

ONW2-04



REST IN PEACE

A One-Round D&D[®] LIVING GREYHAWK[®]
Onnwal Regional Adventure

Version 1

by Steve Pearce

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Thirty-four Onnwalish farmers remain haunted by their death at the hands of the Brotherhood. These Farmers, that suffered so terribly, need your help. Their cruel, unjust death haunts them. They can still feel the flames and hear the voices of the Brotherhood mocking them as their bodies were consumed. Can you lay their spirits to rest? An adventure for characters level 1-6.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

| CR | 1 | 2 | 3 | 4 |
|---------------|---|---|---|---|
| 1/4 and 1/6 0 | 0 | 0 | 1 | |
| 1/3 and 1/2 0 | 0 | 1 | 1 | |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Onnwal. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

The setting is the Headlands. This is a province that has always had strong ties to the old Oeridian gods. The party must travel to a sylvan pool sacred to Wenta, one of the Oeridian nature gods.

The characters were requested by a priest of Zilchus to attend him in Kildeer. He asked you to help with the release of the spirits of the thirty-four farmers burnt alive in Scant. An evil item known as the *Scabbard of Pyremius* has them trapped within it and they need to be released.

In the previous Onnwal regional adventure, ONW1-06 *Remember the Farmers*, the characters had the opportunity to get this item and deal with its owner, Leviticus of the Scarlet Brotherhood.

Havel, a priest of Wenta, has suggested the Pool of Peace in the Headlands as a possible means of destroying the scabbard and so releasing the spirits of the farmers trapped within it. The characters are asked to travel there

with the *Scabbard of Pyremius*. They are warned that it must not fall back into Brotherhood hands. Other methods of destroying the scabbard are believed to doom the farmers to an eternity in Limbo.

The characters travel out towards the Pool of Peace. They first encounter the half-elven druid, Evandell. He asks about their reason for being in the area and, if asked, tells them of the others who are here. He makes it clear that he sees them and others as problems. However Nature's way is that of patience. From his elven roots, he can appreciate that. For the Headlands are wild and in a hundred year's time neither he nor the land has worried about who rules it. He is a pacifist by nature and believes himself very wise (and superior) to take the long view.

Evandell can alert the characters to the fact that the church of Pyremius is actively trying to get the scabbard back. Evandell has seen two patrols from the Brotherhood in the Headlands. In fact there are four patrols of Brotherhood troops searching the Headlands for the party. Their master, a High Priest of Pyremius, waits on a ship having transported them to shore. It is through agents in Onnwal betraying the party that such a bold attempt to regain the item can be made. The High Priest personally sanctions this mission; it is not part of the Brotherhood's own plans.

The second encounter is with a small band of renegade hochebi (hoboblin) warriors. They have deserted and would like not to fight. As the characters approach the hochebi, by pure coincidence, they may spot some movement off to the side in the undergrowth. This is unrelated to the hochebi, being a leopard simply prowling through the undergrowth. Its action is to run away. The hochebi do not start a fight but do respond. They are vengeful and target the character that makes the first offensive action.

Diplomacy can easily persuade the hochebi that there is no need to fight. Intimidate also works to scare them off. Bribes modify the chances here. The hochebi do not go near the nymph as they have encountered her before.

Later the characters encounter scouts of the Brotherhood, a single ranger and his hunting dogs. The characters are already up in the tree line when they hear the scout and his dogs. The dogs are vicious and possibly rabid. The characters may notice that they remind them of Onnwalish children. This is the result of an Office of Thralls experiment.

Arriving at the pool to meet its guardian a Nymph, Landress. She fights to protect the pool from those who might abuse it. She is civil to others and may offer healing. The precise healing spell depends entirely on the character's Charisma.

The cave entrance is behind a misty barrier. The misty barrier reacts badly to anyone who tries to conceal a weapon. They are burnt and scarred by the water that burns them as if by acid. The *Sword of Remembrance* is the only exception as it is holy to Wenta. Within the cave is a small gnome-like creature (a water mephit), which is bound to the pool. It describes itself as the Spirit of the

Pool and acts as the Pool's voice. The Pool is perfectly still, and no sound from outside can be heard within it.

The Pool spirit is an amiable chap and he offers a small riddle. Everyone entering the Pool gets a small tankard filled with water of the pool as his or her gift from Wenta, and the tankard never spills. The riddle solver (only one person) gets a superior tankard as their reward.

The Pool burns away the Scabbard allowing the Farmer's spirits to soar and be at peace. However one spirit does not leave. Characters can count and see only 33 soar to the skies. One remains and bonds with a player if they have the *Sword of Remembrance*. This makes the sword even more powerful but at a cost (+1 ghost touch but the bearer loses four points of Dexterity). The spirit only occupies a body voluntarily. The spirit has it's own purpose and personality. At heart it is a good creature and leaves the body upon request.

Back at the Nymph, events have moved on. A Brotherhood patrol has attacked, and the nymph has killed some of them but the monk leader survived and has ripped half the nymph's face off.

Any characters that stayed outside of the Pool must face the combat on their own. The rest of the characters may arrive to help after the battle is already underway. Battle ensues. Most brotherhood troops surrender rather than die; the higher-level fanatics (Monk leader, Barbarian, and Sorcerer) fight to death; the monk leader would normally try to run but fears his master may kill him unless he defeats the party.

When the characters begin to search the bodies of their defeated foes, one of the bodies animates as an undead servant of the High Priest of Pyremius. The loss of the Scabbard is a bitter pill for the High Priest to swallow and he wishes to know those that defy his will. He rages at the characters for shattering his dreams. He swears to carry out his threats.

After that battle has ended, a huge eagle flies in to the scene of carnage. It is the half-elven druid who is made momentarily deranged by the brutal attack on the nymph. He summons Insect Plague and sends it to eat alive any surviving Brotherhood troops. He will then go to face the High Priest. Characters must decide if they wish to interfere.

Unless calmed, the druid flies off to face the High Priest of Pyremius. This battle can be seen from the coast. Flame strike is traded with flame strike and bolts of lightning with a storm of fire. The priest is more powerful and defeats the irrational druid.

The characters may wish to report on the fact that their mission was betrayed in some manner. It possibly points to a traitor within the church hierarchy. The church of Zilchus rewards the players with influence if they have been successful in releasing the spirits of the Farmers.

INTRODUCTION

The characters have been asked to attend a makeshift shrine to Zilchus in Templeside at Kildeer. It is very early; the first few rays of the sun can be seen. The building is mostly canvas and some small amounts of timber. Only the altar is stone. Nearby the previous temple to Zilchus remains mostly a ruin. Some work has been done but much more is needed. Within are two men, one is middle-aged man with a plain but care-worn face and short-cropped hair; the other is a fresh-faced, bald headed man with a straggly ginger beard. The first begins talking, "I'm delighted to meet you. I've heard so much about you all. I am Zamiel and this is what stands as the House of Zilchus in Kildeer for the moment. We can raise a proper temple to Zilchus in time but for now we must make do with this temporary shrine. My colleague here is Havel, a priest of Wenta. I would like your assistance in freeing some poor souls of Onnwal from a terrible curse. Are you happy to volunteer for such duty? I offer no reward but a sincere thank you on behalf of the Onnwalish people."

Assuming the characters volunteer:

"I give thanks to Zilchus for such brave hearts. Your mission is simple. Some of you have already meted out vengeance to a Brotherhood priest named Leviticus. He was instrumental in the burning of thirty-four farmers in the market of Scant. He had on him an evil item called the Scabbard of Pyremius. It was created during the burning of the Farmers and still traps their souls on this plane. I have conferred with my friend Havel, a priest of Wenta, and we agree that the solution might lie in the Headlands."

"Our only other thoughts are to take it back to the market at Scant where it was made, and unmake it. That is too risky, as it must not fall back into Brotherhood hands. I cannot emphasize this enough. It must not fall into Brotherhood hands. Other methods of destroying the Scabbard are believed to doom the Farmers to an eternity in Limbo."

"The journey into the Headlands should be routine. It is not within the range of Brotherhood patrols. However renegade creatures abandoned by the Brotherhood are a potential threat. As always, be prepared to fight."

Havel intercedes here, "Let me add to Zamiel's words, he has said little about your destination. That is my role here today. Within the Headlands is a secluded cave hidden behind a misty barrier. It is said that one of the first priests of Wenta learned the secret of brewing beer there while in contemplation within the clear pure waters. I don't know the truth of that but I do know that Wenta has made the place holy. The waters are crystal clear and I hope will wash away the corruption around the Scabbard. Simply throw the Scabbard into the Pool."

"The Pool is a place of spirituality and it has its own guardian. Her name is Landress and she makes her home there. She is a creature of pure beauty. She hates weapons and the pool has taken her personality upon it. In fact the Pool itself has manifested a voice in the form of a minor water spirit. Take no weapons into the Pool but the Sword of Remembrance if you carry it. The Sword is sacred to Wenta and the Pool will welcome it. All others must be left outside. That is what I can tell you which is relevant. I can see that Zamiel is concerned I will waffle on and on. I should quickly mention a half-elven druid

who sometimes visits those lands. His name is Evandell. I have tried to gain his help but he is resolved to remain true to his convictions. He sees all humans as equally bad for the land. He has said he takes no sides in our conflict. He has thus far been true to his word."

Zamiel interjects, "You have heard from me why you must go and from Havel of what you must do. I have a map that shows you where you must go. I believe that completes your briefing. Are there any more questions?"

Handout 1 shows the location of the Pool of Peace. Presently resources are few for the Resistance so there is no other help, such as horses, that Zamiel can provide.

"Finally here is the Scabbard of Pyremius. It is an evil item. Do not wear it unless you wish to place your life and soul in peril. There is no risk if you but carry it. You can hear the screams of the Farmers but that is little compared to their suffering. Who will take the Scabbard?"

The characters are given the Scabbard of Pyremius and told of its powers. They are strongly advised not to wear it. Handout 2 can be given to represent and describe the Scabbard.

☞ **Zamiel of Zilchus:** Male human Clr5.

Zamiel is a middle-age man with a plain but care-worn face and short-cropped hair. He speaks quickly and has no time for drawn-out negotiations. He reacts badly to any whose motives are mercenary, pointing out that others have made great sacrifices to try to win this war.

☞ **Havel of Wenta:** Male human Clr5.

Havel is a fresh-faced, bald headed man with a straggly ginger beard. He speaks slowly, pausing often. Havel presided over the Ceremony of Remembrance in Sornhill for the farmers. Characters who played the adventure, ONW1-06 *Remember The Farmers* may have received a blessed long sword (Sword of Remembrance) from him.

ENCOUNTER 1: MEET WITH A PHILOSOPHER

It was two days ago that Zamiel of Zilchus sent you out on this mission. The journey has so far been marked by miserable weather with a light fog obscuring your vision at the start of the day. It has usually cleared later in the morning, but that only brought the rain. However the trail is easily followed. Today has so far been a little different with a light misty rain reducing visibility. You believe you are a few hours from the point that leaves the trail and goes up to the Pool of Peace.

Successful Spot checks (DC 20) are needed to see a creature, high in the sky amidst the drizzling rain. It is approaching the party at some speed. A success above DC 25 allows the character to notice that it glints of gold.

(DC 20) *There is something up in the sky. It is approaching at great speed.*

(DC 25) *It appears to be golden in colour.*

Allow one round to pass so that all may have the chance to act if they wish. All can now see the creature.

Getting much closer, the creature is more clearly seen. Its golden wings are folded in as it drops rapidly. It seems to be a giant hunting bird.

Any attack upon it and the druid (wild shaped into a giant eagle) flies away. The druid then sends some pain to those that attacked.

APL 2 – *summon insects* (bugs)

APL 4 – *summon insects* (bats)

APL 6 – *call lightning*

If no attack is made then it lands.

The eagle drops in front of you, its wings spreading wide at the last moment. It shines of gold, and the drizzle seems to make it gleam even more. As the eagle's wings are folded in, it convulses and transforms into a plainly attired half-elf. He retains a rather prominently hooked nose that dominates his features. His voice is high-pitched and rather whiney, "And who might you lot be, travelling these parts? Bringing more trouble to this land if I'm not mistaken. I am pleased to see that you didn't attack me; there are some that will. Though they soon learn the error of their ways.

"I am Evandell. I watch over this area and see the tiresome battles of men spoil and scar the land. But the land endures and eventually the deeds of men will be forgotten."

"I give you the same warning as I gave the Brotherhood earlier. Do not spoil this land for I will be forced regretfully to oppose you. Be natural, enjoy the wonders of the world and no harm will come to you. I care nothing about your minor squabbles but I do care for this land. I have neither desire nor stomach for the fight. I cannot understand the lunacy of your battles. I am patient as the land is. In time you will be dead and the land will bury you."

He asks about their reason for being in the area. He makes it clear that he sees them and others as problems. However, Nature's way is that of patience. As a half-elf, he can appreciate that. For the Headlands are wild and in a hundred year's time neither he nor the land has worried about who rules it. He is a pacifist by nature and believes himself very wise, and superior, to take the long view.

Evandell visits this land out of a sense of duty. His elven mother visited the nymph and met her husband here. He was a Flan warrior. Evandell was the result of the marriage but his parents went their separate ways, Evandell going with his mother.

Evandell can alert the characters to the fact that the Church of Pyremius is actively trying to get the Scabbard back. Evandell has seen two of the patrols (there are four in total) of Brotherhood troops searching the Headlands for the party. He has not seen the Brotherhood's scouts.

"Yes I have seen the followers of the Brotherhood here this very morning. A mix of natives and their masters were roaming the land about a half-day or so from here. They tried to hide from me initially. They have promised that they mean the land no harm and would soon be gone once their quest was complete."

Evandell knows nothing about the mastermind of this Scarlet Brotherhood activity. It is a High Priest of Pyremius who waits on a ship having sent his minions to shore. The High Priest is named Kiran Gronas. It is through agents in Onnwal betraying the party that such a bold attempt to regain the item can be made. The High Priest personally sanctions this mission; it is not part of the Brotherhood's own plans.

◆ **Evandell:** Male half-elf Drd9.

ENCOUNTER 2: MY ENEMY'S ENEMY?

The poor weather has continued since you met with Evandell. Visibility remains poor. You have come across a rag-tag band of six hochebi who bar your path. You are about 60 feet away with low lush vegetation on either side of you in the low foothills of the Headlands. The hochebi standing before you look more bedraggled than anything else. It seems that it is at most a scouting party as they number so few. One of them stands forward and speaks in guttural common tongue, "Please no trouble, we want no trouble."

Have the characters make a Spot check (DC 15). Success allows them to notice the following:

Just out of the corner of your eye, you notice some movement in the undergrowth. It is about fifty feet away off to the right. It is hard to see what it is, but it seems to be crawling along parallel to the hochebi.

This encounter is with a small band of renegade hochebi warriors. They have deserted and would like not to fight. Diplomacy can easily persuade them that there is no need to fight. Intimidate works to scare them off.

The movement in the undergrowth is just a wild dog skirting the party and it simply runs off if approached. It is just an unfortunate coincidence that may increase the tension.

A successful Intimidate check (DC 15) scares the hochebi so that they simply run away into the hills.

A successful Diplomacy check (DC 15) allows a discussion to start. Bribes modify the check by +1 per 10 gp offered.

The hochebi do not go near the nymph as they attacked her before. They were part of a much larger party. They warn the party about her if diplomacy wins the day.

"We not go anywhere near the witch who lives up the road. She can slay you with a look. She is evil and hates us. We never go

near her, as she would kill us all. You best not go there if you want to live."

APL 2 (EL 3)

🔪 **Hochebi** (6): Male hobgoblin War1; hp 9, 9, 9, 9, 9; see Appendix I.

APL 4 (EL 5)

🔪 **Hochebi** (6): Male hobgoblin War2; hp 15, 15, 15, 15, 15, 15; see Appendix I.

APL 6 (EL 7)

🔪 **Hochebi** (6): Male hobgoblin War3; hp 21, 21, 21, 21, 21, 21; see Appendix I.

Tactics

Hochebi don't want to fight nor do they start a fight. They are however ready to fight. If the characters aim weapons at them then the hochebi do the same. Whichever character makes the first offensive action gets all of the javelins of the hochebi. The hochebi are desperate and vengeful.

ENCOUNTER 3: HUNTER BECOMES HUNTED

Continuing up into the Headlands, a couple of hours of travel are done under continual drizzle. Finally you come to the point where the track begins to dip down, and looking to your right there is a small cut-through that takes up into the hills and crags of the Headlands. It is a narrow but serviceable trail obscured from the road by thick vegetation.

Have the characters make Listen checks (DC 15). If any character is successful proceed with the following:

You have made your way up the cut-through when the sound of footsteps and low growls alerts you to the fact there is something moving along the trail that you just left. You are about 40 feet from the trail and the vegetation should hide you from the road. However it also obscures your view.

Success above DC 25 allows listener to know the number of foes as outlined in the statistics below.

Anyone, who moves back to the edge of the vegetation to see what is there, needs make a Hide check (DC 15) to avoid being seen while they do so.

Moving forward through the vegetation, you can see what has made the noise. A single heavily freckled human native wearing light armour and carrying handaxes and a bow is inspecting the trail along with a number of large hounds. The man seems uncomfortable with the leather armour as it chafes around his heavily tattooed skin. The tattoos are mostly crude depictions of a most unusual cat that has snakes coming from its back.

The dogs are shaggy grey beasts with bright blue eyes. One is sniffing the ground while the man appears to follow impressions in the soil with his hands.

These are the scouts of the Brotherhood, a single ranger and his hunting dogs. The characters hopefully have already got up in the tree line when they hear the scout and his dogs. The dogs appear to have odd features. They are possibly rabid.

The man and hounds begin moving forward through the vegetation following the same path you took. The man and his animals now look purposefully ahead. Saliva drips from the mouth of the dogs. They seem to be getting agitated. As they move through the vegetation and they get sight and scent of you, the man lets the dogs loose and they charge toward your position. He follows at a run but is unable to keep up. The dog's blue eyes twinkle at you but more worrying is their horrid fetid breath that reeks of sulphur and then brings forth the very flames of hell upon you.

If any elves are present and he can get to them.

"The man seeks you out; he skirts combat to ensure that he is right before you. There is frenzy in his eyes and he appears to be licking his very lips as he prepares to hack you to pieces."

After defeating the dogs, the characters may look at them in more detail.

If the dogs are studied using either Knowledge (arcane) or Knowledge (the planes), then the character may know something about them as follows:

(DC 15) The dogs are not natural and are some kind of amalgam of dog and some other creature.

(DC 18) Some features have a human aspect.

(DC 22) There is a fiendish aspect to the dog.

(DC 25) One dog has the face terribly reminiscent of an Onnwalish child.

The ranger is Zarii tribesman from the Hemppmonaland. The ranger also carries a briefing note about the dogs. This is Player's Handout 3. It comes from the Brotherhood Office of Thralls.

They may have noticed that they remind them of Onnwalish children. This is the result of an Office of Thralls experiment. They have features similar to hellhounds but their outward appearance is different here.

All APLs

🔪 **Barranas**: Male human Rgr3; hp 28; see Appendix I.

APL 2 (EL 5)

🔪 **Devil Dog (Hell Hound)**: hp 22; see *Monster Manual*.

APL 4 (EL 7)

🔪 **Devil Dogs (Hell Hound)** (3): hp 25, 25, 25; see *Monster Manual*.

APL 6 (EL 9)

☛ **Devil Dogs (Hell Hound)** (8): hp 30, 30, 30, 30, 30, 30, 30, 30; see *Monster Manual*.

Tactics

Barranas fights savagely. He goes for elves in preference of others as he chose them as his species enemy. His hatred for them is rooted in madness; he cannot stand the sight of their "deformed" elf ears.

He is besotted with his new dogs. The dogs charge and go for the throat. Neither retreats; all fight to the death. Barranas was ordered to report back if he found anyone but he is loyal to his dogs and won't leave them.

ENCOUNTER 4: LANDRESS KNOWS THE WAY

Arriving at the pool, the characters meet its guardian, a nymph called Landress. She fights to protect the pool from those who might abuse it. She is civil to others.

The path goes up toward an escarpment. To the sides, the way is passable but it is scree rather than rock and this makes for less than solid footing compared to the path. There are clumps of vegetation around giving you some concealment. These also mask what is on the escarpment as well.

As the characters continue their approach up to the very top of the path, a staggeringly beautiful woman with auburn hair stands before you. Your eyes are torn between her and the beast that sniffs behind her. A huge black bear shuffles a few feet from her. Her clothes are plain but her face is radiant. Her eyes dart from each of you but stop at [name of most charismatic character]. Clearly she only has eyes for you. The bear has different ideas and looks at the same person though far more menacingly.

The nymph points at the most charismatic individual and asks,

"Oh don't mind Brute, he's just jealous. Now please what is your name and the names of your followers?"

If Granny has met the party, or particularly if she kissed one of the characters, proceed with the following:

"I do detect a rather less than pleasant aura or is it odour about some of you. Have you been to see old Granny? She's quite the character. Thoroughly evil but she means well if you know what I mean. Was one of you so brave or rather so foolish as to receive Granny's kiss. Oh dear, oh dear. She is quite the charmer. You wouldn't think she could kill a man with a look, though she gives her kisses to anybody and everybody. Her kiss is her mark, it seems she has claimed you."

Granny was introduced in a previous Onnwal regional adventure, ONW1-06 *Remember the Farmers*.

"You do know Granny is rather taken by Onnwal. She has asked one of her grandsons over to build her a nice new stone house. She is ever so keen to stay. Her new house will provide lots of room for all her new friends; particularly those that have been marked by her kiss. Likely her whole family will be over here soon. That will certainly make for interesting times."

She kisses those that have kissed Granny if they have Charisma over 14. They however do need to tell her why they should gain such a boon.

"Perhaps I could do something about those that have Granny's mark upon them. I will give a small kiss to those that delight me. Please tell me why you should deserve such an award."

Any well-spoken nonsense, barring innuendo or other charmless words, elicits a kiss from the nymph.

The kiss from the nymph leaves the character literally weak at the knees. Lungs gasp for breath and eyesight becomes blurry. This lasts for about a minute or two but the memory of those full red lips and heaving bosom lingers for a lifetime.

Landress heals those that are hurt. She casts one healing spell on each attractive individual. The power of the spell is dependent on their beauty (Charisma). It is hard to persuade her to cast her healing on others, requiring a successful Diplomacy check (DC 30). She really dislikes channeling her powers on the ugly.

(Charisma 10 or less) cure minor wounds (3 available doing 1)

(Charisma 11 to 13) cure light wounds (2 available doing 1d8+5)

(Charisma 14 and up) cure moderate wounds (1 available doing 2d8+7)

If any are hurt,

"Oh dear, you seem to be hurt, I better see what I can do."

For characters with low Charisma, she just prods her finger and delivers a weak curing spell.

Landress gives you a quick prod with the finger. She shows a tremendous reluctance to be anywhere near you. Only a tiny burst of healing is imparted to you. "I hope you feel better."

To those of middling personality or looks, she gently strokes the weary brow and imparts a more powerful curative spell.

"Here, let me help you, you seem to need my tender care. Let me stroke that fevered brow." A more powerful surge of healing power is imparted to you.

To those of notable personality or handsome features she gently massages the neck while speaking soft healing

words in their ears. She imparts a more powerful curative spell.

"Here, let me help you, you seem to need my tender care. Let me stroke that terribly stressed neck of yours. You really must take better care of yourself. Let these other lackeys do more of the work." A more powerful surge of healing power makes your toes curl.

After Landress has entertained her guests, the characters can look around. Map 2 shows the setting.

Finally taking your eyes of the stunning figure of Landress, you get the chance to look around the secluded escarpment on the hill; there are two distinct entrances. A simple cloth door covers one while the other is a simple passageway, which has a bubbling mist a little way into it. Any movement toward the cloth entrance way attracts the attention of Brute the bear whose home it is.

Landress points to the mist and says softly, "That is the way to the pool that you seek. Take no weapons into it save that which is sacred to Wenta. Havel spoke to me of such a weapon. It is a sad day to see Wenta bless such an item. Other weapons though should be left behind. Just inside the entrance there is a rack for your weapons unless you prefer to wait outside separated from your friends.

A rolling thick mist covers the path a few feet into the cave entrance. The mist reacts badly to anyone who tries to conceal a weapon. They are burnt and scarred by the mist that boils around them. The Sword of Remembrance is an exception as it is holy to Wenta. Use the Player's Handbook list for what constitutes a weapon. Wands, scrolls and the like do not.

The misty entrance does damage as acid. A character may step back on taking initial damage. This causes damage equivalent of a single vial of acid (1d6). Anyone who forces through receives the equivalent of a bath of acid (10d6).

🐉 **Landress, Nymph:** hp 10, see *Monster Manual*.

Landress is pleasant, radiant, bored, and favours handsome gentlefolk.

Possessions: gold brooch set with green amethyst (worth 50 gp).

🐉 **Brute, Brown Bear:** hp 51; see *Monster Manual*.

Tactics

APL 2

Brute fights while Landress attempts to blind the party with her unearthly beauty.

APL 4 and above

Brute fights while Landress attempts to kill the party with her unearthly beauty.

ENCOUNTER 5: POOL OF PEACE

Within the cave is a small creature, a water mephit, which is bound to the pool. It describes itself as the Spirit of the Pool and acts as the Pool's spokesperson. He offers gifts of Wenta (tankards) and a riddle to gain a special tankard. He then proposes a toast to the farmers and asks for the Scabbard to be thrown into the Pool.

Beyond the rolling mist at the entrance, a short, brightly lit stone corridor opens into a cave not thirty feet ahead of you. In the centre of the cave can be seen a pool of clear water about twenty feet across. The cave itself is much larger extending back at least sixty feet. It is perfectly still here.

An old whiskered gnome, who stands but two feet tall, invites you in. He is quite animated and seems almost to want to burst out of his tattered red checked shirt. He speaks very quickly and is all smiles.

"Come in, come in. Watha is the name—little piece of the Peace that's me. I know what you are here for so please don't beat about the bush with it. We should though take a moment for a wee drink while we are here. A little toast to the memory of the farmers seems appropriate. I have a little present for all of you. One of Wenta's tankards is my gift to you though I'll give you the chance of one of my specials.

"I've got a prize tankard here for the smartest one of you. I like me little riddling games. I'm useless at them myself but let us see how you can do. First one off the blocks, win the top prize. It's a real bobby dazzler."

"Here's me little riddle. More beautiful than the face of your god, more wicked than the forked tongue of a devil, dead men eat it all the time. A living man who eats it dies a little every day. Go on tell me the answer, there's a prize in it for you. Can't say no fairer than that."

The answer is "nothing." The first person to respond is awarded the superior tankard but all players get a normal tankard from Watha. Once they have the tankards then Watha suggests a toast.

"Dip your tankards in the water. You might as well get some use from them. It's only water in the pool but it's the finest water you'll ever drink. Be careful though I was six feet tall when I started drinking it. And they told me it makes lion's strong. Ha."

🐉 **Watha, Water Mephit:** hp 17; see *Monster Manual*.

Appearance: 2 feet high, ancient gnome wearing a tatty red checked shirt.

Personality: Jovial and inquisitive

Everyone entering the pool gets a small tankard filled with water of the pool as a gift from Wenta. The tankard never spills. The riddle solver, only one person, gets a superior tankard.

"Well I've had me bit of fun. Time for the main event as they say. Sling that ungodly Scabbard right in the Pool is what's

needed. Might not harm to ask for the Blessing of Wenta while you're about it. No time like the present."

The Pool burns away the scabbard, allowing the farmer's spirits to soar and be at peace. If the Scabbard is thrown into the Pool then there is much bubbling and fizzing as the pool burns away at the very fabric of the scabbard. The water darkens and the gnome falls back stone dead. The pool is now contaminated and its servant dead.

As the scabbard hits the water, there is a momentary image of a large, callused hand taking firm grip of it. It seems to pull it deeper and deeper into the Pool. The water bubbles and boils as if it were alive. Slowly the scabbard seems to release its blackness into the pool and small pinpricks of light begin to leave the scabbard. They dart around and then head upward going through the ceiling. There is a thud as Watha the gnome drops to the ground. His last words are, "We all have to make sacrifices."

The pool is left as stagnant black water and the tiny gnome's blood, which dribbles from his mouth has within, strands of the same stagnant black water.

During the destruction of the scabbard and the release of the farmer's spirits, characters may notice that one spirit does not leave. Characters can count and see only 33 soar to the skies. An intelligence check at (DC 20) notices this.

One remains and bonds with a player if, and only if, they have Sword of Remembrance. This makes the sword even more powerful but at a cost. The sword becomes a +1 ghost touch weapon, but the bearer loses 4 points Dex. The spirit only occupies if a body is doing so voluntarily.

Pass the player with the Sword of Remembrance, Player Handout 4. He should read it and decide whether he agrees to the spirit's request. It is a one-time offer. If he does not then the spirit departs.

The pool is contaminated beyond the power of minor spells such as *purify food and drink*. The contaminated pool detects as evil.

Treasure

For each party member, 1 ordinary tankard of Wenta (tankard never spills)

Superior Tankard of Wenta

The tankard never spills and fills with ale, which acts as potion of *cure minor wounds*, once per adventure.

+1 ghost touch enhancement to the Sword of Remembrance

ENCOUNTER 6: BATTLE IS JOINED

Outside, the sounds of battle can now be clearly heard as the stillness of the Pool has ended. The bear roars and men scream and shout in both pain and defiance.

Back with the nymph, events have moved on and a Brotherhood patrol has attacked. The nymph and her bear have killed some of them but the monk leader survived and has just ripped half the nymph's face off.

If any characters stayed outside the pool, then they must endure some combat alone. They must face three rounds prior to the likely entry of the rest of the party. If the character is lower than the APL then he faces one of the warriors. If he is the same level or higher than the APL, he faces Larn the raging Barbarian.

There are a number of tribal Suel warriors of the Brotherhood in the centre of the escarpment. All are heavily freckled, as was the Brotherhood scout before. Tattoos also mark all these natives however these are simple geometric patterns rather than any creature. Many lie dead. Some have faces in rapture, and others are torn apart by the bear. The bear is dead its body is a mass of wounds. Three figures though stand out. One wields a wand, another a greatsword, but the leader uses his bare hands. Only the leader is pure Suel; the others are tribal warriors. His hands are held like tiger claws and they have already ripped at the nymph's face. He holds one of her eyes in his hand. She lies at his feet blood welling on her face. She's still alive but sinking fast. He screams, "Fey bitch, what have you done? I feel my Lord's anger rising like the great flames of the Temple. I think our quest is lost and I now see the fools who have done it. They shall die so many deaths." The monk turns towards you and his forces attack.

Note that three rounds of combat have already happened. During this time the sorcerer has cast three spells, these are noted for each APL. Similarly the monk has made use of his stunning attack and the barbarian has been raging. Their stats are modified to include this.

Brotherhood troops surrender when leaders are dead; the higher-level fanatics (Monk, Barbarian, and Sorcerer) fight to death. The tribesmen are Zarii and in the eyes of the Suel monk are little more than tools that he can discard. The Barbarian and Sorcerer though think they have great status within the Brotherhood and fight to the death for it.

The monk would normally run if seriously hurt. He aspires to greater position in the service of the high priests of Pyremius. He is in fear of his life if he returns without killing the party. He knows how much his master wanted the scabbard back. He prefers to face death than face the punishment of the High Priest Kiran.

The nymph dies from bleeding after 5 rounds.

APL 2 (EL 6)

☛ **Scabrus**: Male human Mnk4; hp 34; see Appendix I.

☛ **Larn**: Male human Bbn2; hp 23; see Appendix I.

☛ **Lurg**: Male human Sor2; hp 14; see Appendix I.

☛ **Zarii Tribesmen (4)**: Male human War1; hp 9; see Appendix I.

APL 4 (EL 8)

☛ **Scabrus**: Male human Mnk6; hp 48; see Appendix I.

✚ **Larn:** Male human Bbn3; hp 32; see Appendix I.
 ✚ **Lurg:** Male human Sor3; hp 22; see Appendix I.
 ✚ **Zarii Tribesmen (4):** Male human War3; hp 21; see Appendix I.

APL 6 (EL 10)

✚ **Scabrus:** Male human Mnk8; hp 62; see Appendix I.
 ✚ **Larn:** Male human Bbn4; hp 41; see Appendix I.
 ✚ **Lurg:** Male human Sor4; hp 27; see Appendix I.
 ✚ **Zarii Tribesmen (4):** Male human War5; hp 33; see Appendix I.

Tactics

Scabrus uses his crossbow first to soften up characters then tries to stun them, the sorcerer uses spells and his wand, and the barbarian and warriors charge.

Originally the tribesmen numbered ten but three bodies lay near the bear torn apart; three others lay near the nymph their faces seemingly smiling as their hearts burst. Thus 10 sets of Zarii tribesmen equipment can potentially be recovered.

ENCOUNTER 7: HIGH PRIEST'S RAGE

After battle ends, the Brotherhood master who is pulling the strings in this puppet show sends a short message. One of the bodies, preferably the monk, is possessed by evil and he rises as an undead likely surprising the party. At APL 6, the wraith rises out of his body.

Finally combat ends and you can gather your breath. The customary searches of bodies are done. However one rises to strike, his flesh transforming from living to gray in a twinkling. His face is contorted with rage and he speaks with a different voice. He is seething but measured.

"I feel the loss of the Scabbard more than you scum can realise. I speak for High Priest Kiran Gronas of Pyremius, and mark this day well, for you are now my sworn enemies. I would ask for your names but you are too cowardly and pathetic to give them. No matter, I will seek you out and hunt you down. But now my servant will kill you if he can."

APL 2 (EL 1)

✚ **Ghoul:** hp 13; see *Monster Manual*.

APL 4 (EL 3)

✚ **Ghast:** hp 26; see *Monster Manual*.

APL 6 (EL 5)

✚ **Wraith:** hp 32; see *Monster Manual*.

ENCOUNTER 8: DRUID'S RAGE

After the battle ends, a huge eagle flies in to the scene of carnage. It is the half-elven druid who is made momentarily deranged by the brutal attack on the nymph.

He summons insect plague and sends it to eat alive any surviving Brotherhood troops. He then goes to face the High Priest of Pyremius. Characters must decide if they wish to interfere with either of these actions.

The huge golden bird streaks down along with a heaving mass of insects that crawl up the path and the sides of the scree slopes. They chitter as they approach. The eagle's body is contorted and shaking. It transforms into a half-elf but his eyes have the light of madness. "These savages and their murderous masters should feel the wrath of nature. They will die a slow and agonizing death. I would do worse to them if I could."

The characters require diplomatic skills to dissuade the druid from taking his revenge, or they can choose to do nothing. Diplomacy is modified by character's actions in earlier encounters.

To dissuade the druid from sending *insect plague* upon any survivors, the characters must succeed at a Diplomacy check whose DC is dependant upon the APL.

| | |
|-------|-------|
| APL 2 | DC 15 |
| APL 4 | DC 17 |
| APL 6 | DC 20 |

Modifiers, all cumulative, can be awarded from the following:

- Druid (+1)
- Elf (+1)
- Flan (-1)
- Nymph saved (+2)
- Character comments/actions in Encounter 1 (-2 to +2)
- Lifestyle modifiers are reversed, as the Druid responds well to those who appear poor.
- DM award for persuasiveness of the character's spoken words (-2 to +2)

Each character can make but one appeal and taking 10 or 20 is not possible, as time is too short.

If they are successful in dissuading the druid proceed with the following:

The druid's eyes recover a little of the light of reason and the insect plague begins to disperse. His will no longer can hold it together. The Brotherhood prisoners breathe sighs of relief as their death is prevented.

If they are not successful in dissuading the druid, or they do not attempt to dissuade him, proceed with the following:

The druid sends forward the column of insects and they slowly but surely eat alive the Brotherhood troops. Their screams echo for a long time and the druid clearly revels in their brutal, painful, drawn out death.

There are also the other forces that the High Priest may have (and in fact does have) with him. A cadre of lesser clerics and temple guards are onboard, along with ship's complement of sailors. High Priest Kiran can be assumed to have spells appropriate for a high level cleric of Pyremius.

A further diplomacy check is needed to halt the druid from going to his death. The same factors listed above, plus the following can modify this Diplomacy check:

- Calmed down and so spared Brotherhood troops (+2)

| | |
|-------|-------|
| APL 2 | DC 20 |
| APL 4 | DC 22 |
| APL 6 | DC 25 |

If successful, proceed with the following:

The druid's body heaves and sags as his rage deserts him. He looks small and somewhat frail. His voice is weak and his words trip out slowly, "I cannot bring myself to thank you even though I suspect you may have saved my life. I still feel that there is some blame for this with you. However I do see it more rightly lies with your foes. I need think on these events some more. I do have a great desire for vengeance but it will be a dish I consume cold. Perhaps our paths will cross again and we will consume it together."

With those words said, he transforms to giant golden eagle and takes to the skies.

If failed, proceed with the following:

The druid flies off to the face the High Priest of Pyremius. His face is still contorted with rage. A ship previously lost in the mists can be seen. This battle can be seen from your vantage point. Flame strike is traded with flame strike and bolts of lightning with a storm of fire. The crew is mostly occupied with preventing the ship from succumbing to the destructive power the two spellcasters are evoking. However when two winged creatures appear out of blood red portals, it becomes clear that the High Priest is perhaps more powerful and the druid is pulled down by them to whatever fate the High Priest has in store for him.

🦋 **Evandell:** Male half-elf Drd9; hp 66; see Appendix I.

ENCOUNTER 9: REACTIONS IN THE RESISTANCE

The characters can return to Kildeer without further incident. The other Brotherhood patrols return promptly to their master. Zamiel and Havel greet them in Kildeer and ask for details of what occurred.

If the characters were successful in releasing the spirits of the farmers, then the church of Zilchus rewards the players with influence.

You are taken to the private chambers of the Zilchan church where Zamiel of Zilchus and Havel of Wenta greet you. Zamiel speaks, "I praise your success. Destroying the scabbard was a most necessary act. The farmers, who suffered more than many of us could comprehend, should rest easier now. That is our victory here. However the fact that the Church of Pyremius was willing to do so much to recover it means that they valued more than we thought. Its destruction is a greater prize than our first assessment. The church of Zilchus grants you its favour."

If the characters report the fact that the mission was betrayed proceed with the following:

"This points to a traitor within the church hierarchy. Many were aware of the need to destroy the scabbard. We had asked widely amongst the various churches. However fewer knew of our plans to use the Pool. This is a list that I need now begin."

If the druid Evandell did not die at the end, then Havel speaks,

"I have already been in contact with Evandell. It appears he is somewhat changed in his views. He still does not fully embrace our cause, but he is set against the Brotherhood. This is to our advantage. Evandell's neutrality is well known. He can make a strong argument for us. His words carry weight amongst those that stand back from our war with the Brotherhood."

If the dogs were identified as having some aspect of Onnwalish children about them,

"This is very disquieting news. It adds to other strands of evidence. Other information regarding the movement of animals, places this activity on the Hell Isles. It would be no surprise to find servants of Pyremius making their evil mischief there. It seems you have the nose for this mystery. Perhaps I might arrange a trip to the Hell Isles for you. But that is for another day."

TREASURE

Favour of Church of Zilchus

CONCLUSION

A great wrong has been righted but the struggle goes on. Releasing the farmers is an act of mercy that distinguishes us from the Brotherhood. Zamiel smiles briefly and Havel

suggests in a booming voice that you go and get some use from Wenta's tankards.

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 to each character.

Encounter 2: My Enemy's Enemy?

Defeat the hochebi.

| | |
|-------|--------|
| APL 2 | 30 XP |
| APL 4 | 90 XP |
| APL 6 | 180 XP |

Encounter 3: Hunter Becomes Hunted

Defeat Barranas and the devil dog(s).

| | |
|-------|--------|
| APL 2 | 90 XP |
| APL 4 | 180 XP |
| APL 6 | 270 XP |

Encounter 6: Battle Is Joined

Defeat Scabrus, Larn, Lurg, and the tribesmen.

| | |
|-------|--------|
| APL 2 | 150 XP |
| APL 4 | 240 XP |
| APL 6 | 300 XP |

Encounter 7: High Priest's Rage

Defeat the undead.

| | |
|-------|--------|
| APL 2 | 30 XP |
| APL 4 | 90 XP |
| APL 6 | 150 XP |

Total Possible Experience

| | |
|-------|--------|
| APL 2 | 300 XP |
| APL 4 | 600 XP |
| APL 6 | 900 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 treasurer.

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 minute 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 (that is., 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 piece 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Encounter 2: My Enemy's Enemy?

Defeat the hochebi and strip them of their gear.

| |
|--------------------------------|
| APL 2: L: 27 gp; C: 0 gp; M: 0 |
| APL 4: L: 27 gp; C: 0 gp; M: 0 |
| APL 6: L: 27 gp; C: 0 gp; M: 0 |

Encounter 3: Hunter Becomes Hunt ed

Defeat Barranas and the devil dog(s).

| |
|--------------------------------|
| APL 2: L: 28 gp; C: 6 gp; M: 0 |
| APL 4: L: 28 gp; C: 6 gp; M: 0 |
| APL 6: L: 28 gp; C: 6 gp; M: 0 |

Encounter 6: Battle is Joined

Defeat Scabrus, Larn, Lurg, and the tribesmen and strip them of their gear.

APL 2: L: 109 gp; C: 11 gp; M: *potion of cure light wounds* (Value 7 gp per character); *wand of Melf's acid arrow* (5 charges) (Value 34 gp per character).

APL 4: L: 109 gp; C: 11 gp; M: *potion of cure light wounds* (Value 7 gp per character); *wand of Melf's acid arrow* (5 charges) (Value 34 gp per character).

APL 6: L: 109 gp; C: 11 gp; M: *potion of cure light wounds* (Value 7 gp per character); *wand of Melf's acid arrow* (5 charges) (Value 34 gp per character).

Encounter 9: Reactions in the Resistance

Favour of Church of Zilchus

Total Possible Treasure

| |
|---------------|
| APL 2: 222 gp |
|---------------|

APL 4: 222 gp

APL 6: 222 gp

Sword of Remembrance

If the bearer of this weapon agreed to host the farmer's spirit in this sword, the sword becomes a +1 ghost touch weapon, and the bearer loses 4 points of Dexterity so long as they own this sword. (Market value: 8,000 gp)

Tankards of Wenta

Tankard is a simple stone tankard that is surprisingly light. Its magical property is that it never spills. Even held upside down, drink remains within it. It has the mark of Wenta upon it with a simple blessing, "*Post Proelia Praemia*" which in the common tongue means, "After the battles come the rewards".

If used in anyway as a weapon then this gift of good cheer shatters.

(Market value: 10 gp)

Superior Tankard of Wenta

Tankard is a simple metal tankard that is surprisingly light. Its magical property is that it never spills. Even held upside down, drink remains within it. It has the mark of Wenta upon it with a simple blessing, "*Post Proelia Praemia*" which in the common tongue means, "After the battles come the rewards".

This tankard will fill with ale (acts as Cure minor wounds) once per adventure on command.

If used in anyway as a weapon then this gift of good cheer shatters.

(Market value: 100 gp)

APPENDIX I: NPCS

ENCOUNTER 2: MY ENEMY'S ENEMY

APL 2 (EL 3)

☛ **Hochebi** (6): Male hobgoblin War1; CR 1/2; Medium-size humanoid (goblinoid); HD 1d8+1; hp 9 each; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +1 melee (1d8/19-20, long sword) or +2 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +1, Listen +3, Spot +3; Alertness.

Possessions: studded leather armor, small wooden shield, long sword, javelin.

APL 4 (EL 5)

☛ **Hochebi** (6): Male hobgoblin War2; CR 1; Medium-size humanoid (goblinoid); HD 2d8+2; hp 15 each; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +2 melee (1d8/19-20, long sword) or +3 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +3, Spot +3; Alertness.

Possessions: studded leather armor, small wooden shield, long sword, javelin.

APL 6 (EL 7)

☛ **Hochebi** (6): Male hobgoblin War3; CR 2; Medium-size humanoid (goblinoid); HD 3d8+3; hp 21 each; Init +5; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +3 melee (1d8/19-20, long sword) or +4 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +2, Will +1; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +3, Listen +3, Spot +3; Alertness, Improved Initiative.

Possessions: studded leather armor, small wooden shield, long sword, javelin.

ENCOUNTER 3: HUNTER BECOMES HUNTED

All APLs

☛ **Barranas**: Male human Rgr3; CR 3; Medium-size humanoid (human); HD 3d10+6; hp 28; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +5 melee (1d6+3/x3, handaxe) and +5 melee (1d6+1/x3, handaxe) or +6 ranged (1d8/x3, composite longbow); SA Favored enemy (elf); AL NE; SV Fort +5, Ref +4, Will +0; Str 16, Dex 16, Con 14, Int 9, Wis 9, Cha 8.

Skills and Feats: Animal Empathy +5, Handle Animal +5, Hide +4, Move silently +4, Wilderness Lore +5; Improved Initiative, Run, Track, Weapon Focus (handaxe).

Possessions: chain shirt, 2 handaxes, composite longbow, 30 arrows, 10 masterwork arrows, pouch with 30 gp.

ENCOUNTER 6: BATTLE IS JOINED

APL 2 (EL 6)

☛ **Scabrus**: Male human Mnk4; CR 4; Medium-size humanoid (human); HD 4d8+8; hp 34; Init +7; Spd 40 ft.; AC 16 (touch 16, flat-footed 13); Atk +5 melee (1d8+1, unarmed strike) or +7 ranged (1d8/19-20, light crossbow); SA Unarmed strike, stunning attack; SQ Evasion, still mind, slow fall (20 ft.); AL LE; SV Fort +6, Ref +7, Will +7; Str 12, Dex 16, Con 14, Int 10, Wis 16, Cha 9.

Skills and Feats: Hide +10, Jump +5, Listen +10, Move Silently +10, Spot +6, Tumble +10; Deflect Arrows, Improved Initiative, Point Blank Shot, Weapon Focus (unarmed strike).

Possessions: masterwork light crossbow, 40 bolts, pouch with 50 gp.

Mage armor has been cast on him. His stunning attack has been used twice already.

☛ **Larn**: Male human Bbn2; CR 2; Medium-size humanoid (human); HD 2d12+4; hp 23; Init +2; Spd 40 ft.; AC 15 (touch 12, flat-footed 13); Atk +6 melee (2d6+4/19-20, greatsword) or +4 ranged (1d6/x3, shortbow); SA Rage; SQ Fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Jump +7, Listen +5, Spot +1, Wilderness Lore +3; Power attack, Weapon Focus (greatsword).

Possessions: greatsword, shortbow, 20 arrows, studded leather armor, *potion of cure light wounds*, pouch with 4 sp, 16 cp.

Larn has already been raging for 3 rounds. His rage will last for 4 more rounds. His stats have been adjusted for his rage. His adjusted rage stats are as follows:

hp 27; AC 13 (touch 12, flat-footed 13); Atk +8 melee (2d6+7/19-20, greatsword); SV Fort +7, Ref +2, Will +2; Str 20, Dex 14, Con 18, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +9, Jump +9.

☛ **Lurg**: Male human Sor2; CR 2; Medium-size humanoid (human); HD 2d4+7; hp 14; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +1 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, thrown dagger); SA Spells; AL NE; SV Fort +2, Ref +2, Will +3; Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +7, Knowledge (arcana) +5, Spellcraft +5; Combat Casting, Toughness.

Possessions: wand of Melf's acid arrow (5 charges), dagger.

Spells Known (6/5; base DC = 13 + spell level): 0 – daze, detect magic, light, ray of frost, read magic; 1st – mage armor, magic missile.

Lurg has cast 3 1st level spells already: *mage armor* on himself and Scabrus, and *magic missile*.

➤ **Zarii Tribesmen (4):** Male human War1; CR 1/2; Medium-size humanoid (human); HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +3 melee (1d6+1/x3, halfspear), or +2 ranged (1d6/x3, shortbow); AL CN; SV Fort +3, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +4, Spot +4; Alertness, Weapon Focus (halfspear).

Possessions: halfspear, shortbow, 20 arrows, studded leather armor, large wooden shield, pouch with 4 sp.

APL 4 (EL 8)

➤ **Scabrus:** Male human Mnk6; CR 6; Medium-size humanoid (human); HD 6d8+12; hp 48; Init +7; Spd 50 ft.; AC 17 (touch 17, flat-footed 14); Atk +6/+3 melee (1d8+1, unarmed strike) or +8 ranged (1d8/19-20, light crossbow); SA Unarmed strike, stunning attack; SQ Evasion, still mind, slow fall (30 ft.), purity of body; AL LE; SV Fort +7, Ref +8, Will +8; Str 12, Dex 16, Con 14, Int 10, Wis 16, Cha 9.

Skills and Feats: Hide +12, Jump +7, Listen +10, Move Silently +12, Spot +8, Tumble +12; Deflect Arrows, Improved Initiative, Improved Trip, Point Blank Shot, Rapid Shot, Weapon Focus (unarmed strike).

Possessions: masterwork light crossbow, 40 bolts, pouch with 50 gp.

Mage armor has been cast on him. Stunning attack has been used twice already.

➤ **Larn:** Male human Bbn3; CR 3; Medium-size humanoid (human); HD 3d12+6; hp 32; Init +2; Spd 40 ft.; AC 15 (touch 12, flat-footed 13); Atk +7 melee (2d6+4/19-20, greatsword) or +5 ranged (1d6/x3, shortbow); SA Rage; SQ Fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +5, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +9, Jump +9, Listen +7, Spot +2, Wilderness Lore +5; Cleave, Power attack, Weapon Focus (greatsword).

Possessions: greatsword, shortbow, 20 arrows, studded leather armor, *potion of cure light wounds*, pouch with 4 sp, 16 cp.

Larn has already been raging for 3 rounds. His rage will last for 4 more rounds. His stats have been adjusted for his rage. His adjusted rage stats are as follows:

hp 38; AC 13 (touch 12, flat-footed 13); Atk +9 melee (2d6+7/19-20, greatsword); SV Fort +7, Ref +3, Will +3; Str 20, Dex 14, Con 18, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +11, Jump +11.

➤ **Lurg:** Male human Sor3; CR 3; Medium-size humanoid (human); HD 3d4+12; hp 22; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +1 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, thrown dagger); SA Spells; AL NE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +9, Knowledge (arcana) +7, Spellcraft +7; Combat Casting, Toughness (2).

Possessions: wand of Melf's acid arrow (5 charges), dagger.

Spells Known (6/5; base DC = 13 + spell level): 0 – daze, detect magic, light, ray of frost, read magic; 1st – mage armor, magic missile, ray of enfeeblement.

Lurg has cast 3 1st level spells already: *mage armor* on himself and Scabrus, and *magic missile*.

➤ **Zarii Tribesmen (4):** Male human War3; CR 2; Medium-size humanoid (human); HD 3d8+3; hp 21; Init +5; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +5 melee (1d6+1/x3, halfspear), or +4 ranged (1d6/x3, shortbow); AL CN; SV Fort +4, Ref +2, Will +1; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +2, Jump +2, Listen +4, Spot +4; Alertness, Improved Initiative, Weapon Focus (halfspear).

Possessions: halfspear, shortbow, 20 arrows, studded leather armor, large wooden shield, pouch with 4 sp.

APL 6 (EL 10)

➤ **Scabrus:** Male human Mnk8; CR 8; Medium-size humanoid (human); HD 8d8+16; hp 62; Init +7; Spd 50 ft.; AC 17 (touch 17, flat-footed 14); Atk +8/+5 melee (1d10+1, unarmed strike) or +10/+5 ranged (1d8/19-20, light crossbow); SA Unarmed strike, stunning attack; SQ Evasion, still mind, slow fall (50 ft.), purity of body, wholeness of body, lead of the clouds; AL LE; SV Fort +8, Ref +9, Will +9; Str 12, Dex 16, Con 14, Int 10, Wis 17, Cha 9.

Skills and Feats: Hide +14, Jump +9, Listen +10, Move Silently +14, Spot +10, Tumble +14; Deflect Arrows, Improved Initiative, Improved Trip, Point Blank Shot, Rapid Shot, Weapon Focus (unarmed strike).

Possessions: masterwork light crossbow, 40 bolts, pouch with 50 gp.

Mage armor and *cat's grace* have been cast on him. Stunning attack has been used twice already.

➤ **Larn:** Male human Bbn4; CR 4; Medium-size humanoid (human); HD 4d12+8; hp 41; Init +2; Spd 40 ft.; AC 15 (touch 12, flat-footed 13); Atk +8 melee (2d6+4/19-20, greatsword) or +6 ranged (1d6/x3, shortbow); SA Rage; SQ Fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +6, Ref +3, Will +1; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +10, Jump +10, Listen +7, Spot +3, Wilderness Lore +5; Cleave, Power attack, Weapon Focus (greatsword).

Possessions: greatsword, shortbow, 20 arrows, studded leather armor, *potion of cure light wounds*, pouch with 4 sp, 16 cp.

Larn has already been raging for 3 rounds. His rage will last for 4 more rounds. His stats have been adjusted for his rage. His adjusted rage stats are as follows:

hp 49; AC 13 (touch 12, flat-footed 13); Atk +10 melee (2d6+7/19-20, greatsword); SV Fort +8, Ref +3, Will +3; Str 21, Dex 14, Con 18, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +11, Jump +11.

☛**Lurg:** Male human Sor4; CR 4; Medium-size humanoid (human); HD 4d4+14; hp 27; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +2 melee (1d4/19-20, dagger) or +4 ranged (1d4/19-20, thrown dagger); SA Spells; AL NE; SV Fort +3, Ref +3, Will +4; Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 17.

Skills and Feats: Concentration +10, Knowledge (arcana) +8, Spellcraft +8; Combat Casting, Toughness (2).

Possessions: wand of Melf's acid arrow (5 charges), dagger.

Spells Known (6/7/4; base DC = 13 + spell level): 0 – daze, detect magic, flare, light, ray of frost, read magic; 1st – mage armor, magic missile, ray of enfeeblement; 2nd – cat's grace.

Lurg has cast 3 1st level spells already: *mage armor* on himself and both *mage armor* and *cat's grace* on Scabrus.

☛**Zarii Tribesmen (4):** Male human War5; CR 4; Medium-size humanoid (human); HD 5d8+5; hp 33; Init +5; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +7 melee (1d6+1/x3, halfspear), or +6 ranged (1d6/x3, shortbow); AL CN; SV Fort +5, Ref +2, Will +1; Str 13, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Jump +4, Listen +5, Spot +4; Alertness, Improved Initiative, Weapon Focus (halfspear).

Possessions: halfspear, shortbow, 20 arrows, studded leather armor, large wooden shield, pouch with 4 sp.

ENCOUNTER 8: DRUID'S RAGE

☛**Evandell:** Male half-elf Drd9; CR 9; Medium-size human (elf); HD 9d8+18; hp 66; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +6/+1 melee (1d6/x3, halfspear) or +7/+2 ranged (1d6/x3, halfspear); SQ Immunity to sleep sleep spells and similar magical effects, +2 racial saving throw bonus against Enchantment spells and effects, low-light vision, nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wild shape (3/day, large) venom immunity; AL N; SV Fort +8, Ref +4, Will +11; Str 10, Dex 12, Con 14, Int 10, Wis 20, Cha 12

Skills and Feats: Animal Empathy +13, Concentration +14, Listen +10, Search +1, Spot +14, Wilderness Lore +17; Alertness, Combat Casting, Extend Spell, Track.

Possessions: halfspear, leather armor, small wooden shield.

Spells Prepared (6/6/5/4/3/2; base DC = 15 + spell level): 0 – create water, cure minor wounds, detect magic, detect poison, purify food and drink, read magic; 1st – calm animals, cure light wounds, entangle, faerie fire, obscuring mist, pass without trace; 2nd – barkskin, charm person or animal, heat metal, speak with animals, summon swarm; 3rd – call lightning, cure moderate wounds, poison, speak with plants; 4th – cure serious wounds, dispel magic, flame strike; 5th – insect plague, wall of fire.

APPENDIX: ADVENTURE TIMELINE

This is an overview of the events that should occur during this adventure along with time at which they occur.

Day 1 *dawn* Zamiel of Zilchus requests the aid of the characters in Kildeer.

Day 3 *dawn* Party spotted by the pacifist Druid

Day 3 *dawn +1 hour* Renegade Hochebi

Day 3 *dawn +3 hours* Scarlet Brotherhood scout and dogs

Day 3 *afternoon* Nymph

The battle between Scarlet Brotherhood patrol and the Nymph and subsequent events all occur within minutes of each other. The battle is assumed to have started 3 combat rounds prior to the characters being first able to hear sounds of combat when the Scabbard ends the stillness of the Pool. The undead rises within a few combat rounds of that battle's end. While the Druid arrives only after that combat has been finished for a few combat rounds.

Day 5 Return to the Resistance HQ at Kildeer

APPENDIX: ADVENTURE SUMMARY

The players will have made a couple of fundamental choices during this adventure. The intention is these choices will affect how the fight against the Scarlet Brotherhood goes. Please could you complete this sheet and return with the scoring pack. In this way the characters can truly say their actions affect the campaign.

1. Did they attack Evandell at any point? YES / NO
2. Did characters attack renegade hochebi? YES / NO
3. Did a character enhance the Sword of Remembrance with the Spirit of Branwenden? YES / NO
4. Did characters save the nymph, Landress? YES / NO
5. Did characters allow the druid Evandell to kill the SB troops? YES / NO
6. Did characters allow the druid Evandell to fly off enraged? YES / NO
7. Did characters report that SB knew Scabbard was in Headlands? YES / NO
8. Did characters report that SB has created Devil dogs? YES / NO
9. If YES, did they realise that Onnwalish children are used in this process? YES / NO

JUDGE NAME:

RPGA NUMBER:

PLAYER HANDOUT 1: MAP TO POOL OF PEACE



The Pool of Peace can be found by taking the road from Kildeer toward Northanchor. After about two days at normal walking pace, the road slowly starts to climb as you approach the start of the Headlands. At the point at which the road begins to descend that is where a cut-through into the hills should be found on your right side. It is no more than a goat track. It happens, that this point is also where the coast comes closest to the land on your left side. The hills around the cut through are predominantly scree. Travel along this cut-through up a winding path, akin to a goat track. This leads directly to an escarpment where the Pool of Peace can be found. The vegetation does a very good job of obscuring this.

PLAYER HANDOUT 2: SCABBARD OF PYREMIUS

This describes the Scabbard of Pyremius. It is an evil item aligned to Pyremius. It was born out of the cold-blooded vindictive murder of innocent Onnwal folk.

This scabbard may cast poison on a blade drawn from it. It accommodates from a dagger to a long sword. In order to use it, the wearer must say, "Bless me Pyremius". The sword is then coated in a viscous poison (1d10 Con damage; Fortitude save (DC 15) avoids). The scabbard's poison has no effect on the scabbard bearer. It gained its power from the burning of the Farmers in Scant and this is well known within the Resistance.

All characters, unless devout worshippers of Pyremius, who wear the Scabbard suffer the curse of Pyremius. This is a -4 penalty to rolls equivalent to *bestow curse*. The only way to remove this is to receive a spell such as *remove curse* or *break enchantment*, and then give up the Scabbard.

The Scabbard is made of ordinary leather but has now got a coating of ashes baked into it. The ashes have formed into patterns in the shape of holy symbol of Pyremius. It is said that the bearer can hear piteous cries and crackling fires whenever the sun sinks at the end of the day.

The Scabbard is difficult to destroy. Characters find that they are inhibited from destroying it. This is due to the many innocent spirits of the Onnwalish farmers trapped within it, and is the basis for this mission.

PLAYER HANDOUT 3: MY DEVIL DOGS

Please report on the success of these animals. Consider them as scouts but also as attack animals. I would caution though they in truth are no longer animals in the accepted sense. I have coined the name, devil dogs, as it is most delightfully appropriate.

Martoch has worked hard to perfect the bonding processes. I am fortunate that Onnwal provides such riches for him to experiment with. You should expect more creatures such as these. He promises he has many more promising lines of experiment, though the Onnwalish genetic stock is weak. In my own small way, I do believe my ideas, inspired by the tortures I have devised, are helping him in the creation of these creatures.

I am particularly interested in knowing how well my pets follow commands and whether at any time they lose their ferocious nature.

Obadiah for Cousin Martoch,
Office of Thralls

PLAYER HANDOUT 4: SWORD OF REMEMBRANCE ENHANCEMENT

As you watch the spirits of the Farmers leave the Scabbard and head up away to their final fate, you are aware that one such spirit communicates telepathically with you. It seems to linger about the Sword of Remembrance.

"I am Branwenden of Scant. I have resided within the Scabbard and seek to reside within the Sword of Remembrance. I, like the rest of the Farmers who were burned alive in Scant market, have suffered within the Scabbard of Pyremius. I hated hearing the mocking from the Brotherhood. The screams of my companions; few of which I knew by name have echoed in my ears. I wish revenge upon the Brotherhood. I have forgone the chance to soar high with the others Farmers as martyrs of Onnwal."

"I was of simple farming stock and knew little of battle. I was never a warrior but I have a burning desire for justice. An abiding memory is my father telling me stories of heroes and how he desires that they ensured that evil was punished. This has stayed with me and I have forgone my ascension from this world to remain behind. My memories still torment me. My family, I hope, are alive within Scant. I had volunteered to be taken by the Brotherhood rather than my younger brother; the Brotherhood monk Obadiah promised that only one was needed but took both of us anyway. My anger towards Obadiah is total."

"I want to seek justice for the Farmers. I need to bond both with the Sword of Remembrance and its bearer. My spirit enhances the sword but diminishes the wielder. The sword was prepared in the name of Wenta (for the farmers) and secretly in the name of Trithereon (for vengeance). I promise to cease possession of the sword and wielder if asked."

The sword engraving of the highly decorated tankard can now be seen more clearly - the decoration on the tankard is the rune of Trithereon.

"I swear that I will leave on request from my partial possession of the sword and the sword's wielder. At any time you may ask this and I will go. I was faithful to all of the Oeridian agricultural gods but favoured Wenta. My desire for vengeance makes me pay respect to Trithereon now."

"I do remember all of the members of the Scarlet Brotherhood who took such delight in the Burning of the Farmers. I hope with your help to make their acquaintance again. You need answer quickly as I must be within the Sword or I must move on."

Enhancement to Sword of Remembrance

This certifies that the Sword of Remembrance can no longer be traded, and enhances the Sword of Remembrance to be a +1 ghost touch long sword. It also causes the owner of the Sword of Remembrance to permanently lose 4 points of Dexterity. These may not be regained through spells such as *lesser restoration*, *restoration*, or *greater restoration*. They may be restored as a matter of normal character development (1 stat point every four levels as outlined in the *Player's Handbook*), or via the wish spell, also as outlined in the *Player's Handbook*. If, at any time during game play, the enhancement is lost, or removed from the Sword of Remembrance, then the points of Dexterity return at the rate of 1 per day. In addition, the Sword of Remembrance now detects as good, if such divinations are cast upon it.

Character Information

One of the farmers burnt in the Scant market wants to stay behind to seek justice for the farmers. He wishes and needs to bond both with the Sword of Remembrance and its bearer. His spirit enhances the sword but diminishes the wielder. His name is Branwenden and his story is below. He is driven by a desire for vengeance; the sword was prepared in the name of Wenta (for the farmers) and secretly in the name of Trithereon (for vengeance). He promises to cease his possession of sword and wielder if asked by the wielder. The sword engraving of the highly decorated tankard can now be seen more clearly; the decoration is the rune of Trithereon.

He remembers all of the members of the Scarlet Brotherhood who took such delight in the burning of the farmers. He hopes with your help to make their acquaintance again.

He leaves, on request from the wielder, his partial possession of the sword and the sword's wielder. Once he leaves, the lost Dexterity is regained at a rate of 1 point per day. Branwenden is NG in alignment. He was faithful to all of the Oeridian agricultural gods but favoured Wenta. His desire for vengeance makes him pay respect to Trithereon now.

The reasoning behind the loss of Dexterity is that the character is having difficulty controlling his body as the spirit now interferes. Branwenden cannot forget his earthly past and what it was like to have corporeal form.

Branwenden's Story

Branwenden of Scant has resided within the Scabbard of Pyremius, and seeks to reside within the Sword of Remembrance. He, like the rest of the farmers who were burned alive in the Scant market, has suffered months of agony as his spirit remained bound within the Scabbard of Pyremius. He relived his death over and over again. Moreover, he heard the mocking from the Brotherhood who had taken such delight in their cruelty. The screams of his companions, few of which he knew by name, have echoed in his ears. His hatred for the Brotherhood is total. He has forgone the release to soar high with the others farmers as martyrs of Onnwal.

He was of simple farming stock and knew little of battle. He was not a warrior but has a tremendous feeling for justice. An abiding memory is the telling of stories of heroes and his desire that evil be punished. This marks him now and he has voluntarily forgone his ascension from this world to remain behind. His memories still torment him. He hopes that his family is alive and well within Scant. He had volunteered to be taken rather than his younger brother; the Brotherhood monk Obadiah promised that only one was needed but took both anyway. His anger drives him more than the flames.

APPENDIX: MAP 2A ESCARPMENT WHERE POOL OF PEACE IS LOCATED

The Pool of Peace is located about a half mile away from the main track between Kildeer and Northanchor. However the trail as indicated in Map 1 is hard to find. The terrain is rough and a mixture of rocky slopes, loose scree and thick vegetation.

The edges around the escarpment of the Pool of Peace are mostly scree. This requires a successful Balance check (DC 10) to move up or down. Failure by 5 means an uncomfortable 10-foot fall (1d6 damage) and a further check. The rocky crags behind the escarpment can be climbed with a successful Climb check (DC 15) though simply lead further and higher into the Headlands.

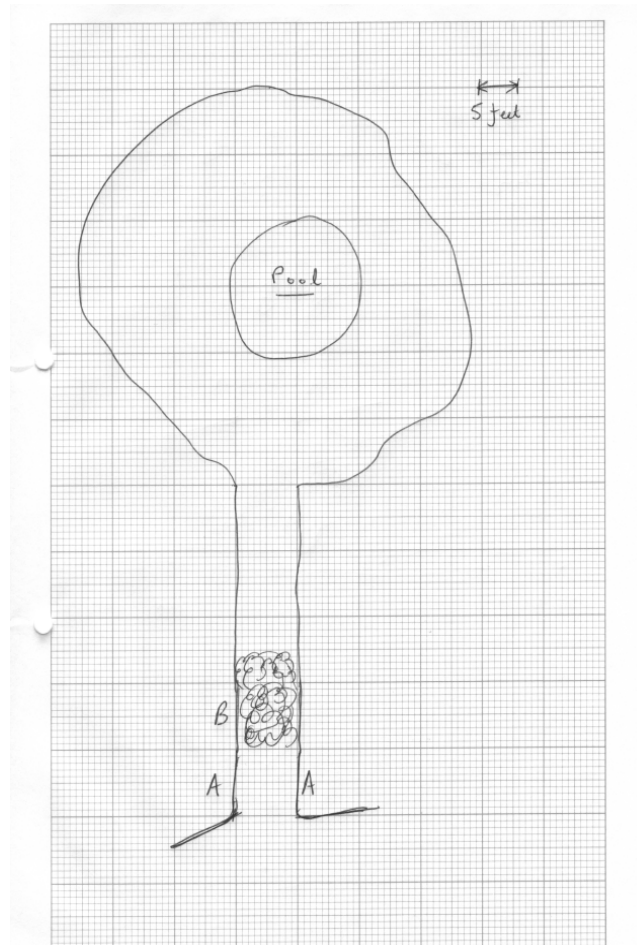
The map below shows the Pool of Peace Entrance and the Cave where Landress the Nymph stays. Her cave has a few luxuries and is identical in dimensions to the Pool of Peace.

APPENDIX: MAP 2B POOL OF PEACE

At point A, the Pool of Peace has a number of shelves set in the sides of the rough rock passage. These were stone-shaped in place.

At point B there is watery mist stretching across the passage. Neither sound nor sight can be made out through it. It burns like acid upon those that pass through with weapons, apart from the Sword of Remembrance.

The cave is well lit as the very walls shine. The Pool is in the centre of the cave and its bottom cannot be seen even though the water is crystal clear. Once passed the watery mist, there is a stillness and freshness in the air. No sound can be heard from the outside.



ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.