is, he will reply that he is Halshas, Baron Silvervale. Halshas will wait for them to bow and show him the respect due to his title.

If the PCs do not, the younger man, Aerivayle, Halsha's nephew will angrily order them to show proper respect to his uncle, as befits his position as a baron of the Free State. Halshas will treat them coldly and order that they relinquish the message and be gone from his sight. They have now earned the Disfavour of Halshas Geldrenn (see below). Though a fair man, Halshas demands the respect that his title and his deeds during the Wars have earned him and does not take kindly to fools, braggarts or churls.

Anti-noble sentiments will meet a swift response, with the baron's men leaping up from the table and with swords drawn, forcefully "escorting" the offender from the building. If the PCs resist or cause any trouble, they will swiftly be surrounded by two score of men at arms. Halshas will order them to surrender or be slain where they stand, a request he will not repeat more than once. Only an immediate apology will save them from two week's hard labour, breaking stone to rebuild the Baron's

Keep at a cost of 2 TU in addition to the TU costs for the module. Furthermore they have earned the Disfavour of Halshas Geldrenn.

If the PCs are exceptionally stupid and do not surrender, they will be slain by the Baron's men and the module is over for them.

If the PCs get the scroll out to show him, upon seeing the signet he adds:

"You have my thanks and the thanks of the Silvervale. Aerivayle, pay these good people."

"Yes, my lord," replies the younger man.

Refer to the Treasure section for the amount of gold paid to the PCs.

Duly paid, the PCs will be ushered out into the courtyard by the younger blonde man, Aerivayle, the Baron's nephew. Baron Silvervale is a busy man. It's now up to the PCs what they want to do; it is two hours past noon. Food can be bought in the market place, which is also a good source of gossip and information.

As you pass into the marketplace, the smells of cooked meat and fresh bread assail your senses. Your stomach rumbles with hunger. Several people are gathered around a vendor of pies and roast chestnuts. One of them appears to be a trapper, a heavy crossbow strapped across his back. Dressed in rough travel-stained clothes, and with a sack of furs lying at his feet, as he chats warmly with the vendor.

If questioned, this fellow gives his name as Alwyrd, and he states his profession as a hunter and fur trader. He even offers the PCs some of his wares (fox, rabbit and ferret pelts).

☛ **Alwyrd the Furtrapper aka Delras Ulquand**

Appearance: A tall, well-built fellow with a thick, wild black beard that runs nearly up to his eyes, and black unkempt hair. He is dressed in well-worn leathers. His crossbow is always nearby.

Character: Alwyrd comes across as a somewhat boastful backwoodsman, scornful of any obvious city folk or those acting above their apparent station. He speaks in a country accent.

"Alwyrd" is in fact a Hillstalker (one of the elite rangers of Onnwal) named Delras Ulquand. PCs from Onnwal may be familiar with Delras and he with them. However, he will maintain his cover as Alwyrd the Furtrapper, denying with a quick wink that he is called Delras, if the PCs address him so, though perhaps they are thinking of his cousin from Killdeer.

As the PCs engage him in conversation, "Alwyrd" says he saw a young lad camping out on the edge of the

Headlands about ten leagues south and east of the town, in the direction of the village of Aysuin. It was well concealed but an eagle-eyed hunter like himself noticed it, of course. He gives the PCs directions to the grove in return for an ale. Once he has given them the directions, "Alwyrd" downs his ale and excuses himself and leaves.

Other info that can be picked up in the market:

- A warrant for the capture or death of a Scarlet Brotherhood assassin who made an attempt on the life of Lord Serdorb Brandrenn has been posted. The reward is to the value offered by Serdorb in Encounter Two above and tiered by APL. The assassin is said to be of Suel extraction travelling under the guise of a Sunndian bowman.
- Serdorb is not really well liked by the common folk; he has a habit of treating his staff badly. However, he pays well.
- Serdorb had a younger brother who left under strange circumstances in 582 CY. It appears that he took a family heirloom with him.
- There was a young lad who looked no older than 20 summers asking about Serdorb recently.
- There was an allegation sometime back that Serdorb only survived the Scarlet Brotherhood invasion "Cos he helped them. Well he is Suel, ain't he?"
- A lad of obvious Suel descent and a foreign accent bought some supplies in town, enough to last some weeks. The coins he used were from Sunndian
- The guards remember a young Suel lad with a fine bow, who said he was searching for his uncle.

This should be enough information to lead the PCs to camp of Cavius. Proceed to Encounter Four.

Treasure: The following treasure is available here:

All APLs: Coin: 50 gp.

Disfavour of Halshas Geldrenn: Having offended the Baron of Silvervale, Halshas Geldrenn, the bearer is now disliked and disfavoured by Halshas. For characters based outside of Onnwal, their next module based in Onnwal will cost an additional 1 TU, as they are labelled troublemakers by border patrols. For Onnwals this has the effect of the standard 'Disfavour'.

Encounter Four: Woodland Camp

This encounter follows on from Encounter Three.

The PCs may decide to stay in Silvervale for the evening, or may decide to set out at once.

If they set out at once, it will soon become dark and they will need to set up camp for the night. Let them set watches and make some obvious die rolls for each watch, the night should pass quietly, if you feel you need to, throw in a random rabbit making some noise to scare them!

If they stay in Silvervale they will have to camp in the marketplace, Hargada's Rest being occupied by Baron Geldrenn.

Whatever happens it will be about mid-morning when they come across Cavius's camp. It is in a knot of woodland clinging to the feet of the Headlands on the eastern edge of the Silvervale.

Scope is left for DM's who find the party dashing, ahead to add in role-play with the directions from the woodsman. Read aloud the following: -

Through the trees some 200 ft. ahead a break in the canopy lights up the woods, you think you see a wisp of smoke, but you are not quiet sure.

Allow the PCs to sneak up to the camp and search around.

As you approach the clearing, you can see it has been created by an old fallen tree. A shelter rests up against the trunk. It appears that enough of the roots were left and that the tree still lives. The shelter is well disguised and had you not been specifically looking for it, you would most likely never have noticed it. A small plume of smoke can be seen trickling up through the leaves and up into the canopy.

Choose a PC based on their alignment and character class. Order of preference: chaotic good, preferably a cleric of Trithereon, if not any other chaotic good PC. If no chaotic good then a neutral good or chaotic neutral PC. If there are none of the above, then choose any good PC or take your best guess on the PC who is least likely to slay Cavius. Cavius is able to do this even if the PCs are invisible (as he is) because he cast *detect chaos* and *detect good* (cross two 1st level spells of his list for the day).

Let the PCs surround the camp then allow them to make opposed Listen checks to a Move Silently check (Cavius has a +1 bonus to this check) from Cavius. If they

do not hear his approach read the following to the chosen PC.

A disembodied voice calls out, "I am Cavius of Queslor, son of two murdered fathers, nephew of a craven coward, and I seek that which is mine by dint of dishonour.

"You are not my enemy, and I brook no conflict with you. If you wish to take me, I am yours, for I have the truth on my side."

If the PCs do hear his approach run the encounter as you see fit although try and include the gist of the read aloud text above. Allow some roleplaying to occur here but Cavius should remain unseen if possible. When you feel this has gone on long enough "introduce" the hochebi.

Hochebi

In the usually way have the PCs make an opposed Spot check vs. the Hide check of the hochebi band that are about to ambush the group. They are raiders who, cut off from the main Brotherhood army, survive through a life of banditry in the Headlands. Having spotted the PCs entering the hills, they have marked them as their next target. If the hochebi act first read or paraphrase the following: -

Suddenly javelins fly from the bushes around you. From both sides, hochebi (hobgoblins), the favoured troops of the Scarlet Brotherhood, rush forward to attack you.

APL 2 [EL 2*]

🗡️ **Hochebi (hobgoblins) (14):** War1, hp 9; see Appendix 1.

🗡️ **Cavius of Queslor:** Clr1 – Trithereon/Ftr3, hp 34; see Appendix 1.

APL 4 [EL 4*]

🗡️ **Hochebi (hobgoblins) (11):** Ftr1, hp 11; see Appendix 1.

🗡️ **Cavius of Queslor:** Clr1 – Trithereon/Ftr5, hp 50; see Appendix 1.

APL 6 [EL 6*]

🗡️ **Hochebi (hobgoblins) (12):** Ftr2, hp 19; see Appendix 1.

🗡️ **Cavius of Queslor:** Clr1 – Trithereon/Ftr7, hp 66; see Appendix 1.

APL 8 [EL 8*]

🗡️ **Hochebi (hobgoblins) (13):** Ftr3, hp 31 see Appendix 1.

🗡️ **Cavius of Queslor:** Clr1 – Trithereon/Ftr7, hp 66; see Appendix 1.

Note due to the inclusion of Cavius the ELs for the APLs above have been modified.

Tactics: The hochebi javelin throwers will target any obvious spellcasters as well as Cavius (if visible) who will leap to the assistance of the PCs. The other hochebi attempt to surround the PCs, trying to flank and overwhelm them.

Treasure: Assuming the PCs defeat the hobgoblins, what they loot from the bodies is their treasure.

APL 2: Loot: 48 gp; Coin: 2 gp.

APL 4: Loot: 168 gp; Coin: 2 gp.

APL 6: Loot: 168 gp; Coin: 2 gp.

APL 8: Loot: 168 gp; Coin: 2 gp.

Development: Assuming Cavius survives and the PCs don't kill him on the spot, he goes on to explain who he is and the tale of his family, which is in the DUNGEON MASTER'S Introduction and is reproduced in Player Handout 2 - if you're running low on time.

Cavius implores the PCs to help him regain his rightful inheritance and bring to ground his murderous uncle. Cavius will also mention another family heirloom, an *amulet of misdirection*, which he is certain his uncle wears.

Note: Cavius openly wears the holy symbol of Trithereon.

What the PCs do next is up to them. They can return to Silvervale and present Cavius' case to Sordorb's feudal lord, Baron Geldrenn. Of course if the PCs are in Disfavour he will refuse to see them, but his men will arrest Cavius, as a fugitive, and he will be taken under armed guard to Brandrenn Keep by a group of Sordorb's elite guards. If the PCs want to ambush them, use the stats for Sordorb's elite guards in Encounter Five below. If the subsequently go onto assault the Keep, obviously remove the elite guards from the combat.

Otherwise, Geldrenn will hear Cavius' case and whatever the PCs have to say in the common room of Hergada's Rest. If there is time, have the PCs present their case in character, then have them make a Diplomacy check (DC 20), applying +/- 2 circumstance modifiers based on the quality of their performance.

If they PCs sway the baron with their case, he will order for Sordorb to come before him to answer Cavius' accusations. He will dispatch the PCs to Brandrenn Keep with the summons, while Cavius stays under the Geldrenn's custody. With raiding going on in the Silvervale currently he can spare little by way of men, besides the PCs have already shown they are more than capable by bringing Cavius in.

Alternatively the PCs may wish to go with Cavius directly to Brandrenn Keep to mete out their own justice. They may also just turn Cavius in.

In any case - all roads lead to Brandrenn Keep.

Encounter Five: Brandrenn Keep

The PCs should decide to help Cavius, but if they don't, they can hand him over to his uncle for the reward in gold.

If they hand him over and walk away, Sordorb will slay Cavius and each PC at the table gets a Curse of Cavius Brandrenn.

If the PCs arrive bearing a summons from Baron Geldrenn, Sordorb will receive them in the Great Hall. He will look gravely concerned at the word of the summons, and cursing his "duplicitous and wicked" nephew, will assure them that he will come immediately. He will then ask that they await him in the courtyard, from whence they can escort him to Silvervale. In actual fact, if they emerge, his men will ambush and try to slay them, making use of missile weapons from the towers and the killing zone of the courtyard. If they refuse, Sordorb will try to trap them in a corridor and overwhelm them there.

If they are not bearing the baron's summons, the easiest way to assault the keep would be to pretend that they are taking Cavius back for their reward (Cavius will suggest this if the PCs fail to come up with it). They could attempt to storm the castle, or sneak in taking out the guards at night. If they do this then adjust the following accordingly.

There are 14 men at arms guarding the keep. If Sordorb is either killed or captured, they will stop fighting.

Sordorb has 5 elite guards. Sicas (the page) is a sorcerer, the other 4 are fighters who will rush to Sordorb's aid and fight to the death.

If the PCs bring Cavius in alive and supposedly bound (or actually bound if they decide not to help him), Sordorb will receive them in the great hall, with his elite guard present. Neither Sordorb nor his men will make any unprovoked action, but all will have actions readied to strike and disable the PCs at the first sign of trouble. This should be a hard fight so adjust as you see necessary, but Cavius will attempt to fight his uncle one on one.

If the PCs sneak in late at night, Sordorb will be in his quarters, he will be awake reading a letter. Sicas' weasel familiar is also in the room, so Sicas will become aware if the PCs burst in.

Note: there are no windows in the keep, and only two entrances. The front doors will be barred at night.

Sicas will be in his room, which is the one behind the fire in the kitchen.

Sordorb will attempt to trigger the alarm and get his men to help him. One guard is posted on each corner turret, one over the drawbridge, and one walking around in opposing directions that cross in the same place each time. It takes the guards walking the walls 21 rounds to do a complete lap, which is just over 2 minutes. Have them make opposed Spot/Listen checks vs the PCs worst Hide/Move Silently check if they are trying to slip into the keep unnoticed.

The other guards are asleep in the barrack house in the courtyard. The elite guards are in the rooms in the manor house the PCs used when they stayed. The servants are in their rooms.

If the PCs storm the keep, set the encounter where you deem most likely.

Guards on the Walls

APL 2

🗡️ **Men-at-arms (9):** War1; see Appendix 1

APL 4

🗡️ **Men-at-arms (9):** Ftr1; see Appendix 1

APL 6

🗡️ **Men-at-arms (9):** Ftr2; see Appendix 1

APL 8

🗡️ **Men-at-arms (9):** Ftr3; see Appendix 1

Elite Guards

APL 2

🗡️ **Elite Guards (4):** Ftr2, hp 23, see Appendix 1

🧙 **Sicas:** Sor2, hp 7, see Appendix 1

🗡️ **Sordorb:** Ftr4, hp 36, see Appendix 1

APL 4

🗡️ **Elite Guards (4):** Ftr2, hp 23, see Appendix 1

🧙 **Sicas:** Sor2, hp 7, see Appendix 1

🗡️ **Sordorb:** Ftr6, hp 52, see Appendix 1

APL 6

🗡️ **Elite Guards (4):** Ftr4, hp 39, see Appendix 1

🧙 **Sicas:** Sor4, hp 13, see Appendix 1

🗡️ **Sordorb:** Ftr8, hp 68, see Appendix 1

APL 8

🗡️ **Elite Guards (4):** Ftr6, hp 55, see Appendix 1

🧙 **Sicas:** Sor6, hp 19, see Appendix 1

🗡️ **Sordorb:** Ftr10, hp 84, see Appendix 1

Tactics: Tactics will vary greatly according to the circumstances of the PCs return to Brandrenn Keep. In general however, Sicas will try to keep back under the protection of the elite fighters, casting spells and buffing Serdorb as best he can.

The elite guards will try to eliminate spellcasters if they can and will direct any men-at-arms to pepper them with missile fire if possible. Otherwise they will support Serdorb, trying to prevent the PCs from flanking him if possible.

Special Note: Under no circumstances should you send all the elite guards and the standard men-at-arms to swarm the PCs in one go. No matter the situation the defenders will act logically (some defending the walls, while others deal with the intruders). Dependant on the outcome of the combat, men-at-arms or Serdorb or Sicas can summon more troops to deal with the threat.

Treasure: A variety of treasure can be found here. Note: Neither Cavius nor the surviving men-at-arms will permit the looting of their companion's bodies. The elite guards' possessions, however, are fair game, as are Serdorb's - except for the Brandrenn heirlooms of the amulet and battleaxe.

APL 2: Loot: 54 gp; Coin: 2 gp; Magic: *cloak of protection* +1 (83 gp), 2 *scrolls of magic missile* (2 gp each), *wand of true strike* (5 chgs) (6 gp), *Spiritus Cærimonia* +1 *battleaxe blessed of Heironeous* (193 gp).

APL 4: Loot: 54 gp; Coin: 2 gp; Magic: *cloak of protection* +1 (83 gp), 2 *scrolls of magic missile* (2 gp each), *wand of true strike* (5 chgs) (6 gp), *Spiritus Cærimonia* +1 *battleaxe blessed of Heironeous* (193 gp), *potion of cure serious wounds* (63 gp).

APL 6: Loot: 54 gp; Coin: 2 gp; Magic: *cloak of protection* +1 (83 gp), 2 *scrolls of magic missile* (2 gp each), *wand of true strike* (5 chgs) (6 gp), *Spiritus Cærimonia* +1 *battleaxe blessed of Heironeous* (193 gp), *potion of cure serious wounds* (63 gp), *bracers of armour* +1 (83 gp), +1 *chainmail* (108 gp).

APL 8: Loot: 54 gp; Coin: 2 gp; Magic: *cloak of protection* +1 (83 gp), 2 *scrolls of magic missile* (2 gp each), *wand of true strike* (5 chgs) (6 gp), *Spiritus Cærimonia* +1 *battleaxe blessed of Heironeous* (193 gp), *potion of cure serious wounds* (63 gp), *bracers of armour* +1 (83 gp), +1 *chainmail* (108 gp), 2 *arcane scrolls of lightning bolt* (31 gp each), *bead of force* (167 gp), +1 *large steel shield* (98 gp).

Curse of Cavius Brandrenn: The bearer has been cursed by the spirit of Cavius Brandrenn, whom the bearer foully betrayed into the hands of his uncle. The curse acts as a *daze* spell, Will save (DC 14) negates, once per module, at the DM's discretion. This curse can only be

removed by 9th level or higher cleric of Trithereon, after a special mission in the service of the church.

Development: If the PCs were bringing Serdorb Geldrenn's summons and are forced to flee Serdorb will make good his escape, fleeing Onnwal for the Headlands. Geldrenn will declare him an outlaw and turn his lands and title over to Cavius (assuming he is still alive).

The PCs earn the Wrath of Serdorb Brandrenn.

Wrath of Serdorb Brandrenn: By forcing him to flee and being responsible for the loss of his lands and title, the bearer has earned the eternal enmity of Serdorb Brandrenn. This may have consequences in future modules.

Otherwise go to the Conclusion.

Conclusion

If the PCs defeat Serdorb, Cavius pays them the appropriate amount that Serdorb promised them. This can be paid in gold from Serdorb's treasury. Cavius takes the *Spiritus Cærimonia*, paying the PCs a bounty for its recovery, and the *amulet of misdirection*.

However, the reaction of Baron Geldrenn to the death of one of his vassal lords depends on the circumstances under which the PCs went to Brandrenn Keep.

If the PCs went to serve Geldrenn's summons to Serdorb and/or were attacked first or they bring Serdorb back alive to face trial:

Geldrenn will question the PCs closely as to the circumstances of the battle at Brandrenn. He will employ a Pholtan priest to determine the truth of events. Once he hears about Serdorb's actions in Idee and the altercation between him and his brother he will be incensed.

Satisfied that Serdorb was guilty, he will quash Cavius' charges and hand Serdorb's lands and title over to him, as the rightful heir. If Serdorb is alive, he will be hung, drawn and quartered. Halshas hates those who attack the very people they are meant to be protecting!

If the PCs went to the Keep without Geldrenn's summons, but Cavius and/or Serdorb survives:

Cavius will ask that the PCs accompany him to Silvervale, so that he can turn himself into Baron Geldrenn. Cavius and the PCs are detained by the baron's men (Cavius advises the PCs not to resist) and taken before Geldrenn. The baron will question Cavius and the PCs closely as to the circumstances of the battle at Brandrenn. He will employ a Pholtan priest to determine the truth of events. Satisfied that Cavius speaks the truth, he will dismiss Cavius' charges and hand Serdorb's lands and title over to him, as the rightful heir.

This causes some consternation to Halshas – he has little love of those who favour the Summoner, but he is a honourable man. Cavius leaves once more for Sunndi, allowing Halshas to appoint a steward to oversee the manor, though Cavius may return at some point.

The PCs are released without charge - though with a warning not to take the law into their own hands in future. If Serdorb is alive, he will be executed by beheading.

In both the above cases the PCs gain the favour of Cavius of Trithereon. They gain the ability to stay at Brandrenn Keep no more than twice a year (free Adventurer's Standard Upkeep in up to two Onnwal Regional Modules or a Metaregional module commencing or set in Onnwal).

If the PCs went to the Keep without Geldrenn's summons, but Cavius dies.

Unless the PCs have some means of raising Cavius from the dead or speaking with his shade (the PCs must pay for this themselves) to testify to Serdorb's guilt, they are in a world of trouble, having slain a Vassal Lord of Baron Silvervale, without any proof of his guilt.

PCs will be sentenced to Hard Labour for life in the prison mines of Silvervale. They may escape after 2 months (8 TU), but will be fugitive's from the law in Onnwal thereafter, subject to summary execution by any agent of the Free State. They also earn the Disfavour of Halshas Geldrenn cert.

PCs that have previously earned the Disfavour of Halshas Geldrenn are executed by beheading, with the body being incinerated and the ashes scattered. These PCs are removed from the Campaign. Such is the price of breaking the law of Onnwal.

Wanted in Onnwal: The bearer is wanted for the murder of a noble in the Free State of Onnwal. If this PC returns to Onnwal and is recognised by any agent of the Free State, s/he will be immediately attacked with intent to kill.

Critical Event Summary

Send the answers to the questions below to karl_r_goodjohn@yahoo.com. If you do not your actions will not affect the campaign

1. Did Serdorb live ?
2. Did Cavius live ?
3. Did the party upset baron Galdrenn ?

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Five: Woodland Camp

If Cavius stays alive

APL 2	30 XP
APL 4	40 XP
APL 6	60 XP
APL 8	80 XP

Defeating the hobgoblins

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter Five: Brandrenn Keep

Defeating the men at arms

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Defeating the elite guards and Serdorb

APL 2	180 XP
APL 4	240 XP
APL 6	300 XP
APL 8	360 XP

Discretionary Roleplaying Award

APL 2	60 XP
APL 4	95 XP
APL 6	120 XP
APL 8	145 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Encounter Three: Silvervale

Payoff by Halshas Geldrenn, Baron of Silvervale

All APLs: Coin: 50 gp.

Encounter Four: Woodland Camp

Defeat the hochebi

APL 2: Loot: 24 gp; Coin: 2 gp.

APL 4: Loot: 84 gp; Coin: 2 gp.

APL 6: Loot: 84 gp; Coin: 2 gp.

APL 8: Loot: 84 gp; Coin: 2 gp.

Encounter Five: Brandrenn Keep

Defeating the elite guards

APL 2: Loot: 136 gp; Coin: 2 gp; Magic: *cloak of protection* +1 (83 gp), 2 *scrolls of magic missile* (2 gp

each), *wand of true strike* (5 chgs) (6 gp), *Spiritus Cærimonia +1 battleaxe blessed of Heironeous* (193 gp).

APL 4: Loot: 136 gp; Coin: 2 gp; Magic: *cloak of protection +1* (83 gp), *2 scrolls of magic missile* (2 gp each), *wand of true strike* (5 chgs) (6 gp), *Spiritus Cærimonia +1 battleaxe blessed of Heironeous* (193 gp), *potion of cure serious wounds* (63 gp).

APL 6: Loot: 136 gp; Coin: 2 gp; Magic: *cloak of protection +1* (83 gp), *2 scrolls of magic missile* (2 gp each), *wand of true strike* (5 chgs) (6 gp), *Spiritus Cærimonia +1 battleaxe blessed of Heironeous* (193 gp), *potion of cure serious wounds* (63 gp), *bracers of armour +1* (83 gp), *+1 chainmail* (108 gp).

APL 8: Loot: 136 gp; Coin: 2 gp; Magic: *cloak of protection +1* (83 gp), *2 scrolls of magic missile* (2 gp each), *wand of true strike* (5 chgs) (6 gp), *Spiritus Cærimonia +1 battleaxe blessed of Heironeous* (193 gp), *potion of cure serious wounds* (63 gp), *bracers of armour +1* (83 gp), *+1 chainmail* (108 gp), *2 arcane scrolls of lightning bolt* (31 gp each), *bead of force* (167 gp), *+1 large steel shield* (98 gp).

Collecting the reward for Cavius's capture from Serdorb

OR

Payment from Cavius for helping him to defeat Serdorb.

APL 2: *Coin:* 50 gp.

APL 4: *Coin:* 75 gp.

APL 6: *Coin:* 100 gp.

APL 8: *Coin:* 150 gp.

Adventure Maximums

APL 2	400 gp
APL 4	600 gp
APL 6	800 gp
APL 8	1,250 gp

Special

Favour of Cavius: For your next two adventures within Onnwal receive free standard upkeep at Brandrenn Keep.

Disfavour of Halshas Geldrenn: Having offended the Baron of Silvervale, Halshas Geldrenn, the bearer is now disliked and disfavoured by Halshas. For characters based outside of Onnwal, their next module based in Onnwal will cost an additional 1 TU, as they are labelled troublemakers by border patrols. For Onnwalions this has the effect of the standard 'Disfavour'.

Onnwal Note (not on AR): If the character is a member of a War Company that is sponsored by Baron Geldrenn,

he will demand they be removed from the Company or his patronage will be withdrawn forthwith.

Curse of Cavius Brandrenn: The bearer has been cursed by the spirit of Cavius Brandrenn. The curse acts as a *daze* spell, Will save (DC 14 + APL) negates, once per module, at the DM's discretion. Can only be removed via *remove curse* cast by a 9th level or higher cleric of Trithereon.

Wanted in Onnwal: The bearer is wanted for the murder of a noble in the Free State of Onnwal. If this PC returns to Onnwal and is recognised by any agent of the Free State, he will be immediately attacked with intent to kill.

Wrath of Serdorb Brandrenn: The bearer has earned the eternal enmity of Serdorb Brandrenn. This may have consequences in future modules.

Amulet of Misdirection: Cursed family heirloom of Serdorb. Neutralises divination spells cast on Serdorb by transferring the divination to a tree. Any alignment divined will be true neutral. The item is not transferable if Serdorb is still alive. If Serdorb dies, the curse is broken and it becomes an ordinary amulet, value 5 gp.

Appendix 1 NPCS

APL 2

Encounter One

☛ **Cavius of Queslor, Human Clr1- Trithereon/Ftr3;** CR 4; Medium-size humanoid; HD 1d8+2 plus 3d10+6; hp 34, Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (flat-footed 14, touch 12); Atk +7 melee (1d8+2 [19-20/x2], masterwork longsword) or +7 ranged (1d8+2 [x3], masterwork mighty composite longbow [+2]); AL CG; Fort +7, Ref +3, Will +4; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Concentration +6, Craft (bowmaking) +3, Diplomacy +2, Heal +3, Hide +5, Knowledge (religion) +5, Wilderness Lore +1; Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longsword).

Languages: Ancient Suloise, Common.

Spells Prepared: (3/2+1, base DC = 11 + spell level):
0 - cure minor wounds, detect poison, light, 1st- bless, cure light wounds, magic weapon*.

* Domain Spell. *Domains:* Good (cast Good spells at +1 caster level) and Protection (protective ward grants a resistance bonus equal to users level on next saving throw. Useable 1/day).

Possessions: Masterwork mighty composite longbow +2, masterwork longsword, masterwork chain shirt, 2 *potions of invisibility*, *dust of disappearance*, *potion of haste*, 20 masterwork arrows.

Encounter Four

☛ **Hochebi Warri:** CR 1; Medium-size Humanoid (6 ft. 6 in.); HD 1d8+1; hp 9; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (flat-footed 14, touch 11); Atks +2 melee (1d8, longsword) +3 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL LE; Fort +4, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +0, Balance +1, Bluff +0, Climb +1, Escape Artist +1, Hide +3, Jump +1, Listen +1, Move Silently +5, Ride +1, Spot +1, Swim +1, Use Rope +1; Alertness.

Possessions: Studded leather armour, small shield, longsword, dagger, javelin, 2 gp.

Encounter Five

☛ **Serdorb Brandrenn, Human Ftr4:** CR 4; Medium-sized humanoid; HD 4d10+8; hp 36; Init (+2 Dex); Spd 20 ft.; AC 19 (flat-footed 17, touch 12); Atks: +9 melee (1d8+4 [x3] +1 *battleaxe*); AL LE; Fort +6, Ref +3, Will +1; Str 17, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Bluff +1, Climb -1, Craft (weaponsmithing) +4, Disable Device +3, Handle Animal +2, Jump +0, Ride +5, Tumble -1; Cleave, Dodge, Great Cleave, Power Attack, Sunder, Weapon Focus (battleaxe).

Languages: Ancient Suloise, Common.

Possessions: Amulet of misdirection, large steel shield, masterwork chainmail, *Spiritus Carimonia* +1 battleaxe blessed of Heironeous.

☛ **Cavius of Queslor, Human Clr1- Trithereon/Ftr3;** CR 4; Medium-size humanoid; HD 1d8+2 plus 3d10+6; hp 34, Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (flat-footed 14, touch 12); Atk +7 melee (1d8+2 [19-20/x2], masterwork longsword) or +7 ranged (1d8+2 [x3], masterwork mighty composite longbow [+2]); AL CG; Fort +7, Ref +3, Will +4; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Concentration +6, Craft (bowmaking) +3, Diplomacy +2, Heal +3, Hide +5, Knowledge (religion) +5, Wilderness Lore +1; Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longsword).

Languages: Ancient Suloise, Common.

Spells Prepared: (3/2+1, base DC = 11 + spell level):
0 - cure minor wounds, detect poison, light, 1st- bless, cure light wounds, magic weapon*.

** Domain Spell. *Domains:* Good (cast Good spells at +1 caster level) and Protection (protective ward grants a resistance bonus equal to users level on next saving throw. Useable 1/day).

Possessions: Masterwork mighty composite longbow +2, masterwork longsword, masterwork chain shirt, 2 *potions of invisibility*, *potion of haste*, 20 masterwork arrows.

☛ **Sicas, Human Sor2:** CR 2; Medium-size humanoid; HD 2d4; hp 7, Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 (flat-footed 10, touch 12) (16 with *mage armour*); Atks: +3 melee (1d8+3 [x3], shortspear); +3 ranged (1d8+2 [x3], shortspear); AL N; Fort +1, Ref +5, Will +4; Str 14, Dex 14, Con 10, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +5, Knowledge (arcana) +5, Profession (page) +5; Combat Casting, Improved Initiative.

Languages: Ancient Suloise, Common.

Spells prepared: (6/5; base DC = 13 + spell level) 0: *daze*, *ghost sound*, *light*, *open/close*, *prestidigitation*; 1st- *mage armor*, *sleep*.

Possessions: Familiar, shortspear, *wand of true strike* (5 charges), *cloak of resistance +1*, 2 arcane scrolls of magic missile.

🦊 **Weasel Familiar:** CR -; Tiny magical beast; HD 1; hp 4; Init +2 (+2 Dex); Spd 20 ft., climb 20 ft.; AC 15; Atk +4 melee (1d3-4, bite), Face/Reach 2 ½ ft. by 2 ½ ft./0 ft.; SA Attach; SQ Scent, grant +2 Ref save, grant Alertness, improved evasion, share spells, empathic link; AL N; SV Fort +2, Ref +4, Will +3; Str 3, Dex 15, Con 10, Int 6, Wis 12. Cha 5.

Skills and Feats: Balance +10, Climb +10, Hide +13, Move Silently +9, Spot +4; Weapon Finesse (bite).

Attach (Ex): After a weasel successfully bites, it remains attached to the enemy and automatically deals bite damage each round. It loses its Dex bonus to AC when attached.

🦋 **Men-at-arms, Human Ftr1:** CR 1; Medium-size humanoid; HD 1d10+5; hp 15; Init +2 (+2 Dex); Spd 20 ft.; AC 18 (flat-footed 16, touch 12), Atks +4 melee (1d8+2 [x3], battleaxe) or +4 ranged (1d8 [x3], longbow); AL LN; Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +0, Jump +0, Ride +4, Swim -6; Quick Draw, Toughness, Weapon Focus (battleaxe).

Possessions: Scale mail, large steel shield, battleaxe, longbow, 20 arrows.

🦋 **Elite Guards, Human Ftr2:** CR 2; Medium-sized humanoid; HD 2d10+7; hp 23; Init +2 (+2 Dex); Spd 20 ft.; AC 18 (flat-footed 16, touch 12), Atks +5 melee (1d8+2 [x3], battleaxe) or +5 ranged (1d8 [x3], longbow); AL LN; Fort +5, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +0, Jump +0, Ride +5, Swim -4; Power Attack, Quick Draw, Toughness, Weapon Focus (battleaxe).

Possessions: Scale mail, large steel shield, battleaxe, longbow, 20 arrows.

APL 4

Encounter One

☛ **Cavius of Queslor, Human Clr1 - Trithereon/Ftr5**; Medium size humanoid; HD 1d8+2 plus 5d10+10; hp 50; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (flat-footed 14, touch 12); Atk: +8 melee (1d8+2 [19-20/x2], longsword) or +9 ranged (1d8+2 [x3], mighty composite longbow [+2]); AL CG; Fort +8, Ref +3, Will +4; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 11.

Skills & Feats: Concentration +6, Craft (bowmaking) +5, Diplomacy +2, Heal +3, Hide +7, Knowledge (Religion) +5, Wilderness Lore +2; Dodge, Improved Initiative, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longsword).

Languages: Ancient Suloise, Common.

Spells Prepared: (3/2+1, base DC = 11 + spell level): o - cure minor wounds, detect poison, light, 1st - bless, cure light wounds, magic weapon*.

* Domain Spell. **Domains:** Good (cast Good spells at +1 caster level) and Protection (protective ward grants a resistance bonus equal to users level on next saving throw. Useable 1/day).

Possessions: Masterwork mighty composite longbow +2, 20 masterwork arrows, masterwork longsword, masterwork chain shirt, 2 *potions of invisibility*, *dust of disappearance*, *potion of haste*, *divine scroll of prayer*, *dispel magic*.

Encounter Four

☛ **Hochebi Ftr1**: CR 1, Medium-sized humanoid (6 ft. tall); HD 1d10+1; hp 11; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 18 [flat-footed 17, touch 11]; Atks +4 melee (1d8+2 [19-20/x2], longsword) +3 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +1, Will +0; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +4, Move Silently +3, Spot +4; Alertness, Improved Initiative.

Possessions: chainmail, large steel shield, longsword, dagger, javelin, 2gp.

Encounter Five

☛ **Serdorb Brandrenn, Human Ftr6**: CR 6; Medium-sized humanoid; HD 6d10+12; hp 52; Init +2 (+2 Dex); Spd 20 ft.; AC 19 (flat-footed 17, touch 12); Atks: +11 melee (+1 battleaxe, 1d8+4 [x3]); AL LE; Fort +7, Ref +4, Will +2; Str 17, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Bluff +1, Climb +4, Craft (weaponsmithing) +5, Disable Device +3, Handle Animal +4, Jump +1, Ride +6, Tumble -1; Cleave,

Dodge, Great Cleave, Power Attack, Sunder, Weapon Focus (battleaxe).

Possessions: Amulet of misdirection, large steel shield, masterwork chainmail, *Spiritus Carmonia* +1 battleaxe blessed of Heironeous, *potion of cure serious wounds*.

☛ **Cavius of Queslor, Human Clr1 - Trithereon/Ftr5**; Medium size humanoid; HD 1d8+2 plus 5d10+10; hp 50; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (flat-footed 14, touch 12); Atk: +8 melee (1d8+2 [19-20/x2], longsword) or +9 ranged (1d8+2 [x3], mighty composite longbow [+2]); AL CG; Fort +8, Ref +3, Will +4; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 11.

Skills & Feats: Concentration +6, Craft (bowmaking) +5, Diplomacy +2, Heal +3, Hide +7, Knowledge (Religion) +5, Wilderness Lore +2; Dodge, Improved Initiative, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longsword).

Languages: Ancient Suloise, Common.

Spells Prepared: (3/2+1, base DC = 11 + spell level): o - cure minor wounds, detect poison, light, 1st - bless, cure light wounds, magic weapon*.

* Domain Spell. **Domains:** Good (cast Good spells at +1 caster level) and Protection (protective ward grants a resistance bonus equal to users level on next saving throw. Useable 1/day).

Possessions: Masterwork mighty composite longbow +2, 20 masterwork arrows, masterwork longsword, masterwork chain shirt, 2 *potions of invisibility*, *potion of haste*, *divine scroll of prayer*, *dispel magic*.

☛ **Sicas, Human Sor4**: CR 4; Medium-size humanoid; HD 4d4; hp 13, Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (flat-footed 11, touch 12) (16 after casting *mage armour*), Atks +4 melee (1d8+3 [x3], shortspear); +4 ranged (1d8+2 [x3], shortspear); AL N; Fort +2, Ref +4, Will +5; Str 14, Dex 14, Con 11, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +7, Knowledge (arcana) +7, Profession (page) +7; Combat Casting, Dodge, Improved Initiative.

Spells Known: (6/7/4; base DC = 13 + spell level) o - daze, detect magic, ghost sound, light, open/close, prestidigitation; 1st - burning hands, mage armour, sleep; 2nd - invisibility.

Possessions: Familiar, shortspear, wand of true strike (5 charges), cloak of resistance +1, 2 arcane scrolls of magic missile, bracers of armour +1.

🦊 **Weasel Familiar:** CR -; Tiny magical beast; HD 1; hp 4; Init +2 (+2 Dex); Spd 20 ft., climb 20 ft.; AC 15; Atk +4 melee (1d3-4, bite), Face/Reach 2 ½ ft. by 2 ½ ft./0 ft.; SA Attach; SQ Scent, grant +2 Ref save, grant Alertness, improved evasion, share spells, empathic link; AL N; SV Fort +2, Ref +4, Will +3; Str 3, Dex 15, Con 10, Int 6, Wis 12. Cha 5.

Skills and Feats: Balance +10, Climb +10, Hide +13, Move Silently +9, Spot +4; Weapon Finesse (bite).

Attach (Ex): After a weasel successfully bites, it remains attached to the enemy and automatically deals bite damage each round. It loses its Dex bonus to AC when attached.

🦋 **Men-at-arms, Human Ftr1:** CR 1; Medium-size humanoid; HD 1d10+5; hp 15; Init +2 (+2 Dex); Spd 20 ft.; AC 18 (flat-footed 16, touch 12), Atks +4 melee (1d8+2 [x3], battleaxe) or +4 ranged (1d8 [x3], longbow); AL LN; Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +0, Jump +0, Ride +4, Swim -6; Quick Draw, Toughness, Weapon Focus (battleaxe).

Possessions: Battleaxe, large steel shield, scale mail, longbow, 20 arrows.

🦋 **Elite Guards, Human Ftr4:** CR 4; Medium-sized humanoid; HD 4d10+11; hp 39; Init +2 (+2 Dex); Spd 20 ft.; AC 18 (flat-footed 16, touch 12), Atks: +7 melee (1d8+2 [x3], battleaxe) or +6 ranged (1d8 [x3], longbow); AL LN; Fort +6, Ref +3, Will +1; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +0, Jump +0, Ride +5, Swim -4; Cleave, Power Attack, Quick Draw, Toughness, Weapon Focus (battleaxe).

Possessions: Scale mail, large steel shield, battleaxe, longbow, 20 arrows.

APL 6

Encounter One

☠ **Cavius of Queslor, Human Clr1 - Trithereon/Ftr7:** Medium size humanoid; HD 1d8+2 plus 7d10+14; hp 66; Init +6(+2 Dex, +4 Improved Ini); Spd 30 ft.; AC 17 (flat-footed 15, touch 12); Atk +9/+5 melee (1d8+3/[19-20/x2], +1 *longsword*) +11/+6 ranged (1d8+2 [x3], mighty composite longbow [+2]); AL CG; Fort +9, Ref +4, Wil +5; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 12.

Skills and Feats: Concentration +6, Craft (bowmaking) +7, Diplomacy +4, Heal +4, Hide +9, Knowledge (Religion) +5, Wilderness Lore +3; Dodge, Improved Initiative, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longsword).

Languages: Ancient Suloise, Common.

Spells Prepared: (3/2+1, base DC = 11 + spell level): o - cure minor wounds, detect poison, light, 1st - bless, cure light wounds, magic weapon*.

* Domain Spell. **Domains:** Good (cast Good spells at +1 caster level) and Protection (protective ward grants a resistance bonus equal to users level on next saving throw. Useable 1/day).

Possessions: Masterwork mighty composite longbow +2, 20 masterwork arrows, +1 *longsword*, +1 *chain shirt*, 2 *potions of invisibility*, *dust of disappearance*, *potion of haste*, *divine scroll of prayer*, *dispel magic*.

Encounter Four

☠ **Hochebi Ftr2:** CR 2; Medium-size humanoid; HD 2d10+3; hp 19; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30ft; AC 18 (flat-footed 16, touch 12); Atks +4 melee (1d8+2 [19-20/x2] *longsword*), +4 ranged (1d6+2, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +9; Ref +3; Will +1; Str 15, Dex 15, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Spot +3; Listen +4; Move Silently +1; Cleave, Improved Initiative, Power Attack.

Possessions: Chainmail, longsword, 2 javelins, 2 gp.

Encounter Five

☠ **Serdorb Brandrenn, Human Ftr8:** CR 8; Medium-sized humanoid; HD 8d10+16; hp 68; Init +2 (+2 Dex); Spd 20 ft.; AC 20 (flat-footed 18, touch 12); Atks: +14/+9 melee (1d8+4 [x3], +1 *battleaxe*); AL LE; Fort +8, Ref +4, Will +2; Str 18, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Bluff +2, Climb +5, Craft (weaponsmithing) +5, Disable Device +3, Handle Animal +4, Jump +1, Ride +6, Tumble +0; Cleave,

Dodge, Great Cleave, Mobility, Power Attack, Sunder, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: *Amulet of misdirection*, large steel shield, +1 *chainmail*, *Spiritus Cærimonia Battleaxe* +1 *blessed of Heironeous*.

☠ **Cavius of Queslor, Human Clr1 - Trithereon/Ftr7:** Medium size humanoid; HD 1d8+2 plus 7d10+14; hp 66; Init +6(+2 Dex, +4 Improved Ini); Spd 30 ft.; AC 17 (flat-footed 15, touch 12); Atk +9/+5 melee (1d8+3/[19-20/x2], +1 *longsword*) +11/+6 ranged (1d8+2 [x3], mighty composite longbow [+2]); AL CG; Fort +9, Ref +4, Wil +5; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 12.

Skills and Feats: Concentration +6, Craft (bowmaking) +7, Diplomacy +4, Heal +4, Hide +9, Knowledge (Religion) +5, Wilderness Lore +3; Dodge, Improved Initiative, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longsword).

Languages: Ancient Suloise, Common.

Spells Prepared: (3/2+1, base DC = 11 + spell level): o - cure minor wounds, detect poison, light, 1st - bless, cure light wounds, magic weapon*.

* Domain Spell. **Domains:** Good (cast Good spells at +1 caster level) and Protection (protective ward grants a resistance bonus equal to users level on next saving throw. Useable 1/day).

Possessions: Masterwork mighty composite longbow +2, 20 masterwork arrows, +1 *longsword*, +1 *chain shirt*, 2 *potions of invisibility*, *potion of haste*, *divine scroll of prayer*, *dispel magic*.

☠ **Sicas, Human Sor4:** CR 4; Medium-size humanoid; HD 4d4; hp 13, Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (flat-footed 11, touch 12) (17 with *mage armour*), Atks +4 melee (1d8+3 [x3], shortspear); +4 ranged (1d8+3 [x3], shortspear); AL N; Fort +2, Ref +4, Will +5; Str 14, Dex 14, Con 11, Int 10, Wis 10, Cha 16

Skills and Feats: Concentration +7, Knowledge (arcana) +7, Profession (page) +7; Combat Casting, Dodge, Improved Initiative.

Spells Known: (6/7/4; base DC = 13 + spell level) o - daze, detect magic, ghost sound, light, open/close, prestidigitation; 1st - burning hands, mage armor, sleep; 2nd - invisibility.

Possessions: Familiar, shortspear, *wand of true strike* (5 charges), *cloak of resistance* +1, 2 *arcane scrolls of magic missile*, *bracers of armour* +1.

🦊 **Weasel Familiar:** CR -; Tiny magical beast; HD 1; hp 7; Init +2 (+2 Dex); Spd 20 ft., climb 20 ft.; AC 17 (flat-footed 15, touch 14); Atk +4 melee (1d3-4, bite), Face/Reach 2½ ft. by 2½ ft./0 ft.; SA Attach; SQ Scent, grant +2 Ref save, grant Alertness, improved evasion, share spells, empathic link, deliver touch attacks, speak with master; AL N; SV Fort +2, Ref +4, Will +3; Str 3, Dex 15, Con 10, Int 8, Wis 12. Cha 5.

Skills and Feats: Balance +10, Climb +10, Hide +13, Move Silently +9, Spot +4; Weapon Finesse (bite).

Attach (Ex): After a weasel successfully bites, it remains attached to the enemy and automatically deals bite damage each round. It loses its Dex bonus to AC when attached.

🦋 **Men-at-arms, Human Ftr1:** CR 1; Medium-size humanoid; HD 1d10+5; hp 15; Init +2 (+2 Dex); Spd 20 ft.; AC 18 (flat-footed 16, touch 12), Atks +4 melee (1d8+2 [x3], battleaxe) or +4 ranged (1d8 [x3], longbow); AL LN; Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +0, Jump +0, Ride +4, Swim -6; Quick Draw, Toughness, Weapon Focus (Battleaxe).

Possessions: Battleaxe, Large steel shield, Scale mail, longbow, 20 arrows.

🦋 **Elite Guards, Human Ftr4:** CR 4; Medium-sized humanoid; HD 4d10+11; hp 39; Init +2 (+2 Dex); Spd 20 ft.; AC 18 (flat-footed 16, touch 12), Atks +7 melee (1d8+2 [x3] battleaxe) or +6 ranged (1d8 [x3], longbow); AL LN; Fort +6, Ref +3, Will +1; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +0, Jump +0, Ride +5, Swim -4; Cleave, Power Attack, Quick Draw, Toughness, Weapon Focus (battleaxe).

Possessions: Scale mail, large steel shield, battleaxe, longbow, 20 arrows.

APL 8

Encounter One

☛ **Cavius of Queslor, Human Clr1 - Trithereon/Ftr7:** Medium size humanoid; HD 1d8+2 plus 7d10+14; hp 66; Init +6(+2 Dex, +4 Improved Ini); Spd 30 ft.; AC 17 (flat-footed 15, touch 12); Atk +9/+5 melee (1d8+3/[19-20/x2], +1 *longsword*) +11/+6 ranged (1d8+2 [x3], mighty composite longbow [+2]); AL CG; Fort +9, Ref +4, Wil +5; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 12.

Skills and Feats: Concentration +6, Craft (bowmaking) +7, Diplomacy +4, Heal +4, Hide +9, Knowledge (Religion) +5, Wilderness Lore +3; Dodge, Improved Initiative, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longsword).

Languages: Ancient Suloise, Common.

Spells Prepared: (3/2+1, base DC = 11 + spell level): o - *cure minor wounds, detect poison, light, 1st - bless, cure light wounds, magic weapon*.*

* Domain Spell. **Domains:** Good (cast Good spells at +1 caster level) and Protection (protective ward grants a resistance bonus equal to users level on next saving throw. Useable 1/day).

Possessions: Masterwork mighty composite longbow +2, 20 masterwork arrows, +1 *longsword*, +1 *chain shirt*, 2 *potions of invisibility*, *dust of disappearance*, *potion of haste*, *divine scroll of prayer*, *dispel magic*.

Encounter Four

☛ **Hochebi Ftr3:** CR 3; Medium-size humanoid; HD 3d10+9; hp 31; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 18 (flat-footed 16, touch 12); Atks +5 melee (1d8+2, [19-20/x2] *longsword*), +5 ranged (1d6, javelin); Darkvision 60 ft.; AL LE; SV Fort +9; Ref +4; Will +2; Str 15, Dex 15, Con 16, Int 10, Wis 12, Cha 8.

Skills & Feats: Spot +4; Listen +4; Move Silently +1; Cleave, Dodge, Improved Initiative, Power Attack.

Possessions: Chainmail, longsword, 2 javelins, 2gp.

Encounter Five

☛ **Serdorb Brandrenn, Human Ftr10:** CR 10; Medium-sized humanoid; HD 10d10+20; hp 84; Init +2 (+2 Dex); Spd 20 ft.; AC 21 (flat-footed 19, touch 12); Atks: +16/+11 melee (1d8+4 [x3] +1 *battleaxe*); AL LE; Fort +9, Ref +5, Will +3; Str 18, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Bluff +3, Climb +7, Craft (weaponsmithing) +5, Disable Device +4, Handle Animal +6, Jump +4, Ride +6, Tumble +2; Cleave, Dodge, Great Cleave, Improved Critical (battleaxe), Mobility, Mounted Combat, Power Attack, Spring

Attack, Sunder, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: *Amulet of misdirection*, +1 *large steel shield*, +1 *chainmail*, *Spiritus Cærimonia* +1 *Battleaxe blessed of Heironeous*.

☛ **Cavius of Queslor, Human Clr1 - Trithereon/Ftr7:** Medium size humanoid; HD 1d8+2 plus 7d10+14; hp 66; Init +6(+2 Dex, +4 Improved Ini); Spd 30 ft.; AC 17 (flat-footed 15, touch 12); Atk +9/+5 melee (1d8+3/[19-20/x2], +1 *longsword*) +11/+6 ranged (1d8+2 [x3], mighty composite longbow [+2]); AL CG; Fort +9, Ref +4, Wil +5; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 12.

Skills and Feats: Concentration +6, Craft (bowmaking) +7, Diplomacy +4, Heal +4, Hide +9, Knowledge (Religion) +5, Wilderness Lore +3; Dodge, Improved Initiative, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longsword).

Languages: Ancient Suloise, Common.

Spells Prepared: (3/2+1, base DC = 11 + spell level): o - *cure minor wounds, detect poison, light, 1st - bless, cure light wounds, magic weapon*.*

* Domain Spell. **Domains:** Good (cast Good spells at +1 caster level) and Protection (protective ward grants a resistance bonus equal to users level on next saving throw. Useable 1/day).

Possessions: Masterwork mighty composite longbow +2, 20 masterwork arrows, +1 *longsword*, +1 *chain shirt*, 2 *potions of invisibility*, *potion of haste*, *divine scroll of prayer*, *dispel magic*.

☛ **Sicas, Human Sor6:** CR 6; Medium-size humanoid; HD 6d4; hp 19; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (flat-footed 11, touch 12) (17 with *mage armour*), Atk +5 melee (1d8+3 [x3], shortspear); +5 ranged (1d8+3 [x3], shortspear); AL N; Fort +3, Ref +5, Will +6; Str 14, Dex 14, Con 11, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +9, Knowledge (arcana) +9, Profession (page) +9; Combat Casting, Dodge, Improved Initiative.

Spells Known: (6/7/6/4; base DC = 13 + spell level) o- *arcane mark, daze, detect magic, ghost sound, light, open/close, prestidigitation; 1st - burning hands, mage armor, magic missile, sleep; 2nd - invisibility, summon monster II, 3rd - fly.*

Possessions: Familiar, shortspear, *wand of true strike* (5 charges), *cloak of resistance* +1, 2 *arcane scrolls of magic missile*, *bracers of armour* +1, 2 *arcane scrolls of lightning bolt*, *bead of force*.

🦊 **Weasel Familiar:** CR -; Tiny magical beast; HD 1; hp 10; Init +2 (+2 Dex); Spd 20 ft., climb 20 ft.; AC 18 (flat-footed 16, touch 15); Atk +4 melee (1d3-4, bite), Face/Reach 2½ ft. by 2½ ft./0 ft.; SA Attach; SQ Scent, grant +2 Ref save, grant Alertness, improved evasion, share spells, empathic link, deliver touch attacks, speak with master, speak with animals of type; AL N; SV Fort +2, Ref +4, Will +3; Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Hide +13, Move Silently +9, Spot +4; Weapon Finesse (bite).

Attach (Ex): After a weasel successfully bites, it remains attached to the enemy and automatically deals bite damage each round. It loses its Dex bonus to AC when attached.

🦋 **Men-at-arms, Human Ftr1:** CR 1; Medium-size humanoid; HD 1d10+5; hp 15; Init +2 (+2 Dex); Spd 20 ft.; AC 18 (flat-footed 16, touch 12), Atks +4 melee (1d8+2 [x3], battleaxe) or +4 ranged (1d8 [x3], longbow); AL LN; Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +0, Jump +0, Ride +4, Swim -6; Quick Draw, Toughness, Weapon Focus (battleaxe).

Possessions: Battleaxe, large steel shield, scale mail, longbow, 20 arrows.

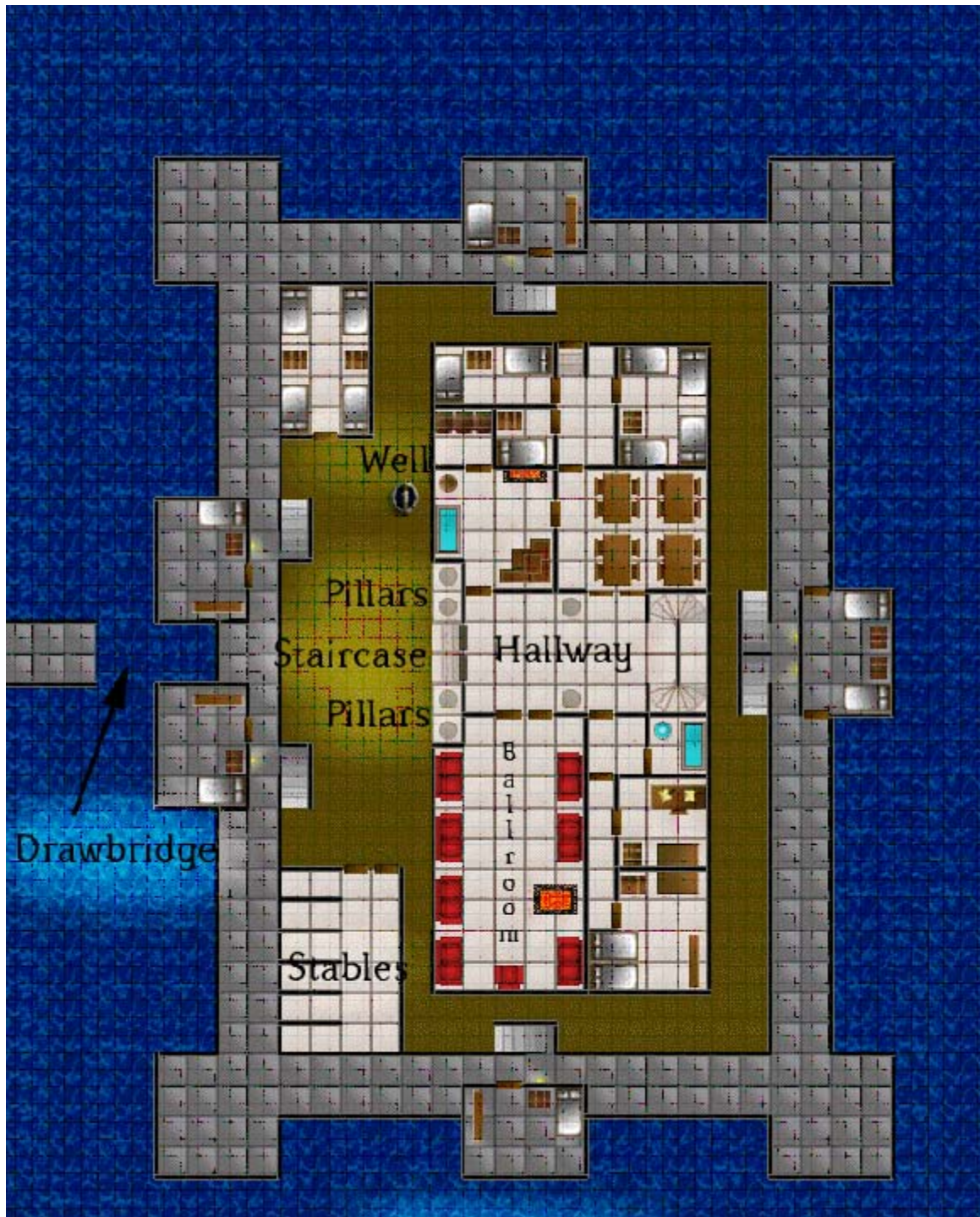
🦋 **Elite Guards, Human Ftr6:** CR 6; Medium-sized humanoid; HD 6d10+15; hp 55; Init +2 (+2 Dex); Spd 20 ft.; AC 18 (flat-footed 16, touch 12), Atks +9 melee (1d8+2 [x3], battleaxe) or +8 ranged (1d8 [x3], longbow); AL LN; Fort +8, Ref +4, Will +2; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +0, Jump +0, Ride +5, Swim -4; Cleave, Great Cleave, Power Attack, Quick Draw, Toughness, Weapon Focus (battleaxe).

Possessions: Scale mail, large steel shield, battleaxe, longbow, 20 arrows.

Appendix 2

Brandrenn Keep



Player Handout 1

This module revolves around the story of two men, Cavius of Queslor and Serdorb Brandrenn.

The horrors of war often make men perform the most questionable acts, but also serves to show the true nature of men.

One to receive such a revelation was Serdorb Brandrenn and his younger brother, Avorn, and Avorn's 11-year old son Cavius serving as page. The two young warriors, followed their father, a vassal of Baron Halshas Geldrenn, to the campaigns of Idee in early 582 CY. Little did the idealistic pair of siblings realise the horrors that they would endure, least of which was the loss of a father, who died thrusting the family axe into the hands of his eldest son, nor did they realise that in their homeland a new enemy bid its time, sharpening its knives and awaiting the time to strike.

During the bloody liberation of an Ideean hamlet that cost them many a good man, Avorn and his son were shocked to discover that Serdorb, whose soul had darkened with each passing slaughter they had witnessed, was assaulting an Ideean woman, demanding a "soldier's pay" for her liberation.

Avorn shot Serdorb across the cheek with his crossbow. Getting his brother's attention, he sagely pointed out that he was dishonouring the family's honour and the sacrifice of the men they had fought for. He also pointed out Serdorb's weapon, the ancestral axe *Spiritus Cærimonia* (roughly translated from Old Oeridian, Spirit of Heroes) lay just beyond reach.

Unable and unwilling to kill his brother, he had his son remove the axe and his brother's mail. In this time there gathered the remaining Onnwalish men, who saw the sorry scene and the majority of them, being men of honour sided with Avorn. Shamed by his actions and the loss of his axe, Serdorb left the village, stripped of his dignity and his equipment.

It may be his dishonour saved his unworthy hide – as when the sun fell the retaliation of Ivid's men claimed the life of Avorn Brandrenn and his men. When a column of Sunndian scouts, led by a priest of Trithereon named Evannal, came to the village they found naught alive – save for the catatonic form of Cavius, clutching the *Spiritus Cærimonia* tightly in his hands which in the hands of a true innocent had regained its natural luster.

So it was, once the Greyhawk Wars ended that Cavius was led by his new benefactor to Queslor, a village located in the county of Stalveard on the Pawluck River close to the Vast Swamp. Being a priest of Trithereon, Evannal recognised the craftsmanship of the *Spiritus Cærimonia* and also that it was blessed of Heironeous. He reverently placed the axe within the shrine of Trithereon within Queslor, among the other weapons that adorned it in memorial to those who died to keep Sunndi and the Iron League safe. For many summers the *Spiritus Cærimonia* hung quietly. Evannal took it upon himself to train his young charge and it soon became obvious that Cavius wanted to be an archer, and with the death of his father engrained upon his memory he found the teachings of Trithereon appealing.

After one summer learning the teachings of the Summoner, Cavius returned home in time for the Festival of Freedom, a celebration of the actions of Commandant Osson of Almor, who liberated Sunndi from the yoke of the Great Kingdom. On the night prior to the festival, it was customary for an honour guard to stand an all-night vigil to be held in Queslor for those who had died in the conflict.

Before first light, Cavius and Evannal had almost finished the vigil in the church when they heard the sound of an intruder keeping to the shadows. Cavius and Evannal investigated, taking opposite ends of the chapel. Just as Evannal reached the weapons the intruder, a tall man stood up and slew him with the *Spiritus Cærimonia*. As the killing blow was struck, the figure stepped into the moonlight of the chapel and Cavius recognised the face of his uncle.

Serdorb escaped, Cavius went to the priest. Evannal, whose mind was obviously not working given the gaping chest wound did not recognise his adopted son asked him in uncertain terms who he was before passing beyond the veil of this life. Finally it seemed to Cavius as if the teachings of Trithereon made sense on a greater level – now he must avenge the dishonour of his family, and avenge his adopted father. What had once been a symbol of the past had become a symbol of revenge!

He would have to travel to Onnwal... and he would find his uncle and kill him. With this the adventure begins...