

Connections

A One-Round Dungeons & Dragons® Living Greyhawk™

Regional Adventure set in the County of Urnst

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In the familiar city of Brotton, Hentock Steiner, has recently made his place among the successful. He calls on you able-bodied adventurers for a simple task, but this task turns out to be more than simple. Round and round you'll go until all the connections are made. A one-round regional adventure set in the County of Urnst for characters level 1-14 (APLs 2-12).

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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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special

instruction on running the adventure. Information on nonplayer characters (NPC) and monsters appear in abbreviated form in the adventure text. Full information on PCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the heroes participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the heroes participating in the adventure.
2. If The heroes bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	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	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six Characters, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the heroes 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Brotton. Characters from the County of Urnst pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and

may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

In the early part of year 596CY, a merchant by the name of Hentock Steiner suddenly busted onto the merchant scene as if from nowhere. He took on his staff of personal adventurers, two adventuring priests (half-brothers Olynn and Ryith, both of which worshipped Heironeous). Over a time span of six months, Olynn noticed Ryith and Hentock spending more and more time in Hentock's private office. Ryith grew more angry and frustrated towards Olynn as well.

One day, Ryith came in looking as if his heart were ripped from his body and stomped on. Only after many days of this unusual behavior did Ryith come out and accuse Hentock of murdering his wife and daughter. Olynn was torn because he knew Hentock wouldn't do such a thing, but he trusted his brother with telling the truth. After Olynn expressed his feelings to his brother, Ryith left in a huff.

Olynn knew of Ryith's temper and decided he would come back in two, maybe three, days. When Ryith didn't return; however, Hentock sent Olynn to bring him back. Hentock told him that Ryith was going to Radighast for a special assignment. Olynn knew better and figured that something was wrong, so he went to Ryith's house instead for his own lead.

When he got there, the house was empty. His suspicion led him to the basement where he found a secret meeting going on between Hentock and Ryith. In that meeting Olynn found out that Hentock really did kill Ryith's wife and daughter since Ryith initially refused to convert to Hextor.

Hentock then told Ryith that he would watch Olynn die, before dying himself, if he didn't convert. Ryith reluctantly agreed and Hentock told him of the conversion documents on his horse. Hearing this, Olynn rushed to Hentock's horse, which revealed his position. He managed to get the documents and escape, but his brother and Hentock knew that Olynn had been listening. Olynn reached his house and gave his wife, Elena, a package telling her that she should keep it and not give it to anyone save him when he returned from Trigol.

If anyone asked about him, or the package, then she was to direct them to Bampton and tell them he would be getting on a boat to Greyhawk. He would actually be riding to Trigol in search of refuge. He told her that when things calmed down, he would return and tell her everything. Five months passed and she had not heard

from her husband. The authorities did not believe her and she was running out of options. Taking the investigation into her own hands, she sent a couple of ranger friends she knew to look for her husband.

Halfway to Trigol, they found Olynn dead on the side of the road. His brother Ryith killed him when he did not reveal the documents' location. Elena was left in a state of shock so intense that she started to drink regularly at a local inn and did not think of hiring anybody to help her since the authorities did nothing for her, and her husband was now dead. Hentock and Ryith did nothing as well since no one believed Elena and they did not know she had Olynn's package, which had the location of the documents in it. This is when the heroes meet Elena in the adventure she is drunk and useless, for the time being. The merchant hears about this and decides to hire the heroes in his favor before Elena tells them anything that might contradict his story.

TIMELINE

- **Twelve months ago:** Olynn and Ryith hired by Hentock.
- **Ten months ago:** Olynn and Elena get married.
- **Eight months ago:** Hentock murders Ryith's wife and daughter.
- **8-6 months ago:** Hentock converts Ryith to Hextor.
- **6 months ago:** Olynn found out Ryith and Hentock's secret. He stole some of the correspondences that would expose the both of them and fled. Hentock sent Ryith to "take care" of Olynn.
- **3 months ago:** Five months passed before Elena, Olynn's wife, started to worry. She couldn't take the pressure and started drinking again.

HOUSE STEINER

Minor noble house of the County, the family has a lot of Suel heritage mixed with Oeridian. The family is mostly based around Brotton and the Grey Hills. The family's keep, Steiner Keep was located in Jedbridge, but the family no longer occupies it, at least officially.

The family's main source of income comes from mining ore and gems.

The family crest depicts a miner's pick standing up with a hawk on the top and what appears to be a gem for the eye.

CURRENT EVENTS

It is fall of 596CY. Lord Terard Duncombe is the Regent of the County of Urnst. His Council of Peers of the Realm will soon take place. In Brotton, the Lord Mayor has announced publicly that he and the city supports the former Lord Chamberlain Darius Alan Dane to the throne.

As the heroes go around Brotton, they can clearly see the black swan of the Danes flying everywhere. The locals all expect Lord Dane will be chosen.

Lord Duncombe has order a County-wide curfew to be in place. This means that only soldiers and Knights of the Swan are to be outside after nightfall. Anyone caught on the street will be detained and questioned by church inquisitors and justicars (something most people would rather avoid).

THE LOVER'S LAIR

Heroes can make a Knowledge (religion) or Bardic Knowledge check DC20 (give Player's who have Heironeous or Ehlonna as their deity a +2 to their roll) to know about the story of Lover's Lair.

The story of the Lover's Lair is an old story specific to Brotton. The story is told locally but not given too much attention anywhere else. In fact, the church of Heironeous rejects the story as a fabrication.

The story goes that Heironeous had just been severely wounded by Hextor during a battle that raged over a number of planes. Both half-brothers managed to stumble away from each other in hope to recover for another day's fight. Heironeous floated over the Dreerwode before falling asleep in a glade, hoping to recover from his wounds, his blood pooling under him.

The story continues with Ehlonna, passing nearby, who saw the resting and wounded Archpaladin. From that moment, she fell in love with him. She quickly nestled beside him and healed all his wounds. The two deities enjoyed a quick romance and battled evil across the planes and on Oerth but eventually, each one's calling forced them apart. The story ends with one fateful night when they shared one last kiss in a small clearing called Lover's Lair.

ADVENTURE SUMMARY

Introduction-The Characters find themselves in Brotton.

Encounter 1: Have Gold Will Hire! A messenger from Hentock Steiner arrives and delivers a summons to the Characters. Upon arriving at the warehouse, the heroes are offered a job from Hentock to buy some documents from his daughter Elena.

Encounter 2: And...you are? Morning comes the next day when the heroes meet Elena outside a temple to Ehlonna. She has no idea who the heroes are and hires the heroes for her own side job that contradicts the job the merchant asked them to do.

Encounter 3: Searching for the Truth. The characters can use this opportunity to gather info about their situation.

Encounter 4: Playing Both Sides. The characters meet up with Hentock and receive the option to continue to buy off the documents from Elena or steal them (the characters could use this as another point to meet with Elena again). When talking to her, the Characters get Elena's package which holds the location to the documents.

Encounter 5: Don't look at me, the sand ate them! The heroes reach the documents' location at a ruined shrine to Heironeous and Ehlonna. They face a sand trap, which is a riddle.

Encounter 6: Traitors! The Characters are attacked by two woodsmen wanting the documents.

Encounter 7: Not the face! The Characters are attacked by Ryith's devil allies.

Encounter 8: I Can't Believe It's Not Vecna. In this encounter, heroes return to Elena's to find the place trashed. A note leads them to Hentock's warehouse where they find a shrine to Hextor in the basement. Heroes battle Ryith and Hentock before they can fully sacrifice Elena.

Conclusion: The heroes defeat Ryith and Hentock. If they save Elena, then Elena thanks them for their hospitality and wishes them good luck for their future adventures while she takes on the family business her father so regretfully neglected. If Elena died, her soul stays with Olynn and doesn't return to Oerth.

INTRODUCTION

You began this beautiful autumn day in the city of Brotton. The city has the Black Swan of the Danes flying everywhere. People wear white, black, and purple, showing their unwavering support for Lord Darius Alan Dane to become the next Count.

Militias wearing the colors of Brotton, Knights of the Swan, and the Brotton Banshees—House Dane's all-female elite troops—patrol not only the roads, but also the city itself. This large number of troops enforce Lord Duncombe's curfew.

This mid-afternoon finds you at the Elk's Head tavern just off Fountain Square in the merchant district. The place is usually filled with adventurers and mercenaries, but today the place seems packed with locals. Most of them are talking about politics,

some are playing dice, and a half-elven woman has passed out from drinking.

The place is busy but you managed to find a seat in the company of other adventurers. Enjoying the classic ale, wine, and stew, that the tavern has to offer, it is not long before conversation soon surfaces among you.

The heroes should take this opportunity to introduce themselves to each other. Once the heroes are ready to leave, proceed to Encounter 1.

ENCOUNTER 1: HAVE GOLD WILL HIRE!

A young Oeridian boy comes over to your table and says in a shrill, nasal voice, "Any of you adventurers?"

Allow the heroes a chance to respond

"Master Hentock sends this" he continues while thrusting a scroll onto the table. He turns back to you with his left palm outstretched as if waiting for a tip.

Whether he has been paid (or not), the messenger runs from the room. Once the heroes open the note, give them Player handout #1: Hentock's Letter

A Knowledge (nobility) or Bardic Knowledge check DC20 reveals that Hentock Steiner is a merchant from a small noble house in Brotton (refer to the Adventure Background for more information). He recently has become very successful, especially in the heavy clothing and mining supplies.

After reading the handout, they should head straight to Hentock's house where he eagerly awaits the heroes. Anyone can tell the heroes where to find Hentock's warehouse, which is located only a few hundred yards away from the Elk's Head.

HENTOCK'S WAREHOUSE

Hentock's warehouse is a beehive of activity. Above the door, a crest depicts a miner's pick with a falcon. Workers rush in all directions carrying heavy bags, boxes, and crates, trying to load or unload ox or horse-drawn wagons. Through the open front doors you can see more men working frantically inside as a man standing on a podium holding a heavy pad of papers angrily barks directions at them "Trigol!" or "Radigast!" or "Hillguard!"

Standing at six feet tall, the bear-like features of this Oeridian man are softened by his floppy brown hair.

When you get within ten feet from him, his attention fixes onto you. His demeanor changes as he releases a loud jolly laugh and a husky voice into the air, "Ah, you must be the adventurers I sent for. I am Hentock Steiner from House Steiner. Come, follow me." He first hands his slip of paper to a foreman who almost immediately begins barking like his boss. Hentock ushers you into his private office where he pulls out a bottle of brandy.

"Lord Vintner's personal reserve, the best in all the County," says the merchant as he pulls out small glasses and begins to fill them up. "Pleasure before business," he says as he raises his glass and invites you to take one.

Hentock IS a respectable businessman who is somewhat in a hurry (though he is a Hextorite, Hentock's business is entirely legitimate. He makes his money by working hard himself and working his people hard). It should be obvious to the heroes that he is ALL business even when he does "pleasure".

"Now to business, I have a proposition for you. Simple one really...My daughter Elena hangs out at the tavern you were at earlier today. She wants nothing to do with me, so I have to work through intermediaries."

"Her late husband stole a series of documents I would like returned to me. Here are 20 Sterlings (platinum). What she won't take you can keep. Fair enough?"

- **What does your daughter look like?** She is half-elven and is usually passed out amongst her wine goblets.
- **What are those documents?** They are a series of personal correspondences and notes that were stolen from me. They contain information about lost treasure both in and out of the County. (Truth) I'm willing to give you some of them if you agree
- **How would we recognize them?** They are a pile of correspondence about five inches high and were tied together by a red ribbon. All of the letters were addressed to me. If you bring back the wrong ones I'll return them to my daughter.
- **Why were they stolen?** I guess my son-in-law wanted to spite me. (Truth)
- **Why don't you go yourself?** My daughter refuses to talk to me or anyone in my employ. (Truth)
- **Who was Olynn?** My son-in-law, he worked for me as an adventurer, along with his brother Ryith. I provided them with shelter and adventuring opportunities and I had a fair share of the loot. They both were priests of Heironeous.

- **What do you know about Olynn's death?** Olynn isn't dead. He left my daughter for some Greyhawk bimbo! My daughter hates me for telling her the truth. (A Sense Motive check DC 20+APL to find he's kind of happy with Olynn being gone)
- **Why aren't you and your daughter talking?** I told her the truth about Olynn leaving her for another woman. She never forgave me. (Not true)
- **What will you pay us if she wants it all?** I'll make sure you are well compensated. I'm a man of honor and a businessman most of all. If people don't want to work for me, I would soon run out of employees. I'll make sure you get 20 Sterling each for your troubles, plus whatever you can keep from the other 20 I just gave you. (Hentock doesn't mind if the heroes steal the documents, but won't say it)
- **How did you make your fortune?** I have in my possession a number of treasure maps from all across the Flanaess. I hired adventurers to explore them. I used the money I made to increase my operations here. (Truth)
- **What if she asks about our employer?** Don't mention my name at all.
- **What if we just take the money and run?** The law has a long arm.
- **Where does your daughter live?** She lives a few blocks from the Garden of Ehlonna (Hentock gives directions) where she works every morning.
- **Who's Ryith?** He is one of my most valued workers, a fair warrior.
- **Where is he?** He is currently on adventure and will not return for a couple of days.

Hentock concludes the meeting when another messenger comes in about a new order. Before leaving, Hentock suggests the heroes wait until morning when Elena should be sober. He also recommends they hurry back to their inn to beat the curfew.

In the morning, proceed to Encounter 2.

TROUBLESHOOTING: FINDING ELENA NOW

By the time the heroes leave the Steiner's warehouse, Elena has left the Elk's Tankard and is nowhere to be found. (She is passed out in a random alley).

ENCOUNTER 2: AND...YOU ARE?

The morning is cool and the air crisp. The heroes do not require winter clothing yet.

Asking around has the heroes pointed towards the gardens of Ehlonna by the temple of Heironeous. Elena is busy picking up leaves and doing some autumn gardening. Though it may appear to the heroes that she is a cleric of Ehlonna, she is only the caretaker.

When the heroes start asking her about the documents, she listens to them but does not volunteer information, other than she has the documents in her possession.

"I knew this would happen sooner or later. My father has a way with mercenaries such as you. My father hired you to get his 'documents'. Tell me this. Didn't he seem a bit happy about Olynn's death? Didn't he seem to want rush through things until it got to these documents, and then he slowed it down? I believe my father is up to no good." She looks at each of you her eyes pleading her case

With a Sense Motive check DC 10, the heroes get the impression that Elena is honest about her accusations. Elena continues on to reveal that Olynn had to have had a reason for keeping the documents away from his own brother and father-in-law. She said that those documents are hers and that she is not parting with them.

In the gardens of Ehlonna, Elena is accompanied by a cleric friend of hers who works at the gardens of Ehlonna as well. If the characters attempt to cast any magic on Elena, the cleric stops them. The cleric also has no knowledge of anything other than what Elena told her. Refusing to gossip, she asks the heroes to speak directly with Elena.

- **Can we see the documents?** No.
- **What will you pay us?** I will pay you 20 Sterlings, I'm sure that's what my father promised you. However, I'm certain that solving my husband's murder will earn you good points with the clerics of Heironeous.
- **What is wrong between you and your father?** My father is secretive and manipulative. He wants to run my life and that of everyone else he comes into contact with.
- **What about this Ryith, who is he?** He's one of my father's goons. He serves the Archpaladin just like my Olynn did. He is a great warrior.
- **What is it that you want us to do?** Keep an eye on him. I'm sure he's up to something. He always is. He has his spies watching me all the time.
- **Why not go to the authorities?** My father has friends in high places and he has them all convinced that I'm lying.

- **Where can we find you?** I spend most of my time between the garden of Elhenestra of the Forest and the Elk's Tankard.
- **Will you get drunk again tonight?** No... I mean I'll try not to.
- **Where is your mother?** My father smothered her and ran her life until she decided to give up. She lost the will to live and just returned to Corellon. I don't want to end up like her. (She won't elaborate anymore.)
- **Who does your father worship?** Zilchus, Heironeous and St Cuthbert, all the lawful-types.
- **Who do you worship?** From my mother I learned the goodness of Elhenestra (Ehlonna) and from my husband I saw the good side of the Archpaladin.
- **Tell us about your husband.** My Olynn was a good man. He and his brother were both devoted to the Archpaladin. I met him as he worked for my father adventuring for him. However, one day he came to me and told me that he saw something horrible. So he left town.
- **But you said he was dead?** Two ranger friends of mine found Olynn's body at the edge of the forest. They rushed back to get help and brought back a cleric of the Archpaladin to help my husband. When they got there, the body was gone. Aramin and Marla couldn't track it. The tracks went on for a bit and then just stopped.
- **How did they know where to find him?** I don't know. They were stopped.
- **Stopped?** I am no tracker, that's what they told me.
- **How was his body?** They reported that he was killed by a blade, a large one. Perhaps an ogre or a giant...
- **Where are these rangers now?** I haven't seen them in Brotton in months. I guess they have moved on. You know, rangers tend to do that.

THE CHOICE

Once the conversation begins to run dry, Elena presents a choice to the heroes: they can either side with her or remain loyal to Hentock. She tells that they have completed their mission for her father and that she refuses his offer. (This is true).

If they side with Elena, she smiles and thanks the heroes. She tells them that they should report to her father that she refused and asks them to meet her at her house later. She tells the heroes that her father will most likely attempt to increase his offer significantly.

If they decide to remain loyal to Hentock then Elena begins screaming at them and calling them names like cowards, pawns and slaves before she leaves, screaming. Note that once the heroes make their choice, they cannot change it. Elena assumes they are scions of evil. She tells them to report to their master like the good lapdog they are.

WHERE TO NOW?

Depending on the heroes' decision they may now wish to ask around to make out something about this whole twisted affair.

If they decide to try and ask for some information, proceed to Encounter 3. If they wish to head out and meet with Hentock, proceed to Encounter 4. Finally if they simply decide to wait to meet with Elena again, proceed to Encounter 5.

ENCOUNTER 3: SEARCHING FOR THE TRUTH

This encounter takes into account all the information sources the heroes may try to contact to gain information

WORD ON THE STREET

In this section, the heroes can get some hints as to where to look for information by making a Gather Information check with a variable DC. Making a check takes 1d4+1 hours. Give a +1 bonus for each gp spent, to a maximum of +4.

- **DC 5** Brotton is the most important city in the County. Its strategic location makes it the heart of the County.
- **DC 10** Brotton has a lot of adventurers coming in and out all the time. The Grey Hills and the Dreerwode are the sites of humanoids and monster attacks.
- **DC 12** The city and its leaders have openly given their support to Lord Darius Alan Dane, former Lord Chamberlain.
- **DC 13** After the murders of the Contessa, the Lord Mayor armed the citizens and reinforced the defenses.
- **DC 14** The Knights of the Swan are no longer a cohesive unit of soldiers. They have broken up into a number of factions.
- **DC 15** I heard that Lord Duncombe will lock everyone in a room and kill everyone to put his daughter on the throne.

- **DC 16** The woods around Brotton are still filled with devils. Last year, adventurers killed a number of them, but there are still many around.
- **DC 17** House Steiner fell on hard times after the Civil War, but this one fellow, Hentock, has been rebuilding the family fortune by sending adventurers on all kinds of quests.
- **DC 18** Lord Dane has bought a new house in town. Maybe once he becomes Count, he'll make Brotton the new Capital.
- **DC 19** You know that devil that converted to Heironeous? Well two Baklunish knights came to town, a man and a woman. They killed it. The man gave a long speech about light and something. I don't listen to Pholtans very much.
- **DC 20** Poor Hentock, his daughter is wasting her life in all the taverns. She keeps ranting about her husband. If you ask me, the man just left town for another woman.
- **DC 21** Many of the Nobles in town have assured their fealty to House Dane. I think they just want to keep their privileges.
- **DC 22** I heard that many of the head merchants have sent money to support Lord Dane's cause. He seems to be the only one who understands commerce.
- **DC 25** Hentock is bossy. He screams at his employees all the time. But you can't deny. He gets the job done. I'm sure he wants to join the Lord Mayor's merchant council.

ASKING ABOUT THE STEINERS

Gather Information or Bardic Knowledge checks can give the heroes additional information. The populace is quite certain that Olynn left on adventure. Speculations about what happened to him vary: he left for another woman or he is still adventuring and will return.

- **DC 5** Elena and her father Hentock have not been on good terms for a little over a year.
- **DC 6** She has been married twice. Her first husband was an abusive man who drove her to her drinking habits. He died in the first Civil War. Her second husband, Olynn, brought her out of drunkenness, but Elena returned to the bottle when Olynn left.
- **DC 8** Olynn left with Elena for another woman they now live in (the target city varies: Radigast, Dyvers, Greyhawk, Trigol are all mentioned).

- **DC 9** Elena keeps crying to anyone that her husband was murdered, instead of having simply “left”.
- **DC 10** Olynn and his half-brother Ryith haven't been on good terms ever since Ryith's wife and daughter were murdered seven or eight months ago.
- **DC 15** Ryith and Hentock used to hate each other, now they are constantly together.
- **DC 18** Ryith and Hentock now work as partners and Ryith seems to like it.
- **DC 22** Elena hasn't brought up her husband's murder to his church. [If the heroes ask Elena, she says that she thinks spies have gotten into the church, but she dare not tell anyone just yet. If the heroes decide to go to the church, everything there points to Elena being wrong (because she is)]
- **DC 25** Ryith doesn't attend church much since his brother left around five months ago.

THE KNIGHTS OF THE SWAN

Lady Jacqueline Trabeaux leads the Knights in Brotton, she is one of the Trabeaux from Didieln and is a first cousin to both Jacques Trabeaux (URC5-04 *That which lurks*) and Bishop Andre Trabeaux (URC6-103 *Blast from the Past*). A devoted of Pelor, her mood tends to follow the weather: all smiles in sunlight and grumpy when it rains.

She can ascertain that many of “her” Knights are divided over the current political crises. She has thus ordered they do not involve themselves and follow the Citadel as a bastion of reason. She has little to say about the Steiners. Though she can confirm rumors the heroes heard.

THE ARMY/BROTTON BANSHEES

The Brotton Banshees are an elite cavalry regiment forming the elite troops of House Dane. This regiment is composed only of females. The Banshees are actively training in case of civil unrest.

The Banshees are almost fanatical in their support for the elevation of Lord Darius Dane to the rank of Count.

THE LORD MAYOR

The Lord Mayor is not available during this adventure.

HOUSE STEINER

The heroes may decide to visit House Steiner. They are received politely, but no one wishes to air their dirty laundry. A few Sense Motive checks should give the

heroes a feeling that the leaders of the House disagree with the Hentock/Elena situation but they receive sufficient kickbacks from Hentock that they don't care or don't want to get involved.

TEMPLE OF HEIRONEOUS

The Temple of Heironeous is located near the Garden-temple of Ehlonna. It seems a lot more like a knight's hall than a temple.

Anyone of the priests there can confirm that Ryith doesn't attend the ceremonies anymore. The Heironeans are not overly concerned, as he seems in good health meaning that he must make his prayers every morning.

They can also confirm that the two had a number of disagreements about the Analects (they pass it off as two lawful-types arguing over a point of law).

They all believe that Olynn is simply out on adventure.

GARDEN OF EHLONNA

The gardens of Ehlonna are tended to by a young female cleric. She also has no knowledge of anything other than what Elena told her. Refusing to gossip, she asks the heroes to speak directly with Elena.

The garden has a hot spring in the center that bubbles up from the earth. Small streams have been dug to irrigate the entire garden.

ENCOUNTER 4: PLAYING BOTH SIDES

The heroes head back to meet with Hentock to report on what Elena said, whether they sided with her or not.

Again, the warehouse is a beehive of activity but Hentock is not there. One of his foremen sees the heroes and ushers them to Hentock's office. The heroes do not have to wait long before conversation echoes out from Hentock's slightly open door, attracting their attention.

A Listen check DC 20 lets the heroes overhear the conversation. They know that one of the speakers is Hentock, but they don't know about the other one. Throw arguments between the two. The other man (Ryith) is pressing Hentock about ‘what if the adventurers take Elena's side’. ‘What if they believe her?’ Hentock reassures him that adventurers go for gold and not honor. Ryith dismisses himself.

Heroes who do *detect evil* on Hentock or Ryith get nothing. Both of them have a *ring of mind shielding* on. If the heroes cast *detect magic*, then they get magic from their rings, but it registers as abjuration, also see

Appendix One for any additional magic items they may have.

At that time, Hentock goes to meet the heroes outside. Hentock assumes that he was slick and too quiet for the heroes to hear. He excuses himself telling them he has many employees to deal with. Hentock brings the heroes into his office and asks about their progress. If Characters ask about the conversation, he changes the subject to business.

When the heroes explain that Elena will not budge, Hentock laughs.

"I figured Elena would do something like this. Tell you what. I'll double the amount of gold, and you can persuade her that way. Otherwise, you could just steal the papers from her like you adventurers always seem to do. Do we have a deal?"

Elena is at her house at this point.

As the heroes make their way to Elena's house, ask for a Spot check DC 20+APL to see someone following them. The heroes could remember Elena's warning that one of Hentock's spies would be sent to make sure the Characters haven't switched sides.

If there is a sneaky-type in the group, and they decide to fall back and sneak up on the person following, they finds that person is gone.

If they choose to pretend to ignore this follower, then the follower stays with them all the way to Elena's house.

Once they reach the house, the heroes must choose to either take the documents, if so go to "Stealing the Documents (Illegal Way)", or they can choose to buy them off of her, if so go to "The Lawful Way". Either way, the spy is watching them the whole time and the heroes should be careful in not revealing their true intentions to the spy.

THE LAWFUL WAY

This encounter is for the heroes who decide to continue to buy off Elena or who have a meeting with her. This encounter takes place at Elena's house.

The contents of this small house are humble in appearance. Sketches of the couple litter the walls and many tributes to Ehlonna and Heironeous are present here as well. The furniture is moderate, nothing fancy.

Proceed to "Elena".

STEALING THE DOCUMENT (ILLEGAL WAY)

This encounter is for the parties who decide to take the documents from Elena. The most likely place for them to look would be Elena's house in town.

• **Wooden Doors and Shutters:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 18, Open Lock DC 23.

The contents of this small house are humble in appearance. Sketches of the couple litter the walls and many tributes to Ehlonna and Heironeous are present here as well. The furniture is moderate, nothing fancy.

The documents are not in the house. Heroes making a Search check DC 20 can ascertain that. However, Elena comes in and interrupts the heroes before they can find the package.

Proceed to "Elena".

ELENA

If she finds the heroes in her house, she is too drunk to really care and takes their visit as a friendly visit and she welcomes them.

Elena tells the heroes the following (try to insert this at an appropriate moment of the conversation.)

"The documents you seek are not in my possession. I never had them, though my father believes I do. On the night my dear Olynn left with them, he did give me a package, his instruction were that I should keep it until he returned."

The heroes may have further questions for Elena. For additional information Elena may give the heroes, you can also refer to Encounter 2.

- **Where is the package?** I have it somewhere, but I will not say where.
- **What is in the package?** I don't know it has no lock and I have not been able to open it.
- **No lock?** There is a riddle to solve to open it.
- **Can you give us the package?** Only if you swear upon Elhenestra of the Forest and the Invincible that you will NOT share its content with my father, Ryith, or his hirelings.
- **Won't that break the promise you have given to your husband?** Olynn is dead. No one cares but me. Olynn isn't coming back.... (She begins to cry).

Hopefully the heroes agree to her offer and swear an oath. When they do, proceed with the following.

Elena reaches into her robes. She pulls out a piece of dark mahogany about a foot long, 2 inches wide and ½ inch thick. Every inch of the box is covered in strange markings. From her coin pouch, she pulls out an envelope.

Once the heroes have the box, give them Player's Handout #2: Elena's Letter. The box is a riddle. The symbols are a mixture of elvish and Old Oeridian, both

of which Elena can read if the party doesn't have those particular languages.

The box cannot be opened by any means other than by solving the riddle. The answer to the riddle is water. To open the box, the box **MUST** be sprinkled or immersed in water (leaving it out for the rain won't work). Once that is done, the box can be opened without problem. Proceed to "The Documents". Elena refuses to let the box out of her sight, even for a second.

THE PACKAGE

The puzzle box contains Player handout #3: Olynn's letter to Elena. Elena asks to be shown the content of the box.

After reading the letter, Elena insists the heroes head out to the Lover's Lair in the woods, very early in the morning and hopefully leave town under the cover of darkness so that her father won't have a chance to stop them before they leave.

Elena promises to keep her father and his men off their trail as long as she can, but urges the heroes to hurry and find those documents.

TROUBLESHOOTING: FORCING THE BOX OPEN

Some heroes may be tempted to force the box open either by making a Disable Device OR using magic like a *knock* spell. If the heroes are making Search checks or use a *detect traps* spell, they realize that the box seems to be trapped against such attempts (in other words, warn them that there is no way to open the box without destroying the content). If the heroes persist in their course of action, Elena will literally stop them and take the box from them.

If the heroes plan on using magic, Elena steps in to recommend against such a course of action. However, if the heroes still wish to use magic, then Elena will stop them by taking the box from them.

Should they persist despite her warnings, they destroy the content of the box and do not get the handout. However, from the first part of the riddle Elena recalls the Lover's Lair and recommends the heroes check it out.

TROUBLESHOOTING: CAN'T FIGURE IT OUT!

Give the heroes a good few minutes to figure out the answer. After a few minutes of work, you can ask for a Knowledge (arcana) check DC15+APL. **DON'T GIVE THIS TOO QUICKLY.** The heroes should have to ponder about the puzzle for a bit before being asked for the roll.

ENCOUNTER 5: DON'T LOOK AT ME, THE SAND ATE THEM!

The Lover's Lair is located two days from Brotton. For most of the trip, the heroes travel on the road to Trigol. The road has a number of merchants and soldiers wearing the purple and black of House Dane traveling it. Along the way, the heroes pass through the village of Mennan (URC5-So3 *They're Only Kobolds* and URC6-So1 *Into the Dreerwode*)

HEROES WITH THE MAP

If the heroes have the map, ask for a Survival check DC 8+APL to find the location quickly. If they fail, they only find the Lover's Lair after one hour for each point by which they fail the DC. So if they fail by 10, they must search the area for 10 hours.

There is no rush, but act like you are counting time to give them the IMPRESSION of a time constraint.

When they find it, proceed to "Entering the Lover's Lair".

HEROES WITHOUT THE MAP

If the heroes do not have the map, ask for a Survival check DC 18+APL to find the location quickly. If they fail, they only find the Lover's Lair after TWO hour for each point by which they fail the DC. So if they fail by 10, they must search the area for 20 hours.

There is no rush, but act like you are counting time to give them the IMPRESSION of a time constraint.

When they find it, proceed to "Entering the Lover's Lair".

ENTERING THE LOVER'S LAIR

The "Lair" is a clearing with a few remaining stones placed on top of each other, see Appendix 3 Maps (Forest). Male heroes only get Player handout #4a while female heroes get Player handout #4b **DO NOT LET THEM READ** the handouts out loud (unless the entire party is of the same gender).

Once they have read the handout, proceed with the following text (for both genders):

As you enter this strange clearing, a slow rumble sounds beneath your feet. The tremors seem to move over to the sand pool that you see. The sand begins to shake with the tremor as it turns a holy white in color.

A beam of no more than five feet high shoots up from the puddle of sand. It lasts for only a

second before returning to the ground, leaving a shining message in the sand.

The message remains in the sand as long as one of the heroes stands in the clearing. Male heroes get Player Handout #5a while female characters get Player Handout #5b. The text appears in every one's native language (though illiterate characters still cannot read the text).

This is the clearing where Olynn fled to and hid the documents before he died. He rigged the clearing so that a male and a female had to be here in order to get past the sand riddle.

All the deities in the clearing are of good alignment and mostly of human origin. Because these deities are common to the County of Urnst, a single Knowledge (religion) check DC 10 identifies the deities. Heroes from other countries have a check DC 10 or 15 (use your common sense to determine what would be DC10 and DC 15 for non-County heroes)

- **Archpaladin:** Heironeous (LG, Chivalry, Justice, Daring, War)
- **Blinding Light:** Pholtus (LG, Light, Law, Order, Sun and Moon)
- **Cudgel:** St Cuthbert (LG, Zeal, Retribution, Honesty, Discipline)
- **Ehlonna:** Ehlonna (NG, Forests, Flora & Fauna, Fertility)
- **Father Pelor:** Pelor (NG, Sun, Strength, Healing)
- **Lady Poet:** Lirr (CG, Prose, Poetry, Art)
- **Lydia:** Lydia (NG, Music, Knowledge, Daylight)
- **Shield Maiden:** Mayaheine (LG, Protection, Justice, Valor)
- **Summoner:** Trithereon (CG, Individual, Liberty, Retribution)
- **Thrice-Kissed:** Myrthiss (NG, Love, Romance, Beauty)

The clearing radiates: strong, good, overwhelming, magic (a single aura of the divination school centered on the sand pool) and both faint chaos and law.

TROUBLESHOOTING: NOT RIGHT PARTY COMPOSITION

It is possible that the heroes have only members of one gender OR that they lack a cleric of a good deity.

In that case, the heroes are not out of luck, many options are open to them:

- They can head to Mennan where they can “hire” Mira and Rolck, two local kids who have gained a little taste for adventuring in URC5-So3 *They're Only*

Kobolds. Being of both genders, the pair can help the heroes (both can read). A few silver pieces will do it.

- They can head to the road and ask a passing adventurer(ress) or priest of a good deity. This will cost the heroes a total of 10gp x APL

TROUBLESHOOTING: WE CAN'T FIGURE IT OUT!

If the heroes spend more than eight minutes on this riddle, ask for Knowledge (arcana) checks (DC 18+APL) to determine that there seems to be a piece of the puzzle that could be solved only by a male and another by a female, maybe this has to do with the holy symbols hanging in the area.

TROUBLESHOOTING: GENDERLESS HEROES

Though improbable, it is possible that some heroes be classified as “Genderless”. These heroes see nothing in the clearing other than the sand pool. They cannot solve the riddle.

SOLVING THE RIDDLE

The answer to the riddle is for a male to find the holy symbol to Heironeous and stick it into their sand pool. While, at the same time, a female should find the holy symbol of Ehlonna and stick it into their sand pool. Alternatively, any cleric of a good deity channeling positive energy onto the sand also succeeds.

As you place the symbols in the sand, the writing in the sands begin to shine brightly as the entire clearing fills with soothing white light. You feel the light pass through you, searching your heart and soul.

A disembodied, forceful voice booms like thunder. “You truly are the bringers of justice! Avenge the death of good Olynn.”

Then as fast as it came, the light dims, revealing a chest resting on the sand.

The chest remains for 15 minutes, before disappearing into the sand once more (and the heroes have to repeat the ritual, but this time the voice isn't heard). The chest is neither locked nor trapped nor can it be moved from its location.

Any good-aligned hero in the clearing when the voice is heard receives the “Blessing of Heironeous”.

Opening the chest, they receive Player's Handout #6: Olynn's second letter to Elena. There is also a collection of letters (which fits the description of Hentock's correspondence). These letters include a series of hints and potential locations for ancient temples. These letters are in a feminine handwriting and are all signed by “The Bird of Radigast”. The letters were all written in 596CY, and are dated from shortly

following Lord Tristelone's death up to Richfest. The "Bird" is a Hextorite of power. Reading the letter clearly proves that Hentock serves a Hextorite.

Once they have read the letters proceed to Encounter 6: Traitors!

SUCKED IN THE SAND

If the heroes do anything outside the conditions stated above, that hero gets sucked down into the sand (no save (but don't worry, nothing bad happens to them)).

Have a little fun with your players by looking a little nervous and search your papers a little. Make them squirm, especially the first time this happens. While someone has been sucked into the sand, it accepts no symbol, and it is apparently dormant. The hero is expelled from the sand 1d4+1 round later.

Take any hero who disappears into the sand pit aside before reading him the following.

You are literally sucked into the sand and fall, but don't suffocate. After a moment, you stop and hang, in darkness. Two gigantic eyes, the size of planets open and stare at you.

From out of nowhere, you hear a booming voice. "I can see that your heart is not filled with evil, therefore you will live to return to your people."

ENCOUNTER 6: TRAITORS!

While the heroes are reading the letter found in the chest, Aramin and Marla move in and try to obtain the letters. They first demand that the heroes surrender them peacefully.

Any attempts at stalling or casting a spell (no matter what spell) starts combat.

APL 2 (EL 4)

➤ **Aramin:** male human ranger 2; hp 17; Appendix One

➤ **Marla:** female human druid 2; hp 10; Appendix One

➤ **Marla's war dog:** hp 13; Appendix One

APL 4 (EL 6)

➤ **Aramin:** male human ranger 4; hp 31; Appendix One

➤ **Aramin's war dog:** hp 13; Appendix One

➤ **Marla:** female human druid 4; hp 24; Appendix One

➤ **Marla's Bear:** hp 19; Appendix One.

APL 6 (EL 8)

➤ **Aramin:** male human ranger 6; hp 40; Appendix One

➤ **Aramin's war dog:** hp 30; Appendix One

➤ **Marla:** female human druid 6; hp 31; Appendix One

➤ **Marla's Bear:** hp 41; Appendix One.

APL 8 (EL 10):

➤ **Aramin:** male human fighter 2/ranger 6; hp 61; Appendix One

➤ **Aramin's war dog:** hp 30; Appendix One

➤ **Marla:** female human druid 8; hp 31; Appendix One

➤ **Marla's Bear:** hp 56; Appendix One.

APL 10 (EL 12):

➤ **Aramin:** male human fighter 4/ranger 6; hp77; Appendix One

➤ **Aramin's war dog:** hp 30; Appendix One

➤ **Marla:** female human druid 10; hp 45; Appendix One

➤ **Marla's Bear:** hp 80; Appendix One.

➤ **Dire bears:** hp105; MM p.63

APL 12 (EL 14)

➤ **Aramin:** male human fighter 6/ranger 6; hp 93; Appendix One

➤ **Aramin's war dog:** hp 30; Appendix One

➤ **Marla:** female human druid 12; hp 52; Appendix One.

➤ **Marla's Bear:** hp 97; Appendix One.

➤ **Dire bears (2):** hp105 each; MM p.63

Tactics: Before entering the clearing, Aramin casts *arrow mind* on himself. He has little intention of talking too long with the Characters. If they do not hand the documents over immediately, Aramin begins firing.

Marla stays within the tree line. She uses her Sudden Extend feat on the first *summon nature ally* she casts. She tries to summon as many creatures as she can to flood the clearing with them and to give Aramin and herself some additional cover. She uses her scimitar only if absolutely forced to.

At APLs 10-12, the dire bears have been trained with the following tricks: attack, attack unnatural,

defend, down, come, track. One is initially set to defend Aramin (at APL12, the other one defends Marla).

Development: Once the rangers are defeated, the heroes find a note from Ryith (Player's Handout 7) on them.

If the Characters bring the rangers back, the rangers do not tell them anything. They are too afraid of what Ryith would do to them. They simply tell the heroes that Ryith is the one who sent them but nothing more.

When the heroes make it onto the road back to Brotton, proceed to Encounter 7.

TROUBLESHOOTING: WE SURRENDER

The heroes surrender the documents to Aramin and Marla. Both rangers leave, upholding their end of the bargain. The two rangers are nowhere to be found for the remainder of this adventure.

The heroes get the experience for this encounter, but none of the gold. Proceed to Encounter 7.

ENCOUNTER 7: NOT THE FACE!

This encounter takes place at an opportune moment, most likely on the road, but it may also take place in Brotton where the locals flee for their lives. If on the road, the encounter should take place the same day the heroes fought with the rangers.

The road is twenty feet wide and goes on for miles in both directions. For the purpose of the encounter there is no vegetation on the road and the nearby trees are light forest.

APL 2 (EL 4)

🔥 **Lemure (2):** hp 9 each; MM p. 57

🔥 **Imp:** hp13; MM p. 56

APL 4 (EL 6)

🔥 **Chain devil:** hp 52; MM p. 53

APL 6 (EL 8)

🔥 **Chain devils (2):** hp 52 each; MM p. 53

APL 8 (EL 10)

🔥 **Chain devils (2):** hp 52 each; MM p. 53

🔥 **Erinye:** hp 85; MM p.54

APL 10 (EL 12)

🔥 **Bone Devil:** hp 95 each; MM p. 52

🔥 **Erinye (3):** hp 85 each; MM p.54

APL 12 (EL 14)

🔥 **Barbed Devil:** hp 126; MM p. 51

🔥 **Bone Devil (2):** hp 95 each; MM p. 52

🔥 **Erinyes (5):** hp 85 each; MM p. 54

Tactics: The devils try to surround, and attack, the hero with the documents (provided they can tell who has them). If they can isolate, or split the party, they do so to better gain an advantage.

Development: If the heroes have defeated the devils, an imp that had been observing the scene appears. Read the following.

As the last creature falls, a raspy voice calls out, "You will be too late to save her!" It laughs for a second before disappearing.

The Characters should now hurry back to Elena's house.

ENCOUNTER 8: I CAN'T BELIEVE IT'S NOT VECNA!

BACK IN BROTTON

There are many possible avenues of exploration for the characters at this point. The goal of this encounter is to have the heroes get to Hentock's warehouse. See "The Warehouse", below.

The authorities cannot help the characters due to some problems with goblins and kobolds in the Dreerwode and their chronic understaffing. The churches are busy helping the authorities.

In short, the characters must handle this one on their own (again). They could now go to Elena's House or The Warehouse.

ELENA'S HOUSE

The door to Elena's house is slightly open. The inside of the house itself shows signs of a struggle. Furniture is torn to bits by numerous slashes and the pictures that used to adorn the walls now lay in shredded piles on the floor. It's a wonder the house survived intact.

While the heroes were away, Hentock and Ryith heard of Elena's task for the adventurers and decided to take matters into their own hands. Ryith took his minions with him and captured Elena (under the auspices of a silence spell).

With Elena safely imprisoned, Hentock instructed Ryith to check on the heroes and their progress. If Aramin and Marla failed their mission, then Ryith

would need to capture the heroes and bring them back for their annual sacrifice.

Elena was brought to the dungeon underneath Hentock's warehouse and has been subjected to torture. She was, however, able to leave a note to the heroes on where to find her before Ryith captured her. A Search check DC 15+APL is needed to find an ink stained note amongst the pile of rubble that used to be Elena's home. The note says, "Ryith did thi... Warehouse Basem..." the note is unsigned and obviously unfinished. She was trying to scribble down a few words before Ryith got in.

THE WAREHOUSE

Once the heroes reach Hentock's warehouse, they find it strangely empty. No one is around doing a day's work as Hentock has dismissed them. If the heroes found the note in Elena's house, they should check for a basement. The only corner that has a crate, is the one in the front left. A Search check DC10+APL reveals a secret door behind the crate. If the heroes did not find Elena's note, they can make Search checks DC15+APL to find the secret door that leads to the basement where Hentock and Ryith have a shrine to Hextor set up.

As the heroes round the corner, they run into a sequence of alarms. The alarm spells are set up in four consecutive squares after the last corner.

When the heroes get within 40 feet of the shrine, tell them they hear chanting beyond.

ALL APLS (ELo)

🔮 **Alarm spell trap (4):** CR 0; magic device; location trigger; automatic reset; spell effect (*alarm*, 3rd-level wizard); Search DC 25; Disable Device DC 25

The heroes reach an unlocked doorway leading to the shrine to Hextor.

THE SHRINE (IF SURPRISED)

If the Characters found the traps and disabled them, read this. Thus Ryith and Hentock are surprised.

Every wall of the room is adorned with tapestries depicting a stern-looking humanoid with six arms looking down at the room himself. The gaudy altar at the far center of the room is what immediately catches your attention.

Two figures in black robes are the only occupants in this room. One is kneeling before an altar with a black gauntlet grasping six arrows, three going diagonal left and three going diagonal right. The other looms over the altar. They stiffen a little and stand back from the altar, never releasing their gaze from what appears to be their next victim.

Elena's skin is hardly visible underneath the rows of chains. Her head hangs lifelessly to the

side. Underneath her is a chalice that you can see is slowly filling with blood.

Ask for Heal or Spot checks DC 15+APL to determine that Elena will die soon if the heroes do nothing to stop Ryith and Hentock. She starts the battle at -1. Remember, the *forbiddance*, *dispel magic*, and/or *unhallow* in the room (each at their appropriate APL as noted below).

Since Hentock and Ryith are surprised, the Characters get a surprise round to act. Proceed to "Combat"

THE SHRINE (IF NOT SURPRISED)

If the Characters do not find the traps and set them off, Ryith and Hentock are not surprised. Ryith is hiding in a secret room behind the tapestries. Hentock is hiding in the secret room five feet to the right of the door by which the characters enter.

Ask for Heal or Spot checks DC 15+APL to determine that Elena will die soon if the heroes do nothing to stop Ryith and Hentock. She starts the battle at -1. Once all the Characters have made it into the room, Hentock trips a mechanism that shuts the door behind them.

Ryith and Hentock were not surprised this time and get a surprise round on the Characters. Remember, the *forbiddance*, *dispel magic*, and/or *unhallow* in the room (each at their appropriate APL as noted below). Proceed to "Combat"

COMBAT

If Hentock and Ryith are aware of the Characters arriving, use the Power-up suite entry for their abilities and pre-cast spells.

APL 2 (EL 4)

🔮 **Hentock Steiner:** male Oeridian; cleric of Hextor 3; hp 24; Appendix One.

🔮 **Ryith:** male Oeridian; fighter 1; hp 12; Appendix One

APL 4 (EL8)

🔮 **Hentock Steiner:** male Oeridian; cleric of Hextor 5; hp 38; Appendix One.

🔮 **Ryith:** male Oeridian; fighter 3; hp 31; Appendix One

APL 6 (EL 10)

🔮 **Hentock Steiner:** male Oeridian; Cleric of Hextor 7; hp 52; Appendix One.

🔮 **Ryith:** male Oeridian; fighter 4/ranger 1; hp 48; Appendix One

APL 8 (EL 12)

☛ **Hentock Steiner:** male Oeridian; Cleric of Hextor 9; hp 66; Appendix One.

☛ **Ryith:** male Oeridian; fighter 5/ranger 1/blackguard 1; hp 66; Appendix One

APL 10 (EL 14)

☛ **Hentock Steiner:** male Oeridian; cleric of Hextor 11; hp 80; Appendix One.

☛ **Ryith:** male Oeridian; fighter 5/ranger 1/blackguard 3; hp 93; Appendix One

APL 12 (EL 16)

☛ **Hentock Steiner:** male Oeridian; cleric of Hextor 13; hp 107; Appendix One.

☛ **Ryith:** male Oeridian; fighter 6/ranger 1/blackguard 4; hp 124; Appendix One

Tactics: Ryith hates elves and half-elves and attacks them first, followed by worshippers of Heironeous.

Hentock tries to stay behind and to split the Characters with his spells (using *walls* and the like)

At APLs 8+, the temple has an *unhallow* cast on the room combined with a *dispel magic* (CL=APL). At APL 10+, the temple also has a *forbiddance* centered on the altar.

Development: Once defeated, the heroes may check on Elena. Once the heroes have her stabilized, if they saved her before dying, they can search the bodies. On Ryith's body, they find Olynn's stuffed head (Elena can identify it).

CONCLUSION

If the heroes saved Elena, proceed to "Elena Saved" otherwise, proceed to "Elena Died". If Elena died, then cross off the Thanks of Elena Steiner, Elena's Dreerwode Quiver, and Steiner Warehouse off the AR.

ELENA SAVED

After the intense battle, you return to your inn and wash away the stench of evil from you and your possessions. A day later, Elena summons you to her father's warehouse.

Upon arriving there, you see Elena walking among the crates with some parchment and a quill in her hands. Elena looks up at your approach, "Dear adventurers, I want to thank you for all you have done."

Elena reaches into her robes and pulls out some green quivers embroidered with unicorns. "I had these specially made by a good druid friend of mine, there are none other like these I can

guarantee you. If you ever find yourselves in a rut, feel free to visit me here."

She hugs each of you good-bye and watches as you leave. Looking back, you see shinning pools gather beneath her hazel eyes, which form into one word: "Olynn."

Proceed to "AR Rewards".

ELENA DIED

You return to your rooms at the tavern with little thoughts of joy, for you have failed in saving Elena. You have dropped off her corpse at the Heironean temple in the hope that the clerics there can restore her.

After a few days, the clerics of Heironeous give you the gravest news. Her spirit does not seem to want to return here.

You realize that though she will not return, she is now with Olynn, her one true love.

Proceed to "AR Rewards".

AR REWARDS

If the heroes break the oath they swore before Elena to get the package, they receive the "Oath breaker" AR Reward.

Any good-aligned hero who was standing in the clearing when the voice is heard receives the "Blessing of Heironeous" AR Reward.

If the Characters saved Elena, they receive the "Thanks of Elena Steiner" and "Steiner Warehouse".

If the heroes defeated Hentock and Ryith, they all get "Notice of the Hextorites."

If the Characters have solved the riddle in the sand, ONE of them gets the "Letters from the Bird".

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 6: Traitors!

Defeating Aramin & Marla

APL 2

120 XP

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter 7: Not the Face!

Defeating the devils

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter 8: I Can't Believe It's Not Vecna!

Defeating Ryith & Hentock

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Objective(s) met:

Solving the Olynn's puzzle

APL 2	45 XP
APL 4	68 XP
APL 6	90 XP
APL 8	113 XP
APL 10	135 XP
APL 12	158 XP

Preventing Elena From Dying

APL 2	45 XP
APL 4	68 XP
APL 6	90 XP
APL 8	113 XP
APL 10	135 XP
APL 12	158 XP

Total Experience Points

APL 2	450 XP
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APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 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.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Encounter 6: Traitors

APL2 L: 83gp; C: ogp; M: ogp

APL4 L: 26gp; C: ogp; M: +1 composite longbow (Str +2) (217gp); +1 chain shirt (104gp); +1 leather armor (97gp); gloves of dexterity +2 (333gp); vest of resistance +1 (83gp); wand of magic fang (63gp);

APL6 L: 26gp; C: ogp; M: +2 composite longbow (Str +2) (717gp); +1 chain shirt (104gp); +1 leather armor (97gp); gloves of dexterity +2 (333gp); vest of resistance +2 (333gp); wand of magic fang (63gp); cloak of resistance +1 (83gp); ring of protection +1 (167gp); amulet of natural armor +1 (167gp);

APL8 L: 26gp; C: ogp; M: +2 composite longbow (Str +2) (717gp); +1 chain shirt (104gp); +1 wild leather armor (1347gp); +1 heavy wooden shield (96gp); gloves of dexterity +4 (1333gp); vest of resistance +2 (333gp); wand of magic fang (63gp); cloak of resistance +1 (83gp); ring of protection +1 (167gp); amulet of natural armor +1 (167gp); lesser bracers of archery (417gp);

APL10 L: 26gp; C: ogp; M: +2 frost composite longbow (Str +2) (1550gp); +4 chain shirt (1354gp); +1 wild leather armor (1347gp); +1 heavy wooden shield (96gp); gloves of dexterity +6 (3000gp); vest of resistance +2 (333gp); wand of magic fang (63gp); cloak of resistance +3 (750gp); ring of protection +2 (667gp); lesser bracers of archery (417gp); periapt of wisdom +4 (1333gp);

APL12 L: 26gp; C: ogp; M: +2 frost composite longbow (Str +2) (1550gp); +4 chain shirt (1354gp); +1 wild leather armor (1347gp); +1 heavy wooden shield (96gp); gloves of dexterity +6 (3000gp); vest of resistance +2 (333gp); wand of magic fang (63gp); cloak of resistance +3 (750gp); ring of protection +2 (667gp); lesser bracers of archery (417gp); periapt of wisdom +4 (1333gp); rod of lesser extend (250gp);

Encounter 8: I Can't Believe It's Not Vecna!

APL2 L: 400gp; C: ogp; M: ring of mind shielding x2 (667gp per character);

APL4 L: 86gp; C: ogp; M: wand of resurgence (63gp); ring of mind shielding x2 (667gp per character); periapt of wisdom +2 (333gp); +1 Flail (192gp); +1 Full Plate x2 (221gp per character); gauntlets of ogre power (333gp); amulet of health +2 (333gp); +1 heavy flail (193gp);

APL6 L: 86gp; C: ogp; M: wand of resurgence (63gp); ring of mind shielding x2 (667gp per character); periapt of wisdom +2 (333gp); +1 Flail (192gp); +1 Full Plate x2 (221gp per character); gauntlets of ogre power (333gp); amulet of health +2 (333gp); +2 heavy flail (693gp); cloak of resistance +1 (83gp);

APL8 L: 72gp; C: ogp; M: wand of resurgence (63gp); ring of mind shielding x2 (667gp per character); periapt of wisdom +2 (333gp); +1 vicious flail (692gp); +2 Full Plate x2 (471gp per character); +1 heavy wooden shield (96gp); gauntlets of ogre power (333gp); amulet of health +2 (333gp); +2 flaming heavy flail (1526gp); cloak of resistance +2 (333gp);

APL10 L: 72gp; C: ogp; M: wand of resurgence (63gp); ring of mind shielding x2 (667gp per character); periapt of

wisdom +4 (1333gp); +2 vicious flail (1526gp); +2 Full Plate x2 (471gp per character); +2 heavy wooden shield (346gp); gauntlets of ogre power (333gp); amulet of health +2 (333gp); +2 flaming elfbane heavy flail (2693gp); cloak of resistance +2 (333gp);

APL12 L: 72gp; C: ogp; M: wand of resurgence (63gp); ring of mind shielding x2 (667gp per character); periapt of wisdom +6 (3000gp); +2 vicious flail (1526gp); +3 Full Plate x2 (888gp per character); +3 heavy wooden shield (763gp); amulet of health +4 (1333gp); +2 flaming elfbane heavy flail (2693gp); cloak of resistance +4 (1333gp);

Total Possible Treasure

APL 2: Total: 450 gp

APL 4: Total: 650 gp

APL 6: Total: 900 gp

APL 8: Total: 1,300 gp

APL 10: Total: 2,300 gp

APL 12: Total: 3,300 gp

Special

Oath breaker: You swore an oath and did not keep it. Priests of Heironeous and Ehlonna react poorly to you. They refuse to cast spells on you unless you convert and receive an *atonement* spell (Divine spellcasters only). PC divine casters who cast spells on you need an *atonement* themselves.

Blessings of Heironeous: You receive a sacred bonus (+1 at APLs 2-6 and +2 at APLs 8+) to all saving throws for the next three adventures after this one. If you are a good-aligned worshipper of Heironeous or Ehlonna, this lasts for 5 adventures. If you are a divine caster of either deity, double the bonus.

Thanks of Elena Steiner: This is an influence point with House Steiner. Cross off once used.

Elena's Dreerwode Quiver: This quiver functions exactly like a *quiver of Ehlonna*. However, it was made by druids from the Dreerwode. Having this quiver may have future campaign consequences.

Steiner Warehouse: Elena takes over her father's business, making the full item list access: Adventure. Select one(1) item to become access: regional.

[] Decanter of Endless Water

[] Dust of Disappearance

[] Ioun Stone-Lavender and Green

[] Ioun Stone-Orange

[] Phylactery of Undead Turning

[] Scarab of Protection

[] Strand of Prayer Beads lesser

Notice of the Hextorites: You have ruined another of their plans and the cult of Hextor in the County is now looking for you. This will have future campaign consequences.

Letters from the “Bird”: You have a series of letters from the Bird of Radigast. These letters contain hints and rumors of treasure. Only one set to be given per table.

Special Access: Members of the Dreerwode Druids have Regional access to items marked with (#). Members of The Warders of the Wild have Regional access to items marked with (\$).

ITEMS FOR THE ADVENTURE RECORD

APL2:

- # \$ Elena’s Dreerwode Quiver (Adventure; see above)
- Ring of Mind Shielding (Adventure, DMG)

APL4: (APL 2 plus)

- # \$ Wand of Magic Fang (Adventure, DMG)
- # \$ Wand of Resurgence (Adventure, DMG & SpC)

APL6: (APL 2-4 plus)

- \$ +2 Composite Longbow (Str +2) (Adventure, DMG)
- +2 Heavy Flail (Adventure, DMG)
- Vest of Resistance +2 (Adventure, CAr)

APL8: (APL 2-6 plus)

- +1 Vicious Flail (Adventure, DMG)
- +2 Flaming Heavy Flail (Adventure, DMG)
- +2 Full Plate (Adventure, DMG)
- # +1 Wild Leather Armor (Adventure, DMG)
- Cloak of Resistance +2 (Adventure, DMG)
- Gloves of Dexterity +4 (Adventure, DMG)
- \$ Lesser Bracers of Archery (Adventure, DMG)

APL10: (APL 2-8 plus)

- +2 Flaming Elfbane Heavy Flail (Adventure, DMG)
- \$ +2 Frost Composite Longbow (Str +2) (Adventure, DMG)
- # +2 Heavy Wooden Shield (Adventure, DMG)

- +2 Vicious Flail (Adventure, DMG)
- \$ +4 Chain Shirt (Adventure, DMG)
- Cloak of Resistance +3 (Adventure, DMG)
- Gloves of Dexterity +6 (Adventure, DMG)
- # Periapt of Wisdom +4 (Adventure, DMG)
- Ring of Protection +2 (Adventure, DMG)

APL 12: (APL 2-10 plus)

- +2 Vicious Flail (Adventure, DMG)
- +3 Full Plate (Adventure, DMG)
- # +3 Heavy Wooden Shield (Adventure, DMG)
- \$ Amulet of Health +4 (Adventure, DMG)
- Cloak of Resistance +4 (Adventure, DMG)
- # Periapt of Wisdom +6 (Adventure, DMG)
- # Rod of Lesser Extend (Adventure, DMG)

APPENDIX 1: APL 2

ENCOUNTER 6 TRAITORS!

Aramin: Male Human ranger 2; CR 2; Medium Humanoid (Human); HD 2d8+4; hp 17; Init +3; Spd 30ft; AC 17 (+4 armor, +3 Dex), touch 13, flat-footed 14; Base Atk +2; Grp+4; Atk +6 ranged (1d8+2, Masterwork composite longbow [+2]), +4 melee (1d8+2, Battleaxe), +4 melee (1d4+2, Dagger); Full Atk +6 ranged (1d8+2, Masterwork composite longbow [+2]), +4/+4 ranged (Rapid Shot) (1d8+2, Masterwork composite longbow [+2]), +4 melee (1d8+2, Battleaxe), +4 melee (1d4+2, Dagger); SA favored enemy (Human +2); SQ animal companion, wild empathy; AL CN; SV Fort +5, Ref +6, Will +1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8;

Skills and Feats: Handle Animal +4, Hide +6, Listen +6, Move Silently +6, Ride +10, Spot +6, Survival +6. Point Blank Shot, Precise Shot, Rapid Shot, Track.

Possessions: masterwork composite longbow (Str +2), chain shirt, battleaxe, dagger, Ryith's letter.

Marla: Female Human Drd2; CR 2; Medium Humanoid (Human); HD 2d8+4; hp 17; Init +0; Spd 30ft; AC 14 (+2 armor, +2 shield), touch 10, flat-footed 14; Base Atk +1; Grp+0; Atk/Full Atk +0 melee (1d6-1, Scimitar), +0 melee (1d6-1, Club); SA Animal companion, spontaneous casting (summon nature's ally); SQ Nature sense, wild empathy; AL CN; SV Fort +5, Ref +0, Will +6; Str 8, Dex 10, Con 14, Int 12, Wis 16, Cha 14;

Skills and Feats: Concentration +7, Handle Animal +7, Listen +8, Spellcraft +6, Spot +8, Survival +10. Augment Summoning, Spell Focus (Conjuration).

Languages Spoken: Common, druidic, Sylvan

Possessions: masterwork leather armor, heavy wooden shield, scimitar, club, 2 spell component pouches, divine focus (wreath of twigs)

Spells Prepared: (4/3; base DC=13+spell level) 0—cure minor wounds, flare, guidance, resistance; 1—cure light wounds, entangle, faerie fire

Marla's War dog: riding dog; CR 1; Medium Animal; HD 2d8+4; hp 13; Init +2; Spd 40ft; AC 16 (+2 Dex, +4 natural), touch 12, flat-footed 14; Base Attack +1; Grp +3; Atk/Full Atk +3 melee (1d6+3 bite); SQ link, low-light vision, scent, share spell; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1*. Alertness, Track

Trick: Attack, Attack unnatural, come, defend, down, fetch, guard.

ENCOUNTER 8 I CAN'T BELIEVE IT'S NOT VECNA.

Hentock: Male Oeridian Clr3; CR 3; Medium Humanoid (Human); HD 3d8+6; hp 24; Init -1; Spd 20 ft; AC 19 (+8 armor, +2 shield, -1 Dex), touch 9, flat-footed 19; Base Atk +2; Grp +3; Atk/Full Atk +5 melee (1d8+1, Masterwork flail) or +4 melee (1d4+1, Masterwork dagger); SA Spontaneous casting (inflict); SQ Aura of Law(Ex), Aura of Evil(Ex), Restricted Spells (chaos & good), Rebuke Undead(Su); AL LE; SV Fort +5, Ref +2, Will +6; Str 12, Dex 8, Con 14, Int 12, Wis 16, Cha 12;

Skills and Feats: Concentration +11, Diplomacy +7, Knowledge (religion) +7, Spellcraft +7. Extra Turning, Lightning Reflexes, Skill Focus (Concentration), Weapon Focus (Flail).

Languages Spoken: Common, Old Oeridian

Possessions: ring of mind shielding, Mwk. Flail, Mwk. Full Plate, heavy wooden shield, ceremonial dagger to Hextor (masterwork dagger), 2 silver holy symbols of Hextor.

Domains: Destruction (the ability to smite once per day (+4 to hit, +3 to damage)) and War (proficiency and Weapon Focus with flail)

Spells Prepared: (4/3+1/2+1; base DC=13+spell level) 0—cure minor wounds, detect magic, light, resistance, virtue; 1st—bless, command, cure light wounds, magic weapon*; 2—death knell, hold person, spiritual weapon*;

Ryith: Male Human fighter 1; CR 1; Medium Humanoid (Human); HD 1d10+2; hp 12; Init +1; Spd 20 ft; AC 19 (+8 armor, +1 Dex), touch 11, flat-footed 18; Base Atk +1; Grp +4; Atk/Full Atk +5 melee (1d10+4, Masterwork heavy flail) or +5 melee (2d6+4, Masterwork greatsword) or +4 melee (1d8+3, Longsword) or +4 melee (1d4+3, Dagger); AL LE; SV Fort +4, Ref +1, Will -1; Str 16, Dex 12, Con 14, Int 12, Wis 8, Cha 12;

Skills and Feats: Climb +2, Handle Animal +5, Knowledge (religion) +3, Ride +5. Cleave, Improved Sunder, Power Attack.

Possessions: ring of mind shielding, masterwork full plate, masterwork heavy flail, masterwork greatsword, longsword, dagger, Olynn's skull

APL4

ENCOUNTER 6 TRAITORS!

Aramin: Male Human ranger 4; CR 4; Medium Humanoid (Human); HD 4d8+8; hp 31; Init +4; Spd 30ft; AC 19 (+5 armor, +4 Dex), touch 14, flat-footed 15; Base Atk +4; Grp+6; Atk +10 ranged (1d8+3, +1 Composite Longbow [+2]), +6 melee (1d8+2, Battleaxe), +6 melee (1d4+2, Dagger); Full Atk +10 ranged (1d8+3, +1 Composite Longbow [+2]), +8/+8 ranged (Rapid Shot) (1d8+3, +1 Composite Longbow [+2]), +6 melee (1d8+2, Battleaxe), +6 melee (1d4+2, Dagger); SA favored enemy (Human +2); SQ animal companion, wild empathy; AL CN; SV Fort +6, Ref +8, Will +2; Str 14, Dex 19, Con 14, Int 10, Wis 12, Cha 8;

Skills and Feats: Handle Animal +6, Hide +10, Listen +8, Move Silently +10, Ride +13, Spot +8, Survival +8. Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite longbow).

Possessions: +1 composite longbow (Str +2), +1 chain shirt, gloves of dexterity +2, battleaxe, dagger, Ryith's letter.

Spells Prepared: (1; base DC=11+spell level) 1-~~arrow mind~~**

Aramin's War dog: riding dog; CR 1; Medium Animal; HD 2d8+4; hp 13; Init +2; Spd 40ft; AC 16 (+2 Dex, +4 natural), touch 12, flat-footed 14; Base Attack +1; Grp +3; Atk/Full Atk +3 melee (1d6+3 bite); SQ link, low-light vision, scent, share spell; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1. Alertness, Track

Trick: Attack, Attack unnatural, come, defend, down, fetch, guard.

Marla: Female Human Drd4; CR 4; Medium Humanoid (Human); HD 4d8+8; hp 31; Init +0; Spd 30ft; AC 15 (+3 armor, +2 shield), touch 10, flat-footed 15; Base Atk +3; Grp+2; Atk/Full Atk +2 melee (1d6-1, Scimitar), +2 melee (1d6-1, Club); SA Animal companion, spontaneous casting (summon nature's ally); SQ Nature sense, resist nature's lure, trackless step, wild empathy; AL CN; SV Fort +7, Ref +2, Will +8; Str 8, Dex 10, Con 14, Int 12, Wis 17, Cha 14;

Skills and Feats: Concentration +9, Handle Animal +9, Listen +10, Spellcraft +8, Spot +10, Survival +12. Augment Summoning, Spell Focus (Conjuration), Sudden Extend**.

Languages Spoken: Common, druidic, Sylvan

Possessions: wand of magic fang, vest of resistance +1, +1 leather armor, heavy wooden shield, scimitar, club, 2

spell component pouches, divine focus (wreath of twigs)

Spells Prepared: (5/4/3; base DC=13+spell level) 0—cure minor wounds, flare, guidance, know direction, resistance; 1—cure light wounds, entangle, faerie fire; 2—soften earth and stone, summon swarm

Marla's Bear: black bear; CR2; Medium Animal; HD 3d8+6; hp 19; Init +1; Spd 40ft; AC 16 (+3 armor, +1 Dex, +2 natural), touch 11, flat-footed 15; Base Atk +2; Grp +6; Atk +6 melee (1d4+4, claw); Full Atk +6 melee (1d4+4, 2 claws) and +1 melee (1d6+2, bite); SQ link, low-light vision, scent, share spell; SV Fort +5, Ref +4, Will +2; Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6

Skills and Feats: Climb +4, Listen +4, Spot +4, Swim +8. Endurance, Run

Tricks: Attack, Attack unnatural, come, defend, down, fetch, guard.

Possessions: masterwork studded leather armor

ENCOUNTER 7 I CAN'T BELIEVE IT'S NOT VECNA.

Hentock Steiner: Male Oeridian Clr5; CR 5; Medium Humanoid (Human); HD 5d8+10; hp 38; Init -1; Spd 20 ft; AC 20 (+9 armor, +2 shield, -1 Dex), touch 9, flat-footed 20; Base Atk +3; Grp +4; Atk/Full Atk +6 melee (1d8+2, +1 Flail) or +5 melee (1d4+1, Masterwork dagger); SA Spontaneous casting (inflict); SQ Aura of Law(Ex), Aura of Evil(Ex), Restricted Spells (chaos & good), Rebuke Undead(Su); AL LE; SV Fort +6, Ref +2, Will +8; Str 12, Dex 8, Con 14, Int 12, Wis 19, Cha 12;

Skills and Feats: Concentration +13, Diplomacy +9, Knowledge (religion) +9, Spellcraft +9. Extra Turning, Lightning Reflexes, Skill Focus (Concentration), Weapon Focus (Flail).

Languages Spoken: Common, Old Oeridian

Possessions: wand of resurgence, ring of mind shielding, periapt of wisdom +2, +1 Flail, +1 Full Plate, masterwork heavy wooden shield, ceremonial dagger to Hextor (masterwork dagger), 2 silver holy symbols of Hextor.

Domains: Destruction (the ability to smite once per day (+4 to hit, +5 to damage)) and War (proficiency and Weapon Focus with flail)

Spells Prepared: (5/4+1/3+1/2+1; base DC=14+spell level) 0—cure minor wounds, detect magic, light, purify food & drink, resistance, virtue; 1st—bless, command, cure light wounds, magic weapon*, shield of faith; 2—calm emotions, death knell, hold person, spiritual weapon*; 3—dispel magic, invisibility purge, contagion*;

Power-up Suite: AC 22 (+9 armor, +2 shield, -1 Dex, +2 deflection), touch 11, flat-footed 22; Spells active: *invisibility purge*, *shield of faith*

Spells Prepared: (5/4+1/3+1/2+1; base DC=14+spell level) 0—*cure minor wounds*, *detect magic*, *light*, *purify food & drink*, *resistance*, *virtue*; 1st—*bless*, *command*, *cure light wounds*, *magic weapon**, ~~*shield of faith*~~; 2—*calm emotions*, *death knell*, *hold person*, *spiritual weapon**; 3—*dispel magic*, ~~*invisibility purge*~~, *contagion**;

Ryith: Male Human fighter 3; CR 3; Medium Humanoid (Human); HD 3d10+9; hp 31; Init +5; Spd 20 ft; AC 20 (+9 armor, +1 Dex), touch 11, flat-footed 19; Base Atk +3; Grp +7; Atk/Full Atk +9 melee (1d10+7, +1 Heavy Flail) or +8 melee (2d6+6, Masterwork greatsword) or +7 melee (1d8+4, Longsword) or +7 melee (1d4+4, Dagger); AL LE; SV Fort +6, Ref +2, Will +0; Str 18, Dex 12, Con 16, Int 12, Wis 8, Cha 12;

Skills and Feats: Climb +3, Handle Animal +6, Hide -1, Knowledge (religion) +3, Ride +8. Cleave, Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (Flail, Heavy).

Possessions: *ring of mind shielding*, *gauntlets of ogre power*, *amulet of health* +2, +1 *full plate*, +1 *heavy flail*, masterwork greatsword, longsword, dagger, Olynn's skull

ENCOUNTER 6 TRAITORS!

Aramin: Male Human ranger 6; CR 6; Medium Humanoid (Human); HD 6d8+12; hp 40; Init +4; Spd 30ft; AC 19 (+5 armor, +4 Dex), touch 14, flat-footed 15; Base Atk +6; Grp+8; Atk +13 ranged (1d8+4, +2 Composite Longbow [+2]), +8 melee (1d8+2, Battleaxe), +8 melee (1d4+2, Dagger); Full Atk +13/+8 ranged (1d8+4, +2 Composite Longbow [+2]), +11/+11/+6 ranged (Rapid Shot) (1d8+4, +2 Composite Longbow [+2]), +8/+3 melee (1d8+2, Battleaxe), +8/+3 melee (1d4+2, Dagger); SA favored enemy (Human +4, Dwarf +2); SQ animal companion, wild empathy; AL CN; SV Fort +8, Ref +10, Will +4; Str 14, Dex 19, Con 14, Int 10, Wis 12, Cha 8;

Skills and Feats: Handle Animal +8, Hide +12, Listen +10, Move Silently +12, Ride +15, Spot +10, Survival +10. Diehard, Endurance, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite longbow).

Possessions: cloak of resistance +1, +2 composite longbow (Str +2), +1 chain shirt, gloves of dexterity +2, battleaxe, dagger, Ryth's letter.

Spells Prepared: (2; base DC=11+spell level) 1—~~arrow mind~~^{**}, entangle

Aramin's War dog: riding dog; CR 2; Medium Animal; HD 4d8+12; hp 30; Init +2; Spd 40ft; AC 21 (+3 armor, +3 Dex, +5 natural), touch 13, flat-footed 18; Base Attack +3; Grp +6; Atk/Full Atk +4 melee (1d8+4 bite); SQ evasion, link, low-light vision, scent, share spell; SV Fort +6, Ref +7, Will +2; Str 16, Dex 16, Con 16, Int 2, Wis 12, Cha 6

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1*. Alertness, Improved Natural Attack (Bite) Track

Trick: Attack, Attack unnatural, come, defend, down, fetch, guard, track.

Possessions: masterwork studded leather armor

Marla: Female Human Drd6; CR 6; Medium Humanoid (Human); HD 6d8+12; hp 45; Init +0; Spd 30ft; AC 18 (+4 armor, +2 shield, +1 natural, +1 deflection), touch 11, flat-footed 18; Base Atk +4; Grp+3; Atk/Full Atk +3 melee (1d6-1, Scimitar), +3 melee (1d6-1, Club); SA Animal companion, spontaneous casting (summon nature's ally), wild shape; SQ Nature sense, resist nature's lure, trackless step, wild empathy, woodland stride; AL CN; SV Fort +8, Ref +5, Will +9; Str 8, Dex 10, Con 14, Int 12, Wis 17, Cha 14;

Skills and Feats: Concentration +11, Handle Animal +11, Listen +12, Spellcraft +10, Spot +12, Survival +14.

APL 6

Augment Summoning, Lightning Reflexes, Spell Focus (Conjuration), Sudden Extend^{**}.

Languages Spoken: Common, druidic, Sylvan

Possessions: ring of protection +1, amulet of natural armor +1, wand of magic fang, vest of resistance +2, +2 leather armor, heavy wooden shield, scimitar, club, 2 spell component pouches, divine focus (wreath of twigs)

Spells Prepared: (5/4/4/3; base DC=13+spell level) 0—cure minor wounds, flare, guidance, know direction, resistance; 1—cure light wounds, entangle, faerie fire, shillelagh; 2—animal trance, soften earth and stone, summon swarm(x2); 3—protection from energy, spike growth, wind wall;

Marla's Bear: black bear; CR3; Medium Animal; HD 5d8+15; hp 41; Init +2; Spd 40ft; AC 19 (+3 armor, +2 Dex, +4 natural), touch 12, flat-footed 15; Base Atk +3; Grp +7; Atk +8 melee (1d4+5, claw); Full Atk +8 melee (1d4+5, 2 claws) and +3 melee (1d6+2, bite); SQ evasion, link, low-light vision, scent, share spell; SV Fort +7, Ref +6, Will +2; Str 20, Dex 14, Con 16, Int 2, Wis 12, Cha 6

Skills and Feats: Climb +5, Listen +5, Spot +5, Swim +9. Endurance, Run

Tricks: Attack, Attack unnatural, come, defend, down, fetch, guard, track.

Possessions: masterwork studded leather armor

ENCOUNTER 7 I CAN'T BELIEVE IT'S NOT VECNA.

Hentock Steiner: Male Oeridian Clr7; CR 7; Medium Humanoid (Human); HD 7d8+14; hp 52; Init -1; Spd 20 ft; AC 20 (+9 armor, +2 shield, -1 Dex), touch 9, flat-footed 20; Base Atk +5; Grp +6; Atk/Full Atk +8 melee (1d8+2, +1 Flail) or +7 melee (1d4+1, Masterwork dagger); SA Spontaneous casting (inflict); SQ Aura of Law(Ex), Aura of Evil(Ex), Restricted Spells (chaos & good), Rebuke Undead(Su); AL LE; SV Fort +7, Ref +3, Will +9; Str 12, Dex 8, Con 14, Int 12, Wis 19, Cha 12;

Skills and Feats: Concentration +15, Diplomacy +11, Knowledge (religion) +11, Spellcraft +11. Domain Spontaneity^{**} (War), Extra Turning, Lightning Reflexes, Skill Focus (Concentration), Weapon Focus (Flail).

Languages Spoken: Common, Old Oeridian

Possessions: wand of resurgence, ring of mind shielding, cloak of resistance +1, periapt of wisdom +2, +1 Flail, +1 Full Plate, masterwork heavy wooden shield, ceremonial dagger to Hextor (masterwork dagger), 2 silver holy symbols of Hextor.

Domains: Destruction (the ability to smite once per day (+4 to hit, +7 to damage)) and War (proficiency and Weapon Focus with flail)

Spells Prepared: (6/5+1/4+1/3+1/2+1; base DC=14+spell level) 0—cure minor wounds, detect magic, light, purify food & drink, resistance, virtue; 1st—bless, command, cure light wounds, magic weapon*, sanctuary, shield of faith; 2—calm emotions, death knell, hold person, silence, spiritual weapon*; 3—blindness, dispel magic, invisibility purge, contagion*; 4—death ward, freedom of movement, unholy blight*;

Power-up Suite: AC 22 (+9 armor, +2 shield, -1 Dex, +2 deflection), touch 11, flat-footed 22; Spells active: death ward, freedom of movement, invisibility purge, sanctuary, shield of faith

Spells Prepared: (6/5+1/4+1/3+1/2+1; base DC=14+spell level) 0—cure minor wounds, detect magic, light, purify food & drink, resistance, virtue; 1st—bless, command, cure light wounds, magic weapon*, ~~sanctuary, shield of faith~~; 2—calm emotions, death knell, hold person, silence, spiritual weapon*; 3—blindness, dispel magic, ~~invisibility purge, contagion*~~; 4—~~death ward, freedom of movement~~, unholy blight*;

Ryith: Male Human fighter 4/ranger 1; CR 5; Medium Humanoid (Human); HD 1d8+4d10+15; hp 48; Init +5; Spd 20 ft; AC 21 (+9 armor, +1 Dex, +1 deflection), touch 12, flat-footed 20; Base Atk +5; Grp +9; Atk/Full Atk +12 melee (1d10+10, +2 Heavy Flail) or +10 melee (2d6+6, Masterwork greatsword) or +9 melee (1d8+4, Longsword) or +9 melee (1d4+4, Dagger); SA favored enemy (elf); SQ wild empathy (1d20+4); AL LE; SV Fort +10, Ref +5, Will +1; Str 19, Dex 12, Con 16, Int 12, Wis 8, Cha 12;

Skills and Feats: Climb +4, Handle Animal +6, Hide +1, Jump -4, Knowledge (religion) +3, Ride +9, Survival +4. Cleave, Improved Initiative, Improved Sunder, Power Attack, Track, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

7ring of protection +1, vest of resistance +1, gauntlets of ogre power, amulet of health +2, +1 full plate, +2 heavy flail, masterwork greatsword, longsword, dagger, Olynn's skull

APL8

ENCOUNTER 6 TRAITORS!

Aramin: Male Human fighter 2/ranger 6; CR 8; Medium Humanoid (Human); HD 6d8+2d10+16; hp 61; Init +10; Spd 30ft; AC 20 (+6 armor, +4 Dex), touch 14, flat-footed 16; Base Atk +8; Grp+10; Atk +18 ranged (1d8+4; 19-20/x3, +2 Composite Longbow [+2]), +10 melee (1d8+2, Battleaxe), +10 melee (1d4+2, Dagger); Full Atk +18/+13 ranged (1d8+4; 19-20/x3, +2 Composite Longbow [+2]), +16/+16/+11 ranged (Rapid Shot) (1d8+4; 19-20/x3, +2 Composite Longbow [+2]), +10/+5 melee (1d8+2, Battleaxe), +10/+5 melee (1d4+2, Dagger); SA favored enemy (Human +4, Dwarf +2); SQ animal companion, wild empathy; AL CN; SV Fort +11, Ref +12, Will +4; Str 14, Dex 22, Con 14, Int 10, Wis 12, Cha 8;

Skills and Feats: Handle Animal +8, Hide +14, Jump +5, Listen +10, Move Silently +14, Ride +19, Spot +10, Survival +10. Diehard, Endurance, Improved Critical (composite longbow), Improved Initiative, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite longbow).

Possessions: lesser bracers of archery, cloak of resistance +1, +2 composite longbow (Str +2), +1 chain shirt, gloves of dexterity +4, battleaxe, dagger, Ryith's letter.

Spells Prepared: (2; base DC=11+spell level) 1-~~arrow mind~~^{**}, entangle

Aramin's War dog: riding dog; CR 2; Medium Animal; HD 4d8+12; hp 30; Init +2; Spd 40ft; AC 21 (+3 armor, +3 Dex, +5 natural), touch 13, flat-footed 18; Base Attack +3; Grp +6; Atk/Full Atk +4 melee (1d8+4 bite); SQ evasion, link, low-light vision, scent, share spell; SV Fort +6, Ref +7, Will +2; Str 16, Dex 16, Con 16, Int 2, Wis 12, Cha 6

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1*. Alertness, Improved Natural Attack (Bite) Track

Trick: Attack, Attack unnatural, come, defend, down, fetch, guard, track.

Possessions: masterwork studded leather armor

Marla: Female Human Drd8; CR 8; Medium Humanoid (Human); HD 8d8+16; hp 59; Init +0; Spd 30ft; AC 18 (+3 armor, +3 shield, +1 natural, +1 deflection), touch 11, flat-footed 18; Base Atk +6; Grp+5; Atk +5 melee (1d6-1, Scimitar), +5 melee (1d6-1, Club); Full Atk +5/+0 melee (1d6-1, Scimitar), +5/+0 melee (1d6-1, Club); SA Animal companion, spontaneous casting (summon nature's ally), wild shape; SQ Nature sense, resist nature's lure, trackless step, wild empathy, woodland stride; AL CN; SV Fort

+9, Ref +5, Will +11; Str 8, Dex 10, Con 14, Int 12, Wis 18, Cha 14;

Skills and Feats: Concentration +13, Handle Animal +13, Listen +15, Spellcraft +12, Spot +15, Survival +17. Augment Summoning, Lightning Reflexes, Spell Focus (Conjuration), Sudden Extend**.

Languages Spoken: Common, druidic, Sylvan

Possessions: ring of protection +1, amulet of natural armor +1, wand of magic fang, vest of resistance +2, +1 wild leather armor, +1 heavy wooden shield, scimitar, club, 2 spell component pouches, divine focus (wreath of twigs)

Spells Prepared: (6/5/4/4/3; base DC=14+spell level) 0—cure minor wounds (x2), flare, guidance, know direction, resistance; 1—cure light wounds (x2), entangle, faerie fire, shillelagh; 2—animal trance, soften earth and stone, summon swarm(x2); 3—protection from energy, quench, spike growth, wind wall; 4—dispel magic, freedom of movement, rusting grasp;

Marla's Bear: black bear; CR4; Medium Animal; HD 7d8+21; hp 56; Init +2; Spd 40ft; AC 21 (+3 armor, +2 Dex, +6 natural), touch 12, flat-footed 17; Base Atk +5; Grp +9; Atk +10 melee (1d6+4, claw); Full Atk +10 melee (1d6+4, 2 claws) and +5 melee (1d6+2, bite); SQ devotion, evasion, link, low-light vision, scent, share spell; SV Fort +7, Ref +6, Will +2; Str 21, Dex 15, Con 16, Int 2, Wis 12, Cha 6

Skills and Feats: Climb +4, Listen +4, Spot +4, Swim +8. Endurance, Improved Natural Attack (claw), Run

Tricks: Attack, Attack unnatural, come, defend, down, fetch, guard, track.

Possessions: masterwork studded leather armor

ENCOUNTER 7 I CAN'T BELIEVE IT'S NOT VECNA.

Hentock Steiner: Male Oeridian Clr9; CR 9; Medium Humanoid (Human); HD 9d8+18; hp 66; Init -1; Spd 20 ft; AC 22 (+10 armor, +3 shield, -1 Dex), touch 9, flat-footed 22; Base Atk +6; Grp +7; Atk +9 melee (1d8+2, +1 vicious flail) or +8 melee (1d4+1, Masterwork dagger); Full Atk +9/+4 melee (1d8+2, +1 vicious flail) or +8/+3 melee (1d4+1, Masterwork dagger); SA Spontaneous casting (inflict); SQ Aura of Law(Ex), Aura of Evil(Ex), Restricted Spells (chaos & good), Rebuke Undead(Su); AL LE; SV Fort +10, Ref +6, Will +13; Str 12, Dex 8, Con 14, Int 12, Wis 20, Cha 12;

Skills and Feats: Concentration +17, Diplomacy +13, Knowledge (religion) +13, Spellcraft +13. Domain Spontaneity** (War; Destruction), Extra Turning,

Lightning Reflexes, Skill Focus (Concentration), Weapon Focus (Flail).

Languages Spoken: Common, Old Oeridian

Possessions: wand of resurgence, ring of mind shielding, cloak of resistance +2, periapt of wisdom +2, +1 vicious Flail, +2 Full Plate, +1 heavy wooden shield, ceremonial dagger to Hextor (masterwork dagger), 2 silver holy symbols of Hextor.

Domains: Destruction (the ability to smite once per day (+4 to hit, +9 to damage)) and War (proficiency and Weapon Focus with flail)

Spells Prepared: (6/6+1/5+1/4+1/3+1/2+1; base DC=15+spell level) 0—cure minor wounds, detect magic, light, purify food & drink, resistance, virtue; 1st—bless, command, cure light wounds, magic weapon*, sanctuary, shield of faith(x2); 2—calm emotions, death knell, hold person, silence (x2), spiritual weapon*; 3—blindness (x2), dispel magic, invisibility purge, contagion*; 4—cure critical wounds, death ward, freedom of movement, unholy blight*; 5—flame strike*, slay living, wall of stone;

Power-up Suite: AC 24 (+10 armor, +3 shield, -1 Dex, +2 deflection), touch 11, flat-footed 24; Spells active: death ward, freedom of movement, invisibility purge, sanctuary, shield of faith

Spells Prepared: (6/6+1/5+1/4+1/3+1/2+1; base DC=15+spell level) 0—cure minor wounds, detect magic, light, purify food & drink, resistance, virtue; 1st—bless, command, cure light wounds, magic weapon*, ~~sanctuary, shield of faith(x2)~~; 2—calm emotions, death knell, hold person, silence (x2), spiritual weapon*; 3—blindness (x2), dispel magic, ~~invisibility purge, contagion*~~; 4—cure critical wounds, ~~death ward, freedom of movement, unholy blight*~~; 5—flame strike*, slay living, wall of stone;

Ryith: Male Human fighter 5/ranger 1/Blk1; CR 7; Medium Humanoid (Human); HD 1d8+6d10+21; hp 66; Init +5; Spd 20 ft; AC 23 (+10 armor, +1 Dex, +2 deflection), touch 13, flat-footed 22; Base Atk +7; Grp +11; Atk +14 melee (1d10+10, +2 flaming heavy flail plus poison) or +12 melee (2d6+6, Masterwork greatsword) or +11 melee (1d8+4, Longsword) or +11 melee (1d4+4, Dagger); Full Atk +14/+9 melee (1d10+10, +2 flaming heavy flail plus poison) or +12/+7 melee (2d6+6, Masterwork greatsword) or +11/+6 melee (1d8+4, Longsword) or +11/+6 melee (1d4+4, Dagger); SA Poison Use, favored enemy (elf); SQ Aura of Evil, dark blessing, detect good, wild empathy (1d20+4); AL LE; SV Fort +13, Ref +6, Will +2; Str 19, Dex 12, Con 16, Int 12, Wis 8, Cha 12;

Skills and Feats: Climb +5, Diplomacy +4, Handle Animal +6, Hide +1, Jump -2, Knowledge (religion) +4, Ride +10, Survival +4. Cleave, Combat Reflexes, Improved Initiative, Improved Sunder, Power Attack, Track, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Possessions: ring of mind shielding, ring of protection +2, vest of resistance +2, gauntlets of ogre power, amulet of health +2, +2 full plate, +2 flaming heavy flail, masterwork greatsword, longsword, dagger, Olynn's skull, vial of wyvern's poison (DC17, 2d6 Con/2d6 Con).

APL10

ENCOUNTER 6 TRAITORS!

Aramin: Male Human fighter 4/ranger 6; CR 10; Medium Humanoid (Human); HD 6d8+4d10+20; hp 77; Init +10; Spd 30ft; AC 20 (+6 armor, +4 Dex), touch 14, flat-footed 16; Base Atk +10; Grp+12; Atk +20 ranged (1d8+6;19-20/x3, +2 frost Composite longbow (str+2)), +18 ranged (Rapid Shot) (1d8+6;19-20/x3, +2 frost Composite longbow (str+2)), +12 melee (1d8+2, Battleaxe), +12 melee (1d4+2, Dagger); Full Atk +20/+15 ranged (1d8+6;19-20/x3, +2 frost Composite longbow (str+2)), +18/+18/+13 ranged (Rapid Shot) (1d8+6;19-20/x3, +2 frost Composite longbow (str+2)), +12/+7 melee (1d8+2, Battleaxe), +12/+7 melee (1d4+2, Dagger); SA favored enemy (Human +4, Dwarf +2); SQ animal companion, wild empathy; AL CN; SV Fort +12, Ref +13, Will +5; Str 14, Dex 22, Con 14, Int 10, Wis 12, Cha 8;

Skills and Feats: Climb +3, Handle Animal +8, Hide +14, Jump +7, Listen +10, Move Silently +14, Ride +21, Spot +10, Survival +10. Diehard, Dodge, Endurance, Improved Critical (composite longbow), Improved Initiative, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Possessions: lesser bracers of archery, cloak of resistance +1, +2 frost composite longbow (Str +2), +1 chain shirt, gloves of dexterity +4, battleaxe, dagger, Ryith's letter.

Spells Prepared: (2; base DC=11+spell level) 1-*arrow mind*^{**}, entangle

Aramin's War dog: riding dog; CR 2; Medium Animal; HD 4d8+12; hp 30; Init +2; Spd 40ft; AC 21 (+3 armor, +3 Dex, +5 natural), touch 13, flat-footed 18; Base Attack +3; Grp +6; Atk/Full Atk +4 melee (1d8+4 bite); SQ evasion, link, low-light vision, scent, share spell; SV Fort +6, Ref +7, Will +2; Str 16, Dex 16, Con 16, Int 2, Wis 12, Cha 6

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1*. Alertness, Improved Natural Attack (Bite) Track

Trick: Attack, Attack unnatural, come, defend, down, fetch, guard, track.

Possessions: masterwork studded leather armor

Marla: Female Human Drd9; CR 9; Medium Humanoid (Human); HD 9d8+18; hp 66; Init +0; Spd 30ft; AC 18 (+3 armor, +3 shield, +2 deflection), touch 12, flat-footed 18; Base Atk +6; Grp+5; Atk +5 melee (1d6-1, Scimitar), +5 melee (1d6-1, Club); Full Atk +5/+0 melee (1d6-1, Scimitar), +5/+0 melee (1d6-1, Club); SA Animal companion, spontaneous casting

(summon nature's ally), wild shape; SQ Nature sense, resist nature's lure, trackless step, venom immunity, wild empathy, woodland stride; AL CN; SV Fort +10, Ref +7, Will +14; Str 8, Dex 10, Con 14, Int 12, Wis 22, Cha 14;

Skills and Feats: Concentration +14, Handle Animal +12, Listen +16, Spellcraft +13, Spot +18, Survival +18. Augment Summoning, Lightning Reflexes, Rapid Spell, Spell Focus (Conjuration), Sudden Extend**.

Languages Spoken: Common, druidic, Sylvan

Possessions: *periapt of wisdom* +4, *ring of protection* +2, *wand of magic fang*, *vest of resistance* +2, +1 *wild leather armor*, +1 *heavy wooden shield*, scimitar, club, 2 spell component pouches, divine focus (wreath of twigs)

Spells Prepared: (6/6/6/4/3/2; base DC=16+spell level) 0—*cure minor wounds* (x2), *flare*, *guidance*, *know direction*, *resistance*; 1—*cure light wounds* (x2), *entangle*, *faerie fire*, *hide from animal*, *shillelagh*; 2—*animal trance*, *flaming sphere*, *gust of wind*, *soften earth and stone*, *summon swarm*(x2); 3—*protection from energy*, *quench*, *spike growth*, *wind wall*; 4—*dispel magic*, *freedom of movement*, *rusting grasp*; 5—*Rapid summon nature's ally* IV, *wall of thorns*

Marla's Bear: black bear; CR5; Medium Animal; HD 9d8+36; hp 80; Init +3; Spd 40ft; AC 24 (+3 armor, +3 Dex, +8 natural), touch 13, flat-footed 19; Base Atk +6; Grp +10; Atk +14 melee (1d6+6, claw); Full Atk +14 melee (1d6+6, 2 claws) and +12 melee (1d6+3, bite); SQ devotion, evasion, link, low-light vision, scent, share spell; SV Fort +9, Ref +9, Will +4; Str 22, Dex 16, Con 17, Int 2, Wis 12, Cha 6

Skills and Feats: Climb +4, Listen +7, Spot +7, Swim +8. Endurance, Improved Natural Attack (claw), Improved Toughness**, Multiattack, Run

Tricks: Attack, Attack unnatural, come, defend, down, fetch, guard, track, work.

Possessions: masterwork studded leather armor

ENCOUNTER 7 I CAN'T BELIEVE IT'S NOT VECNA.

Hentock Steiner: Male Oeridian Clr11; CR 11; Medium Humanoid (Human); HD 11d8+22; hp 80; Init -1; Spd 20 ft; AC 25 (+10 armor, +4 shield, -1 Dex, +2 deflection), touch 11, flat-footed 25; Base Atk +8; Grp +9; Atk +12 melee (1d8+3, +2 vicious flail) or +10 melee (1d4+1, Masterwork dagger); Full Atk +12/+7 melee (1d8+3, +2 vicious flail) or +10/+5 melee (1d4+1, Masterwork dagger); SA Spontaneous casting (inflict); SQ Aura of Law(Ex), Aura of Evil(Ex), Restricted Spells (chaos & good), Rebuke Undead(Su); AL LE; SV Fort

+11, Ref +6, Will +15; Str 12, Dex 8, Con 14, Int 12, Wis 22, Cha 12;

Skills and Feats: Concentration +19, Diplomacy +15, Knowledge (religion) +15, Spellcraft +15. Domain Spontaneity** (War; Destruction), Extra Turning, Lightning Reflexes, Skill Focus (Concentration), Weapon Focus (Flail).

Languages Spoken: Common, Old Oeridian

Possessions: ring of protection +2, wand of resurgence, ring of mind shielding, cloak of resistance +2, periapt of wisdom +4, +2 vicious Flail, +2 Full Plate, +2 heavy wooden shield, ceremonial dagger to Hextor (masterwork dagger), 2 silver holy symbols of Hextor.

Domains: Destruction (the ability to smite once per day (+4 to hit, +11 to damage)) and War (proficiency and Weapon Focus with flail)

Spells Prepared: (6/7+1/6+1/5+1/4+1/3+1/2+1; base DC=16+spell level) 0—cure minor wounds, detect magic, light, purify food & drink, resistance, virtue; 1st—bless, command, cure light wounds(x2), magic weapon*, sanctuary, shield of faith(x2); 2—calm emotions, death knell (x2), hold person, silence (x2), spiritual weapon*; 3—blindness (x2), dispel magic (x2), invisibility purge, contagion*; 4—cure critical wounds, death ward, freedom of movement (x2), unholy blight*; 5—flame strike*, slay living, spell resistance, wall of stone; 6—blade barrier, harm*, heal

Power-Up Suite: AC 26 (+10 armor, +4 shield, -1 Dex, +3 deflection), touch 12, flat-footed 26; SR 22; Spells active: death ward, freedom of movement, invisibility purge, sanctuary, shield of faith, spell resistance

Spells Prepared: (6/7+1/6+1/5+1/4+1/3+1/2+1; base DC=16+spell level) 0—cure minor wounds, detect magic, light, purify food & drink, resistance, virtue; 1st—bless, command, cure light wounds(x2), magic weapon*, sanctuary, ~~shield of faith(x2)~~; 2—calm emotions, death knell (x2), hold person, silence (x2), spiritual weapon*; 3—blindness (x2), dispel magic (x2), ~~invisibility purge~~, contagion*; 4—cure critical wounds, ~~death ward~~, ~~freedom of movement (x2)~~, unholy blight*; 5—flame strike*, slay living, ~~spell resistance~~, wall of stone; 6—blade barrier, harm*, heal

Ryith: Male Human fighter 5/ranger 1/Blk3; CR 9; Medium Humanoid (Human); HD 1d8+8d10+27; hp 93; Init +5; Spd 20 ft; AC 23 (+10 armor, +1 Dex, +2 deflection), touch 13, flat-footed 22; Base Atk +9; Grp +14; Atk +17 melee (1d10+11, +2 flaming elfbane heavy flail plus poison) or +15 melee (2d6+7, Masterwork greatsword) or +14 melee (1d8+5, Longsword) or +14 melee (1d4+5, Dagger); Full Atk +17/+12 melee (1d10+11, +2 flaming elfbane heavy flail plus poison) or +15/+10 melee (2d6+7, Masterwork greatsword) or +14/+9 melee (1d8+5, Longsword) or +14/+9 melee (1d4+5, Dagger); SA favored enemy (elf), poison Use, smite good (1/day, +1 to hit, +3 to damage); SQ Aura of despair, Aura of Evil, dark blessing, detect good, rebuke undead, wild empathy (1d20+4); AL LE; SV Fort +15,

Ref +8, Will +4; Str 20, Dex 12, Con 16, Int 12, Wis 8, Cha 12;

Skills and Feats: Climb +6, Diplomacy +6, Handle Animal +6, Hide +1, Intimidate +3, Jump -1, Knowledge (religion) +6, Ride +12, Survival +4. Cleave, Combat Reflexes, Improved Initiative, Improved Sunder, Improved Toughness**, Power Attack, Track, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Possessions: ring of mind shielding, ring of protection +2, vest of resistance +2, gauntlets of ogre power, amulet of health +2, +2 full plate, +2 flaming elfbane heavy flail, masterwork greatsword, longsword, dagger, Olynn's skull, vial of wyvern's poison (DC17, 2d6Con/ 2d6Con).

Power-up Suite: AC 24 (+10 armor, +1 Dex, +3 deflection), touch 14, flat-footed 23; Spells active: shield of faith

APL12

ENCOUNTER 6 TRAITORS!

Aramin: Male Human fighter 6/ranger 6; CR 12; Medium Humanoid (Human); HD 6d8+6d10+24; hp 93; Init +11; Spd 30ft; AC 22 (+8 armor, +4 Dex), touch 14, flat-footed 18; Base Atk +12; Grp+14; Atk +23 ranged (1d8+6; 19-20/x3, +2 frost Composite longbow (str+2)), +14 melee (1d8+2, Battleaxe), +14 melee (1d4+2, Dagger); Full Atk +23/+18/+13 ranged (1d8+6; 19-20/x3, +2 frost Composite longbow (str+2)), +21/+21/+16/+11 ranged (Rapid Shot) (1d8+6; 19-20/x3, +2 frost Composite longbow (str+2)), +14/+9/+4 melee (1d8+2, Battleaxe), +14/+9/+4 melee (1d4+2, Dagger); SA favored enemy (Human +4, Dwarf +2); SQ animal companion, wild empathy; AL CN; SV Fort +15, Ref +17, Will +8; Str 14, Dex 25, Con 14, Int 10, Wis 12, Cha 8;

Skills and Feats: Climb +5, Handle Animal +8, Hide +15, Jump +9, Listen +10, Move Silently +15, Ride +24, Spot +10, Survival +10. Dodge, Mobility, Endurance, Diehard, Improved Critical (composite longbow), Improved Initiative, Improved Precise Shot, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Possessions: lesser bracers of archery, cloak of resistance +3, +2 frost composite longbow (Str +2), +4 chain shirt, gloves of dexterity +6, battleaxe, dagger, Ryith's letter.

Spells Prepared: (2; base DC=11+spell level) 1-~~arrow mind~~**, entangle

Aramin's War dog: riding dog; CR 2; Medium Animal; HD 4d8+12; hp 30; Init +2; Spd 40ft; AC 21 (+3 armor, +3 Dex, +5 natural), touch 13, flat-footed 18; Base Attack +3; Grp +6; Atk/Full Atk +4 melee (1d8+4 bite); SQ evasion, link, low-light vision, scent, share spell; SV Fort +6, Ref +7, Will +2; Str 16, Dex 16, Con 16, Int 2, Wis 12, Cha 6

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1*. Alertness, Improved Natural Attack (Bite) Track

Trick: Attack, Attack unnatural, come, defend, down, fetch, guard, track.

Possessions: masterwork studded leather armor

Marla: Female Human Drd11; CR 11; Medium Humanoid (Human); HD 11d8+22; hp 80; Init +0; Spd 30ft; AC 18 (+3 armor, +3 shield, +2 deflection), touch 12, flat-footed 19; Base Atk +8; Grp+7; Atk +7 melee (1d6-1, Scimitar), +7 melee (1d6-1, Club); Full Atk +7/+2 melee (1d6-1, Scimitar), +7/+2 melee (1d6-1, Club); SA Animal companion, spontaneous casting (summon nature's ally), wild shape; SQ Nature sense,

resist nature's lure, trackless step, venom immunity, wild empathy, woodland stride; AL CN; SV Fort +11, Ref +7, Will +15; Str 8, Dex 10, Con 14, Int 12, Wis 22, Cha 14;

Skills and Feats: Concentration +16, Handle Animal +16, Listen +20, Spellcraft +15, Spot +20, Survival +22. Augment Summoning, Lightning Reflexes, Rapid Spell**, Spell Focus (Conjuration), Sudden Extend**.

Languages Spoken: Common, druidic, Sylvan

Possessions: rod of lesser extend, periapt of wisdom +4, ring of protection +2, wand of magic fang, vest of resistance +2, +1 wild leather armor, +1 heavy wooden shield, scimitar, club, 2 spell component pouches, divine focus (wreath of twigs)

Spells Prepared: (6/7/6/5/4/3/2; base DC=16+spell level) 0—cure minor wounds (x2), flare, guidance, know direction, resistance; 1—cure light wounds (x2), entangle (x2), faerie fire, hide from animal, shillelagh; 2—animal trance, flaming sphere, gust of wind, soften earth and stone, summon swarm(x2); 3—cure moderate wounds, protection from energy, quench, spike growth, wind wall; 4—dispel magic, freedom of movement, Rapid summon monster III, rusting grasp; 5—animal growth, Rapid summon nature's ally IV, wall of thorns; 6—Rapid summon monster V(x2);

Marla's Bear: black bear; CR5; Medium Animal; HD 11d8+36; hp 97; Init +3; Spd 40ft; AC 26 (+3 armor, +3 Dex, +10 natural), touch 13, flat-footed 21; Base Atk +8; Grp +12; Atk +16 melee (1d6+6, claw); Full Atk +16 melee (1d6+6, 2 claws) and +14 melee (1d6+3, bite); SQ devotion, evasion, link, low-light vision, scent, share spell; SV Fort +10, Ref +10, Will +4; Str 23, Dex 17, Con 17, Int 2, Wis 12, Cha 6

Skills and Feats: Climb +4, Listen +8, Spot +8, Swim +8. Endurance, Improved Natural Attack (claw), Improved Toughness**, Multiattack, Run

Tricks: Attack, Attack unnatural, come, defend, down, fetch, guard, heel, track, work.

Possessions: masterwork studded leather armor

ENCOUNTER 7 I CAN'T BELIEVE IT'S NOT VECNA.

Hentock Steiner: Male Oeridian Clr13; CR 13; Medium Humanoid (Human); HD 13d8+39; hp 107; Init +3; Spd 20 ft; AC 28 (+11 armor, +5 shield, -1 Dex, +3 deflection), touch 12, flat-footed 28; Base Atk +9; Grp +10; Atk +13 melee (1d8+3, +2 vicious flail) or +11 melee (1d4+1, Masterwork dagger); Full Atk +13/+8 melee (1d8+3, +2 vicious flail) or +11/+6 melee (1d4+1, Masterwork dagger); SA Spontaneous casting (inflict); SQ Aura of Law(Ex), Aura of Evil(Ex), Restricted Spells

(chaos & good), Rebuke Undead(Su); AL LE; SV Fort +15, Ref +9, Will +19; Str 12, Dex 8, Con 16, Int 12, Wis 25, Cha 12;

Skills and Feats: Concentration +22, Diplomacy +17, Knowledge (religion) +17, Spellcraft +17. Domain Spontaneity** (War; Destruction), Extra Turning, Improved Initiative, Lightning Reflexes, Skill Focus (Concentration), Weapon Focus (Flail).

Languages Spoken: Common, Old Oeridian

Possessions: ring of protection +3, wand of resurgence, ring of mind shielding, cloak of resistance +4, periapt of wisdom +6, pink rhomboid ioun stone, +2 vicious flail, +3 Full Plate, +3 heavy wooden shield, ceremonial dagger to Hextor (masterwork dagger), 2 silver holy symbols of Hextor.

Domains: Destruction (the ability to smite once per day (+4 to hit, +13 to damage)) and War (proficiency and Weapon Focus with flail)

Spells Prepared: (6/7+1/7+1/6+1/5+1/4+1/3+1/2+1; base DC=17+spell level) 0—cure minor wounds, detect magic, light, purify food & drink, resistance, virtue; 1st—bless, command, cure light wounds(x2), magic weapon*, sanctuary, shield of faith(x2); 2—calm emotions, death knell (x2), hold person, silence (x2), spiritual weapon*; 3—blindness (x2), dispel magic (x2), invisibility purge, contagion*; 4—cure critical wounds, death ward, freedom of movement (x2), unholy blight*; 5—flame strike*, slay living, spell resistance, wall of stone; 6—blade barrier, greater dispel magic, harm*, heal; 7—blasphemy, disintegrate*, power word: blind,

Power-Up Suite: SR 24; Spells active: death ward, freedom of movement, invisibility purge, sanctuary, spell resistance

Spells Prepared: (6/7+1/7+1/6+1/5+1/4+1/3+1/2+1; base DC=17+spell level) 0—cure minor wounds, detect magic, light, purify food & drink, resistance, virtue; 1st—bless, command, cure light wounds(x2), magic weapon*, ~~sanctuary~~, shield of faith(x2); 2—calm emotions, death knell (x2), hold person, silence (x2), spiritual weapon*; 3—blindness (x2), dispel magic (x2), ~~invisibility purge~~, contagion*; 4—cure critical wounds, ~~death ward~~, freedom of movement(x2), unholy blight*; 5—flame strike*, slay living, ~~spell resistance~~, wall of stone; 6—blade barrier, greater dispel magic, harm*, heal; 7—blasphemy, disintegrate*, power word: blind,

Ryith: Male Human fighter 6/ranger 1/Blk4; CR 11; Medium Humanoid (Human); HD 1d8+10d10+44; hp 124; Init +5; Spd 20 ft; AC 24 (+11 armor, +1 Dex, +2 deflection), touch 13, flat-footed 23; Base Atk +11; Grp +17; Atk +20 melee (1d10+13;17-20/x2, +2 flaming elfbane heavy flail plus poison) or +18 melee (2d6+9, Masterwork greatsword) or +17 melee (1d8+6, Longsword) or +17 melee (1d4+6, Dagger); Full Atk +20/+15/+10 melee (1d10+13;17-20/x2, +2 flaming

elfbane heavy flail plus poison) or +18/+13/+8 melee (2d6+9, Masterwork greatsword) or +17/+12/+7 melee (1d8+6, Longsword) or +17/+12/+7 melee (1d4+6, Dagger); SA favored enemy (elf), poison Use, smite good (1/day, +1 to hit, +4 to damage), sneak attack (+1d6); SQ Aura of despair, Aura of Evil, dark blessing, detect good, rebuke undead, wild empathy (1d20+4); AL LE; SV Fort +19, Ref +10, Will +6; Str 22, Dex 12, Con 18, Int 12, Wis 8, Cha 12;

Skills and Feats: Climb +8, Diplomacy +8, Handle Animal +6, Hide +2, Intimidate +4, Jump +0, Knowledge (religion) +6, Ride +15, Survival +4. Cleave, Combat Reflexes, Improved Critical (heavy flail), Improved Initiative, Improved Sunder, Improved Toughness**, Power Attack, Track, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Possessions: ring of mind shielding, ring of protection +2, vest of resistance +3, belt of giant strength, amulet of health +4, +3 full plate, +2 flaming elfbane heavy flail, masterwork greatsword, longsword, dagger, Olynn's skull, vial of wyvern's poison (DC17, 2d6Con/2d6Con).

Power-up suite: AC 25 (+11 armor, +1 Dex, +3 deflection), touch 14, flat-footed 24; Spells active: freedom of movement, shield of faith

APPENDIX 2: NEW RULES – FEATS

CLOSE-QUARTERS FIGHTING

[GENERAL]

(From Complete Warrior)

You are skill at fighting at close range, and resisting grapple attempts.

Prerequisites: Base Attack +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple, unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you an extra attack of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any type of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds a +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when attempting to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his bonus fighter feats.

DOMAIN SPONTANEITY [DIVINE]

(From Complete Divine)

You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.

Prerequisites: Ability to turn or rebuke undead.

Benefits: Each time you take this feat, choose a domain that you have access to. You may now convert prepared divine spells into any spell from that domain. You expend a spell of equal or higher level, as well as expending one of your daily turn undead attempts.

This works just as good clerics spontaneously cast prepared spells as cure spells.

Special: You can take this feat multiple times. Each time you take this feat, it applies to a new domain.

IMPROVED TOUGHNESS [GENERAL]

(from Complete Warrior)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you get a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD, (such as by losing a level) you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter's bonus feats.

SUDDEN EXTEND [METAMAGIC]

(From Complete Arcane)

You can cast a spell to last longer without special preparation.

Benefit: Once per day, you can apply the effect of the Extend spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Extend Spell normally if you have it.

APPENDIX 2: NEW RULES – SPELLS

ARROW MIND

(from Spell Compendium)

Divination

Level: ranger 1, Sorcerer/Wizard 1

Components: V, S, M

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You sharpen your senses and focus your mind on the use of a bow. While this spell is in effect and you are wielding a longbow, shortbow, greatbow, composite greatbow, composite shortbow, or composite longbow, you threaten all squares within your normal melee reach (5 feet if Small or Medium, or 10 feet if Large) with your bow, allowing you to make attacks of opportunity with arrows shot from the bow. In addition, you do not provoke attacks of opportunity when you shoot a bow while you are in another creature's threatened square.

Material Component: A flint arrowhead.

RESURGENCE

(from Spell Compendium)

Abjuration

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

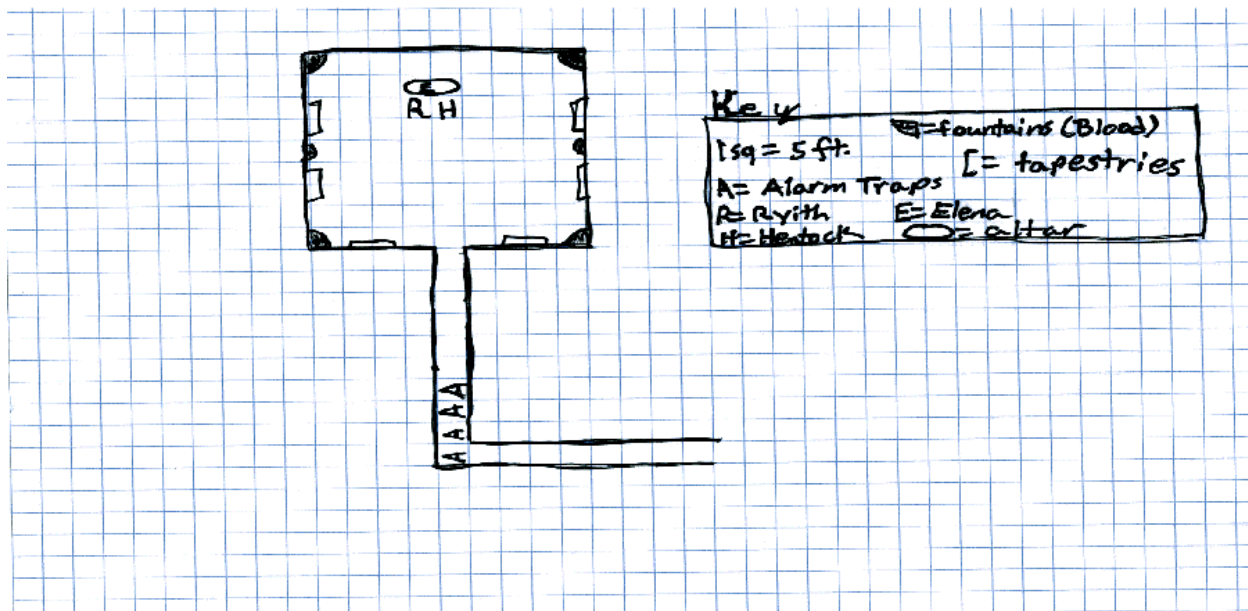
Spell Resistance: Yes (harmless)

By laying hands on a creature and saying a brief prayer, you can convince a higher power to grant a second chance to one of your allies. The target of *resurgence* can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate* person, a chaos beast's corporeal instability, or the sickening effect (but not the damage) from *unholy blight*, if the target of *resurgence* is subject to more than one ongoing magic effect, the target chooses one of them to retry the save against, if the subject

succeeds at the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that was caused by the spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word stun*), then *resurgence* won't help the subject recover.

APPENDIX 3: MAPS (DUNGEON)



KEY

1 sq = 5 ft.

A = Alarm Traps

H = Hentock at start of combat

R = Ryith at start of combat

E = Elena at start of combat

Corner piece, quarter circles, blacked in = Blood Fountains

Half squares along walls = Tapestries

Note that the positions of Ryith & Hentock are those if they are surprised... See text to see where they are if not surprised.

PLAYER HANDOUT #0: HERALDRY OF THE COUNTY OF URNST



Shield 1 The County of Urnst



Shield 2 House Dane

PLAYER'S HANDOUT #1: HENTOCK'S LETTER

Dear party of adventurers,

I require your assistance in a matter most urgent. Meet me at my warehouse as soon as possible. Important business matters must be discussed. Bring all of yourselves and no one else as that would be bad for our business together. Much gold for a job that could be completed before curfew.

Sincerely,

Hentock Steiner

House Steiner

<There is a wax seal depicting a miner's pick and a falcon>

PLAYER'S HANDOUT #2: ELENA'S LETTER

This is written in both Old Oeridian and Elven on the piece of mahogany wood.

*What you're searching for,
That secret is on land, though it has no window or door
My, my, what big leaves you have, and grasses galore*

*I know you'd love this place; it's truly a vision of beauty
Without me, though, it'd be in a state of hurt
Run, run, to it quick...oh great
Do you know how to open this mini-crate?*

*Listen, listen good
For this riddle will tell you how to find your prize, or should.
Sprinkle the answer over me
So that this crate's thirst can, no more, be.*

*Flowing in every direction
North, South, West and East
Along with food and wine, I am that in which you feast.*

PLAYER'S HANDOUT #3: OLYNN'S LETTER TO ELENA

My Elena,

How I wish I could be with you now, if you see this it means I have not returned and a sufficient amount of time has passed... Listen closely my dear. The documents of which I told you are hidden with another riddle. Find someone you can trust and send them to the Lover's Lair I told you of about.

A party of trustworthy adventurers, not Ryith or your father.

22nd Analect: Duty and honor demand sacrifice from the Righteous

Olynn

At the bottom of the page, is a hastily-drawn map. It is obviously unclear of the exact location, but it does give you some kind of indication of where to go.

PLAYER HANDOUT #4A: THE CLEARING

Ahead, you can make out a circular clearing, about 50 feet across. Around the left side you can see symbols hung from the trees. Some you recognize immediately, the Sun with the benevolent visage of Father Pelor, the powerful fist holding a lightning bolt of the Archpaladin, the intricate cross of the Cudgel, the Summoner's rune of pursuit, the eclipse of the Blinding Light, the list goes on.

The right side of the clearing is empty, with only nice grass. At the center of the clearing is what looks like a swirling pool of sand.

PLAYER HANDOUT #4B: THE CLEARING

Ahead, you can make out a circular clearing, about 50 feet across. Around the right side you can see symbols hung from the trees. Some you recognize immediately, the hand & rainbow of Lydia, the purple shield of the Shield Maiden, the Lovebird of the Thrice-Kissed, the rearing unicorn of Ehlonna and the illustrated book of the Lady Poet among many others...

The left side of the clearing is empty, with only nice grass. At the center of the clearing is what looks like a swirling pool of sand.

PLAYER'S HANDOUT #5A: THE RIDDLE IN THE SHRINE

Place in to me
The law he sees
The sacred symbol of chivalry

Or, if thou doth desire
You can always use your inner good power

PLAYER'S HANDOUT #5B: THE RIDDLE IN THE SHRINE

Place in to her
The tree she observes
The symbol of Ultimate Purity

Or, if thine heart is pure
Let me feel your power, as only a certain person can procure

PLAYER'S HANDOUT #6: OLYNN'S SECOND LETTER TO ELENA

My Dearest Elena,

My travels have brought me here to this clearing. If you are reading this, then I am surely dead. Be warned that it was not from my own hand but from Ryith's. I have seen him stalking me many times at night. If I have not arrived to tell you the truth, I guess this letter will have to do it for me.

That night when I took off, I learned that your father murdered Ryith's wife and daughter. They were arguing, but Hentock shut Ryith up when he threatened him with my life, and yours. Ryith finally submitted, into what I later learned was to join the rising Hextor cult in Brotton. I also learned that these meetings had gone on for months, without any suspicion. No doubt Hentock uses his money for more than pleasure.

Ryith has surely turned evil, but for how long he has been this way I do not know. You must remember those killings that happened a few months before I left, do you not? Those were Ryith's, and Hentock's, doing. Both MUST be stopped. Be strong, Elena, for I have faith in you.

To end I simply apologize. For I...for I've failed you Elena, and Heironeous, in stopping this spread of evil before more people got hurt. Forgive Me.

With all my love and guidance,

Olynn

PLAYER'S HANDOUT #7: RYITH'S LETTER

Marla and Aramin,

The price we agreed on is attached. Now get those meddlesome adventurers and steal those documents! Hentock is a very impatient man and so am I. Bring those adventurers to me or be sacrificed yourselves. Remember I'd PREFER them alive. I want you to deliver them to my other agents who will meet you on your way back.

Be warned, you've seen what I've done to Olynn and the same fate shall befall you, and Elena, if you fail again.

Failure will NOT be tolerated again!!!!

Ryith