

NYR3-01

Curse of Almor

A One-Round D&D LIVING GREYHAWK®

Nyrod Regional Adventure

Version 1

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The Pholtan Church of the Bright Path needs adventurers to remove the remaining fiendish and undead creatures that terrorize the repopulated Almorian lands. But the residents of Silverwat know that it is going to take more than a well-wielded weapon to remove the curse that plagues their home. An adventure set in the wilds of Almor for character levels 3-12.

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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Introduction

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

Preparation

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

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

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

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

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, 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 the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the

players are not free to consult the Dungeon Master's Guide when confronted with a trap or hazard, or the Monster Manual when confronted with a monster.

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

Scoring

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

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

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

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin. Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

Living Greyhawk Levels of Play

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

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

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

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

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

Note: LIVING GREYHAWK

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

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

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	

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in the Kingdom of Nyron. Characters native to Nyron pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Summary and Background

Background

The repopulation of Almor is proceeding at an increased pace. Many of the fiends have been driven out

of the lands, and the towns and villages that were abandoned once again have residents.

But not all of the fiends have left Almor. When Trond Highstaff and Urayna Gondorn, two clerics of the Church of Pholtus, brought approximately 60 Almorian refugees back to the small village of Silverwat approximately eighteen months ago, a band of fiends plotted revenge from the nearby woods. At first, they intended to raid the village and kill the villagers. But then they devised an even more demonic plan.

Approximately seventeen and one-half months ago, fiends attacked a family farmhouse that had been quickly constructed outside the walls of Silverwat. Ferd Hensterl and Vernus Hensterl, the husband and nine-year-old son, were slaughtered. The leader of fiends, an incubus (or a fiendish Satyr at APLs 4 and 6) named Istinstril, used his magic to charm Agnena Hensterl, the wife. When the villagers found her alive, she was catatonic. The villagers attributed the attack to bandits.

Agnena did not have any family in the vicinity, so Urayna volunteered to care for Agnena. Urayna soon suspected that Agnena was pregnant, a suspicion that she magically confirmed.

In the month following the attack on the Hensterl farm, two other farmhouses were attacked by the fiends. The men and children were slaughtered, but the women were abducted by the fiends and taken back to their lair. A rumor erupted in the village that the land was cursed and that the curse was the reason for the attacks. All of the people in the area moved inside the village's walls for safety.

The less superstitious villagers put together search parties to seek out what they believed were bandits. Most of the search parties merely came back empty-handed. One party of six villagers did not return at all.

In the months following the disappearance of the search party, the fiends did not attack inside the village walls. But Istinstril decided to focus his attention on Urayna, and charmed her one evening while she was alone. After she succumbed to his charm powers, he magically extended the charm to a permanent duration. His visits became frequent and she did not realize that he fed from her life essence. She became a shadow of her former self. And she became pregnant.

A year ago, there having been no overt attacks from the fiends for many months, Trond Highstaff declared the repopulation of Silverwat a success and declared a

feast of celebration. But Urayna was unable to throw herself into the spirit of the feast.

Eight months ago, Agnena Hensterl gave birth to a 7 pound, 8 ounce baby boy half-fiend. Trond declared the creature an abomination and had it drowned.

Trond held a trial at which Agnena was charged with the crime of Consorting with Demons. Trond oversaw the trial as duly appointed magistrate. A well-qualified townsman and Pholtan, Eckar Rindis, served as prosecutor. Urayna defended Agnena. Eckar was able to present some evidence that Agnena was faking her catatonia based on the observations of some townspeople. Desiring to avoid questions about the manner of fiend that might have impregnated Agnena, Urayna did not present any evidence that Urayna might have been under compulsion when she became pregnant. Still catatonic, Agnena was unable to participate in her defense. A jury of townspeople found Agnena guilty and she was banished from the village. Unbeknownst to any, she was killed by one of the area's fiends.

On the evening after Agnena was banished, a village woman disappeared. A week later, another woman disappeared.

Seven months ago, Urayna could no longer hide her pregnancy as it entered the sixth month. A terrible argument erupted between Trond and Urayna when she refused to identify the father to Trond. Trond excommunicated her. Unwilling to abandon the women of the town, Urayna took up the worship of Merikka. In addition to being the Oerdian demigoddess of Farming, Agriculture and Home, Merikka is the patron saint of expectant mothers.

Six and one-half months ago, Urayna miscarried. She quietly buried the body of the unborn half-fiend in the middle of the night. No one but her had seen it. The realization that the child was a half-fiend briefly broke Istinstril's charm, but Istinstril soon reasserted his influence over her. Again, Istinstril was able to extend the influence to permanent duration. Meanwhile, some in the village began to gossip that Urayna had caused the miscarriage herself because she knew that she had been affected by the Curse of Almor

Five months ago, a fifth woman disappeared. A number of the townspeople led by Eckar Rindis decided to return to the safer lands of Nyronnd.

Four months ago, a fully human infant was born. This was a source of great relief to the townspeople

because of the manner in which Agnena's and Urayna's pregnancies had ended.

Life has not otherwise been good to the villagers. Although no one lives outside the village, some tried to plant the land. The crops were destroyed by what the villagers thought were wild animals. Some of the men have disappeared without a trace in months since the search party was destroyed. The population of the town is largely demoralized.

The fiends in the area enslaved the women that they abducted. They now serve their horrible masters and are constantly tormented and tortured. Two of the women have given birth to half-fiends. Two more of the women are pregnant.

Jilla Tengrion, the eighteen-year-old bride of Gunder Tengrion, is six months pregnant. And Urayna believes that she herself may be pregnant again.

Adventure Summary

The adventure begins with the heroes on the road to Silverwat, where they happen to encounter a woman running away from a fiendish giant. After rescuing the woman from the creature, the party moves into Silverwat where they learn of the terrible things that have been happening to the town since it was repopulated.

The party will seek out and fight a band of fiends who will mention "Istinstril's farm cow". The party will likely confront Urayna Gondorn about who Istinstril is, which will cause the charm on her to be broken.

The morning after the party attacks the band of demons, a zombie messenger will appear at the gate to the town with an invitation for the adventurers. If the heroes accept the invitation, they will discover that the zombie is trapped and Istinstril and a band of his fiends will soon attack them from ambush.

Upon returning to the village, the heroes will discover that Trond Highstaff has arrested Urayna for consorting with demons. The heroes may attempt to defend her.

Introduction

Before commencing play, determine which heroes worship Pholtus and which of them are chaotically

aligned. This will become important in later roleplaying encounters.

Take one or two players aside, and provide them a source of information appropriate to their characters that the Almorian town of Silverwat has been plagued by foul creatures that remain after the invasion of the Great Kingdom. If you recognize that any of the characters might have a problem responding to the hook, you might want to use the opportunity to give that character a specific link to the town—perhaps, for example, he or she recently received news of the death of a cousin or old companion who was part of one of the search parties.

Please read or paraphrase the following text to the players:

Almost a decade ago, the forces of Ivid V and the Great Kingdom invaded the Prelacy of Almor and devastated everything in their path. The people of Almor fled the lands. When the Greyhawk Wars were over, the lands of Almor were infested with undead and fiendish creatures.

The Kingdom of Nyrond claimed the Western portion of Almor as its own, and recently has established the land as a Grand Duchy under the rule of Duke Younard. But the grand title reveals little about the toils that have been made to repopulate Almor. Almor's new fiendish and undead occupants were not willing to relinquish the lands without a fight.

The Church of the One True Path governed the Prelacy of Almor prior to its invasion, and these followers of Pholtus have been instrumental in repopulating Almor. As a demonstration of their commitment to reestablishing the Prelacy and to prove the rightfulness of their cause, the lawful good followers of Pholtus have recently renamed their church the Church of the Bright Path. Their pledge to the people of Almor has successfully won the Church of the Bright Path many new converts.

The repopulation of Almor had been slow because of the dangers present in the land, but it is finally moving ahead at an increased pace under the leadership of the Church of the Bright Path. To expedite the rebuilding, the Church has begun offering a bounty on the bodies of undead and fiends that are killed on Almorian soil.

You were in Nyrond's finest city of Mithat when you heard the news of the bounty being offered. Perhaps the thought of additional coin in your pouch beckoned you, or perhaps you could not tolerate the idea of undead and fiendish creatures threatening the innocents of Almor, or perhaps even sheer boredom

caused you to seek adventure. Whatever your reasons, you have found yourself traveling deeper into Almorian lands with other adventurers.

Take this opportunity to have the players briefly describe their characters and give a short, in-character introduction. After the players have finished describing their characters to each other, provide them with a copy of [Player Handout 1](#).

The characters with knowledge of the situation in Silverwat will probably urge the party towards that town, but give the party a DM nudge if necessary.

Encounter One: Cut to the Chase

This is primarily a combat encounter. You should establish a marching order or riding order for how the characters are traveling along the road, then please read or paraphrase the following text to the players:

You have been on the road for three days and are finally approaching Silverwat. The land around the dirt road is wooded, and you occasionally find it necessary to move or go around a tree that has fallen across the path. You are slowly approaching one of these impediments when you feel the ground rumbling beneath you. Looking ahead, you see a human woman dressed in rags frantically run onto the road and continue down the road away from your direction. The source of the rumbling soon emerges from the woods behind her and, despite shooting a glance at your party, chases after her in hot pursuit.

Describe the creature to the characters. They should not be able to tell at first glance that it is fiendish, but as the battle commences, you might describe it as “particularly terrifying” or something similar to let the players know that the creature is something slightly worse than the normal creature of its type.

APL 4 (EL 6)

Fiendish Ogre Brb3, hp 56, see Appendix A

APL 6 (EL 8)

Fiendish Ettin Bbn1, hp 74, see Appendix A

APL 8 (EL 8)

Fiendish Ettin Bbn1, hp 74, see Appendix A

APL 10 (EL 10)

Fiendish Stone Giant, hp 119, see Appendix A

APL 12 (EL 14)

Fiendish Frost Giant, hp 169, see Appendix A

The tree that has fallen across the path is not difficult to move over or around. A Jump skill check or Tumble skill check of DC 5 will allow the character to move over it at their normal movement rate. A character that fails this check is stopped there and must make another attempt with their next move-equivalent action. Moving over the tree will prevent the character from charging because it will break the straight line of movement necessary for a charge.

The fiend is aware of the party and is not surprised.

Tactics: The fiend will attempt to grab the woman and use her as a hostage and as cover against attacks. She will provide one-half cover to the fiend if successfully used as cover, and the fiend will threaten to kill the woman unless the party lets both of them go. If the characters attempt mounted combat against the creature, it will ready an action to attempt to unhorse the combatant as it attacks at APLs 4-8. The attempt to unhorse should be resolved in accordance with the rules set forth in the “Tripping a Mounted Opponent” on page 139 of the Player’s Handbook. At APLs 10 and 12, the creature will throw rocks at the horse and attempt to kill it. When the fiend is reduced to one-fourth or less of its hit points, it will attempt to retreat into the deeper woods.

The fiend has no compunction against killing the woman. It is angry at her for attempting escape.

Moving through the wooded areas surrounding Silverwat requires the characters or their mounts to make, at the player’s option, either a Balance skill check (DC 15), Reflex save (DC 20) or Wilderness Lore skill check (DC 20) at the beginning of combat to keep steady footing and move normally on overgrown, unfamiliar terrain. If the characters fail by 5 or less, their movement rate is reduced to three-quarters of normal (rounded down) for the duration of the combat; if the characters fail by at least 6 but no more than 10, their movement is reduced to one-half rate (rounded down) for the duration of the combat; if the characters fail by at least 11, their movement is reduced to one-quarter (rounded down) for the duration of the combat. In no event will a character

be able to move less than 5 feet per round. The fiends of the Silverwat region get a +10 Circumstance bonus to these checks. A druid of at least 2nd level is immune to this effect because of the Woodland Stride class ability.

The woman's name is Polandra, although she has no conventional way of telling that to the party. She was the most recent abductee from Silverwat. Her mind is broken and she is unable to communicate with the party. (Although her mental state is not the result of magic, treat her as if she was under the influence of a Feeblemind spell. Her condition can only be reversed by using the spells Heal, Limited Wish, Wish, or Miracle.) She is extremely frightened, and it will take a Diplomacy skill check (DC 15) to calm her down enough that she will let the party approach her. A cursory examination will reveal that she is pregnant and just beginning to show. A Heal skill check (DC 10) will reveal that her mind is broken. Additionally, she is extremely dirty and appears not to have bathed in months. Large patches of her hair have been forcibly torn out in several places and she is badly cut, scraped, and bruised. A wound on her leg festers angrily. Her clothes are rags and barely provide her any cover or protection.

If the party attempts to track the fiend, they will easily find its camp approximately two miles off the road. The camp is empty and there is no evidence of anyone residing there other than the fiend and Polandra.

The party will likely want to proceed onto Silverwat and will likely take the woman with them if she survives. When the party is ready to proceed onto Silverwat, go to Encounter Two.

Encounter Two: When In Silverwat

This is a roleplaying encounter. The party should meet Trond Highstaff, meet Urayna Gondorn, and meet Innkeeper Fristill. They should also find out about the women who have been disappearing, find out about the half-fiend birth, and be told of suspicious activities outside of the village.

The Gates of Silverwat

As the characters approach Silverwat, please read or paraphrase the following:

You remain on the road and soon emerge from the heavily wooded area. It is not two hours before

you find yourself approaching a town surrounded by a high wooden wall. Surrounding the walls are the remnants of several small untended gardens. As you draw nearer, you can see that the walls have been hastily and crudely reinforced with additional logs. The trail leads to a heavy gate large enough to admit a wagon. A smaller, human-sized door is inset on it.

There are no watchtowers, so no one sees the party approach. The door and gate are locked. If the heroes knock, a young guardsman whose name is Fert Laston will open the viewing door in the gate. While he will challenge the party until he is satisfied that they mean no harm to the village or villagers, he will be visibly shaken and easier to convince if the party has managed to bring Polandra with them. If she is with the party, Fert will insist that they see Trond Highstaff, the town's Cleric of Pholtus.

The Town of Silverwat

As the heroes enter the town, you should give the players a copy of [Player Handout 2](#). You should read or paraphrase the following:

Inside the walls, Silverwat looks like a harbor for refugees. Many tents and makeshift shelters have been erected just inside the gate. Off to your left, you can see two human women tending a large garden that appears to be successfully bearing vegetables. In addition to the dozen or so one- and two-room houses, four buildings dominate the village. The first and most impressive is a Temple of Pholtus, the building's purpose being immediately evident because of the large symbol of a small crescent moon that is eclipsing a full moon above the door. The second building is the largest of the buildings and the sign in front that reads "Silverwat Inn" is clearly visible from just inside the town gate. The third is a combination Livery Stable and Blacksmith shop. The final building appears to be a general store.

Any party moving through the town with Polandra is going to attract a lot of attention. For the DM's assistance in unanticipated encounters, suggested names of townspeople have been provided as DM's Aid #2. Anyone prominently displaying a holy symbol of Pholtus will receive a +2 Circumstance bonus to Diplomacy checks and Bluff checks when dealing with a townspeople. Half-orc characters will receive a -2 Circumstance penalty to those checks.

Talking to the Townspeople

The party will probably head to the Temple or to the Inn first. However, if the party should interact with them, any townsperson—whether on the streets of town or in any of the locations described below—can tell the party the following listed below. Trond Highstaff, Urayna Gondorn, or Innkeeper Fristill can also reveal this information.

- The woman's name is Polandra. She disappeared approximately five months ago. Several of Silverwat's women have disappeared since the village was repopulated.
- Silverwat was repopulated about eighteen months ago by the Church of Pholtus. Trond Highstaff and Urayna Gondorn were the clerics of Pholtus who led the repopulation.
- There have been a number of people killed since the thorp was repopulated. Several more people have disappeared. Most of the recent disappearances have been women. The attacks and abductions were likely the work of the fiends that populate the surrounding woods.
- None of us have actually seen any of the fiends.
- It is not safe to be outside of the town walls because of the fiends. All of the farmers in the surrounding area have either headed back to Nyrondeese lands or moved inside the city walls.
- The fiend attacks started happening right after the village was repopulated. Three or four farms were attacked within a couple of months after the area was resettled. The men and children were slaughtered, but the women disappeared.
- We sent out search parties to find the women who had disappeared, but nobody ever found anything. And one of the search parties never came back.
- Not long after the area was resettled, one of the villagers (Agnena Hensterl) was found after alive after fiends attacked her family's farm. She was not able to say anything or take care of herself after that. Urayna Gondorn took her in and took care of her, but soon everyone could tell that Agnena was pregnant.
- Agnena gave birth to a little demon, but Trond Highstaff had it drowned. Trond presided over a trial of Agnena as magistrate. Eckar Rindis prosecuted the case and Urayna Gondorn defended it. There were some witnesses who testified that they had seen Agnena acting lucid and the prosecution charged that she was faking catatonia. The jury found her guilty and Trond sentenced her

to banishment from the village for consorting with fiends.

- The attacks from the creatures died down after Agnena turned up pregnant. For a while, we thought that we had scared them off.
- After the trial, three more women disappeared. One of them was Polandra. Eckar Rindis led a group of people back to Nyrondeese lands. Those who didn't leave came to live inside the city walls.
- A woman disappeared on the night that Agnena was banished. A week later another one disappeared. A month or so later, is when Polandra disappeared.
- Not long after the Agnena's trial, it became obvious that Urayna was with child. She would not tell anyone who the father was, so Trond excommunicated her from the Church of Pholtus. Urayna took up the religion of Merikka and started preaching Merikka's faith.
- Urayna must have lost the baby but she won't talk about it.
- Urayna set up a shrine to Merikka in the general store building. It was not being used anyway. The storekeeper went back to Nyrondeese lands.
- There's been another baby born. He was born around four months ago. Trond examined him for a long time, but finally declared that he was normal.
- Jilla Tengrion, one of the townswomen and her husband Gunder are expecting a baby. She is about six months along. Urayna examined her and thinks that the baby is going to be okay.
- The disappearances are not the only problems that the village is having. All of the fields where we have attempted to plant crops outside the town walls have been destroyed. And with all of us living here inside the town walls, there's barely enough room to hear ourselves think.
- I don't know why you would want to try to hunt those things out there. We've already lost about a dozen men and women who thought they could root those things out. (Trond would not say this.)
- You probably ought to talk to Innkeeper Fristill. Her husband was one of the members of the search party who never came home.

Temple of Pholtus

If the players go to the Temple of Pholtus, please read or paraphrase the following text:

The Temple of Pholtus is the largest building in town, but still no more than perhaps 35 feet square. A large symbol of Pholtus showing Luna being eclipsed by the smaller crescent moon Celene is

carved into the wood above the door. Entering, you see that the room is full of people. You quickly realize that these people are not here to worship, but instead are here to reside. The Temple has been converted into makeshift living quarters and at least a dozen people are currently present. Upon your entrance, a gray-haired man in white and silver robes who was speaking gently to a small child rises and, after briefly concentrating on you, approaches you. His right arm is missing and the sleeve of his robes has been sewn shut. “May the light of Pholtus keep you securely on the bright path. I am Trond Highstaff. What brings you to my temple?”

If the party has brought Polandra to the temple, Trond will additionally inquire with undisguised delight at her discovery, “And how did this woman come to be in your company?”

Trond Highstaff: male human Clr6.

Trond Highstaff is a man in his mid-40s, and is the town’s Priest of Pholtus. He is also the duly appointed magistrate for the area. He is prematurely gray and appears that he has not slept well in some time. The trying times that he’s seen since the repopulation of Silverwat have caused him to lose his sense of humor.

Trond has learned of the change in name of the Church of Pholtus from the Church of the One True Path to the Church of the Bright Path via a Sending spell from a church elder in Mithat. He does not completely understand the reason for the change, but trusts the judgment of his superiors. He will occasionally slip and still refer to the Church as the Church of the One True Path.

A successful Knowledge (Law), Knowledge (Local-Nyrond), Knowledge (Religion), or Bardic Knowledge check (DC 10) will allow the hero to know that Consorting with Demons is categorized as an Injurious Crime in Nyrond. The trial for such crimes is typically presided over by a single magistrate. Banishment is an appropriate punishment for the crime, but the magistrate could also have opted for imprisonment or forced conscription. (See the “Crime and Punishment” subsection of the Nyrond Gazetteer on the Nyrond website for further information.)

Trond lost his arm to the fiends who overran Almor during the Greyhawk Wars. Although he is a cleric of substantial level, he is unwilling to venture into the woods beyond Silverwat because of his injury.

Trond used the location’s ability to cast Detect Chaos (as described below) to examine the party for chaotic members. Trond is generally friendly, but the trying events of recent times have caused him to lose his sense of humor. Although he will be suspicious of chaotic good or chaotic neutral PCs and any half-orcs regardless of their alignment, he will be friendly to the party if they explain that they are here to collect the bounty on fiends. He is too desperate to risk offending anyone who might be willing to help the village.

If the party interacts with Trond, he can eventually tell them all of information set forth in the [Talking with the Townspeople](#) section above as well as the following information:

- The punishment that I gave to Agnena Hensterl is the most difficult thing that I have ever done in my life. But Pholtus’ law and the laws of Nyrond are clear on what must be done to those who are found guilty of consorting with fiends. It is a matter of punishment but, more importantly, it is a matter of protecting the citizenry from their further foul taint.
- Urayna defended Agnena at her trial, but Urayna was not able to refute the testimony that Agnena had been seen acting normally on occasion. The jury ultimately believed that Agnena was faking her catatonia.
- Urayna has turned her back on the Church of Pholtus. One of our most important tenets is to follow the instructions of your superior in the church, and she refused to answer my questions about the father of her child.
- Urayna refused to answer my questions about the father even after she lost the baby.

Note that Trond’s explanation for why Urayna left the Church of Pholtus differs from Urayna’s.

Trond will cooperate with the PCs in any request that they may have as long as it is lawful and will volunteer all relevant information. It is in his best interests if the heroes succeed at their mission. However, Trond has no knowledge of fiends beyond that they come from the outer planes.

When Silverwat was initially repopulated and again on the first anniversary of the repopulation of the town, Trond cast a Hallow spell on the Temple from scrolls that he brought with him from Mithat. As a result of the casting, any person who worships Pholtus may Detect Chaos (as the spell) while inside the Temple. If any of the heroes worship Pholtus, give them [Player Handout 3](#).

None of the townspeople (including Urayna) will detect as chaotic.

Trond has studied particular types of magic in the event that the fiends actually attack Silverwat. In addition to the Brew Potion feat, he has the Greater Spell Focus feat found in *Tome & Blood*.

Shrine to Merikka (formerly the General Store)

If the heroes decide to visit the Shrine to Merikka, please read or paraphrase the following:

This small wooden building is perhaps no larger than 20 feet by 25 feet. A sign on the door reads, "Please Enter. Merikka welcomes all."

As you enter, you realize that, whatever the original purpose of the building might have been, it is now primarily a crude hostel. One corner of the interior room has been kept clear of sleeping pallets and is home to a small altar. Painted on the wall behind the altar is the representation of a basket of grain and a long scroll. A closed door shuts off a small room in the back of the building.

There are four women present in the room and all of them look up as you enter. "I am Urayna Gondorn, servant of Merikka. I welcome you. How may we humble servants of the Goddess of Farming and Home assist you?"

Urayna Gondorn: female human Clr.

If the party has brought Polandra to the shrine, Urayna will recognize her immediately and rush to her aid. She will then ask the heroes many questions about how they managed to find her. She will attempt to hide Polandra from Trond to protect her. The attempt will be ultimately unsuccessful because too many people saw the heroes enter town.

Merikka is the demigoddess of Farming, Agriculture and the Home. She is lawful good. Because of the goddess' obsession with dates and cycles, she is also the patron saint of expectant mothers—one of the important reasons that Urayna turned to her during her pregnancy.

Urayna can tell the heroes any of the information set forth above in the section entitled Talking to the Townspeople, but will do so in a way that does not attract attention to her lover Istinstril. She can additionally tell the heroes any of the following information:

- There is a curse on this land that takes a terrible toll on its people—especially its women.
- Agnena was never able to communicate while she was under my care. Whatever happened to her, I believe the trauma shattered her mind.
- I left the Church of Pholtus because I could not condone the punishment that they gave to Agnena. The woman was clearly no threat to anyone, and any consorting that she may have done with demons was probably not something to which she consented.
- I regret that I was not able to present a better defense for Agnena. The fear of the jurors undoubtedly guided them more than any evidence that I presented.
- Silverwat needs the guidance of Merikka. We need her blessing for the crops, and her protection for our homes.
- Merikka guides us in the planting of the garden that you may have seen inside the town's front gate.

Note that the reason that Urayna gives for leaving the church of Pholtus conflicts with the explanation given by Trond. Urayna's memory has been clouded by Istinstril's influence and she believes herself to be telling the truth.

If specifically asked, Urayna will tell the heroes that she examined Agnena after the initial attack and she does not believe that any physical force was involved when Agnena became pregnant.

Urayna will not answer questions about her child or the father of her child in the presence of the other women who were present at the shrine. If confronted privately, she will merely say, "It was an indiscretion that is best forgotten. I confess that the loss almost destroyed me, but it is perhaps better for both the father and me that the child was never born. But the matter is private and I beg of you not to ask any more embarrassing questions." She will deny that the child had any fiendish blood to protect Istinstril.

Istinstril has been truly demonic in the way that he's kept Urayna under his influence. At APLs 8 and higher, he has never appeared to her in anything other than human form and has never said anything to her that would indicate that he is the leader of the band of fiends who is attacking farms and abducting women. He has performed a ceremony to keep her under his influence (treat Istinstril's charm effect as if it were the subject of a Permanency spell) but visits her at least once a week to strengthen his influence. Urayna was able to break free of Istinstril's charm when she miscarried and realized

that the infant was a half-fiend. Unfortunately, Istinstril successfully reestablished control and once again used his dark ceremony to extend his influence and, at APLs 8 and higher, has drained energy from Urayna.

Urayna was concerned that any evidence that Agnena may have been impregnated while under a form of compulsion might draw unwelcome attention on herself. Therefore, no evidence or speculation that Agnena might have been charmed was presented at the trial.

Urayna believes that she might be pregnant again, but is not yet certain. She will not tell the heroes this unless freed from the charm.

The only feats left remaining to Urayna are Scribe Scroll and Lightning Reflexes.

After the heroes have interacted with Urayna, roll a secret Sense Motive check (DC 25) on behalf of each hero present for the interaction. A successful result indicates that the hero can sense that Urayna seems to be under some kind of influence. Further, a Detect Magic spell will reveal that Urayna radiates magic and a successful Spellcraft check (DC 16 at APLs 4 and 6, DC 19 at APLs 8 and higher) while magic is being detected will reveal that the aura is from the Enchantment school.

A PC may attempt to break this effect either by demonstrating to Urayna that the entity who charmed her is causing her to act in a manner violently opposed to her nature (which would be difficult considering that the heroes know nothing of the father or what he is telling her to do and, in any event, would give Urayna an opposed Charisma check against Istinstril to break free of the influence) or by use of Dispel Magic (DC 23 caster-level check).

If the heroes should successfully free Urayna from the charm, she does not know where Istinstril is located, but can give them the information set forth in Encounter Five. She will not offer the party the use of the scroll described in Encounter Six until she knows that the party is going to attack Istinstril.

Silverwat Inn

When the characters enter the Silverwat Inn, please read or paraphrase the following:

The inside of the Silverwat Inn is crowded with people. Most are busying themselves preparing the

coming meal, but some are tending the numerous children in residence. It is evident from the several straw pallets that the common room that you have entered is used more to house people than to entertain travelers. Everyone in the inn looks up in surprise as you enter. A young half-elf woman speaks up, "Greetings, strangers. I am Fristil Thornflower. It has been many months since we have entertained anyone from out of town, but please find a chair and join us. We are making a rabbit stew that should be ready soon."

Fristil Thornflower: female half-elf Wizard.

The rabbit stew will be extremely bland and tasteless because of lack of spices. Fristil has no way of obtaining niceties like spices.

Fristil will be happy to house the heroes in the Inn at no charge if she knows that they are in town to hunt the fiends outside the town walls. She does not have a room for anyone because of the influx of people from farms outside the town walls, many of whom now reside in the inn. The heroes will have to make themselves comfortable on the floor of the common room.

Innkeeper Fristil is a low-level wizard, who was taught the necessary skills by her husband. As a wizard, she has the Scribe Scroll feat.

Innkeeper Fristil can tell the heroes any of the information set forth above in the section entitled Talking to the Townspeople. She can additionally tell the heroes any of the following information:

- My husband, Matto, was a member of the search party that never came home. The night before he left, he told me where they thought there were a band of the fiends.
- The band that his group was hunting was located in a clearing about three miles south of here. There's a rock jutting that you can see in the distance if you go about a mile south and he thought they were camped at its base.
- We've had a hard time since we returned to Silverwat. This land is cursed. I thought about returning to Mithat with the other townspeople, but I have listened to Urayna and I am confident that Merikka will show us how to protect ourselves if we stay.

If there is a female member of the party, privately tell the player that the character needs to answer the call

of nature after the sun sets and ask if she would go alone. (The privy is no more than 30 feet out the door and behind the Inn.) If she goes alone, give a [Player Handout 4](#) to her player. The handout details an encounter that the heroine has when she excuses herself to go to the privy. If the heroine attempts to ask more questions of the women in the encounter, the women will reiterate that the land is cursed and that women should not be alone after dark.

Other Locations In Silverwat

The building that houses the blacksmith shop and livery stable is almost completely closed for business because it houses even more refugee farming families. The blacksmith is a male human named Rilstund Ordnatter. His wife was a member of the same search party as Innkeeper Fristil's husband. All of the town's horses have been lost or killed, but the heroes could stable their horses here if they so choose. None of the horses were ever killed inside the town walls.

Rilstund Ordnatter: male human Exp5

About a dozen houses dot the inside of the town walls. Any one of these homes houses at least two families and occasionally as many as five. The homes are simple one and two room structures.

If the party looks for Jilla or Gunder Tengrion, they will find them sharing one of the houses with another family. Jilla is six months pregnant and prays four times a day to Merikka for her baby. She was never attacked by any of the demons and can offer the heroes no clues as to what is happening in town.

The party may wish to question the prosecutor, Eckar Rindis, and the witnesses who testified against Agnena at trial. Eckar led a group of townspeople away from Silverwat five months ago. One of the witnesses went with him. The other witness was one of the women who has since disappeared.

The party really does not have any clues at this point other than to investigate the jutting rock. When they are prepared to do so, continue with Encounter Three.

Encounter Three: Some of My Best Friends Are Ogre Barbarians

This is a combat encounter.

When the party is ready to investigate the jutting rock, please read or paraphrase the following making appropriate adjustments if they set out at a time other than the morning:

The morning sun is slightly obscured by a thin fog as you leave the walls of Silverwat. It is not long before you can no longer see the village. The land here is uneven and the trees surround you providing thick cover. Hours pass as your march towards the rock, but you eventually find yourself at its base.

The band of fiends is approximately a quarter mile east of the jutting rock in a clearing of approximately 90-foot radius. Their trail can be found with a Track check or Search check (DC 5). If the party sets out the next day after they arrive in Silverwat then the fiends will not be expecting intruders, so it is possible for the party to surprise the party of fiends if their Move Silently and Hide checks are better than the fiends' Listen and Spot checks. If the party spends more than a day in Silverwat, the fiends will know of the attack to the north of the village and will be on the alert and a +5 Circumstance bonus will apply to the fiends' Listen and Spot checks because of their superior knowledge of the terrain.

During the battle, it is essential to have one of the fiends call out in battle in a way that suggests Istinstril's control over Urayna. The judge will have to make this comment in context, but suggestions include having one fiend yell to another, "Istinstril's farm cow must have led them here!" or having them taunt a holy-symbol wearing hero with "Istinstril will add you to his collection of zealots along with the farm cow!" This is important information for continuing the round, so it might be the dying breath of one of the fiends if the party wins the battle quickly and decisively. If the party captures one of the fiends and succeeds at an Intimidation check (DC 10 + creature's hit dice), the fiend will reveal that Istinstril has enchanted the "farm cleric". The fiends do not know where Istinstril's camp is located.

Tactics: The fiends will try to move the attack back out of the clearing and into the trees so that they can take advantage of their superior knowledge of the terrain and to prevent their opponents from charging. At APL 8 and higher, they will rage in the first round of combat. They will fight to kill and pursue anyone who flees. They will use their Smite Good ability early in the combat.

Moving through the wooded areas surrounding Silverwat requires the characters or their mounts to make, at the player's option, either a Balance skill check

(DC 15), Reflex save (DC 20) or Wilderness Lore skill check (DC 20) at the beginning of combat to keep steady footing and move normally on overgrown, unfamiliar terrain. If the characters fail by 5 or less, their movement rate is reduced to three-quarters of normal (rounded down) for the duration of the combat; if the characters fail by at least 6 but no more than 10, their movement is reduced to one-half rate (rounded down) for the duration of the combat; if the characters fail by at least 11, their movement is reduced to one-quarter (rounded down) for the duration of the combat. In no event will a character be able to move less than 5 feet per round. The fiends of the Silverwat region get a +10 Circumstance bonus to these checks. A druid of at least 2nd level is immune to this effect because of the Woodland Stride class ability.

APL 4 (EL 6)

Fiendish Ogres (3), hp 26 each, see Appendix A

APL 6 (EL 8)

Fiendish Ogres (6), hp 26 each, see Appendix A

APL 8 (EL 9)

Fiendish Ogre Bbn1 (6), hp 35 each, see Appendix A

APL 10 (EL 12)

Fiendish Ogre Bbn4 (4), hp 70 each, see Appendix A

APL 12 (EL 14)

Fiendish Ogre Bbn5 (6), hp 85 each, see Appendix A

The party will not be able to find any clues here as to Istinstril's identity or location. Istinstril has not been here in weeks, so there are no tracks to follow.

The party will hopefully be able to figure out that Urayna is somehow allied with the fiends and decide to go back to Silverwat to question her. If the party is not able to figure out the connection to Urayna, the judge may wish to give them some Intelligence checks to figure out who the fiends might have been referring to.

Encounter Four: Secret Lover from Hell

If the heroes determine that Urayna is somehow involved in the fiend attacks, they will likely want to return to Silverwat and confront her. If heroes convince Urayna that she is under the influence of a demon, she will realize that Istinstril has duped her into providing him assistance in attacking the townswomen and the charm will be broken. The heroes must succeed at an opposed Diplomacy check against Urayna to convince her of this. Urayna has +4 on these checks. For game mechanics purposes, treat Urayna's lies to protect Istinstril and Istinstril's other actions as something that she's violently opposed to and the party's convincing her of the charm as entitling her to a new saving throw (which will automatically be successful). Urayna will not reveal any information about Istinstril while she is still affected by his charm.

Once she has been released from the charm, Urayna can reveal the following information:

- (At APL 4 or 6) Istinstril is a man with huge horns and the legs of a goat.
- (At APL 8 or higher) Istinstril appears to be just a normal man.
- Istinstril was clever about what he did to me. It's so obvious now, but he made sure that I believed that he was living on his own in the woods and careful to avoid the fiends out there.
- I knew that he was a fiend of some kind because the baby that I lost had the taint of a fiend. But he came to me and talked to me and played music for me, and I believed him when he said that it was just a result of the curse that plagued the lands.
- Istinstril was probably the father of Agnena Henstrel's child.
- I sabotaged Agnena's defense. If I had not been concerned that the townspeople would discover my relationship with Istinstril, I would have presented evidence that Agnena might have been magicked.
- I would have been able to do so much more for the townswomen if I had not believed in the curse of Almor.
- I do not know where Istinstril is. He always came to me and made sure that no one else ever saw him.
- Istinstril may have led me away from the Church of Pholtus, but the fate of poor Agnena will serve as a constant reminder to me of the protection that this land needs Merikka and her teachings. I believe that I serve the land better by remaining in Her service.

Urayna will be extremely broken up and will ask the heroes to leave after she has revealed the above

information. Having nowhere else to go, the heroes will likely retire for the evening.

Encounter Five: Shotgun Bride

This roleplaying encounter will not occur if the party is made up of entirely female members, if the party sleeps outside the city walls, or if the judge otherwise deems that the encounter would not occur.

The widow in this encounter is not given a name in the text of the scenario. The judge is encouraged to give her a name of the judge's own choosing but, if the judge cannot think of a suitable name, a list of suggested names is provided as DM's Aid #3.

The widow will choose one of the male heroes based on the considerations set forth in this paragraph. She will pick a human over a half-elf, a half-elf over an elf, an elf over a half-orc and will not pick a dwarf, gnome or halfling at all. She will pick a non-chaotic male character (having seen the party with Detect Chaos when they entered the Temple of Pholtus) if possible. If more than one suitable candidate is available, she will gravitate towards a worshipper of Pholtus and then the one with a positive Charisma modifier. Because she wants someone who might accept her marriage proposal, it is possible that she will not propose to the character with the highest Charisma modifier. The widow will have asked around town extensively about the heroes and the judge is encouraged to select the hero that he believes most likely to accept the widow's proposal.

The widow is a reasonably attractive, 18 year old female human of Oerdian descent. She wears a wooden holy symbol of Pholtus around her neck.

After selecting the hero to whom the widow will propose, please read or paraphrase the following (the first and second blanks are to insert the hero's name and the third blank is to insert the name that the judge has selected for the widow):

When the party beds down for the night, _____ is somewhat surprised to discover that his bedroll is occupied. The occupant appears to be a female human of perhaps twenty years of age. A wooden holy symbol of Pholtus hangs about her neck. Although she is not unattractive, it almost seems as if a permanent sullen look has settled on her features.

She speaks to _____, "I am _____ and I would like for you to marry me and take me away from this town."

The widow's husband was killed in an early attack on one of the farms over one year ago. She has been living inside the town walls in the Temple of Pholtus ever since. She is terrified of what might be lurking in the woods and desires to marry anyone who might take her away from Silverwat.

Any character who makes a successful check (DC 5) with Bardic Knowledge, Knowledge (Law), Knowledge (Nyrond), or Knowledge (Religion) will know that Nyrond recognizes a form of common law marriage and all that needs to be done for a couple to marry is to declare themselves as man and wife. Nevertheless, if the hero accepts the widow's strange proposal, she will ask (but not insist) the hero to accompany her to Trond Highstaff so that he might immediately perform a Pholtan wedding ceremony. Trond will be surprised, but will perform the ceremony.

If asked what she can do, the widow will reply that she can sew a little.

If the hero declines her proposal, she will leave quietly in despair.

If the hero offers to take her from Silverwat without marrying her, she will not accept because she is not sure how she can establish herself and, if there are no females in the party, she believes it would be improper for her to travel with a group of men unless she is married to one of them. If the heroes offer her at least 10 gp and if they can provide a female escort, she will leave town with the heroes when they leave without marrying.

If the hero attempts to take advantage of the widow without marrying her or if he declares himself married to her and then abandons her, he will earn the Disfavor of the Church of Pholtus. A mere refusal of her proposal will not earn this disfavor.

If the hero agrees to marry the widow, he will get the certificate that includes her statistics and information.

Encounter 6: Zombies Never Ask for Tips

This is a roleplaying encounter. Portions may need to be altered if the heroes stood guard during the night. Please read or paraphrase the following:

The next morning, you are finishing up your prayers or preparations for the day when you look up to see a boy of approximately eight years running towards you. "Come quick! Come quick!" he yells. "Urayna said that I was supposed to bring you to the front gate!"

If asked, the boy does not know why Urayna has asked that the heroes be summoned to the front gate. He knows that something has come to the front gate this morning, but they did not let it in and they would not tell him what it was.

When the heroes decide that they want to go to the front gate, please read or paraphrase the following:

You move across the village quickly and soon arrive at the front gate. As you step through the gate and outside the walls of the village, you see a small crowd gathered. At the front of the crowd you can see Trond Highstaff and Urayna Gondorn in a heated discussion. As you advance closer to them, you see the immobile figure of what used to be a female human, her flesh now rotting and a foul stench about her.

The figure is a zombie. If the heroes should try to attack, turn, or destroy the zombie Urayna will attempt to stop them, protesting that the zombie is a former townswoman, is not trying to attack anyone, and has been sent with a message for the heroes.

Assuming that the heroes do not attack the zombie, please read or paraphrase the following:

Trond speaks up, "This is an abomination before Pholtus! We must destroy this thing immediately!"

The zombie remains immobile as Urayna counters, "This is Yasha, one of our townswomen who was abducted. She was found standing here this morning and she does not seem to move. She does not talk, but she bears a scroll for your party. I have asked Trond to delay destroying until after you have read the message."

Trond retorts to the party, "This thing is a threat to our town and our children. I have checked the scroll and it does not detect chaos, evil or magic! Read it and destroy her!"

The scroll is a sealed parchment, not in a case. Writing on the outside reads "To the Party of Adventurers Who Have Arrived in Silverwat". If the players open it, give them [Player Handout 5](#).

If asked, Trond will admit that he did not use his detection spells to examine the zombie. He will explain that he believed that her unnatural taint was obvious.

If the heroes read the scroll aloud in Urayna's presence or if they let her know what the scroll says (she will ask), then she will say, "Istinstril has set a trap for you, I am certain of it. If you decide to accept his invitation, please be careful. If there are any other women alive in his camp like Polandra, please bring them home alive. And . . . if there are any infants, please bring them as well. I believe, with study, that Merikka may show me how to remove the fiendish taint from their blood. I have heard that the Temples of Pelor have successfully removed a fiendish taint from innocent children in some instances."

Trond will protest that if the infants are fiends then the women have consorted with fiends and that the infants are undoubtedly abominations that should be put to death. Urayna will counter that the women and babies should be given every possible chance. Neither of them will budge from their position.

Additionally, Urayna will say, "I have brought a scroll from Mithat with the Greater Magic Weapon spell inscribed upon it. It was cast by one of the superiors of the Pholtan church. Although it may not be within my ability to cast the spell from the scroll, I will certainly attempt it. I cannot imagine that the need for it will ever be greater than now."

Urayna will not let the heroes keep the scroll if they chose not to have it cast at this time. She believes that the village may be able to use it in the future.

Urayna will cast the scroll on any melee weapon that the party agrees that it should be cast upon. It is cast at Caster Level 9 and therefore grants a +3 enhancement bonus to the weapon upon which it is cast. If a ranged weapon is offered, she will insist that the spell should be cast instead on the ammunition so that it will have a better chance of overcoming any fiendish protections.

Unbeknownst to Urayna, Istinstril has rifled through her personal belongings on several occasions. He fouled the scroll with a curse. The curse has three effects. The first is that the user receives a +10 fiendish bonus to the Caster Level check to activate the scroll. The second is that the hero must use the weapon or ammunition as long as it remains in his or her possession to the exclusion of any other weapon. The third is that the weapon may attack the wielder as detailed on [Player Handout 6](#). The hero will not know that the weapon is cursed until the hero has used it in combat, at which time he or she may discard it. The curse will fade when the Greater Magic Weapon spell expires. Give [Player Handout 6](#) to any player whose hero accepts the casting of Greater Magic Weapon.

If the heroes examine the zombie, details of what they might find are set forth in Encounter Seven.

If the heroes attack the zombie, then they will not have a guide to lead them to Istinstril. The heroes may be able to find the camp by using a Track check (DC 15) to determine where the zombie came from, Divination magics, or other methods. If the heroes do not have another way of determining how to find Istinstril, then Istinstril will come to believe within a few days that the heroes are amassing additional forces to use against him and he and his band of fiends will flee the area. In such instance, the combat described at Encounter Eight will not occur.

Encounter Seven: Boom!

If the heroes follow the zombie (which requires leading her by the arm), she has been programmed to lead them on an unnecessarily treacherous route. This is the same route from which she came. She will stop moving unless one of the heroes is holding her arm. The judge should determine a marching order to more readily adjudicate the effect of the exploding mark.

As the heroes approach the fiendish lair, normal animals will sense the unnaturalness of the area. A hero must make a successful Handle Animal check (DC 15) to keep an animal moving toward the fiendish camp. Paladins' special mounts, familiars, and animal companions gained by a druid, ranger, or cleric with the Animal domain are able to continue without the necessity of a check being made for them.

At APL 8 and higher, Istinstril has used a scroll to scribe a mark similar to a Greater Glyph onto the

zombie's rotting skin. Unlike a Greater Glyph, however, the mark is triggered if it approaches a certain area. This mark will explode if it moves within 1,000 ft of a shrine in the center of Istinstril's camp. The mark will cause the zombie to be completely destroyed and will cover every character within a 15-foot radius of the zombie with a thick black ichor-like substance. Characters covered with the black substance must make a successful Will save (DC 19) or be subject to a Slow spell for 11 rounds. If the trap is successfully disabled, then the zombie will lead the heroes to Istinstril's camp.

If a hero casts Detect Magic on the zombie, she will radiate magic. If a successful Spellcraft check (DC 21) is made while Detect Magic is operating, the hero will detect magic from the Abjuration and Transmutation schools.

APL 8, 10 & 12 (EL 4)

Zombie Mark Trap: CR 4; mark on zombie explodes for no damage, but all persons standing within 15 feet need to make a Will save (DC 16) or suffer the effects of a Slow spell for 9 rounds; Search (DC 28); Disable Device (DC 28).

Note: In accordance with page 167 of the *Dungeon Master's Guide*, overcoming the challenge of a trap requires encountering the trap and either disarming it, avoiding it, or surviving the damage it deals.

Encounter Eight: Welcome Wagon

This is a combat encounter. Istinstril and his fiendish band will attack from hiding. Istinstril and his fiends will have been hiding 30 feet away (giving the heroes a -3 penalty on their Spot checks). They will attack immediately after the zombie explodes or, if that does not occur, when the characters are within 100 feet of their camp.

APL 4 (EL 6)

Istinstril, Fiendish Satyr, hp 22, see Appendix A

Fiendish Bugbear Lieutenants (2), hp 16 each, see Appendix A.

APL 6 (EL 8)

Istinstril, Advanced Fiendish Satyr, hp 37, see Appendix A

Fiendish Ogre Lieutenants (3), hp 26 each, see Appendix A.

APL 8 (EL 10)

Istinstril, Incubus (male succubus), hp 33, see Monster Manual pgs 41 and 43-44.

Fiendish Ogre Bbn 1 Lieutenants (4), hp 35 each, see Appendix A.

APL 10 (EL 12)

Istinstril, Advanced Incubus (male succubus), hp 58, see Appendix A

Fiendish Ettin Lieutenants (4), hp 65 each, see Appendix A.

APL 12 (EL 14)

Istinstril, Advanced Incubus (male succubus), hp 76, see Appendix A

Fiendish Hill Giant Lieutenants (4), hp 102 each, see Appendix A.

Tactics: At APLs 6 and higher, Istinstril will drink his Potion of Blur immediately before the combat begins and, at APL 8 and higher, he will count on his broach of shielding to absorb damage from magic missiles. Istinstril will attempt to charm any armored adventurers who are not wearing a holy symbol, preferring to target a female hero if one is present. If he successfully charms any of the heroes, he will direct them to head toward his camp and protect his wives. The lieutenants will wade into combat in the first round, attempting to smite good. Istinstril will flee if he loses two-thirds or more of his hit points.

At APL 8 and higher, Istinstril has already attempted to summon a balor and failed. He may not attempt to do so again.

Moving through the wooded areas surrounding Silverwat requires the characters or their mounts to make, at the player's option, either a Balance skill check (DC 15), Reflex save (DC 20) or Wilderness Lore skill check (DC 20) at the beginning of combat to keep steady footing and move normally on overgrown, unfamiliar terrain. If the characters fail by 5 or less, their movement rate is reduced to three-quarters of normal (rounded down) for the duration of the combat; if the characters fail by at least 6 but no more than 10, their movement is reduced to one-half rate (rounded down) for the duration

of the combat; if the characters fail by at least 11, their movement is reduced to one-quarter (rounded down) for the duration of the combat. In no event will a character be able to move less than 5 feet per round. The fiends of the Silverwat region get a +10 Circumstance bonus to these checks. A druid of at least 2nd level is immune to this effect because of the Woodland Stride class ability.

After the battle is over, the heroes will discover Istinstril's camp nearby. In the camp are three women, none of them zombies but all of whom have had their minds broken. (Treat as if under the influence of a Feeblemind spell.) One of the women is pregnant, and the other two are caring for half-fiend infants. One of the children has eyes like a cat's and claws in place of its fingernails and toenails. The other child has six eyes and a terrible-looking set of fangs. The women have been very badly treated and will desperately try to avoid any male heroes unless a successful Diplomacy check (DC 11+APL) is made.

The players will likely want to discuss what to do with the women and the infant. Allow them to roleplay the matter to the extent that time allows.

Encounter Nine: In the Matter of Urayna Gondorn

This is a roleplaying encounter. There is an experience point award for participating in the trial of Urayna Gondorn.

When the heroes return to Silverwat, the guardsman Fert Laston will immediately attempt to arrest the women or the infant found in Istinstril's camp if the heroes brought them back. He is very intimidated by the heroes, so will not put up a fight about the matter. He will, however, ask them to take them to Trond at the Temple of Pholtus. If they will not go, he will go get Trond and Trond will soon confront them.

Trond has arrested Urayna Gondorn and Polandra for consorting with demons. He intends to arrest the women who were found in Istinstril's camp if the heroes brought them back to town.

Trond intends to hold a trial against Urayna, Polandra, and any women from Istinstril's camp who are brought back to town for consorting with demons. If found guilty, the punishment will be to banish them. He is uncertain about Urayna's claims that Istinstril forced

her to act against her will and he is not certain of Polandra and the other women found in Istinstril's camp, but believes that a trial is the best way to determine the truth of the matter. Although he is torn up about this, he will hold the trial because it is his duty as a Pholtan to do so. He believes that Pholtus grants laws so mortals do not make mistakes in their passion.

Trond will ask the heroes to defend the women. If there are any heroes that he believes will act as zealous advocates for the prosecution, he will ask them to prosecute the women.

Trond will also want to drown the half-fiend infants if they were brought back from Istinstril's camp. He believes them unredeemable. Urayna will object, protesting that she believes that she can find a way to remove the demonic taint.

If the heroes do not intervene or otherwise participate, Trond will try Urayna and the other women before a jury of townspeople. All of them will be found guilty and banished from the town. The infants will be drowned.

Trond is not high enough level to cast Discern Lies. He is high enough level to cast Zone of Truth, but he knows that spell can be resisted without the caster knowing that the spell is not effective. (A caster does not sense when creatures succeed at saving throws against effect and area spells. See the Players Handbook, page 150, "Succeeding at a Saving Throw.") If a lawful-aligned spellcaster offers to cast Discern Lies, he will believe the caster's report of guilt or innocence.

If the heroes take the time to explain how Istinstril's charm ability worked, Trond will be willing to forego the trial against the women if the heroes succeed at a Diplomacy check (DC 16+APL). Alternatively, if the matter goes to trial and the heroes testify on Urayna's behalf, the jury can be convinced on a successful Diplomacy check (DC 16+APL). Should a hero act as prosecutor, the fate of the women will be determined by an opposed Diplomacy check between the heroes who prosecuting the women and the heroes who are defending the women.

Trond can be convinced not to drown the half-fiend infants on a successful Diplomacy check (DC 20+APL).

Conclusion

The Church of Pholtus will pay the promised bounty. They will pay 300, 350, 500, 650 or 800gp depending on the APL.

If the heroes capture or kill Istinstril, they will each receive the Favor of Trond Highstaff, who will be willing to teach any of the heroes the Greater Spell Focus feat from Tome & Blood. However, if a character receives the Disfavor of the Church of Pholtus, he will not receive Trond's favor.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter One: Cut to the Chase

Defeat the fiendish pursuer

APL 4	180 xp
APL 6	240 xp
APL 8	240 xp
APL 10	300 xp
APL 12	360 xp

Encounter Three: Some of My Best Friends Are Ogre Barbarians

Defeat the fiends

APL 4	180 xp
APL 6	240 xp
APL 8	240 xp
APL 10	300 xp
APL 12	360 xp

Encounter Seven: Boom!

Overcoming the Zombie Mark trap

APL 4 & 6	0 xp
APL 8-12	120 xp

Encounter Eight: Welcome Wagon

Defeat Istinstril and his band of fiends

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

Encounter Nine: In the Matter of Urayna Gondorn

Participate in Urayna's trial

APL 4	90 xp
APL 6	120 xp
APL 8	150 xp
APL 10	180 xp
APL 12	210 xp

Possible Roleplaying Awards

APL 4	45 xp
APL 6	60 xp
APL 8	75 xp
APL 10	90 xp
APL 12	105 xp

Total Possible Experience

APL 4	675 xp
APL 6	900 xp
APL 8	1,125 xp
APL 10	1,350 xp
APL 12	1,575 xp

Note that the sum of all the experience for the encounters may exceed the Total Possible Experience. In such instance, award no more than the Total Possible Experience.

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 (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 bodies, 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 in this adventure. Many times characters must cast identify, analyze dweomer, or similar spells 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 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.

Treasure Key:

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

Encounter One: Cut to the Chase

Defeat the pursuer and take its gear.

APL 4: L: 4 gp; C: 0 gp; M: 0 gp.

APL 6: L: 4 gp; C: 0 gp; M: 0 gp.

APL 8: L: 4 gp; C: 0 gp; M: 0 gp.

APL 10: L: 4 gp; C: 0 gp; M: 0 gp.

APL 12: L: 20 gp; C: 0 gp; M: 0 gp.

Encounter Three: Some of My Best Friends Are Ogre Barbarians

Defeat the fiends and take their gear.

APL 4: L: 70 gp; C: 0 gp; M: 0 gp.

APL 6: L: 210 gp; C: 0 gp; M: 0 gp.

APL 8: L: 210 gp; C: 0 gp; M: 0 gp.

APL 10: L: 260 gp; C: 0 gp; M: 0 gp.

APL 12: L: 1,010 gp; C: 0 gp; M: 0 gp.

Encounter Eight: Welcome Wagon
Defeat Istinstril and his band and take their gear

APL 4: L: 63 gp; C: 0 gp; M: Cloak of Resistance, +1 (Value 83 gp per character).

APL 6: L: 93 gp; C: 27 gp; M: Cloak of Resistance, +1 (Value 83 gp per character); 2 Potions of Blur (Value 25 gp per character).

APL 8: L: 321 gp; C: 31 gp; M: Broach of Shielding (Value 125 gp per character); Cloak of Resistance, +1 (Value 83 gp per character); 2 Potions of Blur (Value 25 gp per character)

APL 10: L: 220 gp; C: 36 gp; M: Broach of Shielding (Value 125 gp per character); Chain Shirt, +2 (Value 354 gp per character); Cloak of Resistance, +2 (Value 333 gp per character); 2 Potions of Blur (Value 25 gp per character).

APL 12: L: 108 gp; C: 39 gp; M: Cloak of Resistance, +2 (Value 333 gp per character); Ring of Protection, +1 (Value 166 gp per character); Broach of Shielding (Value 125 gp per character); Chain Shirt, +2 (Value 354 gp per character); 6 Potions of Blur (Value 25 gp per character); Dust of Appearance (Value 175gp per character).

Conclusion

Bounty paid by the Church of Pholtus

APL 4: L: 0 gp; C: 300 gp; M: 0 gp.

APL 6: L: 0 gp; C: 350 gp; M: 0 gp.

APL 8: L: 0 gp; C: 500 gp; M: 0 gp.

APL 10: L: 0 gp; C: 650 gp; M: 0 gp.

APL 12: L: 0 gp; C: 800 gp; M: 0 gp.

Total Possible Treasure

APL 4: 520 gp.

APL 6: 800 gp.

APL 8: 1,250 gp.

APL 10: 2,032 gp.

APL 12: 2,980 gp.

Note that the sum of all the treasure for the encounters will likely exceed the Total Possible Treasure. In such instance, award no more than the Total Possible Treasure.

Effective in CY 593, the treasure amounts shown in this section are after-tax amounts. The Kingdom of Nyronnd has already collected its share of taxes. It is no longer necessary for a

hero to pay taxes on his or her Adventure Record because the amount received are after-tax amounts.

Special

Favor of Trond Highstaff – For helping the thorp of Silverwat, you have earned the favor of Trond Highstaff, cleric of Pholtus. Trond can teach you the Greater Spell Focus feat found on page 40 of the Tome & Blood book or upgrade a single piece of armor, a weapon or a shield to a +2 bonus at the price listed for such an upgrade.

If you select the feat, you must spend 2 Time Units training with Trond to learn the feat. These Time Units need not be spent immediately, but must be spent before selecting the feat. You cannot take the feat until a new feat would normally be available to you and you meet all the feat's prerequisites.

Otherwise, Trond will use the divine power of Pholtus to upgrade your weapon, armor, or shield to +2. Trond will only increase the enhancement bonus on the item, and will not enchant it with any special abilities. All relevant rules from the Living Greyhawk Campaign apply to this +2 Upgrade. (Frequency: Regional).

Bride – The hero married a human female commoner of Oerdian descent who was born in CY 575 and who devoutly worships Pholtus.

The bride's name is _____. Female human Com1; hp 5; Init +0; AC 10 (touch 10, flat-footed 10); Atk -1 melee (1d3-1 subdual, unarmed strike); AL LG; SV Fort +1, Ref +0, Will +1; Str 9, Dex 11, Con 13, Int 10, Wis 12, Cha 12.

Skills and Feats: Knowledge (Pholtus) +3, Profession Seamstress +4; Skill Focus (Knowledge (Pholtus)).

Possessions: Commoner's outfit.

At the beginning of every adventure set in Nyron and after electing to pay at least standard upkeep for lifestyle cost, the player may elect to roll a d20 and consult the following table:

1 – The bride dies. The bride dies of a plague that terrorizes the hero's home area. The hero must expend 3 TU mourning and 100 gp for funeral arrangements. The player cannot roll on this table again.

2 – The bride spends. The bride has overextended her tab with the local merchants. The hero must either pay 50 gp to secure her release from Debtor's Prison or spend 1 TU in Debtor's Prison himself.

3 – The bride tithes. Officials of the Church of Pholtus present the hero with a draft that the bride signed. The hero must pay 36 gp.

4 – The bride pays tribute. The bride pays a tithe to the Temple of Merikka to try to provide the hero a male heir. The hero must pay 25 gp.

5 – The bride nags. Because of the bride's mood, the tavern is more welcoming than the hero's home. The hero must pay 3 gp.

6-15 – No effect.

16 – The bride worships. Because of his bride's devoutness, the hero receives a +2 Circumstance bonus to any Charisma-based skill checks with the officials of the Church of Pholtus during the adventure.

17 – The bride works. The bride performs some seamstress work for a local gnome widower. The hero receives an additional 10 gp.

18 – The bride gives. The bride has scrimped and saved to give a gift. The hero receives an additional 20 gp.

19 – The bride networks. The bride has spoken so highly of the hero to a local merchant that the merchant paid the hero a retainer in case he ever needs the hero's services. The hero receives an additional 40 gp.

20 – The bride hosts. The bride throws a party. Many people for whom the hero has adventured send gifts. The hero receives an additional 50 gp times his Charisma modifier (minimum 50gp) level, but must spend 1 TU attending the party.

Any amount paid because of rolling on this table should be entered in the "Other Coin" section of the Adventure Certificate for the adventure being played. Any amount gained because of rolling on this table should be entered in the "Gp Gained" section of the Adventure Record for the adventure being played.

Disfavor of the Church of Pholtus – The hero has taken advantage of a widow in Silverwat and misled her with false promises. Members of the Church of Pholtus refuse to have anything to do with the hero. The hero may never again participate in any adventure set in the Kingdom of Nyron initiated by the Church of Pholtus. In adventures set in the Kingdom of Nyron in which the hero otherwise interacts with officials of the Church of Pholtus, there is a 50% chance that such officials will know of the hero's treatment of the widow and refuse to associate with him or his companions if he is seen with them. The player must show this disfavor to the judge at the beginning of every scenario.

Adventure Record Access

APL 4

- Cloak of Resistance +1 (Frequency Adventure; 1,000gp; DMG)

- Wand of Cure Light Wounds (Frequency: Regional; 2nd Caster Level; 750gp; DMG)

APL 6:

APL 8:

- Broach of Shielding (Frequency: Adventure; 1,500gp; DMG)
- Wand of Cure Moderate Wounds (Frequency: Regional; 4th Caster Level; 4,500gp; DMG)

APL 10:

- Chain Shirt +2 (Frequency: Adventure; 4,250 gp; DMG)
- Cloak of Resistance +2 (Frequency: Adventure; 4,000gp; DMG)

APL 12:

- Dust of Appearance (Frequency: Adventure; 2,100gp; DMG)

Appendix A: Fiends of Almor

Encounter One

APL 4 (EL 6)

☛ Fiendish ogre Bbn3: CR 6; Large giant; HD 4d8+8 and 3d12+6; hp 61; Init +3; Spd 40 ft; AC 16 (touch 8, flat-footed 16) [[-1 Dex, -1 size, +5 natural, +3 hide]]; Atk +11 melee (2d6+7, huge greatclub), +4 ranged (1d8+5, Large javelin); Reach 10 ft; SA Rage 1/day, Smite Good 1/day (+7 to Damage); SQ Uncanny Dodge (Dex bonus to AC), Darkvision 60 ft, Cold, Fire Resistance 10; Damage reduction 5/+1, Spell Resistance 14; AL CE; SV Fort +9, Ref +1, Will +2; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7. Height 10 ft.

Skills and Feats: Climb +4, Listen +8, Spot +8; Improved Initiative, Toughness, Weapon Focus (greatclub).

Equipment: Greatclub, 5 Large javelins, hide armor.

Rage: When raging, the creature's hit points increase to 70, its melee attack increases to +13 and damage from its melee attack increases to 2d6+10, its AC reduces to 14.

APL 6 (EL 8)

☛ Fiendish ettin Bbn1: CR 7; Large giant; HD 10d8+20 and 1d12+2; hp 85; Init +3; Spd 40 ft; AC 18 (touch 8, flat-footed 19) [[-1 Dex, -1 size, +7 natural, +3 hide]]; Atk +14/+9 melee (1d10+6, greatclub) and +14/+9 melee (1d10+6, greatclub), +6/+1 ranged (1d8+6, longspear) and +6/+1 ranged (1d8+6, longspear); Reach 10 ft; SA Superior Two Weapon Fighting, Smite Good 1/day (+11 to Damage); SQ Darkvision 90 ft, Cold, Fire Resistance 15; Damage reduction 5/+2, Spell Resistance 22; AL CE; SV Fort +11, Ref +2, Will +3; Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11. Height 13 ft.

Skills and Feats: Listen +11, Search +0, Spot +11; Alertness, Improved Initiative, Power Attack, Weapon Focus (greatclub).

Equipment: 2 greatclubs, hide armor.

Superior Two-Weapon Fighting (Ex): An ettin fights with a club or spear in each hand. Because each of its two heads controls an arm, the ettin does not suffer an attack or damage penalty for attacking with two weapons.

Rage: When raging, the creature's hit points increase to 96, its melee attack increases to +16/+11 and damage from its melee attack increases to 1d10+8, its AC reduces to 16.

APL 8 (EL 8)

☛ Fiendish ettin Bbn1: CR 7; Large giant; HD 10d8+20 and 1d12+2; hp 85; Init +3; Spd 40 ft; AC 18 (touch 8, flat-footed 19) [[-1 Dex, -1 size, +7 natural, +3 hide]]; Atk +14/+9 melee (1d10+6, greatclub) and +14/+9 melee (1d10+6, greatclub), +6/+1 ranged (1d8+6, longspear) and +6/+1 ranged (1d8+6, longspear); Reach 10 ft; SA Superior Two Weapon Fighting, Smite Good 1/day (+11 to Damage); SQ Darkvision 90 ft, Cold, Fire Resistance 15; Damage reduction 5/+2, Spell Resistance 22; AL CE; SV Fort +11, Ref +2, Will +3; Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11. Height 13 ft.

Skills and Feats: Listen +11, Search +0, Spot +11; Alertness, Improved Initiative, Power Attack, Weapon Focus (greatclub).

Equipment: 2 greatclubs, hide armor.

Superior Two-Weapon Fighting (Ex): An ettin fights with a club or spear in each hand. Because each of its two heads controls an arm, the ettin does not suffer an attack or damage penalty for attacking with two weapons.

Rage: When raging, the creature's hit points increase to 96, its melee attack increases to +16/+11 and damage from its melee attack increases to 1d10+8, its AC reduces to 16.

APL 10 (EL 10)

☛ Fiendish stone giant: CR 10; Large giant; HD 14d8+56; hp 126; Init +2; Spd 30 ft; AC 25 (touch 11, flat-footed 23) [[+2 Dex, -1 size, +11 natural, +3 hide]]; Atk +17/+12 melee (2d6+12, huge greatclub), +12/+7 ranged (2d8+8, rock); Reach 10 ft; SA Rock Throwing, Smite Good 1/day (+14 to Damage); SQ Rock Catching, Darkvision 60 ft, Cold, Fire Resistance 20; Damage reduction 10/+3, Spell Resistance 25; AL NE; SV Fort +13, Ref +6, Will +4; Str 27, Dex 15, Con 19, Int 10, Wis 10, Cha 11. Height 12 ft.

Skills and Feats: Climb +10, Hide +0, Jump +10, Spot +3; Combat Reflexes, Point Blank Shot, Power Attack, Precise Shot.

Equipment: Huge greatclub, 15 throwing rocks, hide armor.

Rock Throwing (Ex): Adult giants receive a +1 racial bonus when throwing rocks. Stone giants may throw rocks weighing 40-50 lbs each up to 5 range increments of 180 ft.

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would

normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size rock, and 25 for a Large rock. A stone giant receives a +4 racial bonus when attempting to catch a thrown rock. (If the projectile has a magical bonus to attack, the DC increases by that amount. The giant must be ready for and aware of the attack.

APL 12 (EL 12)

☛Fiendish frost giant Bbn1: CR 12; Large giant; HD 14d8+70 and 1d12+15; hp 157; Init -1; Spd 50 ft; AC 21 (touch 8, flat-footed 22) [[-1 Dex, -1 size, +9 natural, +4 chain shirt]]; Atk +20/+15 melee (2d8+13, huge greataxe), +10/+5 ranged (2d6+9, rock); Reach 10 ft; SA Rock Throwing, Smite Good 1/day (+15 to Damage), Rage (1/day); SQ Rock Catching, Cold Subtype, Darkvision 60 ft, Cold, Fire Resistance 20; Damage reduction 10/+3, Spell Resistance 25, Fast Movement, Uncanny Dodge (Dex bonus to AC); AL CE; SV Fort +17, Ref +4, Will +5; Str 29, Dex 9, Con 21, Int 10, Wis 10, Cha 11. Height 15 ft.

Skills and Feats: Climb +13, Intimidate +4, Jump +13, Listen +4, Spot +7, Swim +20, Wilderness Lore +4; Cleave, Great Cleave, Power Attack, Sunder, Weapon Focus (Huge Greataxe).

Equipment: huge greataxe, 15 throwing rocks, chain shirt.

Rock Throwing (Ex): Adult giants receive a +1 racial bonus when throwing rocks. Frost giants may throw rocks weighing 40-50 lbs each up to 5 range increments of 120 ft.

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size rock, and 25 for a Large rock. (If the projectile has a magical bonus to attack, the DC increases by that amount. The giant must be ready for and aware of the attack.

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Rage: When raging, the creature's hit points increase to 193, its melee attack increases to +24/+17 and damage from its melee attack increases to 2d8+15, its AC reduces to 19.

Encounter Three

APL 4 (EL 6)

☛Fiendish ogres (3): CR 3; Large giant; HD 4d8+8; hp 26; Init -1; Spd 40 ft; AC 17 (touch 8, flat-footed 18) [[-1

Dex, -1 size, +5 natural, +4 chain shirt]]; Atk +10 melee (2d6+7, masterwork huge greatclub), +1 ranged (1d8+5, Large javelins); Reach 10 ft; SA Smite Good 1/day (+4 to Damage); SQ Darkvision 60 ft, Cold, Fire Resistance 10; Damage reduction 5/+1, Spell Resistance 8; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7. Height 10 ft.

Skills and Feats: Climb +4, Listen +2, Spot +2; Weapon Focus (huge greatclub).

Equipment: Masterwork huge greatclub, 5 Large javelins, chain shirt.

APL 6 & 8 (EL 8)

☛Fiendish ogres (6): CR 3; Large giant; HD 4d8+8; hp 26; Init -1; Spd 40 ft; AC 17 (touch 8, flat-footed 18) [[-1 Dex, -1 size, +5 natural, +4 chain shirt]]; Atk +10 melee (2d6+7, masterwork huge greatclub), +1 ranged (1d8+5, Large javelin); Reach 10 ft; SA Smite Good 1/day (+4 to Damage); SQ Darkvision 60 ft, Cold, Fire Resistance 10; Damage reduction 5/+1, Spell Resistance 8; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7. Height 10 ft.

Skills and Feats: Climb +4, Listen +2, Spot +2; Weapon Focus (huge greatclub).

Equipment: Masterwork huge greatclub, 5 Large javelins, chain shirt.

APL 10 (EL 10)

☛Fiendish ogre Bbn4 (2): CR 8; Large giant; HD 4d8+12 and 4d12+12; hp 70; Init +3; Spd 40 ft; AC 18 (touch 8, flat-footed 17) [[-1 Dex, -1 size, +5 natural, +5 breastplate]]; Atk +14/+9 melee (2d6+7, masterwork huge greatclub), +5/+0 ranged (1d8+5, Large javelin); Reach 10 ft; SA Rage 2/day, Smite Good 1/day (+8 to Damage); SQ Uncanny Dodge (Dex bonus to AC), Darkvision 60 ft, Cold, Fire Resistance 10; Damage reduction 5/+1, Spell Resistance 16; AL CE; SV Fort +11, Ref +1, Will +2; Str 21, Dex 8, Con 16, Int 6, Wis 10, Cha 7. Height 10 ft.

Skills and Feats: Climb +4, Listen +8, Spot +8; Combat Reflexes, Improved Initiative, Weapon Focus (huge greatclub).

Equipment: Masterwork huge greatclub, 5 Large javelins, breastplate.

Rage: When raging, the creature's hit points increase to 86, its melee attacks increase to +16/+11 and damage from its melee attacks increase to 2d6+10, its AC reduces to 16.

APL 12 (EL 12)

☛Fiendish ogre Bbn5 (3): CR 9; Large giant; HD 4d8+12 and 5d12+15; hp 85; Init +3; Spd 40 ft; AC 18

(touch 8, flat-footed 17) [[-1 Dex, -1 size, +5 natural, +5 breastplate]]; Atk +15/+10 melee (2d6+7, masterwork huge greatclub), +7/+2 ranged (1d8+5, masterwork Large javelin); Reach 10 ft; SA Rage 2/day, Smite Good 1/day (+9 to Damage); SQ Uncanny Dodge (Dex bonus to AC), Darkvision 60 ft, Cold, Fire Resistance 15; Damage reduction 5/+2, Spell Resistance 18; AL CE; SV Fort +11, Ref +1, Will +2; Str 21, Dex 8, Con 16, Int 6, Wis 10, Cha 7. Height 10 ft.

Skills and Feats: Climb +4, Listen +9, Spot +9; Combat Reflexes, Improved Initiative, Weapon Focus (huge greatclub).

Equipment: Masterwork huge greatclub, 5 masterwork Large javelins, breastplate.

Rage: When raging, the creature's hit points increase to 103, its melee attacks increase to +17/+12 and damage from its melee attacks increases to 2d6+10, its AC reduces to 16.

Encounter Eight

APL 4 (EL 6)

☛Istinstril, fiendish satyr: CR 5; Medium-size fey; HD 5d6+5; hp 22; Init +1; Spd 40 ft; AC 15 (touch 11, flat-footed 14) [[+1 Dex, +4 natural]]; Atk +2 melee (1d6, gore) and -3 melee (1d4, dagger), +3 ranged (1d6, shortbow); SA Pipes, Smite Good 1/day (+5 to Damage); SQ Darkvision 60 ft, Cold, Fire Resistance 10; Damage reduction 5/+1, Spell Resistance 10; AL CE; SV Fort +3, Ref +6, Will +6; Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13.

Skills and Feats: Bluff +9, Hide +13, Listen +15, Perform (dance, lyre, pan pipes, sing), +9, Spot +15; Alertness, Dodge, Mobility.

Equipment: Masterwork pan pipes, Cloak of Resistance, +1.

Note: Bonus from Cloak of Resistance is already reflected in saving throws shown above.

Pipes (Su): Satyrs can play a variety of magical tunes on their pan pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed at a Will save (DC 14) or be affected by charm person, sleep or fear, as the spells cast by a 10th-level sorcerer (the satyr chooses the tune and its effect). In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes again for one day.

☛Fiendish bugbears (2): CR 2; Medium-sized goblinoid; HD 3d8+3; hp 16; Init +1; Spd 30 ft; AC 17 (touch 11, flat-footed 16) [[+1 Dex, +3 natural, +2 leather, +1 small shield]]; Atk +5 melee (1d8+2,

masterwork morningstar), +3 ranged (1d6+2, javelin); SA Smite Good 1/day (+3 to Damage); SQ Darkvision 60 ft, Cold, Fire Resistance 5; Spell Resistance 6; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +2, Listen +3, Move Silently +6, Spot +3; Alertness.

Equipment: Masterwork morningstar, 5 javelins, Leather armor, small wooden shield

APL 6 (EL 8)

☛Istinstril, fiendish satyr (advanced): CR 7; Medium-size fey; HD 8d6+8; hp 37; Init +1; Spd 40 ft; AC 15 (touch 11, flat-footed 14) [[+1 Dex, +4 natural]]; Atk +4 melee (1d6, gore) and -2 melee (1d4, dagger), +5 ranged (1d6, shortbow); SA Pipes, Smite Good 1/day (+8 to Damage); SQ Darkvision 60 ft, Cold, Fire Resistance 15; Damage reduction 5/+2, Spell Resistance 16; AL CE; SV Fort +4, Ref +8, Will +8; Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13.

Skills and Feats: Bluff +9, Hide +15, Listen +17, Perform (dance, lyre, pan pipes, sing), +9, Spot +17; Alertness, Dodge, Mobility.

Equipment: Masterwork pan pipes, Cloak of Resistance, +1, Potion of Blur (x2), 162 gp.

Note: Bonus from Cloak of Resistance is already reflected in saving throws shown above.

Pipes (Su): Satyrs can play a variety of magical tunes on their pan pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed at a Will save (DC 14) or be affected by charm person, sleep or fear, as the spells cast by a 10th-level sorcerer (the satyr chooses the tune and its effect). In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes again for one day.

☛Fiendish ogres (3): CR 3; Large giant; HD 4d8+8; hp 26; Init -1; Spd 30 ft; AC 16 (touch 8, flat-footed 17) [[-1 Dex, -1 size, +5 natural, +3 hide]]; Atk +10 melee (2d6+7, huge greatclub), +1 ranged (1d8+5, Large javelin); Reach 10 ft; SA Smite Good 1/day (+4 to Damage); SQ Darkvision 60 ft, Cold, Fire Resistance 10; Damage reduction 5/+1, Spell Resistance 8; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7. Height 10 ft.

Skills and Feats: Climb +4, Listen +2, Spot +2; Weapon Focus (masterwork huge greatclub).

Equipment: Masterwork huge greatclub, 5 Large javelins, hide armor.

APL 8 (EL 10)

☛ **Istinstril, incubus (male succubus)**, hp 33, See pages 41 and 43-44 of the Monster Manual.

Equipment: Chain shirt, Cloak of Resistance, +1, Potion of Blur (x2), Broach of Shielding, 187 gp.

Note: Istinstril has an AC of 24 because of the chain shirt that he is wearing. He receives a +1 resistance bonus to his saving throws because of the Cloak of Resistance.

☛ **Fiendish ogre Bbn1 (4)**: CR 4; Large giant; HD 4d8+8 and 1d12+2; hp 35; Init +3; Spd 40 ft; AC 16 (touch 8, flat-footed 17) [[-1 Dex, -1 size, +5 natural, +3 hide]]; Atk +11 melee (2d6+7, masterwork huge greatclub), +2 ranged (1d8+5, Large javelin); Reach 10 ft; SA Rage 1/day, Smite Good 1/day (+5 to Damage); SQ Darkvision 60 ft, Cold, Fire Resistance 10; Damage reduction 5/+1, Spell Resistance 10; AL CE; SV Fort +8, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7. Height 10 ft.

Skills and Feats: Climb +4, Listen +6, Spot +6; Improved Initiative, Weapon Focus (huge greatclub).

Equipment: Masterwork huge greatclub, 5 Large javelins, hide armor.

Rage: When raging, the creature's hit points increase to 45, its melee attack increases to +13 and damage from its melee attack increases to 2d6+10, its AC reduces to 14.

APL 10 (EL 12)

☛ **Istinstril, incubus (male succubus, advanced)**: CR 10; Medium-size outsider (chaotic, evil); HD 9d8+9; hp 58; Init +5; Spd 30 ft, fly 50 ft (average); AC 25 (touch 11, flat-footed 24) [[+1 Dex, +9 natural, +5 chain shirt, +1]]; Atk +10 melee (1d3+1, 2 claws); SA Spell-like abilities, Energy Drain, Summon Tanar'ri, Alternate Form, Tongues; SQ Telepathy, Poison and Electrical Immunity, Cold, Fire and Acid Resistance 20; Damage reduction 20/+2, Spell Resistance 12; AL CE; SV Fort +8, Ref +8, Will +9; Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 20.

Skills and Feats: Bluff +14, Concentration +10, Disguise +14, Escape Artist +10, Hide +10, Knowledge (Religion) +12, Listen +19, Move Silently +10, Ride +10, Search +12, Spot +19; Dodge, Improved Initiative, Mobility.

Equipment: Chain shirt, +1, Cloak of Resistance, +1, Potion of Blur (x2), Broach of Shielding, 217 gp.

Note: Bonus from Cloak of Resistance is already reflected in saving throws shown above. Spell-like abilities: At will—charm monster, clairaudience/clairvoyance, darkness, desecrate, detect

good, detect thoughts, doom, ethereal jaunt (self plus 50 pounds of objects only), suggestion, and teleport without error (self plus 50 pounds of objects only); 1/day—unholy blight. These abilities are as the spells cast by a 12th-level sorcerer (save DC 15+spell level).

Energy Drain (su): An incubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the victim is not willing to be kissed, the incubus must start a grapple, which provokes an attack of opportunity. The incubus' kiss or embrace inflicts one negative level; the victim must succeed at a Wisdom check (DC 15) to even notice. The Fortitude save to remove the negative level has a DC of 18.

Summon Tanar'ri (su): Once per day an incubus can attempt to summon one balor with a 10% chance of success.

Alternate Form (su): Incubi can assume any humanoid form of Small to Large size as a standard action. This ability is similar to the polymorph self spell but allows only humanoid forms. While using this ability, the incubus gains a +10 circumstance bonus to Disguise checks.

Tongues (su): An incubus has a permanent tongues ability as the spell cast by a 12th-level sorcerer. Incubi usually use verbal communication with morals and save telepathic communication for conversing with other fiends.

Skills: Incubi receive a +8 racial bonus to Listen and Spot checks.

☛ **Fiendish ettins (4)**: CR 7; Large giant; HD 10d8+20; hp 65; Init +3; Spd 30 ft; AC 18 (touch 8, flat-footed 19) [[-1 Dex, -1 size, +7 natural, +3 hide]]; Atk +13/+8 melee (1d10+6, masterwork greatclub) and +13/+8 melee (1d10+6, masterwork greatclub), +5/+0 ranged (1d8+6, longspear) and +5/+0 ranged (1d8+6, longspear); Reach 10 ft; SA Superior Two Weapon Fighting, Smite Good 1/day (+10 to Damage); SQ Darkvision 90 ft, Cold, Fire Resistance 15; Damage reduction 5/+2, Spell Resistance 20; AL CE; SV Fort +9, Ref +2, Will +3; Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11. Height 13 ft.

Skills and Feats: Listen +10, Search +0, Spot +10; Alertness, Improved Initiative, Power Attack.

Equipment: Masterwork greatclub (x2), 5 longspears, hide armor.

Superior Two-Weapon Fighting (Ex): An ettin fights with a club or spear in each hand. Because each of its two heads controls an arm, the ettin does not suffer an attack or damage penalty for attacking with two weapons.

APL 12 (EL 14)

☛ **Istinstril, incubus (male succubus, advanced):** CR 11; Medium-size outsider (chaotic, evil); HD 12d8+12; hp 76; Init +5; Spd 30 ft, fly 50 ft (average); AC 26 (touch 12, flat-footed 25) [[+1 Dex, +9 natural, +1 deflection, +5 chain shirt, +1]]; Atk +13 melee (1d3+1, 2 claws); SA Spell-like abilities, Energy Drain, Summon Tanar'ri, Alternate Form, Tongues; SQ Telepathy, Poison and Electrical Immunity, Cold, Fire and Acid Resistance 20; Damage reduction 20/+2, Spell Resistance 12; AL CE; SV Fort +13, Ref +11, Will +12; Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 20.

Skills and Feats: Bluff +17, Concentration +13, Disguise +17, Escape Artist +13, Hide +13, Knowledge (Religion) +15, Listen +22, Move Silently +13, Ride +13, Search +15, Spot +22; Dodge, Great Fortitude, Improved Initiative, Mobility.

Equipment: Chain shirt, +1, Cloak of Resistance, +2, Ring of Protection, +1, Potion of Blur (x2), Broach of Shielding, 237 gp.

Note: Bonus from Cloak of Resistance is already reflected in saving throws shown above.

Spell-like abilities: At will—charm monster, clairaudience/clairvoyance, darkness, desecrate, detect good, detect thoughts, doom, ethereal jaunt (self plus 50 pounds of objects only), suggestion, and teleport without error (self plus 50 pounds of objects only); 1/day—unholy blight. These abilities are as the spells cast by a 12th-level sorcerer (save DC 15+spell level).

Energy Drain (su): An incubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the victim is not willing to be kissed, the incubus must start a grapple, which provokes an attack of opportunity. The incubus' kiss or embrace inflicts one negative level; the victim must succeed at a Wisdom check (DC 15) to even notice. The Fortitude save to remove the negative level has a DC of 18.

Summon Tanar'ri (su): Once per day an incubus can attempt to summon one balor with a 10% chance of success.

Alternate Form (su): Incubi can assume any humanoid form of Small to Large size as a standard action. This ability is similar to the polymorph self spell but allows only humanoid forms. While using this ability, the incubus gains a +10 circumstance bonus to Disguise checks.

Tongues (su): An incubus has a permanent tongues ability as the spell cast by a 12th-level sorcerer. Incubi usually use verbal communication with mortals and save telepathic communication for conversing with other fiends.

Skills: Incubi receive a +8 racial bonus to Listen and Spot checks.

☛ **Fiendish hill giants (4):** CR 9; Large giant; HD 12d8+48; hp 102; Init -1; Spd 30 ft; AC 20 (touch 8, flat-footed 21) [[-1 Dex, -1 size, +9 natural, +3 hide]]; Atk +18/+13 melee (2d6+10, masterwork huge greatclub), +8/+3 ranged (2d6+7, rock); Reach 10 ft; SA Rock Throwing, Smite Good 1/day (+12 to Damage); SQ Rock Catching, Darkvision 60 ft, Cold, Fire Resistance 20; Damage reduction 10/+3, Spell Resistance 24; AL CE; SV Fort +12, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 17. Height 11 ft.

Skills and Feats: Climb +9, Jump +9, Spot +4; Cleave, Power Attack, Weapon Focus (huge greatclub).

Equipment: Masterwork Huge Greatclub, 5 throwing rocks, hide armor.

Rock Throwing (Ex): Adult giants receive a +1 racial bonus when throwing rocks. Hill giants may throw rocks weighing 40-50 lbs each up to 5 range increments of 120 ft.

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size rock, and 25 for a Large rock. (If the projectile has a magical bonus to attack, the DC increases by that amount. The giant must be ready for and aware of the attack

DM Aid #1

Timeline of Events

- 18 months ago: Silverwat and surrounding land repopulated
- 17½ months ago Hensterl farm attacked. Husband and son, Ferd and Vernus, killed. Agnena left catatonic and pregnant.
- 16 to 17 months ago Two other farms attacked. Men and children were slaughtered. Two women were abducted.
- 16 months ago Residents of the area surrounding Silverwat move inside the town walls
Search parties organized, one search party (which included Innkeeper Frestil's husband) does not return
- 15 months ago Istinstril calls off the attacks and visits Urayna for the first time. The visits become frequent.
- 12 months ago The attacks seemingly over, Trond Highstaff declares a feast of celebration
- 8 months ago The still-catatonic Agnena Hensterl gives birth to a half-fiend. The infant is drowned, and Agnena is banished for consorting with fiends.
Two fiendish attacks occur in the weeks following and two women, one of whom is Yasha, disappear.
- 7 months ago Urayna can no longer hide her pregnancy and she is excommunicated. She takes up the worship of Merikka.
- 6½ months ago Urayna miscarries and buries the stillborn half-fiend. Istinstril reestablishes his charm.
- 5 months ago Fifth woman, Pollandra, disappears after a fiendish attack. Dozens of residents return to Nyrondeese lands.
- 4 months ago Fully human baby son born to Kendern and Ulia Fredmon.

DM Aid #2

Possible Names for Unanticipated Encounters With Townspeople

Zegnor Hendroy
Kenla Kantouer
Orid Nenstor
Kronmarr Orlotten
Hinda Candorra

DM Aid #3

Possible Names for the Widow

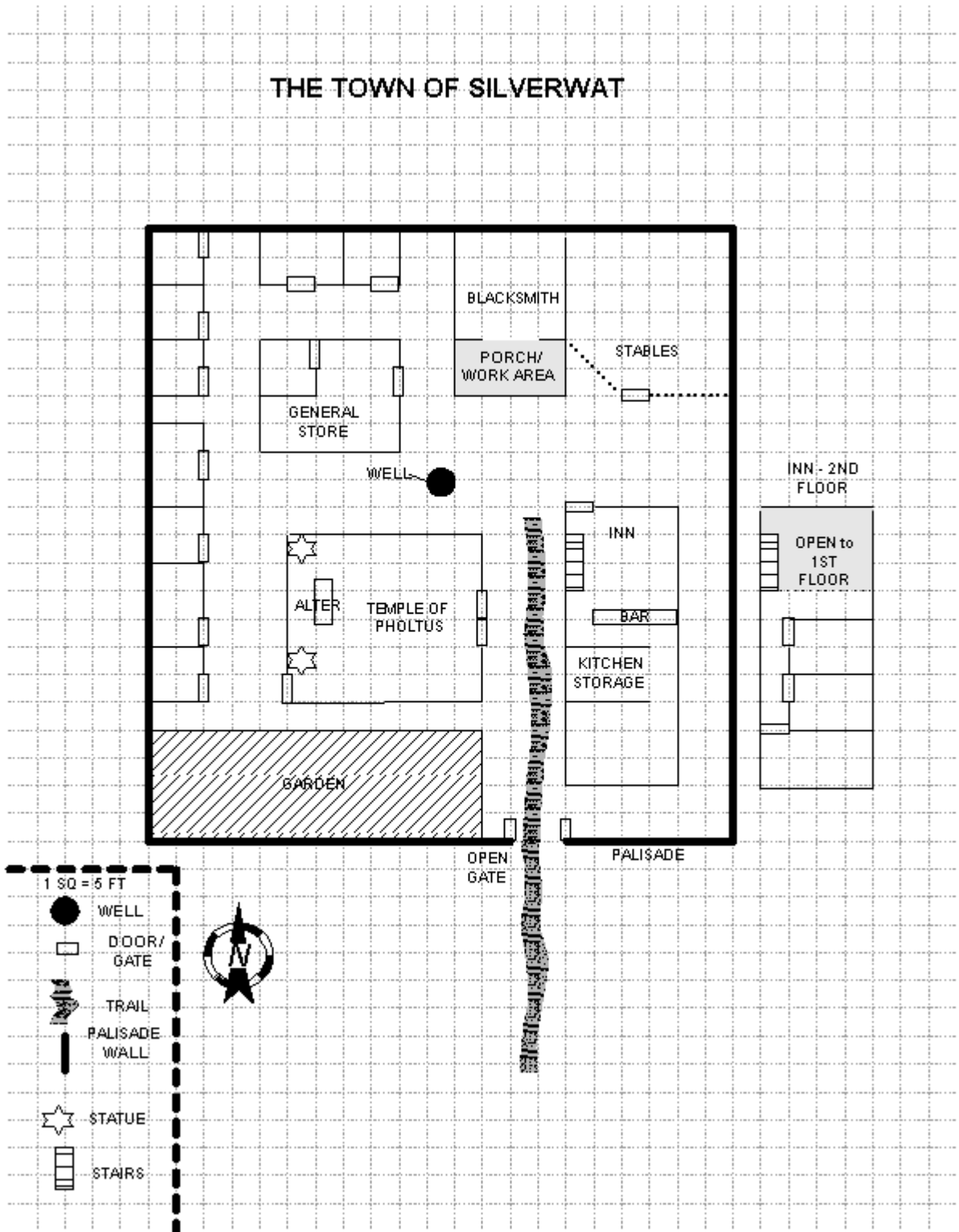
Adra
Belicia
Caerly
Duonda
Ellizenta
Firinelle
Gindella
Hillanna
Istirre
Janesque
Kopran
Larisha
Mendarra
Norinda
Oppella
Pandora
Rechella
Suzzaine
Toyra
Uvanda
Wilchelle
Vorvinda
Yindelra

The judge is encouraged to use his or her own name for the widow, but the foregoing names are included for the judge's convenience.

KNOW YE ALL THAT THE CHURCH OF THE BRIGHT PATH IS PAYING A BOUNTY ON THE HEADS OF FIENDS AND UNDEAD CREATURES THAT ROAM THE ALMORIAN LANDS. THE AMOUNT OF THE BOUNTY WILL VARY DEPENDING ON THE FEROCITY OF THE CREATURE THAT IS SLAIN. TO CLAIM THE BOUNTY, BRING THE HEAD OF THE SLAIN CREATURE TO THE NEAREST TEMPLE OF PHOLTUS.

Player Handout #2

Map of Silverwat



Player Handout #3

Detect Chaos!

Upon stepping into the Temple, you felt a brief surge of righteous energy. You realize that you are able to examine the auras of your comrades and determine whether they have Chaos in their soul.

(You later discover that this effect operates only when you are within the walls of the Temple of Pholtus.)

Player Handout #4

A Private Word from Townswomen

At some point in the evening, you answer the call of nature. You exit the inn through the back door and walk a brief distance to the privy. When you exit, you realize that three of the townswomen that you saw within the inn have followed you and were waiting for you to exit. One of them speaks, "It's not safe for us to be outside alone after sunset, not even within the town walls. Merikka can only protect us if we take care to protect ourselves."

Without another word, the three women head back inside the inn.

My Dear Adventurers,

Welcome to Silverwat. Forgive me for sending my wife as my messenger, but I fear that my presence might not be received civilly. I regret any violence that may have been done upon your persons by my associates, and I hope that you will not judge me by the company that I keep.

As you may know, many of Silverwat's women have found me quite appealing. It would perhaps be possible for us to arrange for a mutually beneficial compact in that regard. I would very much like to discuss the release of my wives into your custody in exchange for safe passage from the area for my companions and myself. I think that you will find the more fertile of my wives have received better treatment than poor Yasha has.

If you are interested in discussing the matter, please follow Yasha back to my camp. The poor thing is a little addled-brained, but she will know that you are ready to leave when one of you takes her arm.

I anticipate a productive meeting for us all.

With warmest regards,

Istinstril

Player Handout #6

You Are Cursed!

The scroll from which Urayna has cast the Greater Magic Weapon spell was fouled with a curse. Although the weapon acts as an enchanted weapon with a +3 enhancement bonus in accordance with the Greater Magic Weapon spell, the weapon's curse causes it to inflict a critical hit on your character whenever you roll low on an attack roll.

The critical error range for the weapon reflects the weapon's critical hit range; provided, however, that if the roll would hit the target then it does not inflict a critical hit on the attacker. For example, if your character would threaten a critical hit on a roll of 19-20, then your character will score a critical hit on himself or herself on a roll of 1-2 unless the roll of 2 would hit the character's target. Similarly, if the weapon would threaten a critical hit on a roll of 20, then the character will score a critical hit on himself or herself on a roll of 1. Keen weapons and the Improved Critical feat that extend the critical threat range of a weapon will also increase the critical error range of the cursed weapon.

The damage on such a hit will be the damage that the weapon would typically inflict on a critical hit and no confirmation roll is necessary.

Your character will become aware of the curse after the first round of combat with it and can discard the weapon, but your character must use the weapon for all melee attacks if it remains in his or her possession.

The curse will expire when the effect of the Greater Magic Weapon spell expires.