

TSS3-07

The Lance of Osson

A One-Round D&D LIVING GREYHAWK[®] Splintered Sun Adventure

Version 1.0

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An item of power once wielded by Commandant Osson of Almor surfaces. It is sought by many, but will you find it?
Your decisions may shake the very foundations of the lands of Old Aerdy. An adventure for APLs 2-10.

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 five-hour time block has been allocated for each round of this scenario. 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.

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 Website, 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*.

Preparation

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

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

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

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

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than 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. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the 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.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. 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 two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a DC 10 Handle Animal or Charisma check. 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

	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

single round it flees, unless another check is successful.

Time Units and Upkeep

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

Travel In The United Kingdom Of Ahlissa

Several 593 CY Splintered Sun meta-regional modules bestow favours or disfavours on participating PCs, which can help or hinder travel through the United Kingdom of Ahlissa. For the DM's convenience these are replicated below.

Free Travel Throughout the Kingdom of Ahlissa. The bearer of this document is entitled to travel freely throughout the Kingdom of Ahlissa without molestation. It is signed by Garlann of Naelax.

Wanted! The PCs are known to have slain one or more nobles of The Kingdom of Ahlissa. As such the authorities are actively searching for them.

Wanted In Ahlissa: This PC is wanted in connection with the slaying of several Ahlissan soldiers. This status is in effect in all parts of Ahlissa including the occupied portions of Medegia and the Principalities of Naerie and Innspa but not in the Adri Forest. PCs instantly lose any travel privileges within Ahlissa including the Free Travel Throughout the Kingdom of Ahlissa. At the beginning of a session taking place in Ahlissa the DM should make a secret d20 roll. On a 1 or 2 (a DC 20 Disguise check reduces this to 1) the PC will be captured and must pay total bribes of 100 gp x APL at which the scenario was played to prevent their execution. One favour with a high ranked Ahlissan NPC or powerful organization might be spent instead of the bribes.

Once this bribe is paid, score through this entry. The PC is free to continue the adventure in which he was caught.

Bounty of Ahlissa: As a demonstration of goodwill and of the rich bounty that friendship with Ahlissa has to offer to Onnwal, Lord Tyrhyann Lhandraest, Ambassador From the Royal Court of the United Kingdom of Ahlissa to the Free State of Onnwal, can offer access to ONE of the following items:

Any item from the Players' Handbook, table 7-10.

Any +2 weapon or armour of a type listed in the Player's Handbook.

Any potion in the DUNGEON MASTER'S Guide table 8-18

Any scroll in the DUNGEON MASTER'S GUIDE tables 8-24 and 8-25 valued at 1,000 gp or under.

Any wondrous item in the DUNGEON MASTER'S GUIDE on table 8-28 valued at 2,000 gp or under except: bag of tricks, bead of karma, gloves of storing and heward's handy haversack.

The terms of this agreement with Ahlissa are presented opposite.

PCs must still pay the full gold piece price listed in the relevant rulebook to obtain these items. Items must be purchased during the event and may NOT be purchased at any point afterwards.

This offer does NOT extend to upgrades to existing magical items.

All items will be supplied bearing the heraldic arms of the United Kingdom of Ahlissa embossed or engraved somewhere upon them.

PCs spending more than 1,000 gp will be expected to return the great favour that by Lord Tyhrrian has bestowed upon them, at a time of his choosing.

Note: This favour allows access to powerful magical items that only a kingdom as rich as the United Kingdom of Ahlissa offers. However if in the course of scenarios such as this the PCs spurn their previous allegiances to the Ahlissans or betray them they lose this item. It is assumed to be stolen at some point when the PC first leaves it unattended.

Adventure Background

The Greyhawk Wars saw two nations removed from the map of the Flanaess – the Prelacy of Almor and the See of Medegia. Both were trampled into oblivion under the heel of the fiend-seeing Naelax Overking, Ivid V.

Osson - A Tragic Hero?

When Ivid mobilised his forces to reclaim the rebellious Iron League lands to his west Almor would be where the first, and that the Nyronde would not mobilise in time to save them. Thus Commandant Osson, a Heironean cavalry officer appointed by Kevont to lead the Almorian armies, vowed to fight on Aerdy soil.

Osson first struck through the Thelly Forest, through Ahlissa with speed and surprise. The land fell quickly into disarray. The peasants, long oppressed by their Herzog, welcomed the Almorian forces. Aerdi armies marched to engage the intruders, but before either force could catch him, Osson proceeded to the

Rieuwood. At the Battle of Rieuwood, Osson decimated the Glorioles Army and liberated Sunndi. An unsuccessful siege at Nulbish allowed the Aerdi Army to block retreat to Almor. After debating his option Rauxes marched on the See of Medegia, hoping to distract the Aerdi and that ships of the Lordship of the Isles, members of the Iron League, could provide an escape to the Almorian cavalry.

Osson of Chathold invaded Medegia in late 583 CY. Ivid refused to come to the aid of the beleaguered population of Medegia, for the High Censor of Medegia had previously denied the Overking troops. Ivid's response to Censor Spisada's personal request for troops was to put the Hextorite to the Endless Death.

Osson remained in Medegia during winter of 583-584 CY, but the population did not rise up against the Overking. Worse – the Lordship of the Isles fell to the Scarlet Brotherhood and offered no escape. Most of Osson's force was lost in Coldeven 584 CY, at the Battle of the Great Confluence as Osson tried to desperately break through the encircling forces of the Overking. Osson himself was lost in the fighting, and his fate remains unknown.

Ivid took his revenge upon the rebellious See of Medegia. His fiendis and humanoids rampaged across the land without mercy. Chaos has ruled in Medegia ever since.

As for Almor, a footnote in this particular tale – it perished shortly afterwards in the Day of Dust. Provisioned for a conventional siege, the despairing Prelate gripped the Banner of Almor that Osson had dropped in the retreat, and was not prepared for the barrage of magicks and fiends that levelled his city and ultimately his nation under General Szeffrin.

Medegia Today

Medegia still has no respite from warfare. Both the United Kingdom of Ahlissa and the Solnor Compact (an alliance between the territories of Rel Astra, Ountsy and Roland) claim it, and in the constant skirmishing only the south eastern corner remains unclaimed. The largest of these holdings is Montesser – what may be the first civilised orc settlement on the surface of the Oerth, comprised of euroz deserters from Ivid's army. Montesser is ruled by a priestess of Luthic named Shauntru who brought with her many treasures, including the Lance of Osson.

Humans from the Sea Barons trade with the euroz, and one enterprising merchant discovered that Shauntru was in possession of the *Lance of Osson*. This was thought to have been lost with Osson, but was scavenged from the battlefield by a euroz footsoldier, surrendered to

the chieftain of his tribe as a trophy and eventually found its way to Shauntru.

Recognising the sol and rampart of Almor upon the shaft of the lance and Osson's personal coat of arms the merchant reported its presence to the Ahlissans (for a price). Now the Ahlissans are determined to gain it for themselves. However, this may not be as simple as it first seems, as The Idee Volunteers have also heard of the Lance's rediscovery (most likely from the same enterprising source) through intrigue and treachery in Xavener's court, and wish to use it to rally Sunndians to their cause. Both sides have decided to send an expedition to Medegia to retrieve the Lance, and are recruiting bands of adventurers...

Adventure Summary

Introduction: The PCs are approached in their home region by several factions, all requesting their aid in finding the *Lance of Osson*. They will need to travel to Medegia to negotiate with the current owners. It is a matter for their conscience (or their pockets) as to which side they choose. Regardless of which they pick, the opposing factions find out and will do their best to stop them achieving their goal. The PCs are given information about a contact they will meet in Medegia, who can guide them to the Lance and provide more details of its location. At this stage, they are not given full details of the location.

Encounter 1 [Ruined Shores]: Travel to Medegia is uneventful, but once there, the PCs receive some insight into the current state of affairs when they witness a skirmish between opposing Solnor Compact and Ahlissan forces. They may be detained by a roving Ahlissan patrol wanting to know their business, especially if they do not have any documents granting them free passage. Getting past the patrol may require some fast-talking, but should not be too difficult to accomplish.

Encounter 2 [Meetings in Medegia]: The PCs are to meet with their contact - Gallran Havamakast - at Barca, a hamlet a short distance from the euroz settlement of Montesser. This is so that he can brief them fully on the situation, and advise them on how best to handle negotiations with the euroz. Some PCs may be unhappy about the thought of dealing with euroz, but they will have to overcome this if they are to be successful in their mission. The contact is the same regardless of which faction the NPCs are working for. Havamakast is an ambitious underling of the pirate baron Fronzir Delrri. He cares nothing for the politics of the situation, only that he is being well paid for his assistance. The settlement has recently been raided by

Rel Astran forces, further emphasising the divided nature of Medegia.

Encounter 3 [A Medegian Odyssey]: As the PCs make their way to Montesser, they observe a strange monolith. Before they can examine it more closely, they are ambushed by one of the roving bands of brigands and humanoids that still infest the land. They are not trying to prevent them achieving their mission, merely they a salutary reminder that Medegia is still a very dangerous place. Havamakast does not take part in the fight, claiming that he is being paid merely as a guide.

Encounter 4 [The Walker]: A lone individual has observed the battle, but took no part in it. The PCs can discover that he is known simply as the Walker. He will converse with the PCs if they desire, but will offer no aid or advice specific to their task. He says little of himself, even if pressed.

Encounter 5 [The Undiscovered Country]: Eventually, the PCs will arrive in Montesser. This settlement will probably be strange to their eyes, composed as it is entirely of orcs. They are free to wander around the town whilst Havamakast arranges a meeting for them with the community's leader - the leader Shauntru. This should provide plenty of opportunities for freeform roleplaying, and allow the PCs to gain some insight into euroz culture.

Encounter 6 [Trade and Treachery]: Shauntru will negotiate with the PCs for the Lance. Assuming they do not offend her, she tells them she needs time to consider this with her advisors and will give them a decision the following morning. They are welcome to join in a banquet that evening, and remain in the town overnight. At some point during the night, the opposing faction sneaks into Montesser, taking advantage of the feast as cover. They manage to steal the Lance from its hiding place and place evidence to implicate the PCs.

Encounter 7 [Framed and Fallen]: In the early hours of the morning, the theft is discovered. A squad is sent to take the PCs into custody so that they can be questioned regarding the theft. They can choose to fight their way out and flee, or go quietly. Assuming they do not fight, they will be placed in a holding compound whilst the tribal council decides their fate. At this point, Havamakast will sneak in and tell them their best chance is to escape custody and track down the real thieves, whilst they still have the chance.

Encounter 8 [Nemeses]: One way or another, the PCs should be able to slip out of Montesser unobserved, with a little help from Havamakast, and track down the thieves. They have made their way further up the coast, where they intend to hide out until they can make good their escape. The PCs may be able to surprise them if they are careful, but otherwise they will be expected. Either way, a fight will ensue for possession of the Lance.

Conclusion: Assuming the PCs are successful, they now have to decide what to do with the Lance. They can return to Montesser to prove their innocence, or take it to their employer. Either decision may have consequences for the future.

A Note Regarding the Introduction and Rewards

Choose the appropriate introduction for the PCs home region, or use the generic (Irongate) introduction to begin the module.

The monetary rewards offered for undertaking the quest are the same for each faction, regardless of the starting region.

- APL 2:** Gold: 50 gp
- APL 4:** Gold: 100 gp
- APL 6:** Gold: 150 gp
- APL 8:** Gold: 200 gp
- APL 10:** Gold: 250 gp

You should offer less than this initially if you wish for the PCs to be able to haggle. The above is the **upper limit** to offer the PCs.

Each faction also offers a favour – though only the Ahlissan favour can be immediately exchanged for item access.

Introduction Irongate

Read aloud or paraphrase the following: -

Recovering from a night of revelry upon the streets of the Free City of Irongate you returned to your lodgings within the Broken Lantern tavern.

The morning staff, an elderly woman by the name of Kirrin, scowls at you as you make your way to the breakfast table. She greets you gruffly, "Excuse me young folk, I was about to stop serving breakfast, but as you are here now I shall see to your needs. As it is I have several messages for you." She drops three pieces of parchments onto the breakfast table and leaves to reluctantly prepare your repast.

The PCs have messages from Carunn Lyndherst, a successful DC 10 Knowledge (Splintered Sun) reveals him to be an Ahlissan merchant, Llendril Kurain, an Ideean Volunteer sympathiser and Kymorre Tyeldess, an Almorian refugee.

1) Carunn Lyndherst (Ahlissan Merchant)

If the PCs seek out Carunn read aloud or paraphrase the following: -

You are directed to the residence of Carunn Lyndherst. Shown in by the staff to a room that appears to be an office, a stout greying fellow greets you warmly, "Greetings, greetings! Come in and make yourselves comfortable. Servant, some food and drink for my guests!"

Food is brought and Carunn continues, "Please excuse all this cloak and dagger introduction. My name is Carunn Lynhurst, a trader in silks by profession, originally from the Southern Province."

"You may wonder why I have asked for this meeting? Well, truth be told I'm in a bit of a dilemma. I have recently heard about an heirloom that has surfaced in Medegia, the Lance of Ossoon. The lance was lost in the Sea of Medegia during the Battle of the Great Confluence, during the Greyhawk Wars, the last battle to see Ossoon alive as he had commanded the valorous Almorian forces deep into the lands of the Aerdy. However it was lost on the field of battle, like the valiant Commandant until euroz found it."

Carunn can back up his request for hire with an offer of a pardon from the Ahlissan government and the Bounty of Ahlissa.

He insists all; especially paladins and lawful clerics swear oaths on their honour and beliefs (and upon Zilchus of course) to return the lance to him before continuing: -

"The lance was found on a battlefield in Medegia not long after the war. The euroz who found it understood little of its value, but it is a fine weapon, and it was given to the leader of the euroz as tribute. Eventually these euroz found their way to the south-east of Medegia and there they have raised a settlement. It found its way into the hands of the leader of the euroz as tribute. Eventually these euroz found their way to the south-east of Medegia and there they have raised a settlement.

"In time men of the Sea Baron came, under the leadership of one Frozinir. It was these men who recognised the value of the lance and a sympathetic voice sent word of this find to myself."

"I would like you to travel to the settlement and negotiate for the lance. I will of course pay you very well and compensate you for any payment you must make. To present the lance to my countrymen might do much to heal the wounds between Ahlissa and the displaced Almorians."

2) Llendrill Kurain (Naerie)

If the PCs seek out Llendrill read aloud or paraphrase the following: -

Llendrill has a room in a gloomy bordering house across the city. There you are greeted by a pale silver haired man in his mid thirties who invites you in after looking you over suspiciously.

Taking you into a poorly furnished room, he sits for a moment before speaking, "You may wonder why I have asked for this meeting? I have recently heard about an heirloom that has surfaced in Medegia, the Lance of Osson. The lance was lost in the Sea of Medegia during the Battle of the Great Confluence, during the Greyhawk Wars, the last battle to see Osson alive as he had commanded the valorous Almorian forces deep into the lands of the Aerdy. However it was lost on the field of battle, like the valiant Commandant until euroz found it."

He insists all; especially paladins and lawful clerics swear oaths on their honour and beliefs to return the lance to him before continuing: -

"The lance was found on a battlefield in Medegia not long after the war. The euroz who found it understood little of its value, but it is a fine weapon, and it was given to the leader of the euroz as tribute. Eventually these euroz found their way to the south-east of Medegia and there they have raised a settlement. It found its way into the hands of the leader of the euroz as tribute. Eventually these euroz found their way to the south-east of Medegia and there they have raised a settlement.

"I seek this weapon to return to comrades of mine in Naerie. With such a symbol we would gather sympathy and support from Sunndi and possibly even the Nyronnese. I will of course pay you very well and compensate you for any payment you must make."

3) Kyrmore Tyeldess (Almor)

If the PCs seek out Kyrmore read aloud or paraphrase the following: -

Kyrmore Tyeldess's note directs you to the temple of Trithereon. There blue-clad priests direct you to the young warrior, who sits on a wooden pew, sharpening his blade with stone.

He scarcely stops his task as you approach, "I am Kyrmore of Tirian, once of Almor, now of Irongate.

"You may wonder why I have asked for this meeting? I have recently heard about an heirloom

from my homeland that has surfaced in Medegia, the Lance of Osson. The lance was lost in the Sea of Medegia during the Battle of the Great Confluence, during the Greyhawk Wars, the last battle to see Osson alive as he had commanded the valorous Almorian forces deep into the lands of the Aerdy. However it was lost on the field of battle, like the valiant Commandant until euroz found it."

He insists all promise to return the lance to him, insinuating woe will betide anyone who dares cross him in the matter, but that they are free to refuse, before continuing: -

"The lance was found on a battlefield in Medegia not long after the war. The euroz who found it understood little of its value, but it is a fine weapon, and it was given to the leader of the euroz as tribute. Eventually these euroz found their way to the south-east of Medegia and there they have raised a settlement. It found its way into the hands of the leader of the euroz as tribute. Eventually these euroz found their way to the south-east of Medegia and there they have raised a settlement.

"To seek the return of such a weapon would aid the cause of the downtrodden Almorian people. I would like you to travel to the settlement and negotiate for the lance. I will of course pay you very well and compensate you for any payment you must make."

What Next?

Now that you have run the introduction detail briefly the journey from Irongate to the western borders of the Sea of Medegia. It is assumed they travel overland to the point noted on the map. They are close to Barca when the scenario begins in Encounter 1: Ruined Shores.

Introduction Onnwal

Read aloud or paraphrase the following: -

A night of revelry upon the streets of Sornhill has ended successfully this evening, as you return to your lodgings within the Laden Merchantman tavern.

The balding innkeep, Caroff, leans over the bar, finishing preparations for the early hours of the morning as you approach. He greets you gruffly, "Yez're lucky yez made it in there, I was about to throw bar the door, and none would be getting in after that. Yez've been popular here tonight, I've many messages fer ye."

Pick one of the PCs to receive a message from Duchess Sailema Relaster (actually on behalf of Tyrhyiann Lhandraest, the Ahlissan Envoy to Onnwal, though the message does not say so) requesting the PC in question's presence, and those of his comrades, to journey to the Stormhaven. Another PC receives a similar summons for Ement, representing the Idee Volunteers and a third PC gets a message from Erian Tournvail, representing his homeland of Almor – asking them to wait at the Laden Merchantman for his arrival.

Each invitation requests the pleasure of their company on the morn, and they are not likely to be contactable late at night. The PCs should get some sleep and decide which of the worthies they intend to visit first.

1) Tyrhyiann Lhandraest (Ahlissa)

Read aloud or paraphrase the following: -

Your invitation grants you immediate access to the round suel towers of the Stormhaven as the guards stand aside at the Relaster seal upon it. One guard directs you to a room within the Red Tower itself.

Opulently decorated with flags of green and gold colour, but bearing the dark nightingale of Ahlissa, the occupant of this room has clearly made himself at home, and the décor stands out from the rest of the red tower. The room is bright and affords a good view of Pelor's morning rays, the docks and the shipyards. Sat with his boots resting upon a desk, this man clearly is at ease here. He is a short man with dark hair and a wily grin upon his face. Seeing your confused looks he lifts his feet off the table and sits up, "I realise my countenance is not as pleasing as the fair young duchess, but I assure you my conversation will be nearly as interesting."

◆ Tyrhyiann Lhandraest, male human Rog9: AL LN, Bluff +18, Sense Motive +18.

PCs who have met the Envoy to Ahlissa before recognise him instantly. If the PCs have never met Tyrhyiann Lhandraest, read aloud the following: -

"Perhaps an introduction might curb this awkwardness. Tyrhyiann Lhandraest, Lord of Wyverntor, Envoy from the Royal Court of Ahlissa to Onnwal," he says, with a twinkle in his eyes. "A pleasure it is to meet fine patriots like yourself."

Allow the PCs to introduce themselves. He continues: -

"I have summoned you here for I need your services, and as I understand from the White Rose of Sornhill herself you are folk of fine character and keen wit. I have need of both, but you must swear by the Guildmaster, Zilchus, not to reveal anything of what I am to tell you."

Assuming the PCs swear the oath by Zilchus (he will not accept any other gods, especially Heironeous's oaths) Tyrhyiann continues: -

"You need not fear any cloak and dagger intrigues that might damage your Free State – my employ of you shall be as treasure seekers. A lance, said to have been wielded by a great warrior who fought against the tyrannical predecessors of great Overking Xavener, Osson of Almor has been found by a euroz tribe. It was believed lost in the See of Medegia since the Greyhawk Wars.

"That is the entirety of the mission – I wish for you to seek it, and return it to me here, and for that Ahlissa will reward both you and the Free State. Will you so swear to do this?"

If asked as to why the PCs should return the lance to him, read aloud the following: -

"The Idee Volunteers seek the lance to try to win favour for their own cause and destabilise the region of Naerie within Ahlissa. If the lance falls into their hands elements of Sunndi will doubtless throw their weight behind Idee, nearer and more accessible than poor Onnwal. The scraps of aid Hazendel sends you will cease – as the Sunndians find another cause to champion. If the lance is given to me, it will disappear until Onnwal is free – once that has happened of course we will return it to the Almorians, but to give it to them now would be folly – the Ideeans would inevitably obtain the lance from them, either by subterfuge or less likely diplomacy."

Tyrhyiann is being entirely truthful here and trying to appeal to the PCs patriotism. If any PCs with the Bounty of Ahlissa from the Consecrations Interactive (Towercon 2003) are present he tries to gild the offer further with the following: -

"You have already tasted the bounty of Ahlissa's gratitude. Perform this service and you will most assuredly receive more of the same when word of these reaches the court of the noble Overking. There are others who would sway you from this course, but believe me when I say by serving Ahlissa in this venture you shall serve the Free State, and thus

yourself. Of course if you act against Ahlissa, you act against the Free State, and ultimately yourself."

If any PC is an outlaw within Ahlissa, Tyrhyiann adds the following: -

"I understand in previous visits to my country you have earned the wrath of my Overking. The ethos of Ahlissa is this – with a firm heart, industriousness and a will to serve one can easily work to heal the mistakes of the past. Serve me in this and I shall write you a letter of marque that shall get you past any of our men. Complete the task and I shall see to it personally you receive a pardon. I am a man of no small influence in my homeland."

Tyrhyiann insists all; especially paladins and lawful clerics swear oaths on their honour and beliefs (and upon Zilchus of course) to return the lance to him.

"The lance was found on a battlefield in Medegia not long after the war. The euroz who found it understood little of its value, but it is a fine weapon, and it was given to his leader as tribute. Eventually these euroz found their way to the south-east of Medegia and there they have raised a settlement.

"In time men of the Sea Baron came, under the leadership of one Frozinir. It was these men who recognised the value of the lance and sent messages to a friend of a friend that the euroz might be willing to trade. A man named Gallran Havamkast awaits you at a hamlet two days southwest of Mentrey named Barca.

"I understand the orcs wish a pittance; a pittance that you will be amply compensated for in return for giving me this lance."

Note: If any such PCs do not give the *Lance of Osson* to Tyrhyiann Lhandraest, they lose the Bounty of Ahlissa and the item they purchased through its use, which is stolen from them by agents unknown at the end of this module.

2) Ement Naersaul (Idee)

Read aloud or paraphrase the following: -

Your invitation directs you to the shipyard owned by a man named Illinkir. It mentions that your meeting is to take place upon a merchant vessel named The Peryton. Directed to that ship you are met by a man dressed in blue finery, a fine rapier at his side.

"Greetings mates," he says, casting his eye across the shipyard. "Welcome to my humble abode. We

have much to talk about, and voices carry less in my cabin."

Assuming the PCs agree to Ement's precautions he leads them into his cabin. He offers them refreshment and settles them down into chairs before making his proposal. Read aloud or paraphrase the following: -

Emnet paces by his desk – which is covered in maps and ledgers of Onnwal and Nyronnd. Finally he leans down and asks, "What do you know of me?"

A successful DC 10 Knowledge (Splintered Sun) check reveals Emnet to be a merchant captain who frequently runs the blockade from Sornhill to Nesseremouth in Nyronnd. A successful DC 15 check reveals he is originally from Idee, the lands to the east of Irongate that like Onnwal fell to the Scarlet Brotherhood. Unlike Onnwal however Idee was 'liberated' by Xavener's United Kingdom of Ahlissa and absorbed into the kingdom.

If the PCs state that they know this information, he congratulates them on their intelligence.

"I am an Ideean, and like you I am a patriot to my country," he says, moving from his perch over the desk to moving around. "My homeland was lost to the Brotherhood, and then to the Overking of Ahlissa. However I have been contacted by those within my homeland who resist, who fight against the toady Prince Barzhaan that the Overking installed as regent of Idee.

"Recently our intelligence made a discovery that a symbol of freedom – the Lance of Osson, was in the lands of the east. With such an item our resistance could rally support, such as those within Sunndi. After so much war and bloodshed some no longer wish to involve themselves in their neighbour's affairs. The followers of Trithereon would see this as a symbol of freedom – just as Osson liberated their land, so would they liberate Idee in his name!

"The Idee Volunteers, thanks to several benefactors, are in a position to pay you to find this relic in our name and return it to me here in Sornhill. If you will so swear, I shall let you know the particulars."

As long as the PCs make some form of reassurance, Emnet continues: -

"The lance was lost in the See of Medegia during the Battle of the Great Confluence, during the Greyhawk Wars. This was Osson's, last battle as he had commanded the valorous Almorian forces deep in the lands of the fell Aerdy. However it was lost on the

field of battle, like the valiant Commandant, until euroz found it.

"The lance was found on a battlefield in Medegia not long after the war. The euroz who found it understood little of its value, but it is a fine weapon, and it was given to the leader of the euroz as tribute. Eventually these euroz found their way to the south-east of Medegia and there they have raised a settlement. "In time men of the Sea Baron came, under the leadership of one Frozinir. It was these men who recognised the value of the lance and a sympathetic voice sent word of this find to our organisation A man named Gallran Havamkast awaits you at a hamlet two days southwest of Mentrey named Barca.

"We would like you to travel to the settlement and negotiate for the lance. Our patron will of course pay you very well and compensate you for any payment you must make."

3) Erian Tournvail (Almor)

The Merchantman is a large two-storey inn. Most of the lower floor is taken up with the taproom. Kegs line one wall, separated from the rest of the space by a trestle table behind which Caroff stands. Sods and sailors in their cups shall doubtless leer at Ladies in the party, and men eyed by bawds seeking their next wage. A mixture of hostility, curiosity and other reactions awaits the PCs. Unless the PCs act conspicuously the regulars are content to live and let live. They do however have a particular light-hearted disdain for the "girly little milk drinkers" of a rival tavern within Sornhill.

The gruff Caroff informs the PCs that Erian does not appear in the Merchantman until night. Sure enough if they wait long enough he enters.

❖ **Erian Tournvail, male human Wiz5; AL CG.**

Character: Originally from Almor he fled here after a border raid by the Overking's forces destroyed his village and killed most of his family. Erian possesses a wide range of spells and will cast most of these for a fee. Unfortunately Erian believes himself to be a talented singer – and he most definitely is not. He uses the bulk of the monies gained from his spellcasting to fund his hobby, hiring musicians to accompany him in the various inns and tavern of the town. This situation is not helped by his lack of common sense and the fact that he is almost tone deaf. He can normally be found at the "Laden Merchantman", in Harbour Town where he permanently rents a small suite of rooms. Intelligent and quick he lacks common sense and is not overly strong.

Appearance: Erian is thin as a waif, a tall individual who prefers to wear bright, flamboyant clothes and is particularly fond of "impressive" headgear. His eyes are brown, as is his hair although he has a small lock of blond hair behind his left ear.

He introduces himself as follows: -

"Perhaps an introduction sirs. Erian of Sornhill, formerly of a place near Narsel Mendred. Onnwal at present, Almorian at heart. A pleasure it is!"

Allow the PCs to introduce themselves. He continues: -

"I have summoned you here for I need your services, Swear not to reveal anything of what I am to tell you and I will let you in on a secret that may shake the Dragonshead!"

Assuming the PCs swear Tournvail continues: -

"A lance, wielded by none other than Osson of Chathold has been found by a euroz tribe. It was believed lost in the See of Medegia since the Greyhawk Wars.

"That is the entirety of the mission – I wish for you to seek it, and return it to me here, I will see it is returned to loyal Almorians as a symbol for rebuilding our country. A noble goal – and one which unlike other folk's won't endanger the Free State by messing with Ahlissa or Sunndi."

If asked as to why the PCs should return the lance to him, read aloud the following: -

"The Idee Volunteers seek the lance to try to win favour for their own cause and destabilise the region of Naerie within Ahlissa. If the lance falls into their hands elements of Sunndi will doubtless throw their weight behind Idee, nearer and more accessible than poor Onnwal. The scraps of aid Hazendel sends you will cease – as the Sunndians find another cause to champion. If the lance is given to the Ahlissans, then they will act dishonourably and most likely destroy it. I intend to return it to my fellow Almorians."

He is being entirely truthful here. Before he will let them know where it is however, he will ask them to swear on their honour to return it to him, Erian Tournvail. If they do he continues: -

"The lance was found on a battlefield in Medegia not long after the war. The euroz who found it understood little of its value, but it is a fine weapon, and it was given to his leader as tribute. Eventually

these euroz found their way to the south-east of Medegia and there they have raised a settlement.

"In time men of the Sea Baron came, under the leadership of one Frozinir. It was these men who recognised the value of the lance and sent messages to a friend of a friend that the euroz might be willing to trade. A man named Gallran Havamkast awaits you at a hamlet two days southwest of Mentrey named Barca.

"I understand the orcs wish a pittance; a pittance that you will be amply compensated for in return for giving me this lance."

What Next?

Now that you have run the introduction detail briefly the journey from the starting region to the western borders of the See of Medegia. It is assumed they travel overland to the point noted on the map. They are close to Barca when the scenario begins in Encounter 1: Ruined Shores.

Introduction (Sunndi)

Before you start running the game, take a good look at the characters playing at your table and look if any of the PCs openly worships Trithereon. Ahlissa might try to use Sunndians to retrieve Ossoon's Lance as a public relations campaign, but actually asking known Trithereonites to do so, would be like asking a fish to live on land. Chances are just too big that the Trithereonites will keep the lance or to provide the necessary information to other interested parties even though they might promise not to do so. So if there is an open worshipper of Trithereonite among the PCs, the Ahlissans will not contact them. The Almorians and the Idee Volunteers of course either don't care or see being a Trithereonite as an advantage. In any other case all three parties will contact the PCs.

Read aloud or paraphrase the following:

There are not too many chances to have a fun carefree nights are few for adventurers, so when such a night offers itself, you tend to grasp the chance with both hands. Still, in a land like Sunndi you can expect to never have an evening for yourself. There are always people in need of an adventurer, even if most only follow you around to hear about your heroics for the umpteenths time or to ask you to rescue their cat from a tree or worse to get gold out of your successes. It really does not matter whether you are in a big town like New Keep, where you are now, or a small hamlet like Viceroc.

Last night though, you got two rather interesting sounding requests to pay a visit for more information on a job. While enjoying a drink in the Hollow Inn,

one the locals, a noniz by the name of Elbrak, invited you for a private meeting at the Inn for lunch that afternoon. He said that a friend of his really needed the aid of some stalwart adventurers for the Sunndian Cause (whatever that may be). Sometime later, a slightly drunk cleric of Pelor gave you a similar invitation for breakfast at the local temple. He was mumbling something about foreign missionaries looking for trustworthy adventurers. Furthermore, this morning when you returned to your inn, the owner gave you an official looking invitation for dinner at Lord Hugher house complete with the wax seal of Zilchus' temple. The request included coming in full adventurers attire. With breakfast time approaching fast, it is time for you to chose whether you want to accept the invitations or not.

Elbrak is a member of the Iron Band, a smuggling organization that operates between Naerie and New Keep and which does tend to favour the cause of the Idee Volunteers, if only because they pay a nice sum of money for weapons and other supplies. So when the Idee Volunteers asked them to arrange a meeting with a group of adventurers, they complied. At the Hollow Inn the PCs will be speaking with the hobniz Derwin Proudfoot. At the temple of Pelor they will be speaking with his eminence Nolan Ertak, a high ranking cleric from Almor who while travelling through Ahlissa learned of the lance and decided to hire a group of trustworthy adventures as quickly as possible. Sunndi happened to be nearby and he hoped that the Sunndians had a reason to be grateful to the Almorians and hence more willing to aid him in his cause. Lord Hugher is the leader of the Benefit, a trading group who made a deal with most local farmers, and a cleric of Zilchus. He is hosting a party for his guests from Ahlissa, representatives from the church of Zilchus and the Royal Traders who are here on an explorative mission for setting up the trading posts about which negotiations are commencing at this moment.

1) Lord Hugher (Ahlissa)

Read aloud or paraphrase the following:

When you arrive at the house of Lord Hugher, you realize you will not be the only guest of the evening. Just before you arrived, a large stately coach drove away and once you are standing before the door, you hear the dampened sounds of music and laughter. After you have knocked on the door, it is quickly opened a servant in livery bows politely and then leads you through a small corridor to a bigger room at the back of the house. There are several richly dressed people in the room and they are all in a rather

pleasant mood. In a corner a bard is playing soft melodies while the other guests are pleasantly talking with each other.

Once you enter, a richly dressed man with short brown hair and a goatee walks towards you. "Ah, the guests about which Lord Hugher have talked so much. My name is Tilian Mandred, official representative of the Royal Court of Ahlissa, send to learn more about you fine Sunndians so that trade can be reassumed and your fears of any conquest of Sunndi by Ahlissa removed," he says with an earnest look on his face. "A pleasure it is to meet fine people like yourself. I have heard of the importance Sunndians place on adventurers, so what better way to learn of you people then to invite you to this informal dinner? Of course, I also have some more material and mundane reasons for which I need folk of fine character and keen wit. For that though, you must swear by the Guildmaster, Zilchus, not to reveal anything of what I am about to tell you. Don't worry, you do not need to fear any cloak and dagger that might damage your fine state – my employ of you shall be as treasure seekers, nothing more, nothing less."

Assuming the PCs swear the oath by Zilchus (he will not accept any other gods, especially Heironeous's oaths) Tilian will guide them to a more private, but just as luxurious, room, where he will proceed:

"The treasure of which I spoke, is a lance. A euroz tribe has found a lance, said to have been wielded by a great warrior who fought against the tyrannical predecessors of great Overking Xavener, Osson of Almor. It was believed lost in the See of Medegia since before the Greyhawk Wars.

"That is the entirety of the mission - I wish for you to seek it, and return it to me here, and for that Ahlissa will reward both you and the Free State. Will you so swear to do this?"

If asked as to why the PCs should return the lance to him, read aloud the following:

"The rebels in Naerie seek the lance to try to win favour for their own cause and through their actions destabilise the whole region. If the lance falls into their hands, elements of Sunndi will doubtless throw their weight behind Naerie's rebels without thought of the consequences of such aid. Only a vocal selfish minority in Naerie is actually opposed to the benevolent rule of Xavener and they are willing to risk the lives and goods of many for their own gain. In short, it might start a civil war, which would draw

away a lot of resources from among other places the attempts to liberate Onnwal from the Scarlet Brotherhood, to guard the northern borders against the mad ruler of the Northern Kingdom and who knows, it might give the bullywugs an opportunity to raid Sunndi in full. If the lance is given to me, it will disappear until Onnwal is free and the trust between Sunndi and Ahlissa is restored - once that has happened of course we will return it to the Almorians, who are the rightful owners of the Lance. To give it to them now would be folly - the Ideeans would inevitably obtain the lance from them, either by subterfuge or less likely diplomacy."

Tilian is being entirely truthful here and trying to appeal to the PCs patriotism, sense of realism and pacifism. Giving the lance to the Idee Volunteers would definitely destabilize the region and more than likely result in a lot of trouble that would harm all involved at the very least in the short run.

If any PC is an outlaw within Ahlissa, Tilian adds the following:

"I understand in previous visits to my country you have earned the wrath of my Overking. The ethos of Ahlissa is this - with a firm heart, industriousness and a will to serve one can easily work to heal the mistakes of the past. Serve me in this and I shall write you a letter of marquee that shall get you past any of our men. Complete the task and I shall see to it personally you receive a pardon. I am a man of no small influence in my homeland."

Tilian insists all, especially paladins and lawful clerics swear oaths on their honour and beliefs (and upon Zilchus of course) to return the lance to him.

"The lance was found on a battlefield in Medegia not long after the war. The euroz who found it understood little of its value, but it is a fine weapon, and it was given to the leader of the euroz as tribute. Eventually these euroz found their way to the southeast of Medegia and there they have raised a settlement.

"In time men of the Sea Baron, under the leadership of one Frozinir, came to this settlement. It was these men who recognised the value of the lance and sent messages to a friend of a friend that the euroz might be willing to trade. I understand the orcs wish a pittance, a pittance that you will be amply compensated for in return for giving me this lance. A man named Gallran Havamkast awaits you at a hamlet two days southwest of Mentrey named Barca."

Once the PCs either agreed to get him the lance or refused to do so, he will return to the party together with the PCs, where they will have a luxurious if somewhat boring evening.

2) Derwin Proudfoot (Naerie)

Read aloud or paraphrase the following:

The streets of New Keep are quite busy at this time of the day, but as you expected, the Hollow Inn is closed. When you knock on the door though, it is quickly opened and when the gnome owner recognizes you, he ushers you inside and locks the door behind you. He quickly leads you to a table at the back of the common room. The place looks rather different without the crowd you usually see here. The smell of soap and fresh hay certainly is better than the smell of spilled ale, sweat, smoke and wet ale that you usually get at a busy evening. There is only one other person in the Common room, a tall slender halfling with long brown hair, simple clothes and a twinkle in his brown eyes. "Ah, my guests have arrived. Please take a seat. I am sure that Bel is more than willing to provide you with a drink and something to eat and while eating I have a business proposition for you. First though, I have a question for you. What do you think of the Idee situation?"

If the PCs enquire with whom they are talking, allow them a DC 25 Knowledge Local (Meta-region V/Splintered Sun) check to recognize the halfling as Derwin Proudfoot, a halfling who according to his reputation is a sly trader who officially trades with the clans of the Hollow Highlands, but unofficially with the Idee rebels. A member of the Iron Band recognizes him immediately as one of the higher ranked members of that group. Derwin has a reputation as a sly trader with an eye for profit, but who tends to be a bit of an idealist when it comes to Idee. The man never lets his ideals get in the way of the Iron Band's interests though - he merely tries to make the interests of the Band the same as his ideals. Otherwise the PCs have no idea who he is. When the PCs remark that they have no idea with whom they are talking, he will immediately apologize for being so rude and he will introduce himself as Derwin Proudfoot, a peddler in the Hollow Highlands and friend of Bel "Ashface" Nolar, owner of this fine establishment.

Before telling the PCs where this is all about, he will want to know their answer on his question. If the PCs have answered his question, he will proceed:

"As you know, Idee was lost to the Brotherhood, and then to the Overking of Hlissa. Just like us Sunndians, there are many there who want independence instead of being at the back and call of some Tyrant from far-off Kalstrand and his toady."

"Recently representatives of these forces contacted me with a request to get a group of adventurers together who would be willing to help an old ally in need. The Idee Volunteers intelligence discovered that a symbol of freedom, the Lance of Osson, is in the lands of the east. With this lance they could rally much needed support, such as from us Sunndians. Sunndians who after so much war and bloodshed no longer wish to involve themselves in the cause of Freedom - even though the Ideeans helped us in the past in our struggle for our independence. The followers of Trithereon as well as many other Sunndians would see this lance as a symbol of freedom, a sort of a wake-up call, just as Osson liberated their land, so would they liberate Idee in his name!"

"The Ideean Volunteers, thanks to several benefactors, are in a position to pay you to find this relic in our name and return it to me here in New Keep from where we will get it to the Ideean Volunteers. If you will so swear, I shall let you know the particulars."

As long as the PCs make some form of reassurance, Derwin continues:

"The lance was lost in the See of Medegia during the Battle of the Great Confluence, during the Greyhawk Wars, the last battle to see Osson alive as he had commanded the valorous Almorian forces deep into the lands of the fell Aerdy. However it was lost on the field of battle, like the valiant Commandant until euroz found it."

"The lance was found on a battlefield in Medegia not long after the war. The euroz who found it understood little of its value, but it is a fine weapon, and it was given to the leader of the euroz as tribute. Eventually these euroz found their way to the southeast of Medegia and there they have raised a settlement. Eventually these euroz found their way to the southeast of Medegia and there they have raised a settlement. In time men of the Sea Baron, under the leadership of one Frozinir, came to this settlement. It was these men who recognised the value of the lance and a sympathetic voice sent word of this find to our organisation. A man named Gallran Havamkast awaits you at a hamlet two days southwest of Mentrey named Barca."

"We would like you to travel to the settlement and negotiate for the lance. Our patron will of course pay you very well and compensate you for any payment you must make."

3) His Eminence Nolan Ertak (Almor)

Read aloud or paraphrase the following:

Your invitation grants you immediate access to the private wings of the Temple of Pelor, where you are brought to a small simple dining room. A small window gives you a clear view on the rising sun and the beautiful gardens below. There are several simple wooden chairs around the table and on it a simple but good looking breakfast. At the end of the table a small balding man with grey hair and a weathered appearance in yellow-white robes rises to greet you when you enter the room. "Good morning," the old man starts with a surprisingly strong voice, "I am Nolan Ertak, a cleric of Pelor, hailing from Almor. Please sit down. It is but a simple fair, but the cook is quite good and I rarely have eaten as well as in this temple and I have visited many."

Nolan Ertak is a man in his sixties, who still looks very fit and healthy. He is a quite and calm man who enjoys the simple things of life and who loves to travel. Still, he loved his home country and he mourns its fall during the Greyhawk Wars. Hence when he learned about the lance, he hoped if he would acquire it and return it to Almor, it would help strengthening Almor's cause. Before he will proceed, he will ask the PCs to promise to keep whatever is going to be said between the people of this room. He will not demand any solemn oaths, realizing fully well that those who place value in oaths will keep their promises without such oaths and that for those who break their word care nothing about solemn oaths. If the PCs need reassurance, he will make it perfectly clear that what he is about to ask is not illegal or even adverse to Sunndi's interest. It is just that some less than honourable people might love to hear what he is about the tell and try to get a profit out of it. Once the PCs have given their promises, he will tell what it is all about.

The priest stars out of the window, a sparkle that was momentarily in his eyes seems now diminished, and his face seems to age as his voice wavers, "Know you of the fate of my kingdom, the Prelacy of Almor?"

If the PCs do not he can explain the background to Osson's campaign and the fall of Almor. He continues irrespective of this: -

"I seek the lance of the valiant Commandant Osson of Chathold. The lance was lost in the See of Medegia during the Battle of the Great Confluence, during the Greyhawk Wars, the last battle to see Osson alive as he had commanded the valorous Almorian forces deep into the lands of the fell Aerdy. However it was lost on the field of battle, like the valiant Commandant until euroz found it.

"For my nation I seek this lance – there was no body to inter, nothing of his save the Banner of Almor that was returned to Prelate Kevont at the Basilica. Even that is lost – said to be within the Ruins of Chathold.

"Returning the lance to Almor would perhaps bring closure to at least a few old wounds. Others seek it to cause further conflict in pursuit. Of course they believe they are being just and noble, but only we would see it used to bring peace. Please, if you are people of compassion would you be willing to swear to this quest?"

Nolan will accept any oath to a good or lawful neutral aligned deity, before continuing: -

"The lance was found on a battlefield in Medegia not long after the war. The euroz who found it understood little of its value, but it is a fine weapon, and it was given to the leader of the euroz as tribute. Eventually these euroz found their way to the southeast of Medegia and there they have raised a settlement. Eventually these euroz found their way to the southeast of Medegia and there they have raised a settlement. In time men of the Sea Baron, under the leadership of one Frozinir, came to this settlement. It was these men who recognised the value of the lance and a sympathetic voice sent word of this find to our organisation. A man named Gallran Havamkast awaits you at a hamlet two days southwest of Mentrey named Barca.

"We would like you to travel to the settlement and negotiate for the lance. Our patron will of course pay you very well and compensate you for any payment you must make."

Nolan will answer questions as best he can from the background. After this he will ask the PCs to begin their long journey, and bless each of them in the name of the Shining Lord.

What Next?

Now that you have run the introduction detail briefly the journey from the starting region to the western borders of the See of Medegia. It is assumed they travel overland

to the point noted on the map. They are close to Barca when the scenario begins in Encounter 1: Ruined Shores.

Introduction (Innspa/Adri)

Before you start playing, choose three PCs from your players. Each of them will receive one of the following messages.

Proceed like this:

1. The message sent by Princess Karasin's treasurer, Graulem of Atirr, is best sent to a PC who has already been in conflict with Ahlissan law; for one thing, this might be players who have participated in the Meta-Regionals "Legacy of Madness" or "The Prisoner." If none of these are available, having played in either the Year One Regional "Willkommen im Adri" ("Welcome to the Adri") or the Year Three Introductory Adventure "Wiedersehen im Adri" ("Return to the Adri") will also qualify. You should only choose a resident of the Adri Forest, though, if there are no residents of Innspa who qualify!
2. The message from Medarkus / Eldan Arkion is sent to a PC who has either played the Meta-Regional "The Glory of Times Past" (or its 2001 Special Event forerunner, "Ruhm vergangener Tage") or the FSF 2001 Special Event, "Die verlorene Statuette" ("The Stolen Statuette"). If none of your players qualify for either, choose one according to the following criteria (in the order listed): a cleric of Heironeous; a paladin of Heironeous; a fighter openly displaying allegiance to Heironeous; any character with alignments LN or LG.
3. The message from Ernjulf Ebroer is sent to a PC who has either played the Year One Regional "Räuber im Adri", ("Bandits of the Adri") or the 2002 Special Event, "Tod im Adri" ("Death in the Adri"), or who has the Regional certificate, "Hero of the Adri" (or, alternatively, a Favour of the Church of Ehlonna). If none of your players qualify for either, have Ernjulf Ebroer approach that PC he believes to be most likely to fight for freedom: believers in Trithereon, or PCs with the alignments CG, CN, NG, or N (Ebroer will only trust Lawful characters if he knows them personally!).

You have just finished your day's work and returned to the Inn of the Prancing Paladin when innkeeper Meblick Andau approaches you, saying, "Well, here you are after all. All of Innspa seems to be looking for you right now! Here's a note for you," he says handing an envelope over to one of you.

"And also for you" he says handing over a second enveloped to another of your group, before producing

a third envelope, sighing wearily and thrusting it into the hands of a third member of the group, "and lastly for you."

Now he beams at you and you cannot shake the feeling he might be waiting for something.

Each envelope contains one of the invitations mentioned above, scheduled for the next morning; none of the senders may be contacted during the night. The PCs should take the time given to them to decide whom they want to meet first. Should the PCs have trouble identifying some or all of the names, (maybe because they haven't played one of the adventures in question), have them roll Knowledge (Splintered Suns) with the following DCs: 12 for Graulem of Atirr, DC 15 for Medarkus, DC 23 for Eldan Arkion, DC 12 for Ernjulf Ebroer.

Successful rolls net the PCs the following information:

1. Graulem of Atirr is Princess Karasin's treasurer, one of her more influential court members. He is loosely related to her.
2. Medarkus is a mysterious character who has been seen sporadically in the poor quarters and fugitive camps of the city, evoking the past of Almor. He has been urging his listeners to remember this glorious past and throw off the shackles of Ahlissa.
3. Eldan Arkion was a member of the Aerdy Re-Enactment Company who performed in the city earlier this year. He seemed to have been hunted by the Scarlet Brotherhood and disappeared without trace after two assassination attempts against him had failed.
4. Ernjulf Ebroer is the host of the Red Boar Inn near Elversford. He is fond of telling the story how, as a young man, he took part in the Battle of the Woodford and, later, in Osson's campaign during the Greyhawk Wars.

1) Graulem of Atirr (Ahlissa)

Read aloud or paraphrase the following: -

Your invitation leads you straight to the palace of Princess Karasin, in the heart of the Old City. You present the invitation and the guards let you pass - but not until after you have gone through lots of bureaucratic trivia (like signing your names in the guest book, having your weapons tied up, being warned about the dangers of using arcane as well as divine magic within the palace without proper authorisation, etc.). Two wardens lead you into one of the palace's side wings, up to a huge double door. One

of the wardens knocks, announcing your arrival. The door is opened, and the warden ushers you in.

Beyond the door, you see an impressive office room (or rather, a hall). It is impossible to tell from the room's furniture what the person working here is actually doing - except that his duties are probably of an administrative nature, since the room is sumptuously furnished.

A rather plain-looking, yet lavishly dressed man of indeterminable age - his age could be anywhere between 30 and 50 - gives to a short nod and motions you to wait for a few more minutes until he has finished what he is currently working on (a piece of writing, from the looks of it). He does not offer you seats, which may be due to the fact that there simply aren't any seats in this room, except his own ornate, almost throne-like chair.

"Well, it pleases us that you have seen fit to follow our invitation," he greets you a few minutes later, without actually looking up from his work. "We would like you to run a small errand for us, for which you will be recompensed handsomely."

☞ Graulem of Atirr, male human Nec5/Rog4: AL LE, Diplomacy +8, Intimidate +4, Sense Motive +5.

He continues: -

"We have summoned you here for we are in need of your services. You have been chosen because we have graciously decided to allow for you to clear yourselves from some minor offences you have committed in the past. Thus, you would be counted as loyal and unblemished citizens of the Principality of Innspa again once you have finished this mission to our satisfaction. Of course, as Treasurer of said Principality I also have the authority of granting you a certain sum of money as compensation for your efforts. But you must swear by the Guildmaster, Zilchus, not to reveal anything of what I am to tell you."

Assuming the PCs swear the oath by Zilchus (he will not accept any other gods, especially Heironeous's oaths) Graulem continues: -

"You need not fear any cloak and dagger intrigues—my employ of you shall be as treasure seekers. A lance, said to have been wielded by a great warrior who fought against the tyrannical predecessors of our great Overking Xavener, Osson of Almor has been found by an euroz tribe. It was believed lost in the See of Medegia since before the Greyhawk Wars.

"That is the entirety of the mission – I wish for you to seek it, and return it to me here, and for that Ahlissa will reward you. Will you so swear to do this?"

If asked as to why the PCs should return the lance to him, read aloud or paraphrase the following: -

"The Almorian rebels seek the lance to try to win favour for their own cause and destabilise the Principality of Innspa and our neighbours. If the lance falls into their hands certain elements of Nyronnd will doubtless throw their weight behind a resurrection of Almor, and thus endanger the fragile balance between Ahlissa and Nyronnd.

Of course, the Princess also has a vested interest of her own in that lance: She intends to honour the valiant Osson, who so bravely fought against the tyranny of the last of the Ivids and to whom Innspa is deeply indebted for being saved from the Greyhawk Wars, by erecting a monument in his name. What, then, would be more suited for such a monument than displaying this very lance, a relic of this veritable and legendary warrior?"

Graulem is not being entirely truthful here, but most of what he says is true, so it's hard to tell if he's lying (DC 25).

If any PC is an outlaw within Ahlissa, Graulem adds the following: -

"We understand that you have earned the wrath of our Overking. The ethos of Ahlissa is this – with a firm heart, industriousness and a will to serve one can easily work to heal the mistakes of the past. Serve us in this and we shall write you a letter of marque that shall get you past any of our men. Complete the task and we shall see to it personally that you receive a pardon. Our word does hold a certain weight not only in this court, but also at that of Kalstrand."

Graulem insists all, especially paladins and lawful clerics swear oaths on their honour and beliefs (and upon Zilchus of course) to return the lance to him.

"The lance was found on a battlefield in Medegia not long after the war. The euroz who found it understood little of its value, but it is a fine weapon, and it was given to the leader of the euroz as tribute. Eventually these euroz found their way to the south-east of Medegia and there they have raised a settlement.

"In time men of the Sea Baron came, under the leadership of one Frozinir. It was these men who

recognised the value of the lance and sent messages to a friend of a friend that the euroz might be willing to trade.

"I understand the orcs wish a pittance, a pittance that you will be amply compensated for in return for giving me this lance."

Note: If the PCs give the Lance of Ossoon to Graulem of Atirr at the end of this module, all outstanding warrants and such will be terminated. You will need to cross off all respective entries on the ARs of the players, since the PCs are no longer hunted by the Ahlissan authorities. Should they fail to return the lance, their status as outlaws will, of course, only be confirmed!

2) Medarkus / Eldan Arkion (Almor)

Medarkus and Eldan Arkion are actually the same person! Thus, only the persona who has invited the PCs will make an entry. Only PCs who have played "Ruhm vergangener Tage" / "The Glory of Times Past" will actually meet Eldan Arkion. All others will only get to see the mysterious prophet, Medarkus. Thus, you will need to be very careful about how you have him introduce himself. If there is only one PC in the group who has met this character in his Eldan Arkion guise (i.e., has played the above-mentioned adventure), he will by no means whatsoever appear as Medarkus, for fear of betraying his new identity. On the other hand, of course, he will also not give away the fact that Medarkus was formerly known as Eldan Arkion.

Read aloud or paraphrase the following: -

You follow the invitation to a small alley in New City, quite close to the walls surrounding the Old City. The place where you are supposed to meet [Eldan Arkion / Medarkus] is actually one of the poorer quarters of the city. As you approach the designated spot, a figure steps out of the shadows. It beckons to you, saying: "Greeting! Please, follow me..."

Depending on which persona sent the invitation, use one of the following descriptions:

❖ **Eldan Arkion:** Eldan is around 6 feet high, slender but yet muscular. He has black hair, brown eyes, and a full beard. He is around 50 years of age.

Eldan is very charismatic, but usually displays a certain passivity in conversation. AL LN.

❖ **Medarkus:** Medarkus is rather large and, judging from the voice, male. His face is hidden by a hood drawn deeply into his face. His wide, dark blue robes do not

allow any guesses as to his build. Should he ever throw back his hood (which will *never* happen in the light of day!), the PCs will notice black hair, brown eyes, no beard (!) and a face of about 50 years of age. AL LN.

The figure leads you into a small backyard hidden out of sight from the alley. "I am pleased that you were able to accept my invitation," the man says in a deep, pleasant voice. "Some friends of mine at the temple of Heironeous have told me about you. They have asked me to contact you and entrust you with a mission of the utmost importance, not only for me, but for the entire temple. I will need you to swear that not a single word of what you are about to hear will ever escape your lips. Only then am I at leisure to give you more details..."

Eldan Arkion / Medarkus insists all, especially paladins and lawful clerics swear oaths on their honour and beliefs (and upon Heironeous of course).

"Recently a discovery was made: a symbol of our great past and of the valour of those that follow the Invincible – the Lance of Ossoon, was found in the lands of the east."

"The lance was lost in the See of Medegia during the Battle of the Great Confluence, during the Greyhawk Wars, the last battle to see Ossoon alive as he had commanded the valorous Almorian forces deep into the lands of the fell Aerdy. However it was lost on the field of battle, like the valiant Commandant until euroz found it.

"The lance was found on a battlefield in Medegia not long after the war. The euroz who found it understood little of its value, but it is a fine weapon, and it was given to the leader of the euroz as tribute. Eventually these euroz found their way to the south-east of Medegia and there they have raised a settlement. It found its way into the hands of the leader of the euroz as tribute. Eventually these euroz found their way to the south-east of Medegia and there they have raised a settlement.

"In time men of the Sea Baron came, under the leadership of one Frozinir. It was these men who recognised the value of the lance and a sympathetic voice sent word of this find to our organisation.

"We would like you to travel to the settlement and negotiate for the lance. Our patron will of course pay you very well and compensate you for any payment you must make."

"Returning the lance into the hands of the Temple of the Invincible will help us in strengthening His faith again, thus improving our position within this city."

3) Ernjulf Ebroer

Read aloud or paraphrase the following: -

"Meet me at the time of breaking the fast at The Frothy Mug. I offer a rewarding task. Ernjulf Ebroer."

This was all the invitation said. And yet your curiosity was piqued. You have barely entered the tavern as a man waves you to his table. The man couldn't be more out of place here: his red hair outshines everything else in this rather dreary tab room.

Players who have played "Räuber im Adri" ("Bandits of the Adri") or "Tod im Adri" ("Death in the Adri") already know this man. For all others, use the following description:

◆ **Ernjulf Ebroer** is around 6'2" and somewhat heavy-set. His very short hair is of a striking red colour, almost unnaturally so. He has a rather pale skin with lots of freckles. His eyes are of a deep blue. Several small scars show on his face and arms. His age is around 30. AL N.

"Ah, well, there you are. So good of you to come..." He lowers his voice a bit: "It is important that nothing of what will be discussed here is leaked to the outside. If others learn of this, your task will be so much harder!"

Giving a quick glance around, you find that nobody seems to be interested in the conversation. Ernjulf also seems to be satisfied and continues: "Recently a discovery was made: a symbol of freedom – the Lance of Osson, was found in the lands of the east."

"The lance was lost in the See of Medegia during the Battle of the Great Confluence, during the Greyhawk Wars, the last battle to see Osson alive as he had commanded the valorous Almorian forces deep into the lands of the fell Aerdy. However, it was lost on the field of battle, like the valiant Commandant until euroz found it.

"The lance was found on a battlefield in Medegia not long after the war. The euroz who found it understood little of its value, but it is a fine weapon, and it was given to the leader of the euroz as tribute. Eventually these euroz found their way to the south-east of Medegia and there they have raised a settlement. It found its way into the hands of the leader of the euroz as tribute. Eventually these euroz found their way to the south-east of Medegia and there they have raised a settlement.

"In time men of the Sea Baron came, under the leadership of one Frozinir. It was these men who recognised the value of the lance and a sympathetic voice sent word of this find to me.

"I would like you to travel to the settlement and negotiate for the lance. Our patron will of course pay you very well and compensate you for any payment you must make."

"You need to know that I have a strong personal interest in that lance: I was part of that campaign myself as one of the officers fighting under Osson. I was one of those very few who escaped with their lives back then, avoiding capture. It pains me to hear that Osson's lance is now in the hands of orcs, who cannot even begin to know what an important symbol of freedom for this region they have laid their clutches on. Thus, I would like to ask you to travel there in my name and recover the lance. Of course, I will pay you well and cover all your expenses. Since, technically speaking, these orcs dwell on Ahlissan ground, it would probably not be wise to acquire it illegally. These days, you never know what might attract the authorities..."

Since everything Ernjulf is saying is obviously true, it is rather hard (*sense motive* DC 30) to notice that he has deliberately left out things he would need to lie to the PCs about. And even if such a roll succeeds will Ernjulf stubbornly refuse to explain his hidden motives, trying to evade such questions as skilfully as possible...

Introduction (Naerie)

Read aloud or paraphrase the following: -

A night of revelry upon the streets of Naerie City has ended successfully this evening, as you return to your lodgings within the Star of Aerdy tavern.

Wulfric, the inkeep, leans over the bar, finishing preparations for the early hours of the morning as you approach. He greets you gruffly, "You're lucky ye made it in, I was about to bar the door. You've been popular here tonight, I've many messages fer ye."

Pick one of the PCs to receive a message from Duchess Isabella of House Haxx (actually on behalf of Emissary Darvander, though the message does not say so) requesting the PC in question's presence, and those of his comrades, to journey to the Palace of Prince Barzhaan. Another PC receives a similar summons from Fara, representing the Idee Volunteers, and a third PC gets a message from Erian Tournvail, representing his homeland of Almor. The first two summons will be

addressed to PC's with favours of those organisations, in preference to those without.

Each invitation requests the pleasure of their company on the morn, and they are not likely to be contactable late at night. The PCs should get some sleep and decide which of the worthies they intend to visit first.

1) Duchess Isabella

Read aloud or paraphrase the following: -

Your invitation grants you immediate access to the Palace of Prince Barzhaan as the guards stand aside at the Duchess' seal upon it.

Opulently decorated with flags of green and gold, but bearing the dark nightingale of Ahlissa, the occupant of this room you are led to has clearly made themselves at home, and the décor stands out from what you have seen of the rest of the palace. The room is bright and affords a good view of Pelor's morning rays, the docks and the shipyards. Sat with his boots resting upon a desk, this man clearly is at ease here. He is a short man with dark hair and a wily grin upon his face. Seeing your confused looks he lifts his feet off the table and sits up, "I realise my countenance is not as pleasing as the fair young duchess, but I assure you my conversation will be nearly as interesting."

◆ Darvander, male human Brd8: AL LG, Bluff +18, Sense Motive +18, ring of comprehend languages.

PCs who have met Darvander before recognise him instantly. If the PCs have never met Darvander (or any have the Favour of House Haxx), read aloud the following: -

"Perhaps an introduction might curb this awkwardness. Darvander Haxx, Cousin of Prince Barzhaan" he says, with a twinkle in his eye. "A pleasure it is to meet fine patriots like yourselves."

If any of the PCs have the Disfavour of House Haxx, read aloud the following: -

"Perhaps an introduction might curb this awkwardness. Darvander Haxx, Cousin of Prince Barzhaan," he says, with a stern tone. "House Haxx never forgets, but it does forgive. An opportunity has arisen for you to redeem yourselves in the eyes of my house."

He continues: -

"I have summoned you here for I need your services, and as I understand that you are folk of fine character and keen wit. I have need of both, but you must swear by the Guildmaster, Zilchus, not to reveal anything of what I am to tell you."

Assuming the PCs swear the oath by Zilchus (he will not accept any other gods, especially Heironeous's oaths) Darvander continues: -

"You need not fear any cloak and dagger intrigues, my employ of you shall be as treasure seekers. A lance, said to have been wielded by a great warrior who fought against the tyrannical predecessors of great Overking Xavener, Osson of Almor, has been found by a euroz tribe. It was believed lost in the See of Medegia since before the Greyhawk Wars.

"That is the entirety of the mission - I wish for you to seek it, and return it to me here, and for that Ahlissa will reward you. Will you so swear to do this?"

If asked as to why the PCs should return the lance to him, read aloud the following: -

"The Idee Volunteers seek the lance to try to win favour for their own cause and destabilise Naerie. If the lance falls into their hands, elements of Sunndi will doubtless throw their weight behind Idee. This will bring instability and lawlessness to our region as the Volunteers grow more bold in their actions. Many innocents would die – some so misguided as to allow themselves to be used as human shields by the Volunteers. I give you this opportunity to avoid this bloodshed. Do it for your country!"

Darvander is being entirely truthful here and trying to appeal to the PCs patriotism. If any PCs with the Bounty of Ahlissa from the Consecrations Interactive (Towercon 2003) are present he tries to gild the offer further with the following: -

"You have already tasted the bounty of Ahlissa's gratitude. Perform this service and you will most assuredly receive more of the same when word of these reaches the court of the noble Overking."

If any PC is an outlaw within Ahlissa, Darvander adds the following: -

"I understand you have earned the wrath of my Overking. The ethos of Ahlissa is this - with a firm heart, industriousness and a will to serve one can easily work to heal the mistakes of the past. Serve me

in this and I shall write you a letter of marque that shall get you past any of our men. Complete the task and I shall see to it personally you receive a pardon. I am a man of no small influence."

Darvander insists all, especially paladins and lawful clerics swear oaths on their honour and beliefs (and upon Zilchus of course) to return the lance to him.

"The lance was found on a battlefield in Medegia not long after the war. The euroz who found it understood little of its value, but it is a fine weapon, and it was given to the leader of the euroz as tribute. Eventually these euroz found their way to the south-east of Medegia and there they have raised a settlement.

"In time men of the Sea Baron came, under the leadership of one Frozinir. It was these men who recognised the value of the lance and sent messages to a friend of a friend that the euroz might be willing to trade. A man named Gallran Havamkast awaits you at a hamlet two days southwest of Mentrey named Barca.

"I understand the orcs wish a pittance, a pittance that you will be amply compensated for in return for giving me this lance."

Note: If any such PCs do not give the Lance of Osson to Darvander Haxx, they lose the Bounty of Ahlissa and the item they purchased through its use, which is stolen from them by agents unknown at the end of this module.

2) Fara

Read aloud or paraphrase the following: -

Your invitation directs you to the shipyard, and a merchant vessel named The Peryton, where you are met by a woman.

"Greetings mates," she says, casting her eye across the shipyard. "Welcome to my humble abode. We have much to talk about, and voices carry less in my cabin."

Assuming the PCs agree to Fara's precautions she leads them into her cabin. She offers them refreshment and settles them down into chairs before making her proposal. Read aloud or paraphrase the following: -

Fara paces by her desk - which is covered in maps and ledgers. Finally she leans down and asks, "What do you know of me?"

A successful DC 10 Knowledge (Splintered Sun) check reveals Fara to be a merchant captain of Naerie City.

If the PCs state that they know this information, he congratulates them on their intelligence.

"I am an Ideean, and like you I am a patriot to my country," she says, moving from her perch over the desk to moving around. "My homeland was lost to the Brotherhood, and then to the Overking of Ahlissa. However I have been contacted by those who resist, who fight against the toady that the Overking installed as regent of Idee.

"Recently our intelligence made a discovery that a symbol of freedom - the Lance of Osson, was in the lands of the east. With it, our resistance could rally support, such as those within Sunndi. After so much war and bloodshed some no longer wish to involve themselves in their neighbour's affairs. The followers of Trithereon would see this as a symbol of freedom - just as Osson liberated their land, so would they liberate Idee in his name!

"The Idee Volunteers, thanks to several benefactors, are in a position to pay you to find this relic in our name and return it to me here. If you will so swear, I shall let you know the particulars."

As long as the PCs make some form of reassurance, Fara continues: -

"The lance was lost in the See of Medegia during the Battle of the Great Confluence, during the Greyhawk Wars, the last battle to see Osson alive as he had commanded the valorous Almorian forces deep into the lands of the fell Aerdy. However it was lost on the field of battle, like the valiant Commandant until euroz found it.

"The lance was found on a battlefield in Medegia not long after the war. The euroz who found it understood little of its value, but it is a fine weapon, and it was given to the leader of the euroz as tribute. Eventually these euroz found their way to the south-east of Medegia and there they have raised a settlement. It found its way into the hands of the leader of the euroz as tribute. Eventually these euroz found their way to the south-east of Medegia and there they have raised a settlement.

"In time men of the Sea Baron came, under the leadership of one Frozinir. It was these men who recognised the value of the lance and a sympathetic voice sent word of this find to our organisation. A man named Gallran Havamkast awaits you at a hamlet two days southwest of Mentrey named Barca.

"We would like you to travel to the settlement and negotiate for the lance. Our patron will of course

pay you very well and compensate you for any payment you must make."

3) Alsiz Santana

Read aloud or paraphrase the following: -

You are directed by Wulfric to a private booth at the rear of the inn. Waiting there is an overweight man in his 40's with short cropped graying black hair.

"Greetings, greetings! Come in and make yourselves comfortable. Wulfric, some food and drink for my guests!"

Once the group are eating and drinking Alsiz continues, "Please excuse all this cloak and dagger introduction. My name is Alsiz Santana, a Bard by profession, originally from the fine land of Almor. I have travelled far and wide and heard many a tale. I can even remember a few of them." He winks.

"You may wonder why I have asked for this meeting? Well, truth be told I'm in a bit of a dilemma. I have recently heard about an heirloom from my homeland that has surfaced in Medegia, the Lance of Ossoon. The lance was lost in the Sea of Medegia during the Battle of the Great Confluence, during the Greyhawk Wars, the last battle to see Ossoon alive as he had commanded the valorous Almorian forces deep into the lands of the Aerdy. However it was lost on the field of battle, like the valiant Commandant until euroz found it."

"The lance was found on a battlefield in Medegia not long after the war. The euroz who found it understood little of its value, but it is a fine weapon, and it was given to the leader of the euroz as tribute. Eventually these euroz found their way to the south-east of Medegia and there they have raised a settlement. It found its way into the hands of the leader of the euroz as tribute. Eventually these euroz found their way to the south-east of Medegia and there they have raised a settlement.

"In time men of the Sea Baron came, under the leadership of one Frozinir. It was these men who recognised the value of the lance and a sympathetic voice sent word of this find to myself."

"I would like you to travel to the settlement and negotiate for the lance. I will of course pay you very well and compensate you for any payment you must make. The return of an Almorian heirloom is important to me, and of course makes a fine tale! It may even help to improve, or perhaps, diminish your own reputations."

Alsiz is a free-ranging intelligence source for Almor, reporting in when he has the chance.

What Next?

Now that you have run the introduction detail briefly the journey from the starting region to the western borders of the Sea of Medegia. It is assumed they travel overland to the point noted on the map. They are close to Barca when the scenario begins in Encounter 1: Ruined Shores.

Encounter 1: Ruined Shores

The journey to Medegia is uneventful. The borders are not clearly marked, but the ravages inflicted on the land by the wars are easily visible – deserted villages, fields lying fallow, and poorly maintained roads. After a day's travel through the ruined countryside the PCs witness one of many small skirmishes between the two powers that are contesting this unfortunate region; the United Kingdom of Ahlissa and the Solnor Compact.

Note: Refer to the section Travel Through the United Kingdom of Ahlissa for more information about some of the AR entries from previous modules that could affect this encounter.

Read or paraphrase the following:

It is late in the afternoon – soon it will be dark, and a campsite has not yet presented itself as you crest the last of a range of small hills. Beyond lies a great vale flanked by low-level hills, dotted with small copses of trees. Highlighted in the red sky is a ruined watchtower, no doubt once part of Medegia's border defences. In the distance, below the shadow of the great ruined tower, a battle is currently underway.

Two companies of knights begin to manoeuvre around the base of the hills. The largest group starts to move. Encased in steel and carrying banners of blue and white they lower their lances and charge. The ground thunders as the armoured horses churn up thick clouds of dust.

The smaller company waits with iron discipline as the larger group closes with terrifying speed. Their lances remain raised as gold and green pennants flutter in the wind. Still they do not move, waiting patiently as their enemy falls upon them.

Then, at the last moment, the nightingale standard bearer dips his banner and the hill above the charging knights suddenly becomes alive with movement. Archers wearing tabards of green and gold rise up from the bracken and in one fluid move let loose a murderous volley towards the charging knights.

The results are devastating as many knights fall from their horses and the charge falters. A horn rings out from the small company and the horses leap forward, crashing into the much-reduced group of enemy warriors.

You are too far away to make out much detail but the sounds of the dying; the moans of the horses and the clash of steel are clearly audible. After the ambush by the archers the outcome was never in any real doubt. Short and brutal, the skirmish is over in less than ten minutes.

A successful DC 15 Knowledge (Splintered Sun) check enables the PCs to determine the factions within the battle. The green and gold belongs to the United Kingdom of Ahlissa, the nightingale symbolising Ahlissa's nightingale; the blue and white is the Solnor Compact.

After the Ahlissans win the battle, their main force begins to break up, searching for stragglers. A roving patrol will come across the PCs unless they are taking great pains to conceal themselves. There is little cover available other than the low-lying bracken. If the PCs choose to hide, have the patrol make opposed Spot checks.

Assuming the PCs are spotted and do not attempt to hide from the patrol, read or paraphrase the following:

A distant rumble of thunder sounds in the air. A cloud of dust heralds the arrival of a troop of horsemen. They appear weary and dusty, but have a grim professional demeanour. Their tabards bear the same green and gold livery of the victors of the battle. The horsemen fan out as they approach with their lances raised. The lead knight halts, raising his hand. As one the others stop in formation behind their leader.

"Greetings strangers. I am Sir Avarrondrenn of the United Kingdom of Ahlissa. I would very much like to know what it is you are doing here?"

Avarrondrenn is a tough and battle hardened soldier. He expects answers to his questions rapidly and truthfully. The forty or so Ahlissan knights should be more than a match for the party so they will have to roleplay their way out of this.

☞ **Sir Avarrondrenn, male human Ftr4:** hp 39, see Appendix 1.

Appearance: Avarrondrenn is a tough and battle hardened soldier. His worn visage belies his fiery passion in his cause.

Character: Avarrondrenn is a dedicated Ahlissan, loyal to his monarch. Apart from being an excellent tactician he is also very charismatic. His men would follow him to the ends of Oreth. However, he is not the type to suffer fools gladly and will equally not respond well to threats or violence. And with forty or so knights to back him up he will not stand for a slur on his honour or that of Ahlissa,

☞ **Knights of Ahlissa, male human Ftr1 (40):** hp 12, see Appendix 1.

Of course if the players are working for the Kingdom of Ahlissa then it should be a simple matter of showing their papers of safe conduct. Assuming the heroes follow this course of action then read them the paragraph below.

"It seems that these papers are in order. I can unfortunately do little to aid you in your endeavour, but I will offer you an escort across the river. As you can see the forces of Rel Astra have once more made an attempt to invade his royal majesties protectorate of Medegia. Hopefully that was the only Astran force in the area, but just to be sure we will see you safely to the far side of the shore."

Avarrondrenn can provide the heroes with directions to the ruined hamlet if he feels so inclined but his duties do not permit him to accompany the party. He can provide any basic information about the current political situation, but will be obviously biased towards Ahlissa.

Without papers, it will require some fast-talking from the players in order for them to get past the knight. If the players attempt to come up with a convincing story as to why they are travelling through Medegia then have them make opposed Bluff checks. Alternatively, if they come up with a particularly good story then you should simply allow them to succeed. Avarrondrenn is looking for stragglers of the Astran army, not spies or foreign agents.

However, if the heroes are working for the Idee Volunteers and let this slip then it is unlikely that Avarrondrenn will let them go anywhere. Instead he will order his men to seize the rebel scum and place them under arrest. You should allow the players an opportunity to escape after the patrol makes camp for the night. Assume they will be guarded by two soldiers (use the statistics from Appendix 1) but will have had their weapons and armour confiscated.

Once the players have convinced Avarrondrenn to let them past, read or paraphrase the following:

"I'm still not entirely sure that letting you run about the Medegian countryside is the smart thing to do. However from your accents I'm pretty sure that you're not Astran warriors and they are my priority at the moment. Sertern, prepare to move the men."

Encounter 2: Meetings in Medegia

The party are expecting to meet their contact in a small village around a day's travel into Medegia. This is a community trying to rebuild itself following the years of warfare that have plagued the country. Its isolated location protected it somewhat from the major battles, and so it did not suffer as badly as elsewhere. The occupants survive mainly by trading any surplus supplies to the Ahlissans. However bandits in the pay of the Rel Astrans have recently discovered these trades, and have raided the village.

Read or paraphrase the following: -

Once past the Ahlissan patrol, the directions you have were given are simple and straightforward. A day's travel into Montesser lies the small hamlet of Barca. The plumes of smoke rising high into the sky across the next rise give the first indication that all is not well.

Assuming the PCs go closer to investigate, continue by reading aloud or paraphrasing the following: -

Below you in the vale lies a small hamlet. The buildings are wood and thatch and are protected by a small wooden wall. Most of the buildings are on fire, many raging uncontrollably, while others are simply smoking ruins. Even the crops and orchards are aflame.

Many villagers seem to have abandoned their homes, some leading pack wagons up into the hills. Some are attempting to put out the fires, while others are attending to the dead and wounded.

If the players indicate that they are planning on heading down to the village read the following:

A single trail leads down to the ruined hamlet. As you carefully pick your way down, you notice that you have been spotted by several of the remaining villagers. A cry of alarm is raised, and many run from you, leaving behind what they were carrying, or those they were caring for. Before you reach the bottom of the rise, the majority of the survivors have either fled or gone to ground hiding.

It will require some coaxing from the players to attempt to get any one to talk to them, and they will not be of very much help to the players. If asked what happened, they will tell of unknown riders, in blue and white, coming down from the hills. What they did not burn they destroyed. To the villagers the raid made no sense. They did not steal anything or offer any reason. It was as if they were just killing for fun. If the players offer to help the poor people of the hamlet, their aid will be met with extreme gratitude.

While the characters are looking about the ruins of the hamlet they will be approached by a middle-aged man, dressed in travelling clothes. It should be obvious to the players that he is not a native of the village.

A man approaches you. He is tall and well built, a dark grey travelling cloak thrown over one shoulder, and a sword strapped to his back. "Greetings strangers, my name is Gallran Havamkast, I believe that we have some business together."

APL 2

☞ Gallran Havamkast, male human Rog1: hp 8, see Appendix 1.

APL 4

☞ Gallran Havamkast, male human Rog2: hp 14, see Appendix 2.

APL 6

☞ Gallran Havamkast, male human Rog3: hp 20, see Appendix 3.

APL 8

☞ Gallran Havamkast, male human Rog4: hp 26, see Appendix 4.

APL 10

☞ Gallran Havamkast, male human Rog5: hp 32, see Appendix 5.

Appearance: Havamkast is a short, nondescript individual, dressed in worn but serviceable travelling clothes. He carries a small pack and wears a rapier.

Character: Havamkast is soft-spoken, and will not venture information unless specifically asked, apart from the location of Montesser, and the fact that the PCs must deal with orcs. He will introduce them to Shauntru, high priestess of Luthic, who has the Lance. They must bargain with her themselves.

Use the following information as a basis to roleplay the conversation between PCs and Havamkast. If the PCs want more information about their destination, or the

Lance, use the information below and the background provided in Appendix 2 to answer their questions.

Gallran Havamkast is an employee of Froznir Delrrii, a merchant and master mariner. He has been hired to lead the PCs to the lance.

Havamkast is being paid well by the PCs employers to undertake his role as guide and contact, and will not become involved in any combat, should it arise. Delrrii is aware of his mission, and will be taking a percentage of Havamkast's pay.

Havamkast knows little and cares less about the raid on the village of Barca. He has no interest in the political situation, so long as it does not affect him.

The Lance is currently in the town of Montesser, where it was spotted by an enterprising merchant. Montesser is somewhat unusual in that it is a community of orcs.

Development: The encounter ends once the PCs have spoken with Gallran and accepted him into their company. He leads them southeast towards Montesser, but informs them there is a small ruin of a coaching inn and a curious stone. Gallran has been asked to investigate this – and he prefers to do so with some muscle, though he would rather play on the PCs curiosity than ask them outright. Also avoiding the inn is likely to add a few hours to the journey, and Gallran is the guide after all.

Once they leave, proceed to *Encounter 3: A Medegian Odyssey*.

Encounter 3: A Medegian Odyssey

The PCs now should have Gallran in tow from *Encounter 2: Meetings in Medegia*. The scene opens as the PCs arrive at the ruin of a coaching inn. The inn and the few huts that comprised a surrounding hamlet has become the base for a group of humanoid brigands, led by a powerful cleric of Gruumsh. He has realised that the monoliths of the Walker attract attention from careless travellers. He reasons that if he waits around long enough people will come to investigate, providing his band with easy prey, especially since the hamlet stands on a relatively major road.

Read or paraphrase the following:

The weather has deteriorated rapidly over the last few hours. The storm had broken without warning and when it arrived it was without mercy. The road you have been following throughout most of the afternoon has turned into a virtual river of mud. The deluge not only makes it difficult to move forward but also virtually impossible to see what is happening outside your immediate vicinity.

The rain continues to hammer down as you slog your way towards the ruins of a small hamlet. The years have not been kind to the community. Few of the buildings remain standing and those that do are blackened with soot. Here and there are scattered reminders that this was once a peaceful land. One of the buildings was clearly once a large inn; the remains of the sign still hang in front. Broken furniture lies amongst the rubble, along with a tattered rag doll.

While the remains of the village are both unimpressive and desolate a towering jet-black monolith easily overshadows them. It appears to have been erected in the centre of the crossroads. Twice as high as a man, its sheer surface glistens in the rain.

If the PCs examine the monolith more closely, read or paraphrase the following:

The monolith is both smooth and cool to the touch. No tool marks are visible along its surface, yet it is obviously not a natural phenomenon. As you gaze at your reflection in the black surface you somehow feel compelled to gaze even deeper seeking out the perfect details of your own features. The rest of the world becomes a blur, almost as it is the reflection and the image in front of you is the real world...the real you. No longer do you feel cold or wet, hungry or tired, you feel at peace. Then as quickly as it came the sensation is gone and once more you find yourself shivering in the rain.

Weather Effects

The weather for *Encounter 3: A Medegian Odyssey* has the following effects during the combat.

Rain, moderate wind

- Visibility ranged reduced by half
- Ranged attacks suffer a -4 circumstance penalty
- Listen, Spot and Search checks suffer a -4 circumstance penalty
- Extinguish all unprotected flames; 50% to extinguish protected flames.

APL 2 (EL 4)

☛Orc (4): see *Monster Manual* page 203.

☛Henk, male orc Clr 2: hp 12, see Appendix 1.

Tactics: From the safety of the ruins (providing cover), the orc brigands use their javelins to target PCs. Henk casts *bane* on the party, then *enlarge person* upon himself before entering melee combat.

APL 4 (EL 6)

➤ **Orc (5):** male orc Bbn2, hp 9, see Appendix 1.

➤ **Henk, male orc Clr 3:** hp 21, see Appendix 2.

Tactics: From the safety of the ruins (providing cover), the orc barbarians use their javelins to target PCs. After two rounds of ranged fire, they rage and charge into melee combat. Henk casts *bane* on the party in the first round. In following rounds he targets the most obvious fighters with *hold person* and *sound burst*. He will then cast *bull's strength* and *enlarge person* on himself before charging into melee combat.

APL 6 (EL 8)

➤ **Ogre Brigands (4):** see *Monster Manual* page 199.

➤ **Henk, male orc Clr 5:** hp 35, see Appendix 3.

Tactics: From the safety of the ruins (providing cover), the ogres use their javelins to target PCs. After two rounds of ranged fire the ogres charge into melee combat. Henk casts *bane* on the party. In following rounds he targets the most obvious fighters with *hold person* and *sound burst*, while targeting spell casters with *blindness*. He will cast *bull's strength* and *enlarge person* on himself before charging into melee combat.

APL 8 (EL 10)

➤ **Ogre Brigands (4). male ogre Bbn2:** hp 61, see Appendix 1.

➤ **Henk, male orc Clr 6:** hp 45, see Appendix 4.

Tactics: From the safety of the ruins (providing cover), the ogre barbarians use their javelins to target PCs. After two rounds of ranged fire they rage and charge into melee. Henk casts *bane* on the party. In following rounds he targets the most obvious fighters with *hold person* and *sound burst*, and casters with *blindness*. He will cast *bull's strength* and *enlarge person* on himself before charging into melee combat.

APL 10 (EL 12)

➤ **Hill Giant Brigands (3):** male hill giant, hp 102, see *Monster Manual* page 123.

➤ **Henk, male orc Clr8:** hp 57, see Appendix 5.

Tactics: From the safety of the ruins (providing cover), the hill giants use large rocks from the rubble to target PCs. After two rounds of ranged fire they charge into melee combat. Henk casts *bane* on the party. In following rounds he targets the most obvious fighters with *hold person* and *sound burst*, and spell casters with *blindness*. He will cast *divine strength* and *spell*

immunity to any particularly favoured spell the PCs have used on himself before charging into melee combat.

At APL 2-8, the brigands are hiding in the ruined buildings, as shown on the map (see Map 1). Allow the PCs opposed Spot checks to notice them. If they spot the brigands, read or paraphrase the following:

Something catches your eye, a slight movement in the rain. Several crows flutter away from the ruins of a two-storey brick building. Suddenly a hulking figure emerges from behind a collapsed wall. Bellowing at the top of its voice, it hefts a long spear and prepares to hurl it with all its might.

If the brigands are not spotted, they gain surprise, and will act before the PCs.

At APL 10, the brigands are hiding in the remains of the inn; the only building large enough to conceal them. Allow the PCs to make opposed Spot checks to notice them. If they spot the brigands, read or paraphrase the following:

Something catches your eye, a slight movement in the rain within the shadows of the inn. Several ravens flutter away from the ruins of the two-storey stone building. Suddenly a hulking figure emerges from the doorway. Bellowing at the top of its voice, it hefts a long spear and prepares to hurl it with all its might. Huge figures appear behind it in the remains of the building.

General Tactics: Henk will precast defensive spells on himself at all APLs prior to combat starting, if he is not spotted.

Development: Once the euroz and his companions are dispatched, proceed to *Encounter 4: The Walker*.

Encounter 4: The Walker

Once the combat of *Encounter 3: A Medegian Odyssey* has ended and the spoils of victory divided the monolith, a successful DC 15 Spot check reveals about a mile away a pair of figures, one human or demi-human and one animal making their ways eastwards.

If the PCs close to investigate read aloud or paraphrase the following: -

The taller figure appears to be a lad in his teens, but his grey eyes stare with myopic intensity over the surrounding landscape, as if focused on something far away. These eyes belie an age beyond the innocence of youth, and subtle lines of antiquity mar his face.

He is a thin gangly boy, with black hair and pale skin, with nary a trace of fat upon his physique.

A small grey sack is tied to a stick that is held in the boy's young but sure hand. At his side shuffles the animal you saw, a small grey haired dog, a mess of tangled and matted fur that makes it almost miraculous that the creature can see straight past its own nose! It gently strides, never straying far from the side of its master, and occasionally sniffing the horizon and licking its mouth.

A successful DC 10 Knowledge (Splintered Sun) reveals that this is the Walker, a legendary figure who has walked Medegia since the time of the Great Migrations and long before the Overkings of Aerdy declared universal peace.

If any PC is foolish enough to attack the Walker they must make a successful DC 45 Will save to avoid having his or her current weapon, regardless of its power, permanently turned into a harmless everyday object like a broom, a duster or a twig. The Walker will not transform any weapons back, and the PC has earned the *Disfavour of the Walker of Medegia* as well as most likely losing their primary means of attack.

If the PCs do not speak to the Walker he simply tips his sack in a greeting and with his little dog wanders onwards. It is unlikely the PCs are going to let the Walker leave however – and if spoken to he is unfailingly polite, though hides his meaning in riddles. Answers to typical questions are left below, but do not make up details about the Walker's purpose – such things may come to fruition later in the Living Greyhawk campaign, or beyond it.

◆ The Walker, mysterious entity of Oerth

Appearance: The Walker has the appearance of a gangly man who may be as young as fifteen summers. He has an aura that exhibits age. The hair of the man is black, though occasionally those who stare at it long enough swear the boy has grey hair. Lines of age and care also subtly mar the illusion of the youthful countenance, and he speaks in a low gravelly voice.

Character: The Walker is a mysterious force that has walked Medegia in a web-like pattern since before the founding of the Great Kingdom. He never falters in his journey, and is unwilling to stop in his seemingly eternal journey. Those who wish to converse with him must keep up with his enduring strides.

The Walker is not prone to idle banter and conversation with him is often difficult. The meaning of his rhetoric is often concealed behind riddle, and while he is always polite and never shows anger to travellers on the road he has little need or love of conversation.

The Walker's dog is nonchalant, seeming to enjoy any attention the PCs lavish on it as long as they do not separate it from its master for any length of time or slow it down.

What are these monoliths?

"This land has seen it rain both hellfire and water, and there is little to mark the passing of the great people who once walked this land. It has changed repeatedly, and not always for the better. I wonder – what legacy would you leave behind? My legacy is not yet fulfilled 'ere I walk."

What are you doing here?

"Placing one foot in front of the other. The process I believe is called walking."

Where are you going?

"Tell me – why do you travel these lands? One likely answer from yourselves to this question will reveal my purpose."

If the PCs mention they are going to see the euroz of Montesser, he smiles and continues: -

"Now we understand ourselves better. You see now, you asked the wrong question of me?"

Are you going to see someone? (The answer to the Walker's riddle)

"I have a long journey ahead of me and little time, but let me ask this - who were the most important people to you in your youth?"

What is your name?

"That depends on who you ask. One might say my name is a series of letters that I call my own. Another might say it is a description of my very inner being. It is something by which others shall refer to me."

That is not an answer - what is your name?

"A fitting substitute for the genuine epithet is the Walker – a rather descriptive and colloquial name given to me by the children of this land, as it describes my main pastime."

What is your dog's name?

"He keeps his own counsel on that, and quite wisely I may add," the Walker says, gently ruffling the dog's fur.

What is your dog's purpose?

"One must have company on the long journey. He is all I need and is familiar with these lands."

Do you know that brigands were using your monoliths?

"I have nothing to fear from such things – but if you put paid to them you have healed one of too many open wounds in this land."

You know this land? What dangers await us?

"I have seen both fiend and friend upon this road in the river of time. They both await you."

☛ **Disfavour of the Walker of Medegia:** You have attacked a powerful entity of the Oerth. Bad move. Expect reprisals to follow in future Splintered Suns and Scarlet Sign scenarios.

Once the PCs have begun to run out of questions or you feel this encounter with the Walker has run its course, he states that it is time to leave. If any PC follows the Walker he asks them to stop, and if they refuse he finally grows tired and disappears with his dog.

The PCs should continue with their journey to Montesser, as described in *Encounter 5: The Undiscovered Country*.

Encounter 5: The Undiscovered Country

Regardless of whether the PCs interacted with the Walker in *Encounter 4: The Walker* their journey to Montesser will inevitably end at their destination.

It is possible that some parties will completely refuse to enter any sort of negotiations or deal with euroz, or even enter Montesser. If this is the case, they effectively have two choices; to report back to their employer and admit failure, or try to sneak in and steal the lance. If they wish to make an all-out assault, they can attempt this. However, given the number of euroz in the settlement, it is very unlikely to succeed. Basic information on Montesser is provided in Appendix 6. Havamkast will not assist in any attempts to take the Lance by stealth.

If the PCs do wish to enter by stealth, use the maps provided and the statistics in *Encounter 7*. They will have to deal with the added complication of locating the Lance. If they delay too long (until two hours before the next dawn), they will be too late, and the opposition will already have taken the Lance. They will have to track them down (*Encounter 8*).

Read or paraphrase the following as the PCs approach Montesser: -

Finally Montesser lies in front of you. It is a squat ugly town surrounded on three sides by stout earthen ramparts. The rampart is crowned with rusty metal

spikes, and several watchtowers are also visible. A deep ditch runs around the base of the wall on the outside. Sharpened stakes have been driven into the base of the ditch. The only entrance to the town is barred with a wooden gate, guarded by two euroz soldiers. The track leading to it is lined with stakes, plunged into the earth.

On closer inspection the stakes have a gruesome decoration. Each has a decomposing head, either euroz or human, mounted upon it. Most are in the process of decaying, and the stench is appalling. Swarms of flies buzz around and a raven perches on one head pecking at an eye.

The gate guards watch you as you draw nearer. As soon as you approach one of them holds up its spear and shouts "Stop! "What do you want here?"

The orcs speak Common, albeit with a strong accent. The orcs of Montesser are used to dealing with humans, and so the majority speak at least some guttural common.

As long as the PCs are not aggressive or rude towards the guards, they should have no problems gaining entry to Montesser, which is used to dealing with merchants and travellers. Havamkast can vouch for them if necessary.

If the PCs ask either Havamkast or the guards about the heads, they will find they belonged to criminals and brigands who were executed for their crimes.

Inside the wall, Montesser looks even less inviting. Several large round houses fill the area. They are crudely built, with wattle and daub walls, filled with dried mud. The roofs are simple thatch. After the recent rain the earth has been churned up and mud lies thickly on the ground. Everywhere eyes are upon you, almost all of them are euroz.

Closer to the docks a smaller area is enclosed with a simple fence. Several human guards stand close to the only gate. They are dressed in simply leather armour and are armed with large cutlasses. Havamkast points out that this is Froznir Delrii's enclave. He tells you he must report to his master, but to be wary, you might be even less welcome there than elsewhere in the town. With that he disappears into the crowd.

This encounter provides several opportunities for freeform roleplaying, and allows the PCs to gain some insight into euroz culture. Havamkast will arrange a meeting for them with the head-woman, and in the mean time they are free to explore. Use as many of the following locations as you have time for.

It is entirely possible the PCs may fall foul of the law whilst exploring Montesser, most likely by

interfering after they have been told not to. If this happens, they will be seized by orc guards and dragged off to see the leader, Shauntru, and her council of elders. Use the statistics given for *Encounter 7*.

A) Blacksmith

If the PCs approach this area, read aloud or paraphrase the following: -

The sound of ringing steel draws your attention. A small stone building displays a picture of crossed axes, and smoke rises from a forge. A large orc is busy pounding an axe head into shape. The blade is of high quality, certainly better than those carried by the brigands you encountered earlier.

♣ **Arrgrath, male orc Exp4:** Craft (Weaponsmithing) +10.

Arrgrath is Montesser's blacksmith, and is capable of making both weapons and farm tools. He is blunt and not at all interested in small talk, but will be eager enough to communicate with those he thinks are potential customers. He speaks Common well. He does not have weapons ready for sale.

B) The Curing Huts

If the PCs approach this area, read aloud or paraphrase the following: -

An elderly euroz woman is supervising a group of younger females. Talking in euroz she gestures abruptly at racks of smoking fish. The younger euroz females are busy packing the fish into barrels of salt.

Fish tends to be a large part of the diet in Montesser as the orcs maintain a fishing fleet. Some of the catch is sold to boost the economy, but a great deal is preserved and stored in the communal food stores at the centre of the town. The curing of fish takes place in huts open at the sides to allow smoke to escape.

If any members of the party are hungry they can purchase fried fish from a vendor behind a stall close by for 5 cp. Alternatively the elderly euroz woman will sell some smoked fish (equivalent to 1 day of trail rations).

C) The Well and Market Place

A stone well in the centre of the settlement forms the hub of the community. The day the PCs arrive is market day. Several stalls have been set up around the well, selling an assortment of goods and livestock. Most are run by orcs or half-orcs, although one human is trading

bolts of serviceable cloth. Orcs from the surrounding satellite settlements have also travelled here to trade.

In the centre of the town a stone well forms the hub of the community. Several stalls, most served by humans, surround the well. All manner of goods are on sale. One stall sells crude cloth, while another vendor hawks his boots and yet another fried fish on sticks.

Most mundane items are here (from Table 7-8 of the Revised Edition *Player's Handbook*), although there are no masterwork goods or alchemical items. Assume all costs are twice that on table 7-8, but allow the PCs to bargain.

D) The Cage

If the PCs approach this area, read aloud or paraphrase the following: -

Suspended high between two large wooden posts is an iron cage. A bored looking orc guard stands to one side, glaring at any who dare to approach too close. Lying on the floor of the cage is an old orc woman, dressed in rags. You're not sure whether she is actually alive until her eyes flick open and stare at you.

As she stares, a group of orc children dashes up to the cage, hurling rotting vegetables and mud at the woman, before running away shrieking and laughing. The woman curses at them as they leave.

Her words get drained out as the euroz guard begins to cuff her shouting at her in common and euroz to shut up. Those who wish to get involved will be stepping on the toes of the local authority. The orc guard will in short terms tell the heroes to but out as this is nothing to deal with them. If any members of party interfere the orc calls for aid, summoning more guards.

♣ **Male orc guard; Ftr1:** See Appendix 1

If the PCs take the time to investigate, by asking other orcs or questioning the guard find out the orc female's name is Burgth. Burgth has been tried and found guilty of stealing from the town's winter food supplies. While some players may find her punishment harsh, they should be aware that the other families might now face starvation over the winter. Burgth is lucky to have not been killed outright.

E) The Fortune Teller

Off to one side of the square is an elderly orc male. Crippled and shivering from the cold, he tries to catch the attention of the PCs as they wander through Montesser.

“Fortune? You want fortune? Tunka read to you, I can call upon power, bring you guidance, strategies for future...” The old euroz holds up an empty begging cup and offers a wide toothless grin.

◆ **Tunka, male orc Adp2:** Perform (Storytelling) +4.

This is Tunka, once a devout follower of Gruumsh, but he has now forsaken his god to be allowed to stay in the relative safety of Montesser and reduced to begging for food. The worship of Gruumsh is not encouraged within Montesser so Tunka callously discarded his god. Tunka does not take gold – he has little use for it, but will offer to barter. He will make a great deal of throwing some old bones onto the dirt in front of the party and pretend to read their fortunes. Any who dug deep into their packs receive a rosy future, while those that do not will get forecasts of doom and gloom.

As Tunka finishes telling the fortunes, read or paraphrase the following: -

The sound of marching draws your attention to the opposite side of the square. Several dozen orcs are marching in a tight formation through the town. These militiamen appear highly trained. Most are wearing stiffened leather armour, and carrying a large wooden shield and long spear. The leader of the group shouts out commands as forming them into squares then lines then columns.

At one point one stumbles slightly and the commander makes no effort to hide his anger at the slip up. “You...you stinking piece of rotten offal...you fool, you get yourself killed, get us all killed, me think I should just kill you now, get it over with!”

The smaller orc shudders and draws back as the commander looms over him, cuffing him around the ear, knocking him to the ground. Dragging the unlucky militiaman back to his feet the commander screams into his ear, “Do that again I will kill you, you pig droppings.”

Unless the party are actively concealing Tunka's presence for any reason carry on with the following.

Suddenly the sergeant spots Tunka cowering in the shadows. Striding over he leans down and grabs the old soothsayer and drags him to his feat.

In euroz the sergeant speaks, “Casting bones again Tunka? Your ways are banned.”

Tunka shakes his head, “No Lartach, no call on Gruumsh. Just use bones.”

“Lady knows of you. Thinks you secretly still with Luthic's treacherous husband. You're not wanted here! So says Ragoth, orders from Shauntru...you come with me.”

If the party want to interfere they will be forcibly told to mind their own business. The old priest has been warned against preaching his religion in the town. The sergeant would be well within his right to simply kill Tunka. However, he is merely dragged off to share the cage with Burgth (see Encounter D) whilst preparations are made to exile him.

A DC20 Knowledge (religion) check will reveal that it is very unusual for an entire orc community to worship Luthic, normally a subservient goddess. Most orcs follow Gruumsh, and his lieutenants Barghtru and Ilneval, especially the warriors. Appendix 6 gives information on the orc pantheon.

F) The Rotten Vendor

Several vendors can be seen throughout the market place. From time to time the party will pass them, they should notice what kind of meat is being offered. When this happens, read aloud or paraphrase the following: -

From all around you there are sweet smells of cooking food. Euroz vendors hawk their wares, offering you the opportunity to sample their food. Most vendors seem to be using various spices to coat their food. The resulting savoury smells almost tempt you.

If any PCs do buy the meats, a successful DC 12 Spot Check allows them to see several euroz cooks preparing more of the meat the characters are going to buy. They spot that the meat is green, and stinking. The cooks are busy applying liberal amounts of spices to the meat before cooking it, in order to hide the fact that the meat is rotten.

If the PCs fail the Spot check and buy the meat, have them make a successful DC 20 Fortitude save to try to keep it down.

G) The Trader's Compound

If the PCs approach this area read or paraphrase the following:

A stone-walled compound dominates the orcish huts clustered about it. Set on a prominent piece of high ground the runs down to the very waters of the Aerdi Sea this collection of buildings is easily the most fortified part of the whole community that you have seen so far.

A single, heavily barred gate pierces the battlemented outer wall. Two surly-looking human guards stand without the walls, leaning on their spears. The wall surrounding the buildings within is only about fifteen feet high but a walkway obviously runs all the way along the walls. Inside the compound a cluster of buildings squat around the central tower, which commands views over the whole settlement. Atop the tower a pure blue sail with a fish emblazoned upon it flutters bravely in the sea breeze.

Sea Baron traders who have struck an alliance with the orcs of Montessor operate this compound. They are led by the canny merchant, Froznir who is at least in part a pirate. Although the first meeting between these two groups was initially of a violent nature both parties soon discovered that working together was more beneficial than slaughtering each other. The alliance these two groups have is a sound one and Shantru will not suspect Froznir or his servants of stealing the lance.

♣ **Froznir Delrrii:** LE male human Rog7.

♣ **LE male human War2 (48):** hp 12.

Froznir has over four dozen guards within the compound as well as an equal number of servants. In addition a sleek vessel is docked in the private docking area that abuts the compound.

PCs will not be allowed access to the compound during the adventure. The gate guards will converse with the PCs – they are surprised to see other non-orcs here – but will not be particularly friendly.

Development: Allow the PCs to roleplay in Montessor, but ultimately nudge them towards *Encounter 6: The Leader* – where they meet Shantru and bargain for the lance.

Encounter 6: The Leader

At some point the players will want to seek out whomever is in charge in order to open negotiations. If

they do not, have Havamkast come and find them when you are ready to begin this encounter. It is also possible that the PCs have fallen foul of the law in *Encounter 5*, probably by interfering where they should not. In that instance, they will be forcibly taken to see the leader. This will of course make negotiations much more difficult.

If the PCs need directions, all the villagers will direct them to the largest stone roundhouse, close to the centre of the town.

As they approach, read or paraphrase the following:

The largest of the roundhouses appears to have been built with more time and effort than others. The tall walls are made of well-hewn stone. Huge doors stand open, and are wide enough for an entire team of oxen to be driven through. Peering through the open doors reveals a darkened interior. A fire burns in a central hearth, and the smoke further obscures the room. Two guards stand, barring your approach.

If Havamkast is with the PCs they will be granted entry. If he is not, they must convince the guards that they have a valid reason to see Shantru, the leader. A successful DC 15 Diplomacy check will be sufficient.

The roundhouse is packed with orcs. Many are seated at trestles eating and drinking, set back in the shadows. More orcs, mostly younger whelps, peer down from upper balconies, leaning dangerously over the edge or balancing on ladders. As you enter all conversation stops and one figure stands, throwing off an expensive fur cloak. You notice that this orc is female. "Who are you, and why do you disturb my meal?"

♣ **Shantru, female orc Clr9:** AL LE (LN tendencies); Bluff +6, Diplomacy +12, Intimidate +6, Sense Motive +12.

Appearance: Shantru is large for a female orc, towering above most of her warriors. Battle scarred and dirty, she is a fearsome opponent. She is also relatively old, and her movements are perhaps not as quick as they once were. She wears an expensive fur cloak, and many bangles and necklaces.

Character: Shantru is a wise ruler. She realises that for her community to survive and prosper they need to change and evolve. However she knows that she is walking a fine line, needing to keep her more traditional warriors happy. Thus Shantru is often more violent and aggressive than she would want to be.

The PCs can handle negotiations however they wish, but things will go better for them if they show respect to Shauntru. She has struggled to achieve and maintain her current position, and does not take kindly to anyone challenging her authority. Nor will she appreciate criticism of Montesser or its people, especially from elves. She is used to dealing with humans and other races, and does not suffer fools gladly. Shauntru is not stupid, and she will not accept a bargain that is clearly biased against her or her people. As far as she is concerned, she has nothing to lose from this bargain – she either keeps the lance, or is paid well for it. She speaks Common very well.

Try to roleplay this encounter thoroughly - do not reduce it to a series of Diplomacy checks unless time is very short. Unless the PCs are very disrespectful, or attempt to take the Lance without payment, they should eventually be successful.

Assuming that the party handle the situation well enough and make their offer to Shauntru she will respond as following.

If PCs ask to see the Lance, Shauntru will happily show them. It hangs above the entrance to the roundhouse. The head looks corroded and grubby, and the shaft is battered but still contains the rampart and sol of Almor and the bolt of Heironeous on a hill, the personal coat of arms of Commandant Osson. It still appears serviceable. A cloth pennant hangs from the shaft, but it is torn and smoke-stained, and the emblem cannot be made out.

Shauntru is happy to negotiate for as long as necessary – whilst the talks are being conducted, a feast is being prepared in the background in anticipation of the negotiations being successful.

When it looks like the negotiations are about to be completed, a huge orc will move out of the shadows of the roundhouse. This is Ragoth, one of the greatest warriors in the town, and an advisor to Shauntru.

☛ **Ragoth, male orc Ftr7:** AL LE, hp 57.

Appearance: Ragoth looks like many of the Euroz warriors. He is dressed in studded leather armour with large steel shoulder plates. He carries a massive two-handed scimitar strapped to his back. A massive scar has taken away most of the side of his face, showing his tusk.

Character: Ragoth is an unusual orc. Not only is he a strong and powerful warrior, but he is also an intelligent and gifted strategist. Ragoth is interested in leading his tribe to glory, but he believes this will not happen under the guidance of Luthic, though he is far too clever to let that show.

Ragoth makes a great deal of his loyalty to Shauntru, but that is just a front. Ragoth follows Ilneval, the Lord of Strategy, and fulfils the typical role of a follower of that god. He acts as an advisor in military matters, second in influence to the huge Bhargeval. He is also the leader of a small but significant minority of warriors in the town called the Sons of Gruumsh who want to overthrow Shauntru and bring back the old ways of worshipping the other euroz gods, particularly Gruumsh and his loyal lieutenant Ilneval.

If Shauntru were to discover this, she would no doubt have him killed, so he goes to great pains to conceal it. Ragoth makes a point of weeding out 'heretics' such as Tunka (see *Encounter 5E*) and there is little doubt in Shauntru's mind as to his loyalty because of this. He is working to overthrow Shauntru without openly challenging her authority.

To this end, he is attempting to make Shauntru look weak for dealing with non-orcs. He has arranged for the Lance to be stolen by whichever faction is working against the PCs. They are supposed to be taking the Lance late tonight. The PCs will of course be blamed for the theft, and Shauntru will be made to look foolish for dealing with dishonourable non-orcs. This will be another step towards discrediting her entirely.

This is not information that the PCs will be able to divine without magical aid, if at all, and is provided solely to give the DM a clearer idea of Ragoth's motives.

During the following scene, both Ragoth and Shauntru will speak in Orc, so if there is no one in the party capable of understanding this, it will be meaningless shouts, and the text should be altered accordingly. Shauntru will explain the outcome of the conversation in Common afterwards, if necessary.

Read or paraphrase the following: -

A huge orc steps forward from the shadows and leans towards the assembled group. "Shauntru, I wish to speak." The leader glances at the warrior for several moments before nodding her approval.

"We all follow Shauntru, all warriors here, you know that, but is it right to sell the lance, is it wise to sell this strong totem of our tribe?"

In a sudden explosion of fury Shauntru leaps to her feet and two quick strides bring her nose-to-nose with the challenger. "You dare to challenge my decision? You have become brave Ragoth, if you challenge my to right to rule, I should gut you here then feed you to the pigs!"

Ragoth steps back and bows slightly, "Forgive me Shauntru, I do not challenge, it is my place but to advise. The warriors say this matter concerns all of us."

“Be silent tark!” roars Shauntru, “I rule here...” Shauntru takes a moment to look around at the assembled warriors. Most fail to meet her eyes but a few seem to be supportive of Ragoth’s suggestion.

“I have decided that the warriors and I shall talk over the offer, that it is the will of the community and thus the will of Luthic... but, let no one doubt Luthic’s will and that I know Luthic’s will.”

Shauntru will then tell the PCs that she must confer with the council, and they must wait until the morning for her decision. This is not negotiable. They are welcome to stay the night in Montesser, and are allocated a small roundhouse on the edge of the town where they may sleep. There are no real inns in Montesser, though the party may try to find one. If they attempt to find shelter within the pirate enclave they will be politely turned away.

They are also welcome to stay for the meal if they wish. The food is of similar quality to that found outside on the vendors stalls. While the food looks edible it is poorly prepared and unevenly cooked, designed for the unrefined euroz palates. Some of the more fierce warriors are even eating their meat uncooked.

The inhabitants of the roundhouse are mostly Shauntru’s extended family, or those of her closest advisors. Not all of them are in favour with the break from tradition and the dominance of Luthic. However, they are very unlikely to discuss this with any PC other than a sympathetic half-orc, and then only after several tankards of the local ale.

The PCs will be escorted to their accommodations by several watchful guards. Proceed to *Encounter 7: Framed and Fallen*.

Encounter 7: Framed and Fallen

After being shown to bed by the euroz in *Encounter 6: The Leader*, the PCs should settle down (or post watches). During the night the characters will be woken up by sounds of a disturbances coming from the Shauntru’s roundhouse.

Should they wish to go investigate read the following:

A soft light illuminates the area around the roundhouse, however it is difficult to see what causes the effect. Inside many orcs gather around shouting and gesturing frantically. In the middle of the group the might warrior Ragoth and Shauntru are screaming hysterically at each other.

“I warned you Shauntru, only evil will come of dealing with strangers, now the council will be angry, that the lance is gone!”

“I care not that council be angry, I anger... bring me the lance... bring me the outsiders!” Shauntru pushes Ragoth into a group of other warriors and all but throws them out of the roundhouse.

“You find the lance or I gut you where you stand, gut the whole council if they look at me wrong way...”

The PCs had better think fast on their feet- it is unlikely that they have all their equipment and patrols of euroz are dispatched to seek them at their residence. Allow Hide and Spot rolls to get the PCs to safety – and perhaps to encounter Gallran.

PCs still in bed are rudely awoken by euroz guards beating down the door. Being dragged to Shauntru allows the PCs chance to fast-talk their way out of trouble. Shauntru is willing to at least listen to the protests of innocence from the party, but Ragoth has already decided that they are guilty.

If the party ask what has happened, or how anyone could have gotten past the guards Ragoth will laugh and ask the party exactly how they managed it, meanwhile Shauntru will indicate several guards unarmed and squatting at the back.

“Them, they guard the roundhouse tonight. Me wake not long ago and find them fast asleep. They say they wake one moment, sleep the next.”

Ragoth interrupts shouting, “They must have paid them, to sleep, then, they took lance and hid it.... Shauntru you let this happen,, warriors blame you, you must force strangers to tell truth, or warriors decide Luthic weak.”

Shauntru momentarily looks uncharacteristically undecided. She glances around at the others in the roundhouse, taking note of their angry expressions, she seems to make a decision.

“Take them, they have hidden lance, throw them in the pit, if they do not tell us where it is before morning they will die painfully.”

The warriors take the party to the edge of the Montesser. Just outside the stockade there is a deep natural sinkhole, that the orcs call “the pit.” The pit has sheer smooth walls some 25 feet deep and people can only be lowered by rope from the top of the hole.

If the heroes go quietly they are stripped of all their possessions and lowered down one at a time into the pit. Escaping the pit will be difficult. Those that are obviously spellcasters, Ragoth will order to be fitted with a scolds bridle. This is a steel cage that is fitted over the head and

clamps the mouth shut. It is locked and Ragoth keeps the keys. The orc guards laugh and tell the party that the scolds bridle is usually used on women accused of nagging too much. Everyone else has their hands bound behind their backs.

The manacles used to bind the party are crudely made but no less effective in their job. The manacles requires a successful DC 20 Open Lock, a successful DC 25 Strength check or a successful DC 25 Escape Artist check to slip free.

Of course the party may decide to fight their way clear, this would be a rather foolish and hopeless cause. Make this clear to them, but if they ultimately insist let them try. Use the statistics in the Appendix for the hundreds of euroz warriors if necessary.

The Escape

If the players come up with a way of escaping the pit then you should allow them to do so, if however they are having no luck coming up with a way out, then help is at hand. Their contact from *Encounter 2* has just turned up, Gallran Havamakast. Gallran has been following the party, he knows that his payment is conducive to them being successful. He has managed to bribe one of the orc guards to retrieve their equipment. Gallran has also slipped a sleeping potion into the food and drink of the euroz guards and an hour before dawn they drop off to sleep.

Gallran will throw down a rope and climb down and help the heroes escape. He will inform the party that they must get out of Montesser before the sun comes up. Worse, he spotted a group of humans riding out of the town, he is convinced that they must have taken the lance. The party has to decide what to do now; they can perhaps try and clear their names in Montesser by taking this information to Shauntru. Gallran will think them mad if they try, and will refuse to help them in the future.

If the party follow this option then they will have to try and convince the leader that they can return the lance to the town. They will have to be careful not to be caught as they sneak in for a private audience. This will help her revive her standing in the town and reduce the power of Ragoth. Alternatively they might go to Ragoth and strike a deal with him. Either way, with good negotiations they may get out of the town in one piece, otherwise they will end up back in the pit.

The party may simply try and follow the thieves. Gallran tells them that they were following the old coast road to the south. He knows that there are plenty of small coves where ships could berth and smuggle the group away. Unfortunately guards on the wall will spot the heroes fleeing and a patrol will surge out from the gateway to attempt to stop them. The party will have to

defeat the guards and make their escape. During the fight Gallran will disappear.

APL 2 (EL 3)

👉 **Orc Guards (5):** hp 5, see *Monster Manual* page 203

APL 4 (EL 5)

👉 **Orc Guards (5):** male orc Ftr 1, hp 12, see Appendix 2.

APL 6 (EL 7)

👉 **Orc Guards (6):** male orc Ftr 1, hp 12, see Appendix 3.

APL 8 (EL 9)

👉 **Orc Guards (8):** male orc Ftr 1, hp 12, see Appendix 4.

APL 10 (EL 11)

👉 **Orc Guards (10):** male orc Ftr 1, hp 12, see Appendix 5.

Development: With Gallran taking his leave of the party they are on their own to track the warband with the lance. A Track check (DC 12+APL) allows the PCs to follow their trail. Failing that Gallran's advice should suffice, though the PCs are likely to stumble onto their foes, rather than have time to ready spells.

Encounter 8: Nemeses

With the information supplied by Gallran in *Encounter 7: Framed and Fallen* the party can follow the trail led by the thieves of the lance. The trail leads the party to a secluded cove along the coast. Here the thieves – a warcompany known as the *Followers of the Blade* are awaiting collection from a ship that is due at dawn to take spirit them away.

The Followers are working for one of the three factions that the PCs did not choose (for example the Ahlissans if the PCs are working for the Idee Volunteers). You should try to make it clear to the PCs that this is not another combat against nameless foes – these are another group of adventurers, and they are not evilly aligned, merely mercenary.

The cove is very sheltered, towering cliffs surround it on three sides. A small winding path leads down to a shingle beach. Beached here is a small rowboat. The Followers of the Blade will use it to row out to the ship as soon as it arrives, summoning a water elemental at APL 10 to delay the PCs.

Read the following to the characters:

Ahead lies a towering cliff overlooking the stormy sea. Six horses are tethered here, all are leathered up

into a sweat and all of them look in bad condition. Below the cliff on a stony beach you can see a small group of people huddled around a small fire. Not too far away is a jolly boat, pulled right out of sea onto the shore.

The warcompany are aware someone may find the lance is missing before dawn, and they plan to be far away. They still have one of their number on watch. Delnatri is hiding along the north face of the cove overlooking the path. Despite the cold and late hour he is keeping a careful watch. Any characters attempting to sneak down the path will have to make opposed Hide and Move Silently checks.

The players might attempt to take out The Followers of the Blade with ranged combat and spells from the top of the cliffs. Remember that there is a 50 ft. elevation that will severely hinder the effectiveness of shooting and spells with short ranges. If however the party does appear to be gaining the upper hand without climbing down to engage in hand to hand, then some of the NPCs will attempt to make a getaway with the lance on the rowing boat.

It is assumed that the players will have to get involved in a hand to hand encounter in order to defeat the thieves of the lance. Use the following tactics for the NPCs.

APL 2 (EL5)

- **Trell Galarth, male human Rng1:** hp 9, see Appendix 1
- **Candagalon Fathroth, male human Wiz2:** hp 10, see Appendix 1.
- **Delnatri, female half elf Rog1:** hp8, see Appendix 1.
- **Xenethol, male human Ftr1:** hp 12; see Appendix 1.
- **Dalriada Keldavrann, female human War1:** hp 10, see Appendix 1.
- **Eagarin, male human Clr1 (Kelanen):** hp 11; see Appendix 1.

Tactics: Delnatri is watching the edge of the cliff intently, Anyone attempting to approach the narrow ledge will have to make opposed Hide and Move Silently checks.

If the PCs succeed they will gain a surprise round on The Followers of the Blade. If they are spotted then Delnatri will signal to the rest of the Followers of the Blade to begin preparations and then use his surprise round.

On the first round, Eagarin will *bless* The Followers of the Blade. In the following rounds he will cast *magic weapon* upon his sword before joining the melee. Dalriada Keldavrann will stay close to both the cleric and

the wizard as protection. She will use her heavy crossbow to target obvious spellcasters in an attempt to disrupt spells. Trell Galarth will use his longbow to pick off the PCs until they close to melee. The wizard will use the first round to cast his *haste* scroll, and then *shield* on himself, angling it at the most obvious wizard/sorcerer. In subsequent rounds he will use *colour spray*, and target the strongest fighters with *magic missile*. After that he will defend himself with his staff. If all looks lost he will flee towards the jolly boat. Delnatri will use her vantage point to pick off her opponents, she will only engage in hand-to-hand combat if she has no other choice. Xenethol will run to the narrow causeway taking up a position that will block the PCs progress. He will challenge to single combat the biggest warrior he sees.

APL 4 (EL7)

- **Trell Galarth, male human Rng3:** hp 21, see Appendix 2.
- **Candagalon Fathroth, male human Wiz4:** hp 21; see Appendix 2.
- **Delnatri, female half-elf Rog3:** hp 20, see Appendix 2.
- **Xenethol, male human Ftr2:** hp 21, see Appendix 2.
- **Dalriada Keldavrann, female human War1/Ftr1:** hp 18, see Appendix 2.
- **Eagarin, male human Clr2 (Kelanen):** hp 19, see Appendix 2.

Tactics: Delnatri is watching the edge of the cliff intently, Anyone attempting to approach the narrow ledge will have to make opposed Hide and Move Silently checks.

If the PCs succeed they will gain a surprise round on The Followers of the Blade. If they are spotted then Delnatri will signal to the rest of the Followers of the Blade to begin preparations and then use his surprise round.

On the first round, Eagarin will *bless* The Followers of the Blade. He will then cast *doom* on the PCs. In the following rounds he will cast *magic weapon* on his sword before joining the melee. Dalriada Keldavrann will stay close to both the cleric and the wizard as protection. She will use her heavy crossbow to target obvious spell casters in an attempt to disrupt spells.

Trell Galarth will use his longbow to pick off the PCs until they close to melee, then switch to hand-to-hand. The wizard will use the first round to cast *haste* on the group and then *shield* on himself. He will then cast *bull's strength* on Xenethol. In subsequent rounds he will use *colour spray*, and target the strongest fighters with *magic missile*. After that he will defend himself with his staff. If all looks lost he will flee towards the jolly boat.

Delnatri will use her vantage point to pick off her opponents, she will only engage in hand-to-hand combat if she has no other choice. Xenethol will wait a round in order to be boosted by *bull's strength*. He will then run to the narrow causeway taking up a position that will block the PCs progress. He will challenge to single combat the biggest warrior he sees.

APL 6 (EL9)

☛ **Trell Galarth, male human Rng5:** hp 33, see Appendix 3.

☛ **Wolf:** see Monster Manual page 283.

☛ **Candagalon Fathroth, male human Wiz7:** hp 36, see Appendix 3.

☛ **Delnatri, female half-elf Rog5:** hp 32, see Appendix 3.

☛ **Xenethol, male human Ftr4:** hp 30, see Appendix 3.

☛ **Dalriada Keldavrann, female human War1/Ftr3:** hp 34, see Appendix 3.

☛ **Eagarin, male human Clr4:** hp 35, see Appendix 3.

Tactics: Delnatri is watching the edge of the cliff intently, Anyone attempting to approach the narrow ledge will have to make opposed Hide and Move Silently checks.

If the PCs succeed they will gain a surprise round on The Followers of the Blade. If they are spotted then Delnatri will signal to the rest of the Followers of the Blade to begin preparations and then use his surprise round.

On the first round, Eagarin will *bless* The Followers of the Blade. He will then cast *doom* on the PCs Next he will target any warriors in range with *hold person*. If it looks like he will be involved in melee combat, he will cast *bull's strength* on himself followed by *spiritual weapon*.

Dalriada Keldavrann will stay close to both the cleric and the wizard as protection. She will use her heavy crossbow to target obvious spell casters in an attempt to disrupt spells. Trell Galarth will use his longbow to pick off the PCs until they close to melee, then to hand-to-hand. The wizard will use the first round to cast *haste*. He will then cast *bull's strength* on Xenethol. In subsequent rounds he will use his *fireball* and *hold person* on the party before they close. If all looks lost he will flee towards the jolly boat.

Delnatri will use her vantage point to pick off her opponents, she will only engage in hand-to-hand combat if she has no other choice. Xenethol will wait a round in order to be boosted by *bull's strength*. He will then run to the narrow causeway taking up a position that will block the PCs progress. He will challenge to single combat the biggest warrior he sees.

APL 8 (EL11)

☛ **Trell Galarth, male human Rng7:** hp 45, see Appendix 4.

☛ **Wolf:** see Monster Manual page 283; SQ: Evasion.

☛ **Candagalon Fathroth, male human Wiz9:** hp 46, see Appendix 4.

☛ **Delnatri, female half-elf Rog7:** hp 32, see Appendix 4.

☛ **Xenethol, male human Ftr6:** hp 57, see Appendix 4.

☛ **Dalriada Keldavrann, female human War1/Ftr5:** hp 50; see Appendix 4.

☛ **Eagarin, male human Clr6 (Kelanen):** hp 53, see Appendix 4.

Tactics: Delnatri is watching the edge of the cliff intently, Anyone attempting to approach the narrow ledge will have to make opposed Hide and Move Silently checks.

If the PCs succeed they will gain a surprise round on The Followers of the Blade. If they are spotted then Delnatri will gain surprise.

On the first round, Eagarin will *bless* The Followers of the Blade. He will then cast *fly on himself* and rise above the battle field, attempting to use *silence* and *blindness* on the obvious spellcasters. following that he will attempt to use *hold person* and *doom* on the most powerful PC fighters. Dalriada Keldavrann will stay close to the wizard as protection. She will use her heavy crossbow to target obvious spell casters in an attempt to disrupt spells. Trell Galarth will use his longbow to pick off the PCs until they close to melee, then switch to hand-to-hand. The wizard will use the first round to cast *haste*. He will then cast *bull's strength* on Xenethol. In subsequent rounds he will use *fireball* and *hold person* on the party before they close. He will then attempt cast *protection from arrows*, *minor globe of invulnerability* and *greater invisibility* on himself. If all looks lost he will flee towards the jolly boat. Delnatri will use her vantage point to pick off her opponents, she will only engage in hand-to-hand combat if she has no other choice.

Xenethol will wait a round in order to be boosted by *bull's strength*. He will then run to the narrow causeway taking up a position that will block the PCs progress. He will challenge to single combat the biggest warrior he sees.

APL 10 (EL12)

☛ **Trell Galarth, male human Rng9:** hp 57, see Appendix 5.

☛ **Bear, Black:** see Monstrous Manual page 269.

☛ **Candagalon Fathroth, male human Wiz12:** hp 61, see Appendix 5.

☛ **Delnatri, female half-elf Rog9:** hp 44, see Appendix 5.

☛ **Xenethol, male human Ftr8:** hp 75, see Appendix 5.

➤ **Dalriada Keldavrann, female human War1/Ftr6:** hp 58, see Appendix 5.

➤ **Eagarin: Male human Clr9 (Kelanen):** hp 77, see Appendix 5.

Tactics: Delnatri is watching the edge of the cliff intently, Anyone attempting to approach the narrow ledge will have to make opposed Hide and Move Silently checks.

If the PCs succeed they will gain a surprise round on The Followers of the Blade. If they are spotted then Delnatri will gain surprise.

On the first round, Eagarin will *bless* The Followers of the Blade. He will then cast *fly* on himself and rise above the battlefield. From this vantage point he will cast *flame strike* and *insect plague* before attempting to use *silence* and *blindness* on the obvious spellcasters. He then resorts to using the *nine lives stealer*, a blade he carries for Kelanen.

Dalriada Keldavrann will stay close to the wizard as protection. She will use her heavy crossbow to target obvious spell casters in an attempt to disrupt spells.

Trell Galarth will use his longbow to pick off the PCs until they close to melee, then switch to hand-to-hand. The wizard will use the first round to cast *haste*. He will then cast *bull's strength* on Xenethol, followed by *mass cat's grace*. In subsequent rounds he will use his *fireball* and *hold person* on the party before they close. If all looks lost he will flee towards the jolly boat. Delnatri will use her vantage point to pick off her opponents, she will only engage in hand-to-hand combat if she has no other choice.

Xenethol will wait a round in order to be boosted by *bull's strength*. He will then run to the narrow causeway taking up a position that will block the party's progress. He will challenge the biggest warrior he sees to single combat.

Treasure: The following treasure is available here:

APL 2: Loot: 104 gp; Gold: 30gp; Magic: *potion of cat's grace* (37 gp), *scroll of haste* (31 gp), *wand of magic missile* (3rd level caster) (187 gp, 5 sp).

APL 4: Loot: 203 gp; Gold 30 gp; Magic: *potion of cat's grace* (37 gp), *ring of protection +1* (166 gp), *wand of fireball* (5th level caster, 5 charges) (94 gp), *scroll of haste* (31 gp), *+1 greatsword* (196 gp).

APL 6: Loot: 237gp; Gold 30 gp; Magic: *potion of cat's grace* (37 gp ea.), *scroll of haste* (31 gp), *+1 shocking greatsword* (696 gp), *wand of magic missiles* (3rd level caster) (281 gp ea.), *wand of fireball* (5th level caster, 5 charges) (94 gp).

APL 8: Loot: 172 gp; Gold 30 gp; Magic: *potion of cat's grace* (37 gp ea.), *scroll of haste* (31 gp), *+1 flaming longsword* (692 gp), *+1 shocking greatsword* (696 gp),

wand of magic missiles (3rd level caster) (281 gp ea.), *wand of fireball* (5th level caster, 5 charges) (94 gp).

APL 10: Loot: 172 gp; Gold 30 gp; Magic: *potion of cat's grace* (37 gp ea.), *elemental gem (water)* (188 gp), *scroll of haste* (31 gp), *nine lives stealer* (1,921 gp), *+1 shocking greatsword* (696 gp), *wand of magic missiles* (3rd level caster) (281 gp ea.), *wand of fireball* (5th level caster, 5 charges) (94 gp).

Note: At all APLs the PCs will also recover Osson's Lance.

Development: At APL 8 Eagrin has the die hard feat. He will use this to play possum and bind his wounds – hoping to *raise* his companions.

He carries the Lance of Osson, strapped to his back. The PCs should be able to remove this from him – if they notice he is still alive he will negotiate for his freedom by allowing them to walk away with the lance this day.

The PCs should now be faced with a choice – do they keep the lance (as they are thought to be the thieves in Montesser) or do they return it to the euroz?

Conclusion

1) Keep the Lance

The PCs could simply keep the lance for themselves. This is the least heroic option and should be discouraged. Remind players that if they do this then they will be cheating the people of Montesser out of their property. Not only is this wrong, but it will mean that the orcs will be paying for the blood of the PCs. Paladins and lawful clerics require *atonement* for making this choice.

They could simply return the lance to whomever has hired them. This would allow them to collect their rewards, but the orcs will still be cheated out of their money. If the party chose either of these options then they will receive the disfavour of Shauntru.

➤ **Disfavour of Shauntru:** You have made enemies in Montesser. This may prove bad in future scenarios.

➤ **The Lance of Osson:** This appears to be a standard masterwork lance. Rusted and pitted, the lance of Osson may not hold up to continued use in its current state; engraved into the shaft is the rampart sol of Almor. Little else gives any clue as to the original ownership of the weapon.

If the PCs do decide to return the lance to their patron, roleplay this if time allows using the description given in the introduction. They receive the agreed amount of gold from the introduction and one of the following favours: -

● **Bounty of Ahlissa:** One-time access to **ONE** item from the following (cross off when used):

Any +2 weapon or armour listed in the *Player's Handbook* (no enchantments).

Any potion or scroll in *DUNGEON MASTER'S Guide* tables 8-18, 8-24 and 8-25 valued at 1,000 gp or under (**2,000 gp or under**)

Any wondrous item in *DUNGEON MASTER'S Guide* table 8-28 valued at 2,000 gp or under (**4,000 gp or under**)

PCs must still pay the full price in gold to obtain an item.

Any PCs wanted for crimes in Ahlissa are now pardoned.

PCs who have previously gained the Bounty of Ahlissa gain it here again as described above but with the additional choices noted in bold.

● **Favour of the Idee Volunteers/Almorians (delete as appropriate):** You have earned this faction's favour. This has no material value but may prove useful in future scenarios.

● **Favour of Montesser:** You are welcome as a human can be in Montesser. This may prove useful in future scenarios.

2) Return the Lance

The noblest thing to do is to return the lance to the orcs, and proceed with the transaction. Read aloud the following: -

Your return to Montesser is watched by euroz guards, but on sight of the lance Shauntru steps forth from their ranks.

She laughs loudly, crowing towards the sky, "Blood spilled to prove who was strongest is blood well spilt, and now you return the lance to us!" Shauntru says, licking her lips gently. "We believe the warriors who return our property – though we offer no apology. We do offer feast – and then tonight we discuss selling our property."

Shauntru throws a feast in honour of the party – though again their palattes are not used to euroz fair. However, they also receive the Favour of Montesser – the euroz respect the PCs and they do not mourn the death of any guards the PCs were forced to kill.

● **Favour of Montesser:** You are welcome as a human can be in Montesser. This may prove useful in future scenarios.

If the PCs press about the lance Shauntru literally throws it at them – embedding it dramatically in the table and tells them to get it from her sight. She accepts no payment but rather prefers to make it look like she has chosen to rid herself of the troublesome lance.

The PCs can return the lance to whomever has hired them. This allows them to collect their rewards. If the PCs do decide to return the lance to their patron, roleplay this if time allows using the description given in the introduction. They receive the agreed amount of gold from the introduction and one of the following favours: -

● **Bounty of Ahlissa:** One-time access to **ONE** item from the following (cross off when used):

Any +2 weapon or armour listed in the *Player's Handbook* (no enchantments).

Any potion or scroll in *DUNGEON MASTER'S Guide* tables 8-18, 8-24 and 8-25 valued at 1,000 gp or under (**2,000 gp or under**)

Any wondrous item in *DUNGEON MASTER'S Guide* table 8-28 valued at 2,000 gp or under (**4,000 gp or under**)

PCs must still pay the full price in gold to obtain an item.

Any PCs wanted for crimes in Ahlissa are now pardoned.

PCs who has gained the Bounty of Ahlissa in a previous scenario gains the choices noted in bold.

● **Favour of the Idee Volunteers/Almorians (delete as appropriate):** You have earned this faction's favour. This has no material value but may prove useful in future scenarios.

● **Favour of Montesser:** You are welcome as a human can be in Montesser. This may prove useful in future scenarios.

Of course if the PCs do decide to keep the lance they may.

● **The Lance of Ossoon:** This appears to be a standard masterwork lance. Rusted and pitted, the lance of Ossoon may not hold up to continued use in its current state; engraved into the shaft is the rampart sol of Almor. Little else gives any clue as to the original ownership of the weapon.

Thus ends the Lance of Ossoon.

Campaign Consequences

Fill out the following and return to SKerrigan@onnwal.org.uk via email. If you do not fill these in, your run of this scenario will not affect the campaign. Consequences will be accepted until the 31st of July, 2004. Feedback on the module will always be welcome.

What regional introduction was used?

What was the fate of the orc shaman and his brigands?

Alive Dead Other: _____

How did the PCs behave towards the Walker?

Friendly Neutral Hostile Other: _____

Did any PC attack the Walker? If so please give player name, RPGA # and character name

How did the PCs act towards the euroz of Montesser?

Friendly Neutral Hostile Other: _____

Did the PCs explore the Sea Baron compound?

Yes No

How did the PCs act towards Shauntru?

Friendly Neutral Hostile Other: _____

How many orcs were slain in the PCs escape?

What was the fate of the *Followers of the Blade*

Alive Dead (but resurrectable) Dead and unresurrectable Other: _____

Did the PCs return the Lance to Montesser?

Who did the PCs return the lance to in the end

Ahlissa Ideean Volunteers Almorians Kept

Experience Point Summary

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

Encounter 3: Medegian Odyssey

Defeating the brigands in the ruined village

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

Encounter 7: Framed and Fallen

Defeating orc guards during escape

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Encounter 8: Nemeses

Defeating The Followers of the Blade and retrieving the lance

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	360 XP

Discretionary Roleplaying Bonus

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP

Experience totals

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,320 XP

Treasure Summary

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

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

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

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

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

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

Total Treasure Possible

APL 2:	400 gp
APL 4:	600 gp
APL 6:	800 gp
APL 8:	1,250 gp
APL 10:	3,000 gp

Introduction:

APL 2:	Gold: 50 gp
APL 4:	Gold: 100 gp
APL 6:	Gold: 150 gp
APL 8:	Gold: 200 gp
APL 10:	Gold: 250 gp

Encounter Three: Medegian Odyssey

APL 2: Loot: 56 gp; Gold 0 gp; Magic: 0 gp.

APL 4: Loot: 29 gp; Gold 0 gp; Magic: 0 gp.

APL 6: Loot: 29 gp; Gold 0 gp; Magic: 0 gp.

APL 8: Loot: 29 gp; Gold 0 gp; Magic: 0 gp.

APL 10: Loot: 23gp; Gold 0 gp; Magic: 0 gp.

Encounter Eight: Nemeses

APL 2: Loot: 104 gp; Gold: 30gp; Magic: *potion of cat's grace* (37 gp), *scroll of haste* (31 gp), *wand of magic missile* (3rd level caster) (187 gp, 5 sp).

APL 4: Loot: 203 gp; Gold 30 gp; Magic: *potion of cat's grace* (37 gp), *ring of protection +1* (166 gp), *wand of fireball* (5th level caster, 5 charges) (94 gp), *scroll of haste* (31 gp), *+1 greatsword* (196 gp).

APL 6: Loot: 237gp; Gold 30 gp; Magic: *potion of cat's grace* (37 gp ea.), *scroll of haste* (31 gp), *+1 shocking greatsword* (696 gp), *wand of magic missiles* (3rd level caster) (281 gp ea.), *wand of fireball* (5th level caster, 5 charges) (94 gp).

APL 8: Loot: 172 gp; Gold 30 gp; Magic: *potion of cat's grace* (37 gp ea.), *scroll of haste* (31 gp), *+1 flaming longsword* (692 gp), *+1 shocking greatsword* (696 gp), *wand of magic missiles* (3rd level caster) (281 gp ea.), *wand of fireball* (5th level caster, 5 charges) (94 gp).

APL 10: Loot: 172 gp; Gold 30 gp; Magic: *potion of cat's grace* (37 gp ea.), *elemental gem (water)* (188 gp), *scroll of haste* (31 gp), *nine lives stealer* (1,921 gp), *+1 shocking greatsword* (696 gp), *wand of magic missiles* (3rd level caster) (281 gp ea.), *wand of fireball* (5th level caster, 5 charges) (94 gp).

Items for the Adventure Record

☛ **Disfavour of the Walker of Medegia:** You have attacked a powerful entity of the Oerth. Bad move. Expect reprisals to follow in future Splintered Suns and Scarlet Sign scenarios.

☛ **Bounty of Ahlissa:** One-time access to **ONE** item from the following (cross off when used):

Any +2 weapon or armour of a type listed in the Player's Handbook (no additional enchantments).

Any potion or scroll in the *DUNGEON MASTER'S Guide* tables 8-18, 8-24 and 8-25 valued at 1,000 gp or under.

Any wondrous item in the *DUNGEON MASTER'S Guide* on table 8-28 valued at 2,000 gp or under except: bag of tricks, bead of karma, gloves of storing and heward's handy haversack.

PCs must still pay the full gold piece price listed in the relevant rulebook to obtain an item.

Any PCs wanted for crimes in Ahlissa are now pardoned.

☛ **Continued Loyalty to Ahlissa:** The PC may additionally choose from the following for their **ONE** item: -

Any scroll in the *DUNGEON MASTER'S Guide* tables 8-24 and 8-25 valued at 2,000 gp or under.

Any wondrous item in the *DUNGEON MASTER'S Guide* on table 8-28 valued at 4,000 gp

☛ **Favour of the Idee Volunteers/Almorians (delete as appropriate):** You have earned this faction's favour. This has no material value but may prove useful in future scenarios.

☛ **Favour of Montesser:** You are welcome as a human can be in Montesser. This may prove useful in future scenarios.

☛ **Disfavour of Shauntru:** You have made enemies in Montesser. This may prove bad in future scenarios.

☛ **The Lance of Osson:** This appears to be a standard masterwork lance. Rusted and pitted, the lance of Osson may not hold up to continued use in its current state; engraved into the shaft is the rampart sol of Almor. Little else gives any clue as to the original ownership of the weapon.

Item Access

APL 2:

Potion of cat's grace. Frequency: Adventure, Cost: 300 gp
Wand of magic missile (3rd level caster – 50 charges). Frequency: Adventure, Cost: 2250 gp.

APL 4 (All of APL 2 plus the following)

Ring of protection +1. Frequency: Adventure
Wand of fireball (5th level caster, 5 charges). Frequency: Adventure, Cost: 1,125 gp

APL 6 (All of APLs 2-4 plus the following)

+1 Shocking Greatsword. Frequency: Adventure, Cost: 6,350 gp.

APL 8 (All of APLs 2-6 plus the following)

+1 flaming longsword. Frequency: Adventure, Cost: 6,315 gp.

APL 10 (All of APLs 2-6 plus the following)

Elemental gem (water). Frequency: Adventures
Nine lives stealer. Frequency: Adventure, Cost: 23,057 gp.

Appendix 1: APL 2

Encounter 1: Ruined Shores

☞ **Knights of Ahlissa:** male human Ftr1; CR 1; Medium humanoid: HD 1d10+2; hp; 12 Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +1; Grp +3; Atk +4 melee (1d8+2 /19-20, longsword); +3 melee (1d8+3 /x3, lance); AL LN; SV Fort +4 Ref +1 Will +0; Str 15, Dex 13, Con 14, Int 8, Wis 10, Cha 12.

Skills and Feats: Climb +5, Intimidate +5, Ride +2, Ride +3, Mounted Combat, Weapon Focus (Long Sword)

Possessions: Full plate, Shield, Long sword, Lance, Light Warhorse

☞ **Sir Avarrondrenn, Knight of Ahlissa, Commander of the Third Cohort:** male human Ftr4; CR 4; Medium humanoid: HD 4d10+8; hp; 39 Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +4; Grp +6; Atk +9 melee (melee (1d8+5/19-20, longsword); +8 melee (1d8+5/x3, lance); AL LN; SV Fort +6 Ref +2 Will +1; Str 17, Dex 13, Con 14, Int 10, Wis 10, Cha 16.

Skills and Feats: Climb +5, Intimidate +7, knowledge (tactics) +4, knowledge (Ahlissa – Nobility) +4 Ride +6, Ride +6, Mounted Combat, Ride by Attack, Trample, Weapon Focus (longsword), Weapon Specialisation (longsword)

Possessions: Full plate, shield, masterwork longsword, lance, light warhorse

Encounter 2: Meetings in Medegia

☞ **Gallran Havamkast:** male human Rog1; CR 1; Medium humanoid: HD 1d6+2; hp 8; Init +6; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +0; Grp +1; Atk +2 melee (1d6+1/18-20, scimitar), +3 ranged (1d6/19-20, shortbow); SA Sneak attack +1d6; SQ Trapfinding; AL CN; SV Fort +2 Ref +5 Will +0; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +6 Bluff +3 Climb +5 Disable Device +3 Escape Artist +4 Hide +6 Listen +4, Move Silently +6 Open locks +4 Profession Sailor +4, Spot +3 Sleight of Hand +4, Swim +5; Improved initiative, Weapon Proficiency (scimitar)

Possessions: Studded leather armour, masterwork scimitar, shortbow, 20 arrows, dagger.

Encounter 3: A Medegian Odyssey

☞ **Henk:** male Orc Clr2 (Gruumsh); CR 2; Medium humanoid: HD 2d8+5; hp 15; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +1; Grp +4; Atk +5 melee (1d8+3/x3, longspear); SA Spells; SQ Darkvision

60 ft., light sensitivity; AL NE; SV Fort +4 Ref +1 Will +5; Str 16, Dex 12, Con 13, Int 8, Wis 14, Cha 6.

Skills and Feats: Concentration +3, Knowledge (Religion) +2; Toughness, Weapon Focus (bonus feat from War domain).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Spells Prepared: (4 0 level/3+1 first level); base DC = 12 +spell level): 0- *cure minor wounds, guidance, resistance, virtue*, 1st- *bane, cause fear, doom, enlarge person*.*

**Domain Spell: Domains:* War – gains free Martial Weapon Proficiency and Weapon Focus with spear; Strength – gains +2 enhancement to Strength for 1 round, once per day.

Possessions: chainmail, spear, light steel shield

Encounter 7: Framed and Fallen

☞ **Orc Guards:** male Orc Ftr 1; CR 1; Medium humanoid: HD 1d10+2; hp 12; Init +2; Spd 40 ft.; AC 15, touch 12, flat-footed 13; Base Atk +1; Grp +4; Atk +5 melee (1d10+3/x3, halberd); Atk +3 ranged (1d6+3/x3, javelin) SA Rage 1/day; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4 Ref +2 Will -1; Str 17, Dex 14, Con 15, Int 9, Wis 8, Cha 6.

Skills and Feats: Hide +3, Listen +2, Survival +3, Spot +1; Alertness, Weapon Focus (halberd)

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Possessions: Halberd, 3 javelins, studded leather armour

Encounter 8: Nemeses

☞ **Candagalon Fathroth,** male human Wizz2; CR 2; Medium humanoid: HD 2d4 +4; hp 10; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d6, quarterstaff); SA Spells; AL N; SV Fort +2 Ref +1 Will 4; Str 10, Dex 13, Con 14, Int 15, Wis 12, Cha 8.

Skills and Feats: Concentration +6, Decipher Script +6, Knowledge (arcana) +6, Spellcraft. +6, Spot +3; Scribe Scroll, Spell Focus (Evocation).

Spells Known: (4 0 level/3 1st level); base DC = 12 +spell level): 0 –*detect magic, flare, ray of frost, touch of fatigue*, 1st –*colour spray, magic missile, shield*

Possessions: staff, dagger, *scroll of haste, wand of magic missiles* (3rd level caster).

➤ **Dalriada Keldavrann**, female human, WarI; CR ½; Medium humanoid: HD 1d8+2; hp 10; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-20, longsword); +3 ranged (1d10/19-20, heavy crossbow), AL LN; SV Fort +4 Ref +2 Will +0; Str 12, Dex 15, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +2, Intimidate +2, Jump +2, Ride +2, Swim +4; Point blank Shot

Possessions: Chain shirt, heavy crossbow, 20 bolts, longsword.

➤ **Delnatri**: female half-elf RogI; CR 1; Medium humanoid: HD 1d6+2; hp 8; Init +6; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +0; Grp +1; Atk +1 melee (1d6+1/18-20, rapier), +3 ranged (1d6/19-20, shortbow); SA Sneak attack +1d6; SQ Trapfinding; AL CN; SV Fort +2 Ref +5 Will +0; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +6 Bluff +3 Climb +5 Disable Device +6 Escape Artist +4 Hide +6 Listen +4, Move Silently +6 Open locks +4 Spot +3 Slight of Hand +4; Improved initiative

Possessions: Studded leather armour, short sword, short bow, 20 arrows, dagger, *potion of cat's grace*

➤ **Trell Galarth**: male human RngI; CR 1; Medium humanoid: HD 1d8; hp 9; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +13; Atk +4 melee (1d6+2/19-20, short sword); SA Favoured enemy (elves); SQ Track, wild empathy; AL LN; SV Fort +3, Ref +4 Will +0; Str 14, Dex 16, Con 13, Int 12, Wis 11, Cha 10.

Skills and Feats: Climb +6, Handle Animal +4, Hide +6, Knowledge (dungeoneering) +3, Listen +2, Move Silently +6, Ride +6, Search +3, Survival +4, Swim +4, Track, Weapon Focus (short sword).

Favoured enemy (elves): +2 to damage, +2 on Bluff, Listen, Sense Motive, Spot, Survival.

Possessions: Short sword, longbow, 20 arrows, chain shirt.

➤ **Xenethol**: male human FtrI; CR 1; Medium humanoid: HD 1d10+2; hp 12; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +1; Grp +3; Atk +4 melee (2d6+3/19-20, great sword); AL N; SV Fort +4 Ref +1 Will +0; Str 15, Dex 13, Con 14, Int 8, Wis 10, Cha 12.

Skills and Feats: Climb +5, Intimidate +5, Ride +2, Swim +3, Power Attack, Weapon Focus (great sword)

Possessions: Half plate, greatsword

➤ **Eagarin**: male human ClrI (Kelanen); CR 1; Medium humanoid: HD 1d8+3; hp 11; Init +5; Spd 30

ft.; AC 17, touch 11, flat-footed 16; Base Atk +0; Grp +1; Atk +1 melee (1d8+1/19-20, longsword); SA spells; SQ turn undead, domain powers; AL N; SV Fort +5 Ref +1 Will +5; Str 12, Dex 12, Con 16, Int 10, Wis 16, Cha 13.

Skills and Feats: Concentration +5, Heal +4, Knowledge (religion) +3, Spellcraft. +2 Spot +1, Endurance, Improved Initiative,

Spells Known: (3 0 level/2+1 1st level.); base DC = 13 + spell level): 0- *cure minor wounds, detect magic, guidance*; 1- *bless, cure light Wounds, magic weapon**

**Domain Spell:* Deity: Kelanan; *Domains:* Travel (For a total time per day of 1 round per level you posses, you can act normally regardless of magical effects that impede movement as if you were affected by the *freedom of movement spell*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day.) War (Free Martial Weapon Proficiency with deities favoured weapon and weapon focus with the deity's favoured weapon)

Possessions: Longsword, chainmail, light steel shield, wooden symbol (nine swords in a star shape pointing outward), *the lance of Osson*.

Appendix 2: APL 4

Encounter 1: Ruined Shores

☞ **Knights of Ahlissa:** male human Ftr1; CR 1; Medium humanoid: HD 1d10+2; hp; 12 Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +1; Grp +3; Atk +4 melee (1d8+2, 19-20); +3 melee (1d8+3/x3, lance); AL LN; SV Fort +4 Ref +1 Will +0; Str 15, Dex 13, Con 14, Int 8, Wis 10, Cha 12.

Skills and Feats: Climb +5, Intimidate +5, Ride +2, Ride +3, Mounted Combat, Weapon Focus (Long Sword)

Possessions: Full plate, shield, longsword, lance, light warhorse

☞ **Sir Avarrondrenn, Knight of Ahlissa, Commander of the Third Cohort:** male human Ftr4; CR 4; Medium humanoid: HD 4d10+8; hp; 39 Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +4; Grp +6; Atk +9 melee (melee (1d8+5/19-20, longsword); +8 melee (1d8+5/x3, lance); AL LN; SV Fort +6 Ref +2 Will +1; Str 17, Dex 13, Con 14, Int 10, Wis 10, Cha 16.

Skills and Feats: Climb +5, Intimidate +7, knowledge (tactics) +4, knowledge (Ahlissa – Nobility) +4 Ride +6, Ride +6, Mounted Combat, Ride by Attack, Trample, Weapon Focus (longsword), Weapon Specialisation (longsword)

Possessions: Full plate, shield, masterwork longsword, lance, light warhorse

Encounter 2: Meetings in Medegia

☞ **Gallran Havamkast:** male human Rog2; CR 2; Medium humanoid: HD 2d6+4; hp 14; Init +6; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/18-20, scimitar), +4 ranged (1d6/19-20, shortbow); SA Sneak attack +1d6; SQ Evasion, Trapfinding; AL CN; SV Fort +2 Ref +6 Will +0; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +8 Bluff +5 Disable Device +6 Escape Artist +6 Hide +8 Listen +4, Move Silently +8 Open locks +4 Profession Sailor +4, Spot +3 Sleight of Hand +4, Swim +5 Improved initiative, Weapon Proficiency Scimitar)

Possessions: Studded leather armour, masterwork scimitar, shortbow, 20 arrows, dagger

Encounter 3: A Medegian Odyssey

☞ **Henk:** male orc Clr3 (Gruumsh); CR3; Medium humanoid: HD 3d8+6; hp 21; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +2; Grp +5; Atk +6 melee (1d8+3/x3, longspear); SA Spells; SQ Darkvision

60 ft., light sensitivity; AL NE; SV Fort +4 Ref +2 Will +5; Str 16, Dex 12, Con 13, Int 8, Wis 14, Cha 6.

Skills and Feats: Concentration +3, Knowledge (Religion) +3, Listen +4, Spot +4; Alertness, Toughness, Weapon Focus (bonus feat from War domain).

Light Sensitivity (Ex): orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Spells Known: (4 0 level/3+1 1st level/2+1 2nd level); base DC = 12 +spell level): 0- *cure minor wounds, guidance, resistance, virtue*; 1st- *bane, cause fear, doom, enlarge person**; 2nd- *bull's strength**, *hold person, sound burst*

**Domain Spell: Domains:* War – gains free Martial Weapon Proficiency and Weapon Focus with spear; Strength – gains +3 enhancement to Strength for 1 round, once per day.

Possessions: Chainmail, spear, shield

☞ **Orc:** male orc Bbn1 (5); CR 1; Medium humanoid: HD 1d12+2; hp 9; Init +2; Spd 40 ft.; AC 15, touch 12, flat-footed 13; Base Atk +1; Grp +4; Atk +4 melee (1d12+3/x3, greataxe); Atk +3 ranged (1d6+3, javelin) SA Rage 1/day; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4 Ref +2 Will -1; Str 17, Dex 14, Con 15, Int 9, Wis 8, Cha 6.

Skills and Feats: Hide +3, Listen +2, Survival +3, Spot +1; Alertness.

Light Sensitivity (Ex): orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Possessions: Great axe, 3 javelins, studded leather armour

Encounter 7: Framed and Fallen

☞ **Orc Guards:** male orc Ftr1; CR 1; Medium humanoid: HD 1d10+2; hp 12; Init +2; Spd 40 ft.; AC 15, touch 12, flat-footed 13; Base Atk +1; Grp +4; Atk +5 melee (1d10+3/x3, halberd); Atk +3 ranged (1d6+3, javelin) SA Rage 1/day; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4 Ref +2 Will -1; Str 17, Dex 14, Con 15, Int 9, Wis 8, Cha 6.

Skills and Feats: Hide +3, Listen +2, Survival +3, Spot +1; Alertness, Weapon Focus (Halberd)

Light Sensitivity (Ex): orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Possessions: Halberd, 3 javelins, studded leather armour

Encounter 8: Nemeses

☞ **Candagalon Fathroth,** male human, Wiz4: CR 4; Medium humanoid: HD 4d4 +8; hp 21; Init +1; Spd 30

ft.; AC 12, touch 12, flat-footed 11; Base Atk +2; Grp +2; Atk +2 melee (1d6, quarterstaff); SA Spells; AL N; SV Fort +3 Ref +2 Will +5; Str 10, Dex 13, Con 14, Int 16, Wis 12, Cha 8.

Skills and Feats: Concentration +9, Decipher Script +8, Knowledge (arcana) +9, Spellcraft. +9, Spot +4; Empower Spell, Scribe Scroll, Spell Focus (Illusion).

Spells Known: (4 0 level/4 1st level, 3 2nd level); base DC = 13 +spell level): 0 – *detect magic, flare, ray of frost, touch of fatigue*, 1 – *cause fear, colour spray, magic missile, shield*, 2 – *blur, bull strength, web*

Possessions: Staff, dagger, *ring of protection +1, scroll of haste, wand of fireball* (5th level caster, 5 charges).

☛ **Dalriada Keldavrann**, female human, War1/Ftr1: CR 1; Medium humanoid: HD 1d8/1d10+4; hp 18; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +2; Grp +3; Atk +3 melee (1d8+1/19-20, longsword); +5 ranged (1d10/19-20, heavy crossbow), AL LN; SV Fort +6 Ref +2 Will +0; Str 12, Dex 15, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +4, Intimidate +4, Jump +2, Ride +2, Swim +6, Precise Shot, Point blank Shot,

Possessions: Chain shirt, heavy crossbow, 20 masterwork bolts, longsword

☛ **Delnatri**: female half-elf Rog3; CR 3; Medium humanoid: HD 3d6+6; hp 20; Init +6; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +2; Grp +3; Atk +3 melee (1d6+1/18-20, rapier), +5 ranged (1d6+1/19-20, shortbow); SA sneak attack +2d6; SQ Evasion, trapfinding, trap sense +1; AL CN; SV Fort +3 Ref +6 Will +1; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +8 Bluff +5 Climb +7 Disable Device +8 Escape Artist +7 Hide +9 Listen +6, Move Silently +9 Open locks +7 Spot +3 Slight of Hand +5; Improved initiative, Point Blank Shot.

Possessions: Studded leather armour, short sword, composite shortbow, 20 arrows, dagger, *potion of cat's grace*.

☛ **Trell Galarth**: male human, Rng3; CR 3; Medium humanoid: HD 3d8+3; hp 21; Init +3; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +15; Atk +6 melee (1d6+2/19-20, shortsword) and +4 melee (1d6+2/19-20, shortsword) SA Favoured enemy (Elves); SQ Track, wild empathy; AL LN; SV Fort +5, Ref +6 Will +1; Str 14, Dex 17, Con 13, Int 12, Wis 11, Cha 10.

Skills and Feats: Climb +6, Handle Animal +6, Hide +6, Knowledge (dungeoneering) +6, Listen +4, Move Silently +5, Ride +5, Search +4, Survival +4, Swim +2; Endurance, Track, Two Weapon Combat,

Weapon Finesse, (short Sword), Weapon Focus (short sword)

Favoured Enemy (elves): +2 to damage, +2 on Bluff, Listen, Sense Motive, Spot, Survival

Possessions: 2 masterwork short swords, longbow, 20 arrows, chain shirt.

☛ **Xenethol**: male human Ftr2; CR 2; Medium humanoid: HD 2d10+4; hp; 21 Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +2; Grp +4; Atk +7 melee (2d6+5/19-20, +1 great sword); AL N; SV Fort +5 Ref +1 Will +0; Str 17, Dex 13, Con 14, Int 8, Wis 10, Cha 12.

Skills and Feats: Climb +6, Intimidate +5, Ride +4, Swim +4, Cleave, Power Attack, Weapon Focus (great sword)

Possessions: half plate, +1 greatsword.

☛ **Eagarin**: male human Clr2; CR 1; Medium humanoid: HD 2d8+6; hp 19; Init +5; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +1; Grp +2; Atk +3 melee (1d8+1/19-20, masterwork longsword); SA Spells; SQ Turn undead, domain powers; AL N; SV Fort +6 Ref +1 Will +6; Str 12, Dex 12, Con 16, Int 10, Wis 16. Cha 13.

Skills and Feats: Concentration +6, Heal +5, Knowledge (religion) +4, Spellcraft. +3, Spot +1, Endurance, Improved Initiative,

Spells Prepared: (4- 0 level/ 3+1 1st level.); base DC = 13 +spell level): 0- *cure minor wounds, detect magic, guidance, virtue*; 1 – *bles, cure light wounds, doom, magic weapon**

**Domain Spell: Deity: Kelanan; Domains: Travel* (For a total time per day of 1 round per level you posses, you can act normally regardless of magical effects that impede movement as if you were affected by the *freedom of movement spell*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day.) Add survival to your list of class skills. War (Free Martial Weapon Proficiency with deities favoured weapon and weapon focus with the deity's favoured weapon)

Possessions: masterwork longsword, chainmail, light steel shield, wooden holy symbol (nine swords in a star shape pointing outward), *the lance of Osson*.

Appendix 3: APL 6

Encounter 1: Ruined Shores

◆ **Knights of Ahlissa:** male human Ftr1; CR 1; Medium humanoid: HD 1d10+2; hp; 12 Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +1; Grp +3; Atk +4 melee (1d8+2, 19-20); +3 melee (1d8+3/x3, lance); AL LN; SV Fort +4 Ref +1 Will +0; Str 15, Dex 13, Con 14, Int 8, Wis 10, Cha 12.

Skills and Feats: Climb +5, Intimidate +5, Ride +2, Ride +3, Mounted Combat, Weapon Focus (Long Sword)

Possessions: Full plate, shield, longsword, lance, light warhorse

◆ **Sir Avarrondrenn, Knight of Ahlissa, Commander of the Third Cohort:** male human Ftr4; CR 4; Medium humanoid: HD 4d10+8; hp; 39 Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +4; Grp +6; Atk +9 melee (melee (1d8+5/19-20, longsword); +8 melee (1d8+5/x3, lance); AL LN; SV Fort +6 Ref +2 Will +1; Str 17, Dex 13, Con 14, Int 10, Wis 10, Cha 16.

Skills and Feats: Climb +5, Intimidate +7, knowledge (tactics) +4, knowledge (Ahlissa – Nobility) +4 Ride +6, Ride +6, Mounted Combat, Ride by Attack, Trample, Weapon Focus (longsword), Weapon Specialisation (longsword)

Possessions: full plate, shield, masterwork longsword, lance, light warhorse

Encounter 2: Meetings in Medegia

◆ **Gallran Havamkast:** male human Rog3; CR 3; Medium humanoid: HD 3d6+6; hp 20; Init +6; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +2; Grp +3; Atk +4 melee (1d6+1/18-20, scimitar), +5 ranged (1d6/19-20, shortbow); SA Sneak attack +2d6; SQ Evasion, Trap sense +1; AL CN; SV Fort +3 Ref +6 Will +1; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +8 Bluff +5 Disable Device +6 Escape Artist +6 Hide +8 Listen +6, Move Silently +8 Open locks +6 Profession Sailor +6, Spot +5 Sleight of Hand +6, Swim +5; Improved initiative, Weapon focus (scimitar), Weapon Proficiency (scimitar)

Possessions: Studded leather armour, masterwork scimitar, shortbow, 20 arrows, dagger.

Encounter 3: Medegian Odyssey

◆ **Henk:** male Orc Clr5 (Gruumsh); CR 5; Medium humanoid: HD 5d8+13; hp 38; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +3; Grp +6; Atk +7

melee (1d8+3/x3, longsword); SA Spells; SQ Darkvision 60 ft., light sensitivity; AL NE; SV Fort +6 Ref +2 Will +6; Str 16, Dex 12, Con 14, Int 8, Wis 14, Cha 6.

Skills and Feats: Concentration +6, Knowledge (Religion) +3; Alertness, Toughness, Weapon Focus (bonus feat from War domain).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell; Rebuke Undead 1/day.

Spells Known: (5 0 level/4+1 1st level/ 3+1 2nd level/1+1 3rd level); base DC = 12 +spell level; 0- *cure minor wounds, detect magic, guidance, resistance, virtue*; 1st- *bane, cause fear, doom, enlarge person**; *magic weapon*; 2nd- *bull's strength**; *hold person x 2, sound burst*; 3rd- *blindness, magic vestment**

* *Domain Spell: Domains:* War – gains free Martial Weapon Proficiency and Weapon Focus with spear; Strength – gains +5 enhancement to Strength for 1 round, once per day.

Possessions: Chainmail armour, spear, light steel shield

Encounter 7: Framed and Fallen

◆ **Orc Guards:** male Orc Ftr 1; CR 1; Medium humanoid: HD 1d10+2; hp 12; Init +2; Spd 40 ft.; AC 15, touch 12, flat-footed 13; Base Atk +1; Grp +4; Atk +5 melee (1d10+3/x3, halberd); Atk +3 ranged (1d6+3, javelin) SA Rage 1/day; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4 Ref +2 Will -1; Str 17, Dex 14, Con 15, Int 9, Wis 8, Cha 6.

Skills and Feats: Hide +3, Listen +2, Survival +3, Spot +1; Alertness, Weapon Focus (halberd)

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Possessions: Halberd, 3 javelins, studded leather armour

Encounter 8: Nemeses

◆ **Candagalon Fathroth,** male human Wiz7; CR 7; Medium humanoid: HD 7d4 +14; hp 36; Init +1; Spd 30 ft.; AC 12, touch 12, flat-footed 11; Base Atk +3; Grp +3; Atk +3 melee (1d6, quarterstaff); SA Spells; AL N; SV Fort +2 Ref +1 Will +4; Str 10, Dex 13, Con 14, Int 16, Wis 12, Cha 8.

Skills and Feats: Scroll, Concentration +12, Decipher Script +12, Knowledge (arcana) +12, Spellcraft. +13, Spot +7, Empower Spell, Scribe Scroll, Spell Focus (Evocation) Spell Focus (Illusion), Quicken Spell.

Spells Known: (4 0 level/5 1st level, 4 2nd level, 3 3rd level, 1 4th level); base DC = 13 +spell level): 0 – *detect magic, flare, ray of frost, touch of fatigue*; 1 – *cause fear, colour spray, magic missile x2, shield, 2 – bull strength, blur, darkness, web*; 3 – *fireball, hold person, haste*; 4 – *lesser globe of Invulnerability*

Possessions: Staff, dagger, *ring of protection +1, scroll of haste, wand of fireball* (5th level caster, 5 charges).

➤ **Dalriada Keldavrann**, female human, War1/Ftr3, CR 3; Medium humanoid: HD 1d8/3d8+8; hp 34; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +4; Grp +5; Atk +5 melee (1d8 +1/19-20, longsword); +9 ranged (1d10/19-20, heavy crossbow); AL LN; SV Fort +4 Ref +4 Will +1; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +6, Intimidate +6, Jump +4, Ride +4, Swim +8; Far Shot, Precise Shot, Point blank Shot, Weapon Focus (heavy crossbow)

Possessions: Chain shirt, heavy crossbow, 20 masterwork bolts, longsword, *potion of cat's grace*

➤ **Delnatri**: female half-elf Rog5; CR 5; Medium humanoid: HD 5d6+10; hp 32; Init +6; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +3; Grp +4; Atk +4 melee (rapier 1d6), +6 ranged (1d6+1/19-20, shortbow); SA sneak attack +3d6; SQ Evasion, trapfinding, trap sense, uncanny dodge; AL CN; SV Fort +3 Ref +5 Will +1; Str 12, Dex 17, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +10 Bluff +7 Climb +9 Disable Device +10 Escape Artist +9 Hide +11 Listen +8, Move Silently +11 Open locks +7 Spot +5 Slight of Hand +5; Improved initiative, Point Blank Shot.

Possessions: Studded leather armour, short sword, composite short bow, 20 arrows, dagger *potion of cat's grace*

➤ **Trell Galarth**: male human Rgr5; CR 5; Medium humanoid: HD 5d8+5; hp 33; Init +3; Spd 20 ft.; AC 16, touch 12, flat-footed 14; Base Atk +5; Grp +7; Atk +8 melee (1d6+2/19-20, shortsword) and +6 melee (1d6+2/19-20, shortsword); SA Favoured enemy (Elves); SQ Track, wild empathy; AL LN; SV Fort +5, Ref +6 Will +1; Str 14, Dex 17, Con 13, Int 12, Wis 11, Cha 10.

Skills and Feats: Climb +8, Handle Animal +8, Hide +8, Knowledge (dungeoneering) +8, Listen +6, Move Silently +7, Ride +5, Search +6, Survival +4, Swim +2, Endurance, Track, Two Weapon Combat, Weapon Finesse, (short sword), Weapon Focus (short sword)

Favoured Enemy (elves): +4 to damage, +4 on Bluff, Listen, Sense Motive, Spot, Survival; 2nd Favoured

Enemy (Halfling), +2 to damage, +2 on Bluff, Listen, Sense Motive, Spot, Survival

Possessions: 2 masterwork short swords (poisoned with Black Adder Venom), longbow, 20 masterwork arrows, chain shirt

Black Adder Venom: Injuruy DC 11, Initial Damage 1d6 Con, Secondary Damage 1d6 Con.

➤ **Xenethol**: male human Ftr4; CR 4; Medium humanoid: HD 4d10+8; hp 39; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +4; Grp +6; Atk +9 melee (2d6+7+1d6/19-20, +1 *shocking great sword*); AL N; SV Fort +6 Ref +2 Will +1; Str 18, Dex 13, Con 14, Int 8, Wis 10, Cha 12.

Skills and Feats: Climb +8, Intimidate +7, Ride +6, Swim +6; Cleave, Great Cleave, Power Attack, Weapon Focus (great sword), Weapon Specialisation (great sword)

Possessions: Half plate, +1 *shocking greatsword*

➤ **Eagarin**: male human Clr4; CR 4; Medium humanoid: HD 4d8+12; hp 35; Init +5; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +3; Grp +4; Atk +6 melee (1d8+1/19-20, longsword); SA: Spells; SQ Turn undead, domain powers; AL N; SV Fort +5 Ref +2 Will +5; Str 12, Dex 12, Con 16, Int 10, Wis 17, Cha 13.

Skills and Feats: Concentration +7, Heal +6, Knowledge (religion) +5, Spellcraft. +4, Spot +2, Endurance, Improved Initiative, Weapon Focus (longsword)

Spells Known: (5 0 level/4+1 1st level/3+1 2nd level.); base DC = 13 +spell level): 0- *cure minor wounds, detect magic, guidance, resistance, virtue*; 1 – *bless, cure light wounds, doom, entropic shield, magic weapon**; 2 – *bull's strength, cure moderate wounds, hold person, spiritual weapon**

***Domain Spell: Deity: Kelanen: Domains:** Travel (For a total time per day of 1 round per level you posses, you can act normally regardless of magical effects that impede movement as if you were affected by the *freedom of movement spell*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day.) Add survival to your list of class skills. War (Free Martial Weapon Proficiency with deities favoured weapon and weapon focus with the deity's favoured weapon)

Possessions: masterwork longsword, chainmail, +1 *shield, the lance of Osson*, wooden holy symbol (nine swords in a star shape pointing outward).

Appendix 4: APL 8

Encounter 1: Ruined Shores

◆ **Knights of Ahlissa:** male human Ftr1; CR 1; Medium humanoid: HD 1d10+2; hp; 12 Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +1; Grp +3; Atk +4 melee (1d8+2, 19-20); +3 melee (1d8+3/x3, lance); AL LN; SV Fort +4 Ref +1 Will +0; Str 15, Dex 13, Con 14, Int 8, Wis 10, Cha 12.

Skills and Feats: Climb +5, Intimidate +5, Ride +2, Ride +3, Mounted Combat, Weapon Focus (Long Sword)

Possessions: Full plate, shield, longsword, lance, light warhorse

◆ **Sir Avarrondrenn, Knight of Ahlissa, Commander of the Third Cohort:** male human Ftr4; CR 4; Medium humanoid: HD 4d10+8; hp; 39 Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +4; Grp +6; Atk +9 melee (melee (1d8+5/19-20, longsword); +8 melee (1d8+5/x3, lance); AL LN; SV Fort +6 Ref +2 Will +1; Str 17, Dex 13, Con 14, Int 10, Wis 10, Cha 16.

Skills and Feats: Climb +5, Intimidate +7, knowledge (tactics) +4, knowledge (Ahlissa – Nobility) +4 Ride +6, Ride +6, Mounted Combat, Ride by Attack, Trample, Weapon Focus (longsword), Weapon Specialisation (longsword)

Possessions: Full plate, shield, masterwork longsword, lance, light warhorse.

Encounter 2: Meetings in Medegia

◆ **Gallran Havamkast:** male human Rog4; CR 4; Medium humanoid: HD 4d6+8; hp 26; Init +6; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +3; Grp +4; Atk +6 melee (1d6+1/18-20, scimitar), +6 ranged (short bow 1d6); SA Sneak attack +2d6; SQ Evasion, trap sense +1, uncanny dodge; AL CN; SV Fort +3 Ref +7 Will +1; Str 12, Dex 17, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +10 Bluff +5 Disable Device +8 Escape Artist +6 Hide +8 Listen +8, Move Silently +10 Open locks +8 Profession Sailor +6, Spot +5 Sleight of Hand +6, Swim +7; Improved initiative, Weapon focus (scimitar), Weapon Proficiency (scimitar)

Possessions: Studded leather armour, scimitar, short bow, 20 arrows, dagger

Encounter 3: A Medegian Odyssey

◆ **Henk:** male Orc Clr6 (Gruumsh); CR 6; Medium humanoid: HD 6d8+15; hp 45; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +4; Grp +8; Atk +9

melee (1d8+3/x3, longsword); SA Spells; SQ Darkvision 60 ft., light sensitivity; AL NE; SV Fort +7 Ref +3 Will +7; Str 16, Dex 12, Con 14, Int 8, Wis 14, Cha 6.

Skills and Feats: Concentration +6, Knowledge (religion) +4; Alertness, Extra Turning, Toughness, Weapon Focus (Longsword).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell; Rebuke Undead 1/day.

Spells Known: (5 0 level/4+1 1st level/ 4+1 2nd level/2+1 3rd level); base DC = 12 +spell level): 0- *cure minor wounds, detect magic, guidance, resistance, virtue*; 1st- *bane, cause fear, doom, enlarge person**; *magic weapon*; 2nd- *bull's strength**; *hold person x 2, sound burst*; 3rd- *blindness, magic vestment**.

*Domain Spell: Domains: War – gains free Martial Weapon Proficiency and Weapon Focus with spear; Strength – gains +6 enhancement to Strength for 1 round, once per day.

Possessions: Chainmail, longsword, light steel shield

◆ **Ogre Brigands (4):** male Ogre Bbn2; CR 5; Large Giant: HD 4d8+19 plus 2d12+8; hp 61; Init +0; Spd 50 ft.; AC 16, touch 8, flat-footed 16; Base Atk +6; Grp +16; Atk +14 melee (2d8+10, great club) or ranged +6 (Javelin 1d8+7); SA rage 1/day; SQ Darkvision 60 ft., Fast movement, low light vision, uncanny dodge; AL N; SV Fort +11 Ref +0 Will +1; Str 25, Dex 11, Con 18, Int 8, Wis 10, Cha 4.

Skills and Feats: Climb +5, Listen +6, Hide +6, Spot, +4; Power Attack, Toughness, Weapon Focus (great club)

Possessions: Great club, hide armour, 3 javelins

Encounter 7: Framed and Fallen

◆ **Orc Guards:** male Orc Ftr1; CR 1; Medium humanoid: HD 1d10+2; hp 12; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +1; Grp +4; Atk +5 melee (1d10+3/x3, halberd); Atk +3 ranged (1d6+3, javelin) SA Rage 1/day; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4 Ref +2 Will -1; Str 17, Dex 14, Con 15, Int 9, Wis 8, Cha 6.

Skills and Feats: Hide +3, Listen +2, Survival +3, Spot +1; Alertness, Weapon Focus (halberd)

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Possessions: Halberd, 3 javelins, studded leather armour

Encounter 8: Nemeses

➤ **Candagalon Fathroth**, male human, Wiz9; CR 9; Medium humanoid: HD 9d4+18; hp 46; Init +1; Spd 30 ft.; AC 12, touch 12, flat-footed 11; Base Atk +4; Grp +4; Atk +4 melee (1d6, quarterstaff); SA Spells; AL N; SV Fort +2 Ref +1 Will +4; Str 10, Dex 13, Con 14, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +15, Decipher Script +15, Knowledge (arcana) +15, Spellcraft +15, Spot +7; Craft Wand, Empower Spell, Scribe Scroll, Spell Focus (Illusion), Spell Focus (Evocation), Quicken Spell.

Spells Known: (4 0 level/5 1st level, 5 2nd level, 4 3rd level, 2 4th level 1 5th level); base DC = 13 +spell level: 0 – *detect magic, flare, ray of frost, touch of fatigue*; 1 – *colour spray, magic missile x2, shield, cause fear*; 2 – *bull strength, protection from arrows, blur, darkness, web*; 3 – *fireball, hold person, haste, slow*; 4 – *greater invisibility, lesser globe of Invulnerability* 5th *feblemind*

Possessions: Staff, dagger, *ring of protection +1, scroll of haste, wand of fireball* (5th level caster, 5 charges).

➤ **Dalriada Keldavrann**, female human, War1/Ftr5; CR 6; Medium humanoid: HD 1d8/5d10+10; hp 50; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +6/+1; Grp +7; Atk +7/+2 melee (1d8 +1/19-20, longsword); +11/+6 ranged (1d10/19-20, heavy crossbow); AL LN; SV Fort +6 Ref 52 Will +1; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +8, Intimidate +8, Jump +6, Ride +6, Swim +10; Far Shot, Point blank Shot, Precise Shot, Rapid Reload, Weapon Focus (heavy crossbow)

Possessions: Chain shirt, heavy crossbow, 20 masterwork bolts, longsword, *potion of cat's grace*

➤ **Delnatri**: female half-elf Rog7; CR 7; Medium humanoid: HD 7d6+14; hp 32; Init +6; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +5; Grp +6; Atk +6 melee (rapier 1d6), +8 ranged (1d6+1/19-20, shortbow); SA Sneak attack +4d6; SQ Evasion, trapfinding, trap sense +2, uncanny dodge; AL CN; SV Fort +3 Ref +6 Will +1; Str 12, Dex 17, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +12 Bluff +9 Climb +11 Disable Device +14 Escape Artist +13 Hide +15 Listen +12, Move Silently +15 Open locks +7 Spot +10 Slight of Hand +9; Improved initiative, Point Blank Shot, Precise Shot.

Possessions: Studded Leather armour, short sword, composite shortbow, 20 arrows, dagger, *potion of cat's grace*.

➤ **Trell Galarth**: male human, Rgr7; CR 7; Medium humanoid: HD 7d8+7; hp 45; Init +7; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +7/+2; Grp +9; Atk +10 melee (1d6+2/19-20, shortsword) and +8 melee (1d6+2/19-20, shortsword); Full Atk +10 melee (1d6+2/19-20, shortsword) and +8 melee (1d6+2/19-20, shortsword) and +8 melee (1d6+2/19-20, shortsword); SA Favoured enemy (elves); SQ Track, wild empathy; AL LN; SV Fort +6, Ref +8 Will +2; Str 14, Dex 17, Con 13, Int 12, Wis 11, Cha 10.

Skills and Feats: Climb +10, Handle Animal +10, Hide +10, Knowledge (dungeoneering) +8, Listen +8, Move Silently +9, Ride +5, Search +8, Survival +4, Swim +4, Endurance, Improved Initiative, Improved Two weapon fighting, Track, Two Weapon Combat, Weapon Finesse, (short sword), Weapon Focus (short sword)

Favoured Enemy (elves): +4 to damage, +4 on Bluff, Listen, Sense Motive, Spot, Survival; 2nd Favoured Enemy (Halfling), +2 to damage, +2 on Bluff, Listen, Sense Motive, Spot, Survival

Spells Known: (1 1st); base DC = 11 +spell level): *entangle*

Possessions: 2 masterwork short swords (poisoned with Black Lotus Extract), longbow, 20 masterwork arrows, *chain shirt +1*

Black Lotus Extract: Contact DC 20, Initial Damage 3d6 Con, Secondary Damage 3d6 Con.

➤ **Xenethol**: male human Ftr6; CR 6; Medium humanoid: HD 6d10+12; hp; 57 Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +6/+1; Grp +8; Atk +10 melee (2d6+7+1d6/19-20, +1 *shocking great sword*); Full Atk +10/+5 melee (2d6+7+1d6/19-20, +1 *shocking great sword*); AL N; SV Fort +6 Ref +3 Will +2; Str 16, Dex 13, Con 14, Int 8, Wis 10, Cha 12.

Skills and Feats: Climb +10, Intimidate +9, Ride +8, Swim +8, Cleave, Die Hard, Endurance, Great Cleave, Power Attack, Weapon Focus (great sword), Weapon Specialisation (great sword)

Possessions: Half plate, +1 *shocking greatsword*

➤ **Eagarin**: male human Clr6; CR 6 Medium humanoid: HD 6d8+18; hp 53; Init +5; Spd 30 ft.; AC 17, touch 11, flat-footed 17; Base Atk +4; Grp +5; Atk +8 melee (1d8+3/19-20, *nine lives stealer*); SA Spells; SQ Turn undead, domain powers; AL N; SV Fort +6, Ref +3, Will +6; Str 12, Dex 12, Con 16, Int 10, Wis 17, Cha 13.

Skills and Feats: Concentration +8, Heal +7, Knowledge (religion) +6, Spellcraft +5, Spot +3; Die

Hard, Endurance, Improved Initiative, Weapon Focus (longsword)

Spells Known: (5 0 level/4+1 1st level/4+1 2nd level/ 3+1 3rd level.); base DC = 13 +spell level): 0- *cure minor wounds, detect magic, guidance, resistance, virtue*; 1 – *bless, cure light wounds, doom, entropic shield, magic weapon**; 2 – *bull's strength, cure moderate wounds, hold person, silence, spiritual weapon** 3 – *bestow curse, blindness, prayer, fly**

**Domain Spell: Deity; Kelanen: Domains: Travel* (For a total time per day of 1 round per level you posses, you can act normally regardless of magical effects that impede movement as if you were affected by the *freedom of movement spell*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day.) Add survival to your list of class skills. War (Free Martial Weapon Proficiency with deities favoured weapon and weapon focus with the deity's favoured weapon)

Possessions: nine lives stealer, chainmail, light steel shield, wooden holy symbol (nine swords in a star shape pointing outward), the lance of Osson.

Appendix 5: APL 10

Encounter 1: Ruined Shores

☞ **Knights of Ahlissa:** male human Ftr1: CR 1; Medium humanoid: HD 1d10+2; hp; 12 Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/19-20, longsword); +3 melee (1d8+3/x3, lance); AL LN; SV Fort +4 Ref +1 Will +0; Str 15, Dex 13, Con 14, Int 8, Wis 10, Cha 12.

Skills and Feats: Climb +5, Intimidate +5, Ride +2, Ride +3, Mounted Combat, Weapon Focus (Long Sword)

Possessions: Full plate, shield, longsword, lance, light warhorse

☞ **Sir Avarrondrenn, Knight of Ahlissa, Commander of the Third Cohort:** male human Ftr4; CR 4; Medium humanoid: HD 4d10+8; hp; 39 Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +4; Grp +6; Atk +9 melee (melee 1d8+5/19-20, longsword); +8 melee (1d8+5/x3, lance); AL LN; SV Fort +6 Ref +2 Will +1; Str 17, Dex 13, Con 14, Int 10, Wis 10, Cha 16.

Skills and Feats: Climb +5, Intimidate +7, knowledge (tactics) +4, knowledge (Ahlissa – Nobility) +4 Ride +6, Ride +6; Mounted Combat, Ride by Attack, Trample, Weapon Focus (longsword), Weapon Specialisation (longsword)

Possessions: Full plate, shield, masterwork longsword, lance, light warhorse.

Encounter 2: Meetings in Medegia

☞ **Gallran Havamkast:** male human Rog5; CR 5; Medium humanoid: HD 5d6+10; hp 32; Init +6; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +3; Grp +4; Atk +6 melee (1d6+1/18-20, scimitar), +6 ranged (1d6/19-20, shortbow); SA Sneak attack +3d6; SQ Evasion, trap sense +1, uncanny dodge; AL CN; SV Fort +3 Ref +7 Will +1; Str 12, Dex 17, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +10 Bluff +8 Disable Device +9 Escape Artist +8 Hide +8 Listen +8, Move Silently +10 Open locks +8 Profession Sailor +8, Spot +7, Sleight of Hand +6, Swim +7; Improved initiative, Weapon focus (scimitar), Weapon Proficiency (scimitar)

Possessions: Studded leather armour, masterwork scimitar, shortbow, 20 arrows, dagger.

Encounter 3: A Medegian Odyssey

☞ **Henk:** male orc Clr8 (Gruumsh); CR 8; Medium humanoid: HD 8d8+19; hp 57; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +6/+1; Grp +10;

Atk +11 melee (1d8+3/x3, longsword); SA Spells; SQ Darkvision 60 ft., light sensitivity; AL NE; SV Fort +8 Ref +3 Will +8; Str 16, Dex 12, Con 14, Int 8, Wis 15, Cha 6.

Skills and Feats: Concentration +8, Knowledge (religion) +8; Alertness, Extra Turning, Toughness, Weapon Focus (bonus feat from War domain).

Light Sensitivity (Su): Orcs are dazzled in bright sunlight or within the radius of a daylight spell; Rebuke Undead 1/day.

Spells Known: (6 0 level/5+1 1st level/ 4+1 2nd level/3+1 3rd level/2+1 4th level); base DC = 12 +spell level): 0- *cure minor wounds, detect magic, guidance, resistance, virtue x2*; 1st- *bane, bless, cause fear, doom, enlarge person**; *magic weapon*; 2nd- *bull's strength*x2, hold person x 2, sound burst*; 3rd- *blindness, cure serious wounds, dispel magic, magic vestment**; 4th- *cure critical wounds, divine power, spell immunity**;

*Domain Spell: Domains: War – gains free Martial Weapon Proficiency and Weapon Focus with spear; Strength – gains +6 enhancement to Strength for 1 round, once per day.

Possessions: Chainmail, spear, light steel shield

Encounter 7: Framed and Fallen

☞ **Orc Guards:** male Orc Ftr 1; CR 1; Medium humanoid: HD 1d10+2; hp 12; Init +2; Spd 40 ft.; AC 15, touch 12, flat-footed 13; Base Atk +1; Grp +4; Atk +5 melee (1d10+3/x3, halberd); Atk +3 ranged (1d6+3, javelin) SA Rage 1/day; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4 Ref +2 Will -1; Str 17, Dex 14, Con 15, Int 9, Wis 8, Cha 6.

Skills and Feats: Hide +3, Listen +2, Survival +3, Spot +1; Alertness, Weapon Focus (Halberd)

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Possessions: Halberd, 3 javelins, studded leather armour

Encounter 8: Nemeses

☞ **Candagalon Fathroth,** male human Wiz12 CR 12; Medium humanoid: HD 12d4+24; hp 61; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +6/+1; Grp +6; Atk +6 melee (1d6, quarterstaff); SA Spells; AL N; SV Fort +2 Ref +1 Will +4; Str 10, Dex 13, Con 14, Int 18, Wis 12, Cha 8.

Skills and Feats: Concentration +18, Decipher Script +14, Knowledge (arcana) +14, Spellcraft. +19, Spot +10; Craft Wand, Empower Spell, Extend Spell,

Forge Ring, Scribe Scroll, Spell Focus (Evocation), Spell Focus (Illusion), Quicken Spell.

Spells Known: (4 0 level/5 1st level, 5 2nd level, 5 3rd level, 3 4th level 3 5th level 2 6th level); base DC = 13 +spell level): 0 – *detect magic, flare, ray of frost, touch of fatigue*; 1 – *cause fear, colour spray, magic missile x2, shield*, 2 – *blur, bull strength, protection from arrows, gust of wind, web* 3 – *fireball, haste, hold person, slow, dispel magic*; 4 – *greater invisibility, ice storm, lesser globe of invulnerability, stone skin*; 5th *cloud kill, dominate person, feeble mind*, 6- *disintegrate, mass cat's grace*

Possessions: Staff, dagger, *elemental gem (water)*, *ring of protection +1*, *scroll of haste*, *wand of fireball* (5th level caster, 5 charges).

☛**Dalriada Keldavrann**, female human, War1/Ftr6, CR 7; Medium humanoid: HD 1d8/6d10+12; hp 58; Init +; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +7/+2; Grp +8; Atk +8/+3 melee (1d8+1/19-20, longsword); +12/7 ranged (1d10+2/19-20 heavy crossbow), AL LN; SV Fort +6 Ref +3 Will +2; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +9, Intimidate +9, Jump +7, Ride +7, Swim +11, Far Shot, Precise Shot, Point blank Shot, Rapid Reload, Weapon Focus (heavy crossbow), Weapon Specialisation (heavy crossbow).

Possessions: Chain shirt, heavy crossbow, 20 masterwork bolts, longsword, *potion of cat's grace*

☛**Delnatri**: female half-elf Rog9; CR 9; Medium humanoid: HD 9d6+18; hp 44; Init +7; Spd 30 ft.; AC 17, touch 14, flat-footed 13; Base Atk +6/+1; Grp +7; Atk +7/+2 melee (1d6+1/18-20, rapier), +10/+5 ranged (1d6+1/19-20, shortbow); SA Sneak attack +5d6; SQ Evasion, improved uncanny dodge, trapfinding, trap sense +3, uncanny dodge; AL CN; SV Fort +3 Ref +9 Will +2; Str 12, Dex 18, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +14 Bluff +11 Climb +Disable Device +12 Escape Artist +11, Hide +13, Listen +10, Move Silently +13 Open locks +7 Search +8 Slight of Hand +5; Improved initiative, Point Blank Shot, Precise Shot, Rapid Shot, Far Shot.

Possessions: Studded leather armour, rapier, composite short bow, 20 arrows, dagger, *potion of cat's grace*

☛**Trell Galarth**: male human Rgr9; CR 9; Medium humanoid: HD 9d8+9; hp 57; Init +8; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +9/+4; Grp +11; Atk +12 melee (1d6+2 /17-20/x2, short sword); +12 melee (1d6+2 /17-20/x2, short sword)+6 melee (1d6+2 /17-20/x2, short sword); +6 melee (1d6+2 /17-20/x2, short sword); +13/+8 ranged (1d8/x3, longbow); SA Favoured

enemy (elves); SQ Track, wild empathy; AL LN; SV Fort +7, Ref +10 Will +3; Str 14, Dex 18, Con 13, Int 12, Wis 11, Cha 10.

Skills and Feats: Climb +12, Handle Animal +12, Hide +12, Knowledge (dungeoneering) +8, Listen +10, Move Silently +11, Ride +5, Search +10, Survival +4, Swim +6; Endurance, Evasion, Improved Critical, Improved Initiative, Improved Two Weapon Fighting, Swift Tracker, Track, Two Weapon Combat, Weapon Finesse, (short sword), Weapon Focus (short sword), Woodland Stride.

Favoured Enemy (elves): +4 to damage, +4 on Bluff, Listen, Sense Motive, Spot, Survival; 2nd Favoured Enemy (Halfling), +2 to damage, +2 on Bluff, Listen, Sense Motive, Spot, Survival

Spells Known: (1 1st); base DC = 11 +spell level): Entangle

Possessions: 2 masterwork short swords (poisoned with black lotus extract), longbow, 20 masterwork arrows, +1 *chain shirt*.

Black Lotus Extract: Contact DC 20, Initial Damage 3d6 Con, Secondary Damage 3d6 Con.

☛**Xenethol**: male human Ftr8; CR 8; Medium humanoid: HD 8d10+16; hp; 75 Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +8/+3; Grp +11; Atk +12/+8 melee (2d6+7+1d6/19-20, +1 *shocking greatsword*); AL N; SV Fort +8 Ref +4 Will +2; Str 16, Dex 14, Con 14, Int 8, Wis 10, Cha 12.

Skills and Feats: Climb +12, Intimidate +11, Ride +10, Swim +10, Cleave, Die Hard, Endurance, Great Cleave, Improved Critical (great sword), Power Attack, Weapon Focus (great sword), Weapon Specialisation (great sword)

Possessions: Half plate, +1 *shocking great sword*.

☛**Eagarin**: male human Clr9, CR 9 Medium humanoid: HD 9d8+27; hp 77; Init +5; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +6/+1; Grp +7; Atk +8/+3 melee (1d8+2+1d6/19-20, +1 *flaming longsword*); SA Spells; SQ Turn undead, domain powers; AL NE; SV Fort +7 Ref +4 Will +7; Str 12, Dex 12, Con 16, Int 10, Wis 18, Cha 13.

Skills and Feats: Concentration +10, Heal +9, Knowledge (religion) +7, Spellcraft. +7, Spot +5; Die Hard, Endurance, Improved Initiative, Improved Turning, Weapon Focus (longsword)

Spells Known: (6 0 level/ 5+1 1st level / 5+1 2nd level/ 4+1 3rd level/ 3+1 4th level / 1+1 5th level.); base DC = 14 +spell level): 0- *cure minor wounds x2, detect magic, guidance, resistance, virtue*; 1 – *bless, cure light wounds, doom, entropic shield, magic weapon**, *shield of faith*; 2 – *bull's strength, cure moderate wounds,*

hold person x2, *silence*, *spiritual weapon**; 3 – *bestow curse*, *blindness*, *dispel magic*, *fly**, *prayer*; 4 – *dimension door**, *dismissal*, *divine power*, *spell Immunity*, 5 – *flame Strike**, *insect plague*

**Domain Spell: Deity; Kelanen: Domains: Travel* (For a total time per day of 1 round per level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the *freedom of movement spell*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day.) Add survival to your list of class skills. War (Free Martial Weapon Proficiency with deities favoured weapon and weapon focus with the deity's favoured weapon)

Possessions: +1 flaming longsword, chainmail, wooden holy symbol (nine swords in a star shape pointing outward), *the lance of Osson*.

Appendix 6: Background Information Montesser at a Glance

👑Montesser (Large Town): Conventional (Theocracy); AL LE (LN); 5,000 gp limit; Assets 617,500 gp; Population 2,469; Mixed (orc 1654, half-orc 324, human [So] 243, orogs 247.

Authority Figures: Bhargeval (LE [LN] male half-orc Rgr8/Clr3 - Bahgtru), commander of town's defences; Shauntru (LE [LN] female orc Clr9- Luthic), matriarch of Montesser.

Important Figures: Froznir Delrrii (LE male human Rog7), Sea Baron merchant and pirate.

Seven years ago the settlement of Montesser didn't exist. Established by a charismatic priestess of Luthic the orcs settling here simply tired of war, instead electing to carve out a home for themselves on the Spindrift Coast. Despite these decidedly unneuroz ideals, life in Montesser is brutal and disciplined. Wrongdoers are dealt with in typical orcish fashion and society is organised along martial lines.

The original settlers were deserters from the imperial forces responsible for the sack of Mentrey but since the settlement's founding numbers of both orcs and half-orcs have increased dramatically. A number of orogs have also been reported to be amongst the population. Roughly 1,600 orcs and 300 half-orcs now dwell within the town. Light outlying settlements (often of less than 20 individuals) dot the hills surrounding Montesser, raising the total population to around 3,500. Several different tribes are represented within Montesser including the Bloodied Eye, Ragged Banner and Red Bones.

The original settlement was little more than a shantytown built of wood looted from other nearby abandoned or destroyed villages. The inhabitants planted crops haphazardly on the fertile banks of the minor river that gives this place its name. Goats were grazed in the hills surrounding the site and limited fishing was even attempted in a stolen couple of battered but serviceable fishing boats.

In the intervening years the settlement has expanded several times and is now enclosed by thick earthen ramparts and steep stake-lined ditches. Several important buildings within the town are now of stone construct and the orcs now operate a light fleet of fishing vessels. The orcs have begun to learn from their earlier mistakes; their farming and fishing skills steadily improving with time.

One building of note within the town is the walled compound of Froznir Delrrii (LE male human

Rog7) a native of the Sea Barons. A consummate mariner and trader, Froznir first discovered Montesser in early 586. Although initial contact between the two groups was violent, subsequent (cautious) negotiations resulted in a mutually profitable exchange of trade and information. Thanks to his efforts the orcs of Montesser are much better equipped than they were a decade ago. In exchange, the orcs allow Froznir safe anchorage and his men are able to move freely about the town. In addition Froznir is keenly interested in the power struggles within old Medegia and the orcs share all they learn with him.

Although not territorially ambitious the orcs of Montesser have fought off several assaults by determined bands of sellswords, mercenaries and bandits intent on looting the settlement. Typically the orcs have wrested much equipment from their defeated foes, chief amongst which are several score of warhorses, the riding of which they have long since mastered. They are ever vigilant to further assaults; approaching this settlement surreptitiously is incredibly dangerous.

Montesser is a theocracy ruled by Shauntru (LE [LN] female orc Clr9- Luthic) a now elderly but wise leader. Single-minded in her desire to protect the young of Montesser, Shauntru can nevertheless be an implacable enemy to those rising her ire. Bhargeval (LE [LN] male half-orc Rgr8/Clr3 - Bahgtru) a monstrously strong warrior devotedly assists Shauntru in the defence of the town. The closest thing the town has to a general, Bhargeval directs the town's defenders in times of both peace and war.

The Orc Pantheon

Bahgtru (The Strong, the Leg Breaker, the Son of Gruumsh)

Lesser Deity of Strength, Stupidity

Worshippers: Orc

Holy Symbol: Broken thigh bone

Alignment: CE

Domains: Chaos, Destruction, Evil, Strength

Weapon(s): Spiked gauntlet

Weapon of the Deity spell: +1 keen spiked gauntlet

Bahgtru (*bog-true*) is a very stupid, but immensely strong god. He values only physical strength, scorning arms and magic. Bahgtru's clergy often lead the elite male warriors of the tribe, providing bodyguards to the chieftain. They insist on near constant physical

training of tribal males, improving the overall strength of the tribe.

Bahgtru is the son of Gruumsh and Luthic. The church of Bahgtru is mostly subservient to that of Gruumsh, reflecting the father and son relationship of the two. The other orc gods fear him due to his incredible strength.

Gruumsh (He Who Never Sleeps, the One-Eyed God, He Who Watches)

Greater Deity of Orcs, War, Territory

Worshippers: Orc

Holy Symbol: Empty eyesocket

Alignment: CE

Domains: Chaos, Evil, Strength, War

Weapon(s): Spear

Weapon of the Deity spell: *+1 returning spear*

Gruumsh (*groomsh*) is the leader of the orc pantheon. He battles constantly against the other deities and drives orcs to follow his example by conquering and slaying their enemies.

Gruumsh's church is responsible for relating orcish legends from one generation to the next, and for spreading the word of Gruumsh. It takes an active role in clan leadership, and will oppose secular leaders that do not share its outlook.

Gruumsh has a particular hatred for elven and dwarvish deities. He does not consider any non-orc deity his ally, and demands absolute loyalty from the orc pantheon.

Ilneval (The Horde Leader, the War Maker, the Lieutenant of Gruumsh)

Lesser Deity of Warfare, Leadership

Worshippers: Orc

Holy Symbol: Bloodied longsword

Alignment: NE

Domains: Destruction, Evil, War

Weapon(s): Longsword (m)

Weapon of the Deity spell: *+1 mighty cleaving longsword*

Ilneval (*ill-nev-all*) is a war leader, with nothing but victory and destruction on his mind. He is also a careful strategist, planning how to maximise his victory. He is nearly as strong as Bahgtru, but far more cunning. His followers are loyal, but he does not transfer this loyalty to Gruumsh.

The church of Ilneval is second only to that of Gruumsh, and the two often work together to suppress other faiths. Ilneval's clerics are responsible for organising tribes into a martial whole during times of war.

Ilneval serves Gruumsh, whilst secretly working to undermine Bahgtru. He loathes Shargaas and Yurtrus, as well as deities of the goblinoids, elves and dwarves.

Luthic (The Cave Mother, the Blood Moon Witch)

Lesser Deity of Female Orcs, Fertility, Medicine, Healing, Servitude, Caves, Home

Worshippers: Orc

Holy Symbol: Orc rune for home

Alignment: NE

Domains: Earth, Evil, Healing

Weapon(s): Spiked gauntlet

Weapon of the Deity spell: *+1 keen spiked*

Luthic (*looth-ick*) has a strong affinity for the earth. She tends to the injured with efficiency, but could not be called kind. She does not take kindly to abuses of her name, and has a nasty temper. She appears outwardly servile to the male gods, but is capable of manipulating both Gruumsh and Bahgtru to get her way.

The church of Luthic is prominent in most orc tribes, as she is worshipped by the bulk of the female population. Outwardly, it is weak compared to other churches, and subservient to that of Gruumsh. It teaches simple healing to the warriors, as well as tending to the overall health of the tribe.

Luthic is the wife of Gruumsh, and the mother of Bahgtru. She is treated with little respect by the other orc deities.

Shargaas (The Night Lord, the Blade in the Darkness, the Stalker Below)

Lesser Deity of Darkness, Thieves, Stealth, Night, Undead

Worshippers: Orc

Holy Symbol: Skull on a red crescent moon

Alignment: CE

Domains: Death, Chaos, Evil, Trickery

Weapon(s): Short sword (m)

Weapon of the Deity spell: *+1 keen short sword*

Shargaas (*shar-gas*) is a cruel and evil deity. He is more cunning than Ilneval, and more calculated. He has a deep hatred of non-orcs, and views even orcs as little more than killing tools.

The church of Shargaas is usually secretive, and its followers hide their allegiance from the rest of the tribe. It will remove leaders it perceives as weak or cowardly, normally by underhand means.

Shargaas hates most other deities, but will work with other members of the orc pantheon. He maintains a cold alliance with Yurtrus. He also keeps Gruumsh

informed of Ilneval's treacheries, thus cementing his own position.

Yurtrus (White Hands, the Lord of Maggots, the Rotting One)

Lesser Deity of Death, Disease

Worshippers: Orc

Holy Symbol: White hands on a dark background

Alignment: NE

Domains: Death, Destruction, Evil

Weapon(s): Unarmed strike

Weapon of the Deity spell: *+1 improved unarmed strike, ghost touch*

Yurtrus (*yer*-truss) represents the ever-present threat of death and disease that orcs live with on a daily basis.

The church of Yurtrus is loosely scattered throughout the clans, although a few orders of monks exist. Clerics are rarely tribal leaders, but have a degree of independence. The clerics are also responsible for dealing with the dead, as well as watching over the tribal foodstore.

Yurtrus has few allies in the orc pantheon, aside from an alliance with Shargaas, as an attempt to counter the more martial orc gods.

Kelanen

Hero-God of Swords, Sword Skills, Balance

Worshippers: Unknown and commonly accepted across all the Flanaess

Holy Symbol: Nine swords in a star shape, points outward

Alignment: N

Domains: Travel, War

Weapon(s): Any martial sword (m)

Weapon of the Deity spell: *+1 keen sword*

Of unknown race and origin, Kelanen (KEL-a-nen) is probably the best known and most popular hero-deity in the Flanaess. He may appear in any humanoid form, although he is traditionally shown as a man with a silvery scar on the right side of his face. Quiet and determined, Kelanen is obsessed with swords of all types and with preserving the balance between good, evil, chaos and law. He has been known to work on the side of any of these alignments to push the balance of power back to the middle. His myths say that he discovered the resting place of three of the magical swords known as the *Pillars of Heaven*, and that he wrested the sword *Fragrath the Answerer* from an alien god. He created the legendary "final word" swords, from which his holy symbol (nine swords in a star shape, points outwards) is derived. His cult is

popular in the Hold of the Sea Princes, and among the humans of the now Pomarj-controlled Wild Coast and neighbouring lands.

Mastery of the sword is the path to mastery of the self. Relentlessly practice your skills with all kinds of blades until you are competent with them all. Eschew all extremes, for only when you are in the center are you truly balanced and at your best. Bring down those in power who carry too strongly the taint of the Four Dooms: Chaos, Evil, Good and Law, for Balance is the true ideal.

Kelanen's clerics spend much of their time practicing with at least one kind of sword, and many study at martial academies all over the Flanaess in order to master all styles of combat with their favourite blade. They adventure as a means of acquiring wealth to get more powerful and perfect weapons, and to restore the Balance. Few of his clerics are of alignments other than neutral, for such paths are seen as an intentional disregard for the teachings of Kelanen. It is a violation of the faith's code of conduct to use any sort of weapon other than a sword or crossbow.

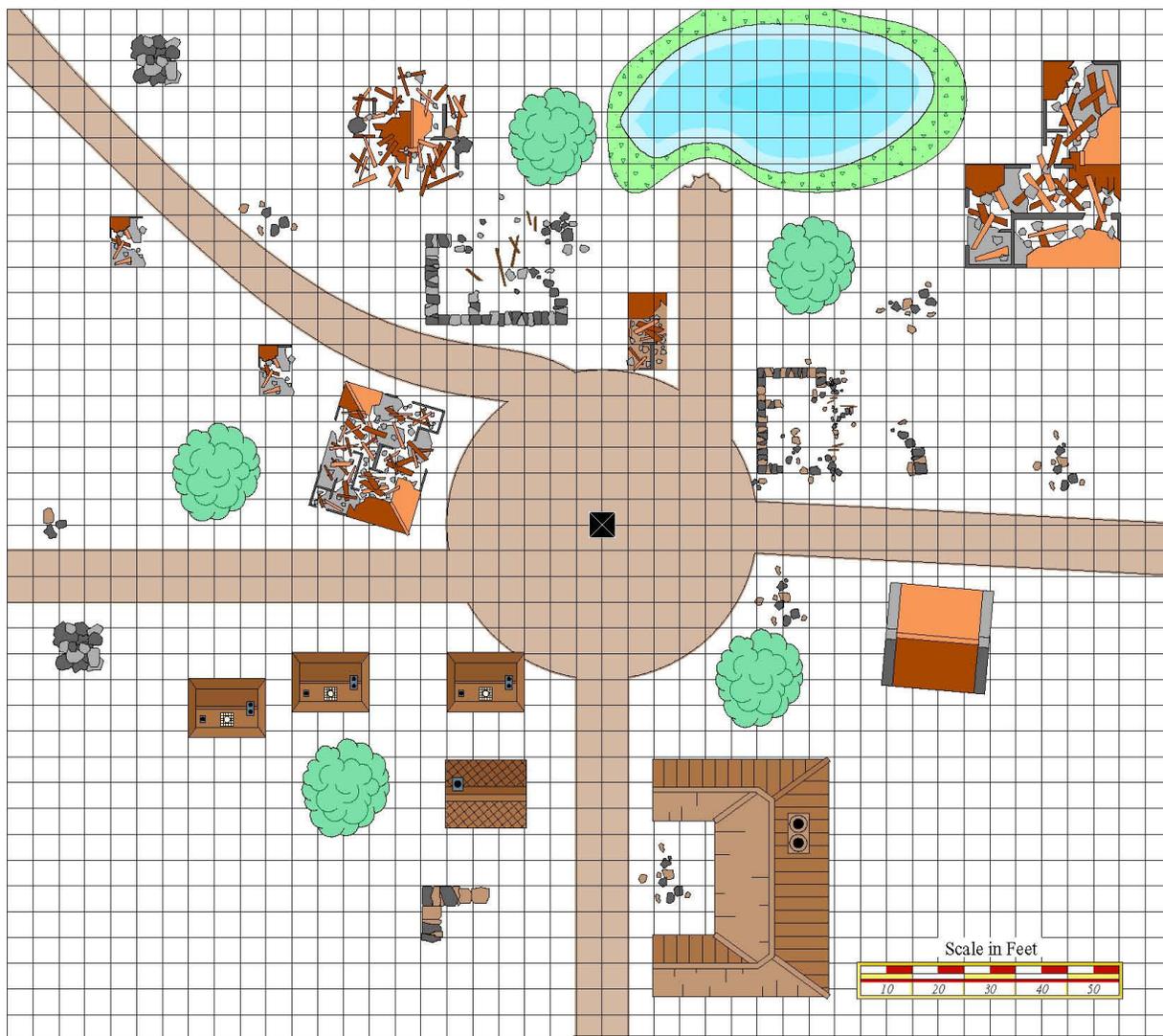
Appendix 7
Maps

Area Map of Medegia



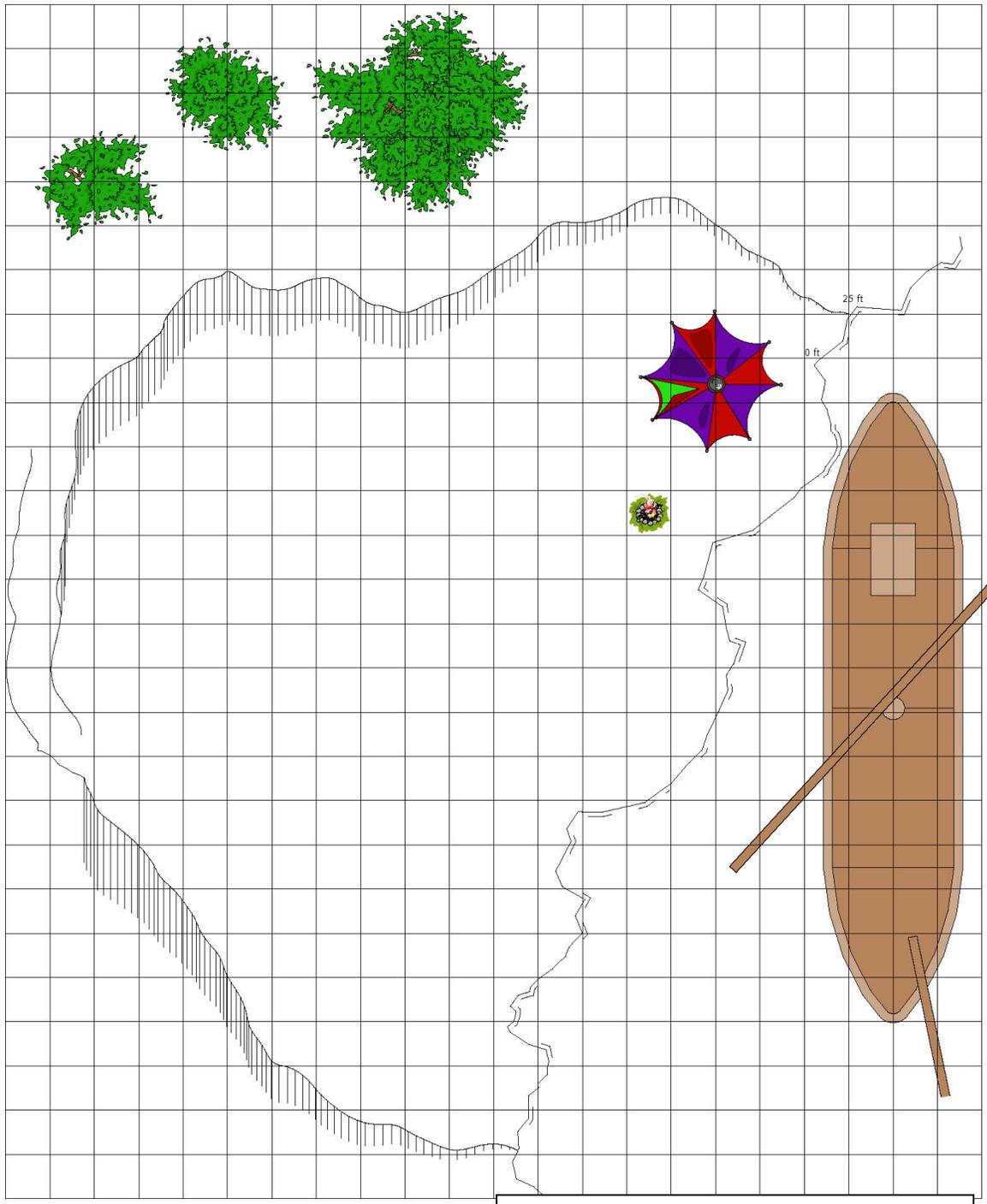
 **PC's Route**

1 Hex = 20 miles



Encounter 3: A Medegian Odyssey

1 square = 5 ft.



Encounter 8: Nemeses
1 square = 5 ft.