

Orphans of the Storm

A One-Round Dungeons & Dragons® Living Greyhawk™ Onnwal Regional Adventure

Version 2.0

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A minor mission for House Coriell takes you to the Headlands. What you find there points elsewhere, though — not every story that began in the days of the Rebellion knows that the time has come to make an ending. A one-round Onnwal regional for characters level 4-14 (APLs 6-12).

Resources for this adventure [and the authors of those works] include *Complete Divine* [David Noonan], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Living Greyhawk Gazetteer* [Gary Holian, Erik Mona, Sean K Reynolds, Frederick Weining], *Ivild the Undying* [Carl Sargent], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure

as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts), use the table below to determine the number of levels you add to the sum of step one. Animals with different CRs are determined separately using the chart below; then, take the highest CR animal (or animals), and add 2 (drop fractions). A single PC may only bring four or fewer animals of this type.

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	5	6	7
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Onnwal regional adventure. Characters native to Onnwal pay 1 Time Units per round. All other characters pay 2 Time Units per round.

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

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

ADVENTURE BACKGROUND

Amongst all of those who shone before they fell at the Liberation of Scant, few shone brighter than Krennel Ithlin. A Warmage of Killdeer, Ithlin stood alone to cover the retreat of his men as an unexpected attack from Brotherhood stragglers blocked their withdrawal from the city, allowing their escape, but surrendering himself to the fire that burned Scant shortly thereafter. Ithlin died a hero.

Whether Ithlin lived a hero is a more debatable question. During the dark days of the Occupation, Ithlin was one of those tasked with finding arcane means to strike against the Brotherhood. This task became his obsession. In pursuit of it, he was prepared to countenance plans and make allies that others in the Resistance might have regarded with caution, if not outright alarm. For his most daring project, Ithlin sought out as a collaborator no less than Reydrich, archmage of Ahlissa and ruler of Zelradton, to whom he was distantly related.

Reydrich was happy to use Ithlin as a local agent for one of his own schemes to strike against the Brotherhood. In the course of his research, the archmage had hit upon a means of corrupting the original protocols of extra-planar constructs, replacing them with his own instructions. This process seemed to work well in the laboratory, but Reydrich desired to test its efficacy in the field. Where better to do so, he reasoned, than in Onnwal, where its targets would be the hated Brotherhood, and only foreign peasants would be hurt if things went wrong?

Reydrich, therefore, presented Ithlin with one such corrupted construct, which he had named (in sardonic allusion to the Rain of Colorless Fire) The Tears of Iustus. He assured Ithlin that its instructions had been changed to turn it into an almost perfect weapon against the Brotherhood, and urged him to put it to the test.

Ithlin smuggled the construct across the border, into occupied Brotherhood territory, and set it loose on the Brotherhood-controlled village of Fernit. The construct did, indeed, slay the Brotherhood garrison. Then it began on the villagers. Ithlin was aghast at what his experiment was doing, but unable to penetrate its resistance to his spells and fearful of the consequences if his colleagues found out what had happened. The Warmage fled back to Killdeer.

The construct, having nothing left within reach to destroy, simply stopped where it was and waited for something else to happen. Thus it has remained for several years. Reydrich, having divined the unreliability of his process, shrugged his shoulders and turned his research to more profitable areas.

There the matter would have rested, perhaps. But a story like this – a story of an obsession to serve a cause so compulsive that it wreathes itself in secrets and lies to achieve its goals, and even then fails in the attempt – has a resonance that a certain sort of mind can detect. Dharnok Vash, a Brotherhood mystic and priest of Syrul possess one such mind. Vash is more than half-mad; his goddess intoxicates and plagues him with visions of the plots and plans of others, as befits the goddess of lies and deception. One such vision concerned Ithlin and his ill-fated project. Vash cannot act upon these insights, of course.

But Syrul has assured him that he is about to entertain some visitors who could...

ADVENTURE SUMMARY

ONW7-02 *The Orphans of the Storm* is a one-round Onnwal regional starting in the town of Killdeer, but taking the PCs to a camp of Scarlet Brotherhood agents nearby and finally into the deserted village of Fernit in the Volanots while on the trail of crimes in the past.

Introduction: Taking their ease in Killdeer, the PCs receive a summons on behalf of the House of Coriell, asking their assistance in a matter appropriate to their talents.

Encounter 1 [Bar the Shouting]: The PCs meet a representative of the House of Coriell, who informs them of reports from the Hillstalkers about a suspected enclave of Brotherhood leftovers encamped in the woods some distance from Killdeer. The PCs' mission, should they choose to accept it, is to deal with these remnants of the Scarlet Sign, and bring any pertinent intelligence they discover back to Killdeer.

Encounter 2 [But You Will Die Today]: The PCs discover and assault the Brotherhood enclave in the woods.

Encounter 3 [Chronicle of a Death Foretold]: The PCs find a pair of letters on their foes. One turns out to have been written by Dharnok Vash, the priest of Syrul that the PCs have just overcome. The letter demonstrates foreknowledge of Vash's likely fate, and teases the PCs with dark allusions to "a weapon that has long outlived its usefulness". The other contains fragmentary but disturbing references to "Krennel Ithlin" and "The Tears of Istus".

On reporting back to Killdeer, the PCs learn that Vash was a notorious Brotherhood seer and mystic, allegedly gifted with powers of prophecy by Syrul herself. They also discover that Krennel Ithlin was a Warmage of Killdeer and hero of Onnwal, who died valiantly at the Liberation of Scant. The authorities are concerned at the mention of Ithlin in this context, and wish the PCs to investigate the mysterious reference to The Tears of Istus.

Encounter 4 [Praising Famous Men]: The PCs chase up various leads about Krennel Ithlin and/or The Tears of Istus. Ithlin's trail leads to his surviving relatives in Killdeer, where, with the right social interaction rolls, they may obtain access to the dead mage's private papers. Fragmented as these are, these do speak of the Tears of Istus as if it were some sort of creature, and mention the name of "Fernit". The papers also speak of an individual referred to as "R" with who Ithlin was in correspondence about what he had seen.

The PCs also have the opportunity to pursue other avenues of research, both in Killdeer and elsewhere. With persistence and the right rolls, they may discover that Fernit is the name of a village in the Volanots, and that the name The Tears of Istus has disturbing historical connotations.

Encounter 5 [Spell and Steel]: The PCs visit the Warmages of Killdeer. To gain the trust of these individuals and permission to see the archives, they must either be members of the organization themselves or show their prowess in trials mystical and martial. If the PCs succeed, they are allowed access to records, which speak a little more clearly about the nature of the Tears of Istus, making some of its abilities plainer. Fernit is also mentioned again.

Encounter 6 [War without End]: The PCs follow the trail of The Tears of Istus to the village of Fernit, the place mentioned in Ithlin's journal and the note at the archive. They find the village in much the condition it was after the construct's rampage, littered with wreckage and corpses. They also find two Suloise brothers on guard, who challenge them and ask them to state their business.

These men are actually ghosts, members of the Brotherhood garrison slain by the construct, who have steadfastly refused to admit the fact of their own deaths. The PCs may fight these undead, but shrewd bluffs or negotiation with them may also coax from them their confused and fragmentary recollections of the construct's assault. The trail of wreckage which the construct left as its rampage continued to a nearby Shrine of Jascar is still obvious.

Encounter 7 [The Tears of Istus]: In the Shrine of the Lord of the Dells, The PCs confront the maddened construct known as The Tears of Istus. It becomes clear that this is an extra-planar creature whose instructions have been warped. The creature attacks immediately and fights until destruction. If the PCs examine the wreckage afterwards, they may find evidence of the involvement of the Ahlissan archmage Reydrich in the form of his personal insignia carved upon the construct. This may be the last piece in the jigsaw that lets the PCs work out exactly what Ithlin did and the grounds for his feelings of guilt.

Conclusion [The Evil that Men Do]: In conclusion, the PCs may face a dilemma. Do they besmirch the memory of a war hero by making what Ithlin had previously done public knowledge? Or do they collude in a cover-up and hand a moral victory to Syrul? On this note, the adventure ends.

PREPARATION FOR PLAY

Before play begins, determine whether any PC at the table has any of the following items:

- Membership of the Hillstalkers or the rank of Sertern/Mate or higher in the Military of Onnwal. This status affects the attitudes of NPCs to the PC in the Introduction and Encounter 1.
- Membership of the Warmages of Killdeer. This status affects the attitudes of NPCs to the PC in Encounters 4 and 5. Note that this is NOT the same thing as the Warmage base class from *Complete Arcane*. Where the term "Warmage" is used in this module, it refers to the organization in Killdeer rather than the class unless otherwise stated.
- ARs from any of the ONWS5-05 or ONWS5-06 modules set at the Liberation of Scant. PCs who played any of these receive bonuses to identify Ithlin in Encounter 3.

- The rank of Master of the Academy of Delleb. PCs who qualify have access to certain additional information resources in Encounter 4.
- The Remembrance of the Song AR item from ONW5-04 *The Truth in Music*. PCs who qualify have access to certain additional information resources in Encounter 4.

The Hillstalkers, the Academy of Delleb, the Military of Onnwal, and the Warmages of Killdeer are all described in the Onnwal Metagaming Book v. 3.2, available at the Living Onnwal website (<http://www.onnwal.org.uk/>).

INTRODUCTION

The adventure opens with the PCs taking their ease in the Bronze Warrior inn in Killdeer, a popular resort for those in need of rest from their labors. Read or paraphrase the following:

“Now, do not mistake my meaning here...”

The Bronze Warrior tavern in Killdeer is much as you remember it from your last visit: good food; good ale; good company. And, of course, the odd hectoring drunk. From the other end of the taproom, the slurred diatribe continues:

“...Do not take what I’m saying amiss. I’m sure we’re all grateful to ‘em. Helped us lick the Scarlet Scum, when all’s said and done – though I think our boys could have managed without them all the same, for all their spells, and their acrobatics, and their frothing at the mouth. Fair dues: they did their bit.

“But what I’m saying is: horses for courses. Maybe we DID need your adventurers, and your sellswords, and your heroes-for-bloody-hire to get rid of the Brothers. Set a freak to catch a freak, that’s what I say. But we sure as the Hells don’t need their sort around here anymore. Now, if I was in charge...”

The tavern door swings open. A short young woman, dressed in the colors of a bannerman, squints as her eyes adjust, and walks in the direction of your table. She clears her throat and speaks to you all:

“Good morning. Could I crave a moment of your time?”

This young woman is Frenna Brell. A DC 20 Knowledge (local: the Splintered Suns) or Knowledge (nobility and royalty) check reveals that she is wearing the colors of the House of Coriell. Residents of Onnwal gain a +5 circumstance bonus on this check.

☛ Genna Brell: female human expert 2 (AL LG).

Exactly how Brell behaves towards the PCs depends on whether any of them has membership of the Hillstalkers or the rank of Sertern/Mate or higher in the Military of

Onnwal. If this is the case, she addresses that PC (or those PCs) by their name and rank, and treats them with considerable deference. She explains that she has been sent on behalf of the House of Coriell to seek the aid of the relevant PC(s) and comrades for a military undertaking of some importance to the Free State. The House of Coriell would like the party to attend upon their representative, Frondel Bhann, at his lodgings at noon tomorrow. Brell seems to know who the other PCs are as well and treats them politely, but concentrates her attention on the ranking military type(s).

If none of the PCs is thus associated with the Onnwal military, Brell addresses them all equally, and informs them that it is the request of the House of Coriell that the PCs all attend upon their representative Frondel Bhann at his lodgings at noon tomorrow to discuss a matter of “mutual profit”. Brell is polite but distant in this event, and says (truthfully) that the PCs will have to ask Bhann tomorrow for more information about what is in store.

If Brell is asked how she knew to find the PCs at The Bronze Warrior, she says that it is common knowledge that they are in town, and that she simply looked through the taverns to find them. Brell realizes that this could be taken as disparaging immediately after she says it, and blushes and looks embarrassed.

If the PCs forfeit this opportunity, the adventure is over. If they go to Bhann’s lodgings at the appointed time, the action moves to Encounter 1.

1: BAR THE SHOUTING

The PCs come to this encounter if they turn up to the lodgings of Frondel Bhann at noon on the day after the Introduction. Mention of their meeting with Bhann grants them immediate access, and they are directed to a small, well-appointed audience chamber and invited to sit down. A couple of minutes later, a stocky Oeridian man in his forties with a large moustache, wearing the garb of an aristocrat, enters and introduces himself as Frondel Bhann.

☛ **Frondel Bhann:** male human aristocrat 3 (AL LN).

Bhann is an advisor and functionary in the service of the House of Coriell. Bhann does not have much affection for or empathy with adventuring types, even those who hold a rank in the Onnwal Military. He does his best to hide this when speaking to the PCs, since he is, after all, trying to engage their services, but he has, for example, a way of referring to adventurers off-handedly as “you people” which the PCs may not appreciate (if they notice). In any event, however, he is brisk in laying the situation before them.

BHANN’S MISSION

Bhann explains matters to the PCs as follows:

- Five days ago, a Hillstalker unit on standard patrol in the woods three days out of Killdeer noticed that an

old hunting lodge, long disused, was showing signs of habitation.

- Closer observation revealed that the lodge seemed to be in use as a hiding place for a handful of Brotherhood troops, presumably escapees from the Liberation of Scant.
- The Hillstalker patrol consisted mostly of raw recruits, and did not wish to tarry and alert the Brotherhood to their presence. The hunting lodge is quite some distance from any habitation centers and there was no other sign of Brotherhood activity nearby, so none of the outlying villages seemed to be in immediate danger. However, they reported their discovery to their superiors when they returned to Killdeer.
- The House of Coriell would therefore like a small group of operatives to go to the lodge and confront the Brotherhood before they either flee or cook up further mischief. They are also to gather any written intelligence they may happen to find in the possession of these individuals. The operatives should then report back to Killdeer for debriefing (and payment). It has been suggested that the PCs might be interested in such an undertaking.

Development: Bhann then asks the PCs if they have any questions. Here are his responses to some possible ones:

Q. What's in it for us?

A. ***"You would be rewarded with one hundred gulls each upon completion of this mission. Moreover, anything the Brotherhood remnants happen to have with them – apart from documents containing useful intelligence – would be yours to keep. Those are the terms on which you people are wont to operate, are they not?"***

Q. How many/what kind of Brotherhood troops would we be facing?

A. ***"The Hillstalker recruits, being callow and untried, did not tarry to ascertain exact numbers or nature, lest they be detected in the interim. However, they believe there to have been no more than a handful. I do know that they glimpsed the shadow of at least one creature of greater than human stature, and also a man dressed in the robes of a Brotherhood monk. Beyond this, they could not be sure."***

Q. Why have you come to us to do this? Surely it is a routine matter for the Onnwal Military?

A. ***"Though we would not have this noised abroad, the forces of the Free State are a little more stretched at present than we would like. Reports of Brotherhood remnants are many, and who knows what is brewing in the Headlands... In any event, it was felt that people such as you would be well-equipped to handle a sudden raid of this***

sort. Bread-and-butter to the likes of you in the old days, or so we hear..."

Q. How do we find the lodge?

Bhann hands over an accurate map giving the location at this point, and also does this at the end of the interview if the PCs forget to ask this question.

Q. What is the interior layout of the lodge?

A. ***"I do not know. My guess would be that it is a small, one story structure, as such places are wont to be. Beyond that, I know nothing."***

Q. How long did the Hillstalkers watch the place? Did they see whether the Brotherhood had any guards, or what they were doing?

A. ***"The recruits stayed for no more than five minutes, as they did not wish to alert the Scarlet scum to their presence. They did not have the opportunity to observe the internal disposition of the lodge."***

If the PCs refuse this mission, the adventure is over. If they set out for the lodge, the action moves to Encounter 2.

2: BUT YOU WILL DIE TODAY

The PCs reach this encounter once they set out for the isolated hunting lodge in accordance with their instructions from Bhann in Encounter 2. With the help of the map, the journey is easy and uneventful. The lodge is in the woods 60 miles from Killdeer (two and a half days' travel overland at move 30 ft.; three and three-quarter days' travel overland at move 20 ft.). As may have been indicated at the meeting, the lodge is in a thickly forested area with little human habitation nearby; the nearest village is almost 10 miles away.

As the PCs move further towards the Headlands, have them make DC 20 Survival or Knowledge (nature) checks. Anyone who succeeds notes that the terrain through which the party travels seems very slightly "off". There are not quite as many animals as one would usually expect from this sort of country. What fauna there is is skittish and erratic in its behavior and some of the flora seems either stunted or somewhat misshapen. Any PC who has noted these phenomena before in the Headlands (perhaps from journeying there in ONW5-01 *A Crisis of Faith*) and makes the check now realizes that the zone of corruption seems to have widened and become more noticeable since the last time (s)he was here.

Despite these disquieting signs, however, the PCs reach the lodge without incident.

THE HUNTING LODGE

The lodge is a one-story building. The Brotherhood or previous marauders destroyed its interior walls, so what is left is one big room. There is a stable and kennels

attached, but the current residents have no use for this, and both are empty and dilapidated.

Terrain: The woodlands around the cabin are similar to a dense forest as described in the *Dungeon Master's Guide* page 87. The trees reach up to the cabin; there is NO clearing.

The gang has blocked off all the other doors and windows, but they are aware that the wall at two points is weak and can be burst open to form a 10 ft. by 10 ft. hole with a DC 17 Strength check. These weak points can be detected from the outside if someone examines that portion of wall and makes a DC 20 Knowledge (architecture and engineering) or DC 25 Search check. The ogres open up these "side doors" if terrain control magic is used to bottle everyone inside during a fight.

Creatures: Present at the lodge are: Dharnok Vash, a Brotherhood priest of Syrul; Sekend Krav, a Brotherhood monk; and two ogre foot-soldiers, Brek and Cheev.

The others are all fanatically loyal to Vash, whom they venerate as a visionary of Syrul, and who led them away during the chaos after the Liberation of Scant. Vash brought them to this place about two weeks ago, and has insisted that they stay put since then. Krav in particular has become a little twitchy, but Vash has told him that Syrul says they will all be beyond the reach of fear within the next week. Which, after a fashion, is true enough.

Vash and his men do not, at present, leave the lodge. On alternate days, the priest casts *create food and water* and *purify food and water*; this takes care of their bodily needs. A sentry stands by the inside of the front door to listen out for intruders; this is Krav during the hours of daylight, and one of the ogres during the hours of darkness. Krav sleeps from 8 pm until 4 am; Vash sleeps from 4 am until noon; one of the ogres sleeps from 6 am until 2 pm, and the other sleeps from 2 pm until 10 pm. All sleep in armor, thanks to their Endurance feat, but remember that Vash has to pick up his buckler if he is caught asleep.

APL 6 (EL 8)

☛ **Vash:** male human cleric (Syrul) 5; hp 35; see Appendix 1.

☛ **Krav:** male human monk 5; hp 33; see Appendix 1.

☛ **Ogres (2):** hp 26 each; see *Monster Manual* page 198.

APL 8 (EL 10)

☛ **Vash:** male human cleric (Syrul) 5/divine oracle 2; hp 47; see Appendix 1.

☛ **Krav:** male human monk 7; hp 52; see Appendix 1.

☛ **Brek and Cheev:** male ogre barbarians 2; hp 56 each; see Appendix 1.

APL 10 (EL 12)

☛ **Vash:** male human cleric (Syrul) 5/divine oracle 4; hp 59; see Appendix 1.

☛ **Krav:** male human monk 9; hp 66; see Appendix 1.

☛ **Brek and Cheev:** male ogre barbarians 4; hp 78 each; see Appendix 1.

APL 12 (EL 14)

☛ **Vash:** male human cleric (Syrul) 5/divine oracle 6; hp 69; see Appendix 1.

☛ **Krav:** male human monk 11; hp 80; see Appendix 1.

☛ **Brek and Cheev:** male ogre barbarians 6; hp 100 each; see Appendix 1.

Tactics: Vash and his men fight (if possible) to the death as soon as they see that their hiding place has been compromised. At all APLs, the ogres prefer to engage their foes in melee, swinging with their greatclubs. At APLs 6+, they begin by putting in 2 points of Power Attack, but vary this upwards or downwards thereafter depending on how easy their opponents seem to hit. If they cannot reach someone for melee, they hurl their javelins instead. Krav too prefers melee, seeking to single out an arcane caster for his Stunning Fist and/or Improved Grapple, or a PC monk.

Vash's tactics depend on how much notice he has that the PCs are coming. If he has time to prepare, he casts 10 minute/level and 1 minute/level duration buffs on himself and his allies. According to availability at the given APL, these include: *invisibility* (on Vash himself); *bleed* (on everyone); *bull's strength* (on Krav); *protection from good* (on Vash himself); *shield of faith* (on Krav, then himself); *silence* (on Krav, who foregoes his save); *greater magic weapon* (on Krav's fist); and *freedom of movement* (on himself, then Krav). *Invisibility* is the priority buff. If the Brotherhood buffs up and the PCs do not then force an entry within a couple of rounds, the Brotherhood is prepared to sally forth rather than waste the spells.

Once the PCs come into view, Vash tries to become (or stay) hard to detect for as long as possible. He casts *invisibility* on himself if he has not already done so, and then concentrates on mass buffs for his troops (working down from *righteous wrath of the faithful* to *recitation to mass lesser vigor* or *prayer*, depending on availability). At APLs 6+, he uses his Divine Metamagic feat to make these all Silent Spells. If this strategy becomes inappropriate or he runs out of buffs, he begins using enchantment-type spells on the party, starting with multiple-target ones if available (confusion, greater command) and then working down to single target ones (suggestion, hold person). If this fails, he converts his remaining spells to inflict spells.

Treasure:

Looting the SB agents:

APL 6: Loot 33 gp; Magic 166 gp; *bracers of armor* +1 (83 gp), *cloak of resistance* +1 (83 gp); Total 199 gp.

APL 8: Loot 33 gp; Coin 55 gp; Magic 582 gp; *bracers of armor* +2 (333 gp), 3x *cloak of resistance* +1 (83 gp each); Total 670 gp.

APL 10: Loot 33 gp; Coin 55 gp; Magic 1,431 gp; *bracers of armor* +3 (750 gp), 4x *cloaks of resistance* +1 (83 gp

each), *periapt of wisdom* +2 (333 gp), 4x *potions of cure light wounds* (4 gp each); Total 1,519 gp.

APL 12: Loot 33 gp; Coin 55 gp; Magic 2,348 gp; *bracers of armor* +3 (750 gp), 4x *cloaks of resistance* +1 (83 gp each), *gauntlets of ogre power* (333 gp), *lesser bracers of archery* (417 gp), *periapt of wisdom* +2 (333 gp each), 4x *potions of cure light wounds* (4 gp each), *ring of protection* +1 (167 gp); Total 2,436 gp.

Detect magic results: *bracers of armor* +1, +2 and +3 (Moderate Conjunction), *cloak of resistance* +1 (Faint Abjuration), *gauntlets of ogre power* (Faint Transmutation), *lesser bracers of archery* (Faint Transmutation), *periapt of wisdom* +2 (Moderate Transmutation), *potion of cure light wounds* (Faint Conjunction), *ring of protection* +1 (Faint Abjuration).

Development: If the Brotherhood troops are defeated, the action moves to Encounter 3.

3: CHRONICLE OF A DEATH FORETOLD

The PCs come to this encounter once they have defeated the Brotherhood troops in Encounter 2. As well as the personal effects of their enemies, the PCs discover two letters, one open (Player Handout 1) and one folded and sealed (Player Handout 2), on the person of Vash. Both letters are written in Common. Neither document requires a Search check to find.

The two documents are both honey-traps that Vash has concocted for the PCs as (most probably) his last act of reverence to the Forked Tongue. Vash was a visionary, gifted with insights into the plots and machinations of others by his goddess who, as her final “gift”, granted him foreknowledge some time ago of his encounter with the PCs, and of his likely demise in that conflict. Vash therefore hit upon the idea of using the PCs as his tools to lay open a tale of deception and collusion on the part of the Rebellion. Player Handout 1 was not written by its putative author Yaltok Vrar; it was penned at Vash's behest by one of his own temple attendants (not present in this module) just after the escape from Scant. Player Handout 2 was written by Vash himself. For the sake of convenience, both are reproduced below:

Player Handout 1 (in Common):

Vash,

Your decision to escape by way of Irongate does you credit; few appreciate as you that the Oathbreaker rewards the bold in heart above the craven. Far better to brave the Headlands and their Hunger Within than await the tender mercies of the turncoat slaves and attendant rabble; remember Krennel Ithlin, and consider what The Tears of Istus wrought. The Blood shall prevail,

Yaltok Vrar.

The PCs may attempt various Knowledge checks on this document. They each get one roll of each skill (assuming they have it) and get all the relevant information that their skill result would earn. The following are the results:

- A DC 20 Knowledge (religion), Knowledge (local: the Splintered Suns) or Bardic Knowledge check reveals that “Yaltok Vrar” is the name of a powerful priest of Syrul and member of the Scarlet Brotherhood. He had been resident in Scant until its Liberation; his current whereabouts are unknown.
- A DC 15 Knowledge (religion) check reveals that “The Oathbreaker” is a cult title of Syrul, NE Suel lesser goddess of Lies, Deceit, Treachery, and False Promises.
- A DC 20 Knowledge (local: the Splintered Suns) or Bardic Knowledge check identifies “Krennel Ithlin” as a Warmage of Killdeer and Hero of Onnwal, who died valiantly at the Liberation of Scant. PC Warmages of Killdeer and PCs with an AR from any of the ONWS5-05 or ONWS5-06 modules set at the Liberation of Scant receive a +5 circumstance bonus to this roll, and may attempt the Knowledge check untrained.
- A DC 25 Knowledge (history) or Bardic Knowledge check identifies “The Tears of Istus” as an archaic name for the Rain of Colorless Fire, the magical cataclysm that destroyed the old Suel Imperium centuries ago and turned it into what is now the Sea of Dust.

Player Handout 2 (in Common):

Greetings, my nemeses.

As you are reading this, I am most likely dead; not that you, of all people, need to be told that. The Oathbreaker Herself has informed me that you will come this day, and that our trial of strength will shortly follow. As I write, I do not know for sure whether I will conquer you, or you me; there is more than one reason why the Tongue is Forked. Perhaps I am the one reading this with a smile, over your corpses. But the realist in me doubts it.

In truth, if all is over, I am glad that it is so. Better by far to be broken on the field of battle than to loiter on in peacetime – a weapon that has outlasted its utility, and become only an embarrassment. No doubt it is to the common weal that swords be beaten into ploughshares – but the sword itself may beg leave to differ.

What is there for you now, swords, with your Occupation gone? What will you do in the daytime, you orphans of the storm?

The Oathbreaker bears two weapons. One is called Small Lie. One is called Harsh Truth.

Yours, in Brotherhood,

Dharnok Vash.

The PCs may attempt the following Knowledge checks on this document. Again, they each get one roll of each skill (assuming they have it) and get all the relevant information that their skill result would earn, with these results:

- A DC 15 Knowledge (religion) check reveals that “The Oathbreaker” and “The Forked Tongue” are cult titles of Syrul, NE Suel lesser goddess of Lies, Deceit, Treachery, and False Promises.
- A DC 20 Knowledge (religion) check reveals that the goddess Syrul is reputed to carry two weapons: Small Lie (a dagger of venom made from an evil unicorn’s horn) and Harsh Truth (a rod of withering made from a gold dragon’s crystallized soul).
- A DC 30 Knowledge (religion) or Knowledge (local: the Splintered Suns) or Bardic Knowledge check reveals that “Dharnok Vash” is the name of a notorious Brotherhood seer and mystic, said to have been gifted by Syrul herself with powers of prophecy.

QUESTIONING THE BROTHERHOOD

If the PCs do succeed in taking Vash alive, they discover that his mind is now broken. In response to any questioning or magical probing, he merely chuckles and spouts disquieting gibberish. This also applies if attempts are made to question his corpse via speak with dead (assuming he fails his Will save). Since this affliction springs from the will of Syrul herself, it cannot be undone by any magic less than a full miracle or wish.

His troops, if taken alive, remain in their senses, but do not have much useful information to impart – though they feel angrily betrayed at their defeat. The ogres and the monk confirm that they attached themselves to Vash during the chaos at the Liberation of Scant, recognizing him as a famous mystic, and believing his claims that he would lead them to salvation. They have no idea what either of the two letters means and this is the first time that they have become aware of their existence.

Development: Little now remains for the PCs at the lodge, and at this point they most likely return to Killdeer for debriefing (and payment). Bhann agrees to see them without delay, and listens with approval to their tale of daring-do. If they have successfully defeated the Brotherhood troops, he has no hesitation about paying them at once the agreed sum of one hundred gulls (i.e. 100 gp) each.

If the PCs hand over the two letters, however, Bhann becomes thoughtful and pensive. He then asks the PCs whether they know who Krennel Ithlin was. He then continues (with due variation depending on what the PCs have shown that they know already):

“Krennel Ithlin was a Warmage of Killdeer and Patriot of Onnwal, one of those who shone before they fell at the Liberation of Scant. When we were in

retreat from the city, Brotherhood stragglers unexpectedly ambushed the men under his command. Ithlin stood alone against these foes to buy his men time to escape and retreat. They looked back only to see him immolated in the dark fire that came but moments after.

For such a man to be named in a document like this is perplexing. And what is one to make of The Tears of Istus?”

Bhann looks abstracted for a moment, then reaches a decision:

“If you are all amenable, I have a new undertaking for you. Perhaps this is all but one of the Night Hag’s games. If so, my liege and I would rest easier for making sure that it is so. Loose ends have a way of choking the unwary, if left unattended.

I would like you to investigate, on behalf of the House of Coriell, what is meant by this document’s connection between the Warmage Krennel Ithlin and the Tears of Istus. I want to know what, in this context, The Tears of Istus means. If you can explain these matters to my satisfaction, you will all be another hundred gulls the richer. Ithlin’s relatives, if I remember aright, still live in Killdeer. Perhaps you might begin with them. What do you say?”

If the PCs agree to this undertaking, the action proceeds to Encounter 4.

Treasure:

Reward for defeating the Scarlet Brotherhood agents:

APL 6: Coin 100 gp.

APL 8: Coin 100 gp.

APL 10: Coin 100 gp.

APL 12: Coin: 100 gp.

4: PRAISING FAMOUS MAN

The PCs reach this encounter if they begin investigating the career of Krennel Ithlin and his relationship (if any) to the mysterious Tears of Istus. There are numerous possible avenues of research. The PCs will not necessarily follow them in any particular order, or exhaust them all. The more likely ones, however, are summarized below.

Attempts to investigate Ithlin via his connections with the Warmages of Killdeer are sufficiently complicated to merit an encounter of their own (Encounter 5 below). It is entirely possible that Encounter 5 may have to be run in the middle of Encounter 4; this is not a problem. Time is not at a premium for PCs in this module. The Tears of Istus is not going anywhere.

THE ITHLIN RESIDENCE

As Bhann suggested in the previous encounter, Krennel Ithlin’s surviving relatives do indeed still live in Killdeer.

It is easy to find out the location of the family home. No skill check is required.

The Ithlin mansion is in one of the swankier parts of town and is an imposing affair, built of stone and three stories high. If the PCs call at a reasonable hour, an Oeridian girl in her early twenties answers the door. This is Elspa, the family maid (human female commoner 2, AL LN). Elspa is dressed in servant's garb, but has a thin shaving of leather attached to a circle of twine hanging loosely from her wrist. Everyone the PCs meet in this household has a wrist decoration identical to this.

A DC 20 Knowledge (history) or Bardic Knowledge check identifies the wrist decoration and reveals its significance. Oeridian human PCs receive a +2 bonus to this roll, as do those with any of the Celestial Scion feats; these bonuses stack. These characters may also attempt the check untrained. The wrist decoration is called an equom-singna, and is a custom observed by very traditional Oeridian families, dating back to the times when the ancestral Oerids were horse-nomads on the steppes of Western Oerik. According to tradition, the heir of an Oerid household is presented with a saddle by his father when he comes of age; this saddle is preserved throughout his life, and when he dies, his household wears shavings from it for a year and a day after his passing. In other words, it is the indication of a house in mourning.

If the PCs mind their manners and are reasonably courteous (no skill check required), Elspa ushers them into a large well-appointed room, where a tall Oeridian woman in her late thirties, also wearing an equom-singna, sits at a loom. This is Ithlin's surviving sister, Dralna. A small Oeridian boy of about seven years old, whose family likeness to the woman is unmistakable, sits reading on the floor. This is Ithlin's son, Kareth (Ithlin's wife Turana died in child-birth; Dralna is unmarried). The book is a very elementary primer to magical studies.

◆ **Dralna Ithlin:** female human, aristocrat 3 (AL LG).

◆ **Kareth Ithlin:** male human, commoner 1 (AL NG).

Development: Dralna immediately instructs Elspa to usher Kareth out, which she does. Dralna is at first formal and distant. It requires a DC 20 Diplomacy check to thaw her a little; this check is subject to the following possible bonuses (all of which stack):

- +2 if the PCs mention that they have been sent by the House of Coriell
- +2 if the party contains a member of the Warmages of Killdeer metaorg
- +2 if the PCs comment knowledgeably or sympathetically upon the equom-singna, or, more subtly, display a general interest in or regard for Oerid traditions.

If the PCs do not succeed in winning Dralna's favour thus, she hears them out but then informs them briefly that her house is in mourning and that she can help them

no more; she suggests that the PCs may inquire at the headquarters of the Warmages, which are only a brisk walk away, if they desire details of her dead brother's career. She then wishes them good day.

If the PCs do succeed in making Dralna more communicative, she is willing to tell them more about her brother. As she speaks, warmth and animation enter her face; it is clear to even quite imperceptive PCs (DC 5 Sense Motive check) that she suffers from a mild case of hero-worship where Krennel is concerned. If asked about her brother's career, Dralna can tell the PCs the following:

- Krennel became a Warmage of Killdeer almost two decades ago. In doing so, he was following an old family tradition. The House of Ithlin, he once told his sister, could trace its lineage back to such mighty mages of the old Great Kingdom in its heyday as Allreynen himself. Kareth now dreams of emulating his fallen father when he too comes of age.
- Dralna knows nothing more about Allreynen than that he was an archmage of the old Great Kingdom. A DC 25 Knowledge (history) or Bardic Knowledge check, or a DC 30 Knowledge (arcana) check confirms that Allreynen "the Gripper" was indeed an archmage of the old Great Kingdom who fell in battle against Sir Rezinar of Haxx in 203 CY; his descendants include members of the ruling nobility in what was then South Province and is now the United Kingdom of Ahlissa.
- When the Brewfest Rebellion began, Krennel threw himself into the war effort. In early 587, he left Onnwal for several months on what he described to Dralna as a "diplomatic mission"; he would not say where or to whom. He returned to Killdeer in the autumn of that year.
- In the winter of 587/8, Krennel went on a mission behind Brotherhood lines in the west of Onnwal. Dralna does not know what happened on that mission, but she recalls that when he returned he was silent, withdrawn and slept badly. Only the announcement of his wife Turana's pregnancy in late 588 lifted his spirits.
- After Turana's death in childbirth, Krennel and Dralna devoted much of their time to raising Kareth. However, Krennel could not ignore the call of duty when the Liberation of Scant came. Dralna's voice quavers a little when she reaches this point in her narrative, but her pride that her brother died a hero is evident.

Dralna is also prepared, if the aforementioned Diplomacy check was successful, to allow the PCs to inspect her brother's papers, which are now stored in the attic.

Krennel Ithlin's papers

Taking 20 on searching Ithlin's papers takes a couple of hours. The vast majority of them are what one would expect from the head of a flourishing household and a Warmage of Killdeer: routine reports of household

expenditures rub shoulders with duty rotas for training and patrols at the Headquarters of the Warmages. There is nothing particularly sensitive to be found here, as confidential War Mage documents are stored under high security in the organization's headquarters (see Encounter 5 below), as Dralna readily explains.

However, a DC 25 Search check reveals something that may interest the PCs more. This is a scrap of a journal referring to The Tears of Istus that slipped into a different folder when Ithlin later tried to expunge the evidence of his shame. The document is written in Old Oeridian. If a PC speaks Old Oeridian (and can read), or if they can otherwise understand it, give that player Player Handout 3.

Player Handout 3 (in Old Oeridian):

Brewfest 3 CY 588

The dreams returned last night. When I shut my eyes, I see Fernit again, and The Tears of Istus. What if it stirs once more? What hope is there for the Rebellion then?

R. continues to ignore my sendings. Surely one as puissant as he must have the means to stop it? One would think that our ties of blood would sway him now, as when first I sought out his aid; but clearly one would be mistaken. It is for me alone to make this right, if I can.

A thought: it is of Law, albeit corrupted. Mayhap a weapon imbued with the might of Chaos unbridled could...

A DC 25 Knowledge (geography) or Knowledge (local: the Splintered Suns) check reveals that "Fernit" is the name of a small, isolated village in the Volanots, about 125 miles west of Killdeer. It is in territory that stayed in Brotherhood hands until only the last year or two (being not too far from Obelstone and Scant itself). No one has heard from it in years, and it is generally assumed that the community there was wiped out by the Brotherhood during the Occupation.

DM's note: "R." is Reydrich of Zelradton, the genius behind the creation of The Tears of Istus. No further Knowledge checks (or magic, see below) on the part of the PCs can reveal this for now, although smart and intuitive characters who already know about Ithlin's family connections to powerful mages in the old Great Kingdom may well hit on the truth. If PCs explicitly ask for information about Reydrich, use the table in Encounter 7.

Smile enigmatically if names like "Rary" or "Robilar" start flying around. However, if the PCs do start thinking about Rary as a possible candidate, allow them a DC 20 Knowledge (local: core), Knowledge (local: Tuflik, Fals, and Volverdyva Trade Route), Knowledge (nobility and royalty) or Bardic Knowledge check. This reveals that the self-styled Emperor of the Bright Lands is Baklunish and comes from Ket. Thoughtful PCs should be able to deduce from this that it is unlikely (though not impossible) that there were "ties of blood" between him and Krennel Ithlin.

There is nothing else at Ithlin's former residence to offer any help to the enquiring PCs.

ITHLIN'S MEN

The altad that Ithlin found himself commanding during the Liberation of Scant has now dispersed. However, a DC 20 Gather Information check enables the PCs to run two or three of his men to ground in a Killdeer tavern. For the price of a couple of drinks, it is easy to make them talk about what happened at the Liberation of Scant (no further skill check required):

- Ithlin was put in charge of their altad during the Siege of Scant itself, when their usual altern had been put out of commission by a poisoned arrowhead. The men had been chary at first about being commanded by a mage, but he soon won them around by his tough, no-nonsense attitude and personal prowess with sword and spell.
- Ithlin did not talk much about himself, and seemed rather reserved. Although from the way he spoke, you would have sworn that he came from the Killdeer upper-crust, some of the lads wondered whether he had originally come from elsewhere, because he kept asking his men whether any of them had ever heard tell of a village called Fernit (none of them had).
- Again, a DC 25 Knowledge (geography) or Knowledge (local: the Splintered Suns) check reveals that "Fernit" is the name of a small, isolated village in the Volanots, about 125 miles west of Killdeer. It is in territory that stayed in Brotherhood hands until only the last year or two (being not too far from Obelstone and Scant itself). No one has heard from it in years, and it is generally assumed that the community there was wiped out by the Brotherhood during the Occupation.
- Ithlin's end was the stuff of song, the sort of thing you carry with you until you die and tell your grandchildren. The Szek had ordered the retreat from Scant, and all the altads were pelting hell for leather through the streets of Scant, trying to make it to the Land Gate as soon as possible. Ithlin's altad, however, was waylaid by Brotherhood stragglers, seemingly driven to the pitch of insanity.

Ithlin ordered his men to continue the retreat, while he held the Brotherhood back. The men naturally objected to this, but he was obdurate, and at last they obeyed. When last they saw him, he was conjuring a field of rubbery black tentacles (a DC 24 Spellcraft check confirms that this is a description of an *Evard's black tentacles* spell) to keep his enemies at bay.

The Glaive's Cohorts, who were the last people to make it out of the Land Gate, later confirmed that he was still fighting within when the black fire rolled out of the Palace of the Szek and over Scant, immolating Ithlin, his foes, and everything else in the city. Although his men hoped against hope that

he had somehow made it, divinations afterwards confirmed that he was gone.

Apart from this, Ithlin's men have little more to say.

THE TEARS OF ISTUS

PCs may also attempt further research into the significance of this name. If they make Knowledge (religion) checks on the subject of Istus herself, they uncover the following, none of which is very helpful. What they discover depends on the highest DC achieved; they also know all the information from lower DCs.

- **DC 10:** Istus is the neutral Baklunish Greater Goddess of Fate, Destiny, Divination, the Future, and Honesty.
- **DC 15:** Her symbol is a gold spindle, and her titles are The Colorless And All-Colored and Lady of Our Fate.
- **DC 20:** As a Baklunish goddess, she has few high-profile temples in Onnwal or most of the lands of the former Great Kingdom. The only famous Istan in the region around Onnwal was a priestess who was for a time the paramour of Rakehell Chert, but she is long gone (this last point refers to the plot of ONW2-08 *Marooned* and is included here for the sake of interest and completeness, but do not be afraid to steer the PCs away from this red herring if they decide to go island-hopping on the strength of it. However, do not spend too much real time on this.

Knowledge (religion) checks do not suggest that Istus has any special association with "tears". However, if they ask around, e.g., local temples in Killdeer for the significance of that phrase, any priests point out that the obvious place to research such a question is the Academy of Delleb in Longbridge "if you know anyone who'll let you look at their rare books". They also add that archives concerning the Suloise and the early history of the Onnwi might be helpful, if the PCs happen to know where such a collection of old books and lore might be found.

This help may point the PCs in the direction of two further sources of possible enlightenment. Both are some distance from Killdeer, but PCs who do not mind a trek (or who can teleport) may still consult them. Time, as previously noted, is not an issue in this adventure.

A. The Academy of Delleb

The Academy of Delleb in Longbridge is the obvious first port of call to anyone doing historical research in Onnwal. PCs only achieve further illumination in their current quest if they have access to the Al'Akbar Wing of the Academy's Library (which is only accessible to PCs who are members of the Master of the Academy of Delleb meta-organization). If they can consult the tomes in this Wing, a successful DC 15 Knowledge (history) check using the books in the collection (remember that a Master of the Academy consulting the collection can

substitute the library's ranks in this Knowledge skill rather than their own) reveals that although The Tears of Istus is a phrase referring primarily to the Rain of Colorless Fire, subsequent foes of the Suloise have sometimes taken it for themselves in an attempt to demoralize their opposition; the great general Azharadian, for example, used it as a nickname for one of his cavalry formations during his wars against the Onnwi in the Dragonshead.

B. Reniel and the Sanctum of Lydia

PCs that have played through ONW5-04 *The Truth in Music* may recall that there is a treasure-trove of lore about the early history of the Suloise in a sanctum not far from the Storm Coast village of Grindle. If a PC has the Remembrance of the Song AR item from that module, (s)he may consult the Sanctum's library and ask the advice of the Sanctum's custodian, Reniel. Reniel and her books confirm (no skill check required) that the phrase refers primarily to the Colorless Fire, but that foes of the Suloise since the Twin Cataclysms have sometimes used it in battle with the Suel in an attempt to demoralize them.

OTHER LEADS

PCs may well pursue other avenues of enquiry concerning Ithlin and The Tears of Istus. Most mundane routes of investigation other than those mentioned above are not much use; very few people were in the loop about Ithlin's project, and the remaining information pertaining to it can be found only at Ithlin's house (see above), the headquarters of the War Mages of Killdeer (Encounter 5), or the site of Fernet itself (Encounter 6).

Magical queries are potentially more successful, since Ithlin lacked the wherewithal to shield his doings from high-level mystical investigation. Possible attempts and responses include:

Legend lore/vision: Neither of these spells works on Ithlin himself as he was of insufficiently high status. Casting *legend lore*, however, takes so much time that it impinges on their other adventuring opportunities (outside this adventure) and will cost all PCs 1 extra TU. This cost remains the same for out of region PCs, and the players should be informed of this and given the opportunity to change their mind, but if *legend lore* is cast, all PCs pay that extra TU. If one of these spells is used on "The Tears of Istus", it confirms that this name has been given in history to several strategies, artifacts, and groups aimed at destroying the Suel. The spell reveals no more than that. Note that casting *legend lore* takes 2d6 weeks of game time because of the incomplete data at the disposal of the PCs.

Commune/contact other plane: These spells function normally on the subjects of Ithlin and The Tears of Istus (but NOT "R."; see below). The DM should answer according to the parameters of the spell and the question asked.

Divination: Again, this spell functions normally on the subjects of Krennel Ithlin and The Tears of Istus, but not “R.” The DM should prepare answers appropriate to the exact question posed if the spell is a success. Here are some possible questions and responses:

Q. What is/was The Tears of Istus?

A. *“The Purity of the Outside suborned to crush the Pure, The Order of the Outside suborned to crush the Ordered, The Obedience of the Outside – which obeys no more.”*

Q. What does the Church of Syrul have to do with this?

A. *“Yours will be the choice: Reveal the wrong or collude - Small Lie or Harsh Truth.”*

Q. What did Krennel Ithlin do?

A. *“In Fernit, Istus wept because of him; When all was done, she did not weep alone.”*

Once again, a DC 25 Knowledge (geography) or Knowledge (local: the Splintered Suns) check reveals where Fernit is; see above.

It is important to note that no spell at the disposal of the PCs can shed any light on the identity of the mysterious “R.” of Ithlin’s journal. Reydrich the archmage routinely swathes himself in layers of magical protections to ward his doings against investigation by the likes of the Circle of Eight and the fiends with whom he traffics; *mind blank* is only the tip of the iceberg where he is concerned. Thus, even though the Graf of Zelradton could not care less if this minor scheme of his should come to light (as Encounter 7 demonstrates), any spell that tries to determine his identity or investigate his involvement with Ithlin’s project automatically fails.

Development: Once the PCs have investigated these leads to their hearts’ content, they can either investigate Ithlin’s ties to the Warmages of Killdeer (Encounter 5) or head for Fernit (Encounter 6).

5: SPELL AND STEEL

The PCs come to this encounter when they take Dralna Ithlin’s advice and see if Krennel’s old colleagues in the Warmages of Killdeer can help with the investigation into The Tears of Istus. Note that the PCs may well follow up this lead in the midst of the other possible investigations described in Encounter 4 above; if so, simply shuffle between the two encounters as appropriate.

Important Note: None of the Warmages is prepared to trade spells with PCs, as this is against their policy. This applies to PC Warmages as well.

WARMAGE HEADQUARTERS

The Headquarters of the Warmages is an imposing compound of buildings on the outskirts of Killdeer, readily identifiable to all; no skill check is required to find it. PCs are challenged and asked to state their business at the entrance to the compound by two guards (human warrior 4 AL LN), unless they include a member of the Warmages of Killdeer meta-organization, in which case they are nodded through with a smile and a friendly word. In any event, a mention of their present mission soon leads to a meeting being arranged with Commander Ferrond Jart in the central building.

🗡️ **Ferrond Jart:** male human, wizard (invoker) 4/fighter 2/spellsword 4 (AL LN).

Ferrond Jart is one of the more senior members of the Warmages of Killdeer. He is a rake-thin Oeridian man, six feet one inch tall, in his late forties, with dark brown hair and a short, trimmed beard. His weapon of choice, a gleaming greatsword, is always at his side.

While not particularly manipulative, Jart is accustomed to the delicate political balancing act that has always been the lot of the Warmages: juggling vassalage to the House of Coriell against being in effect the magical artillery for the Free State Army, and maintaining the respect of cerebral mages on the one hand with that of men of action on the other. As a result, his speech is measured and judicious when he is conversing with civilians, although he can be brash and boisterous enough when talking to soldiers.

At present, Jart is keen to demonstrate to all and sundry that the Warmages have not outlived their usefulness since the end of the Occupation. Thus, he is keen to impress any visitors to the compound, including the PCs, with a sense of the ongoing importance of what his organization does. Be sure to pepper his speech with apparently casual references to the work “our people” are doing keeping an eye on the Flan, the Dwur, and other threats in the Headlands (for example).

Jart is attentive as the PCs tell their story, and then rubs his beard in thought for a moment, and tells them the following:

- Jart knew Ithlin well; he was a good man, and utterly dedicated to expunging the Scarlet Sign from Onnwal. It is sad that he died when victory was close at hand (“not that there is not much left to do, mind”), although his sacrifice was an example to us all.
- The Tears of Istus does not mean anything to Jart, although he hazards a guess that it might have been something that Ithlin came across during a reconnaissance mission behind enemy lines in the aftermath of the Brewfest Rebellion. Ithlin undertook a number of missions of this character. [DM’s note: this is a reasonable hypothesis on Jart’s part, but of course not an accurate one.]

- It is unlikely that full written records of Ithlin's missions from this time remain. During that period, fears of infiltration by the Scarlet Sign were at their height – a traitor was even unmasked in the ranks of the Glaives of Azharadian (as PCs who have played ONW3-03 *Glaives Gathering* may recall) – and not much was committed to paper. Warmage operatives of this sort were subjected to regular vetting with divination magics, but otherwise left to pursue their own projects. If anything does remain, it would be in Ithlin's section of the Warmage archive.
- If pressed, Jart admits that Ithlin did seem something of a changed man around the period of CY 588 or so, but Jart attributes this to the difficult pregnancy of his wife Turana. Ithlin dropped out of active duty thereafter to rear his son. [DM's note: Jart is in error about the reasons for Ithlin's changed mood, of course, as the depression actually began months before the discovery of his wife's pregnancy. The error is unintentional, though; Jart is after all looking back to a stressful period getting on for a decade ago.]

ACCESSING THE ARCHIVE

If the PCs then ask for access to Ithlin's papers in the Warmage archive, what happens depends on whether one of the PCs is a Warmage of Killdeer. If this is the case, Jart immediately allows that PC access to the relevant portion of the archive. What can be found there is handled under "The Document in the Archive" below. If there is time, however, you might still want to let the PCs have the fun of trying their hand at some of the challenges described below. In this case, Jart simply asks the PCs if they would not mind taking out a little time to train with his men and women.

If no PC is a member of the Warmages, Jart harrumphs and looks rather uncomfortable. He explains that just letting them do that, or investigating the matter on their behalf, would put him in a slightly tricky situation. The Warmages have been tightening up their procedures and protocols since the Liberation of Scant ("with the war mostly done, you see, our masters think that we can return to proper soldiering") and allowing individuals with no ties to the Warmages that sort of clearance would be problematic... unless...

At this point Jart cheers up, and offers the PCs a proposition. If any one of them can demonstrate that (s)he is Warmage caliber, either by sparring with some of his men or testing out some new training equipment for him, he will sign the PCs off as "consulting experts" and allow them access to the archive. In this fashion, Jart's back is covered, and the PCs do his recruits a service.

Jart explains that there are three possible challenges the PCs can face. Only one PC can take each challenge, and no PC can take more than one challenge. All that is necessary to gain access to the archive is for one of the PCs to succeed in one of the challenges. The challenges are: a mageduel, which is a test of skill in combat magic, open to arcane and divine casters alike; a hand-to-hand

sparring session with one of the men, in which the use of magic is forbidden, and which may therefore interest the martial types; and the Room, an assault course for the particularly gymnastic, athletic, and perspicacious.

If the PCs are amenable, and select their champions, the games can begin...

A: Sparring

This is the most straightforward of the trials. The PC champion faces a Warmage champion in non-lethal combat. The winner is the one who knocks out his/her opponent. The bout is conducted according to the following rules:

- This trial is one of non-lethal hand-to-hand combat. The use of ranged weapons is expressly forbidden. However, either combatant may fight unarmed if (s)he desires, and all melee combat options (disarm, bull rush, grapple, and so on) are permitted.
- The use of spells, spell-like abilities, and active supernatural abilities (such as wild shape, for example) is expressly forbidden. Contestants may not have buff spells cast on them before the match, and they may not use magical items, magical weapons, or magical armor. The Warmages can lend out non-magical (not masterwork) versions of any weapon, shield, or armor in the *Player's Handbook* to contestants; these are taken back when the bout is finished. The Warmages' diviners make sure that no magical cheating takes place.
- Contestants are forbidden to do lethal damage.
- The bout takes place in the compound courtyard (with an audience of interested Warmages). The contestants begin facing one another and 20 feet apart. The battle area is limited to a 60 foot square.

The Warmage champion varies according to the APL. These are not Warmages themselves (hence the absence of spell-caster levels) but rather individuals who assist them in martial training. Warmage healers restore both contestants to full health afterwards free of charge.

APL 6 (EL 6)

👊 **Warmage Melee Combatant:** Male fighter 6; hp 52; see Appendix 1.

APL 8 (EL 8)

👊 **Warmage Melee Combatant:** Male fighter 8; hp 70; see Appendix 1.

APL 10 (EL 10)

👊 **Warmage Melee Combatant:** Male fighter 10; hp 88; see Appendix 1.

APL 12 (EL 12)

👊 **Warmage Melee Combatant:** Male fighter 12; hp 108; see Appendix 1.

B: Mageduel

The PC champion faces a Warmage champion in a contest of spells. The Warmage champion varies according to the APL. These are not Warmages themselves (hence the absence of martial levels) but rather individuals who assist them in magical training. Jart is happy for PCs who prepare spells to put off the Mageduel until the following day to reselect spells. The rules of the Mageduel are as follows (and are also summarized in Player Handout 5, which should be handed to the relevant player, as they are fairly complicated):

- The contestants may not inflict lethal damage on one another by spells or any other means. Summoned creatures may not inflict lethal damage either. Non-lethal damage is acceptable.
- The contestants may touch one another physically only to deliver spells. They may not use Improved Unarmed Strike to inflict damage while so doing.
- The contestants may not use spells or create effects on one another that kill, cause ability drain, or produce a permanent or enduring effect that cannot easily be reversed with *break enchantment* or weaker magic. The basic idea is that no harm should be done to either opponent that cannot easily be fixed with the appropriate spell. For example, plane shifting an opponent to the Plane of Elemental Fire is not permissible.

The DM has discretion as to what is sensible here. Players may find it helpful to get rulings on ambiguous cases from the DM before the fight if they are planning on using a “gray” spell.

- Both contestants arrive on the field 1 hour before the appointed time. Neither party is permitted to cast any spell between then and the start of the duel (spells lasting for more than 1 hour cast before this time are fine).
- Neither contestant may use any magic item or active supernatural or spell-like ability in the course of the duel.
- At the appointed time, the contestants roll for initiative.
- First Round: each contestant casts any spell that can be cast so as to affect only the caster.
- Second Round: each contestant readies an action to counterspell (this is so that whoever won initiative does not gain an advantage that the opponent has no opportunity to counter).
- Third Round: the duel begins.
- The duel ends when one of the combatants yields, is unconscious, is unable to take standard actions for 3 consecutive rounds, or does not move from a given square for 3 consecutive rounds (Warmage diviners are using contest-specific magic to keep track of this).
- If neither combatant has any offensive spells left, the duel is a draw. Jart regards this as a performance good enough to win entry to the archive.

APL 6 (EL 6)

☛ **Warmage Mage Combatant:** Female wizard 6; hp 25; see Appendix 1.

APL 8 (EL 8)

☛ **Warmage Mage Combatant:** Female wizard 8; hp 41; see Appendix 1.

APL 10 (EL 10)

☛ **Warmage Mage Combatant:** Female wizard 10; hp 51; see Appendix 1.

APL 12 (EL 12)

☛ **Warmage Mage Combatant:** Female wizard 12; hp 61; see Appendix 1.

C: The Room

For this trial, Jart ushers the PCs to a large chamber in the central building. He and the PCs come out onto a protruding ledge in this room, about 20 feet above the floor of the chamber; at the other end, there is another ledge on the facing wall. Between these two ledges, across the body of the hall, hang, float, or project a sequence of smaller ledges, some of which are connected, and some of which are not.

Jart explains that the PC champion for this trial must simply make it from the ledge on which they currently stand to that on the facing wall without touching the floor of the chamber at any point or having to call for assistance. The PC champion may not be enhanced magically or use any spells, spell-like, or active supernatural abilities in the course of this trial (again, Warmage diviners are on hand to ensure probity) and may not use any equipment beyond his or her own body except for a set of standard (not masterwork) thieves tools (which, again, the Warmages can loan for the length of the trial). PCs with wings have them strapped up if they wish to take part. Jart also warns the PC that not all in the room is as it appears, and that (s)he should keep his/her eyes open and wits sharp.

The plan of the Room is presented in Appendix 4. For the most part, this is simply a sequence of Jump checks. However, as Jart warned, some of the ledges and other apparatus hold unpleasant surprises in store for the unwary, as marked on the key. Like all good training tools, the Room can be reconfigured for different levels of difficulty – mechanisms realign into different and more formidable combinations at higher APLs.

- **A:** This ledge has been greased. The grease may be spotted in advance with a DC (10 + APL) Spot check (the substance dispensed by the trap is clearer and harder to see at higher APLs, as well as being more slippery). Search does not suffice because this platform is more than 10 ft. from its nearest neighbor. Anyone landing on the ledge must make a DC (5 + APL) Reflex save or skid straight off it (in this case, the PC may not attempt a Reflex save to catch the ledge as (s)he falls). A PC receives a +4

bonus on the save if (s)he knows in advance that the grease is there. The grease can easily be wiped off, so jumping from this ledge to another is unproblematic.

- **B:** This ledge is trapped. Once more than 20 pounds of pressure is applied to it, a piston slams out of the nearest wall and attempts to bull rush the PC off the ledge. If the PC loses the opposed roll for the bull rush, (s)he is entitled to a DC 15 Reflex save to catch the lip of the ledge as (s)he falls off, followed by the usual DC 15 Climb check to get back on it. The Search and Disable Device DCs for this ledge (which find and operate the override switches hidden on neighboring ledges) are both 10 + APL (the mechanism reconfigures to become more complex and effective at higher APLs).

✦ **Piston Bull Rush Trap:** CR N/A; mechanical; location trigger; manual reset; bull rush at +4; Search (see above); Disable Device (see above).

- **C:** This ledge is trapped. As soon as more than 20 pounds of pressure is applied to it, a needle flies out of it to hit the PC. The Search and Disable Device DCs for this ledge (which find and operate the override switches hidden on neighbouring ledges) are both 5 + APL (the mechanism reconfigures to become more complex and effective at higher APLs).

✦ **Poisoned Needle Trap:** CR N/A; mechanical; location trigger; manual reset; +10 ranged (1d4) plus poison (1d6 Str/1d6 Str); Fort save resists (DC 18); Search (see above); Disable Device (see above).

- **D:** This ledge is simply a permanent illusion of a ledge. Anyone who examines it receives a DC 19 Will save to recognize it as a fake. Anyone jumping on it must make a DC 15 Reflex save to grab the lip of the neighbouring ledge or fall to the ground.

Regardless of success or failure, Warmage healers restore any hp or ability damage sustained by the contestant in this room after the trial is over, free of charge.

The Document in the Archive

If the PCs gain access to Ithlin's official Warmage papers, they find that it is quite a small haul; Ithlin, indeed, did not commit much to paper. Most of the notes are simple memoranda about matters that cannot now be deciphered (Ithlin went on many missions before the Fernit project, after all). One scrap of paper, with some hurried jottings on it, stands out, however (no skill check required to find it if the PCs have access to the archive). This is in Old Oeridian, and is Player Handout 4. Jart can translate, if the PCs think to ask him. If the PCs have some way to understand it, distribute Player Handout 4:

Tears: to consider-

Likely to stay in Fernit?

Shrugs off many spells; sees true.

Plan? Can R. help?

Once again, a DC 25 Knowledge (geography) or Knowledge (local: the Splintered Suns) check reveals that "Fernit" is the name of a small, isolated village in the Volanots, about one hundred and twenty-five miles west of Killdeer. It is in territory that stayed in Brotherhood hands until only the last year or two (being not too far from Obelstone and Scant itself). No one has heard from it in years, and it is generally assumed that the community there was wiped out by the Brotherhood during the Occupation.

THE ARMORY

Regardless of whether the PCs gain access to the archive or not, Jart insists on showing them around the new Warmage Armory before they leave (again, he is interested in demonstrating the ongoing combat readiness of his operation to all and sundry). This is pretty much what one would expect (weapons and armor of every description) but Jart lays special emphasis on the preparedness of the Warmages to deal with any sort of menace: "we have magic weapons, silver weapons, and garlic for you-know-what". Moreover, since the PCs are on a mission that concerned a fellow Warmage, Jart allows them to purchase any of the following items from the Armory at the usual prices (as per the *Dungeon Master Guide*):

- Oil of Align Weapon (the Warmages stock the Chaotic, Good, and Lawful versions of this; see AR for details)
- Oil of Bless Weapon
- Oil of Magic Weapon
- Silversheen

PCs can buy these according to the usual rules for purchase in the middle of an adventure. They can also return to the Warmages and make similar purchases at any point from now until the end of the adventure. In addition, they gain Adventure access to all of the items above (except Oil of Magic Weapon and Oil of Bless Weapon, to which they all have access already).

Development: Jart and the Warmages can do no more to aid the PCs than this, but he wishes them a good day as they leave the compound. The PCs may now either pursue other leads (which takes them back to Encounter 4) or set out for Fernit (Encounter 6).

6: WAR WITHOUT END

The PCs come to this Encounter once they follow the trail to the forsaken village of Fernit. As noted in the

previous encounters, PCs who make the appropriate Knowledge checks know at once where Fernit is and a little of its disposition and history. However, even if the PCs fail (or cannot make) the Knowledge checks, enough asking around in Killdeer reveals that the place is a village in the Volanots and yields accurate directions to it. However, finding out about Fernit this way does not give the additional information that it is in an area controlled by the Brotherhood until comparatively recently and that no one has heard from in it in years.

The journey to Fernit is easy and uneventful. Since it is about 125 miles from Killdeer, the trip there takes a little over 5 days at move 30 ft., or a little under 8 days at move 20 ft., unless the party uses transportation magic.

THE EVENTS OF CY 587

Fernit, a small, isolated village in the Volanots of around a hundred and fifty inhabitants, was taken over by the Scarlet Sign shortly after the Brotherhood invaded Onnwal. The Brotherhood originally believed that a cell of the Followers of the Stone Voice was operating out of the village, on the basis of rumors picked up before the beginning of the Greyhawk Wars and the presence of a disused shrine of Jascar in a cave nearby. They therefore installed a very small garrison of no more than a dozen men in Fernit to keep an eye on it.

In fact, the rumors were completely false. The Followers of the Stone Voice were indeed operating cells in occupied Onnwal, but these were mostly based in the Headlands, not the Volanots. The garrison was maintained at Fernit just in case some sedition should arise, but it swiftly became something of a dead-end posting, for those who had fallen out of favor with the hierarchy in Scant.

Ithlin received the modified construct named The Tears of Istus from Reydrich in the late autumn of CY 587. Familiar with the Brotherhood set-up at Fernit from previous reconnaissance, he considered it an ideal place to test the weapon in the field against a small number of combat-worthy Brotherhood agents who would not have immediate access to reinforcements or who would be quickly missed if they should perish. In the winter of that year, he and the construct flitted over the battle-lines into Fernit. He then openly ordered the creature to attack the Brotherhood garrison.

The Tears of Istus made short work of the Brotherhood garrison, but it did not stop there. Once all the Brotherhood fell, it began to attack the villagers, ignoring Ithlin's orders to desist. Ithlin tried to stop it, but his magic bounced off its spell resistance, while its damage reduction and fast healing shrugged off his comparatively ineffectual martial attacks. At last, he fled via teleportation magic. The Tears of Istus hunted the remaining villagers to the shrine of Jascar in which they had taken refuge, and killed them. Since there were no longer appropriate targets within range, it then stopped moving. It has been there, waiting for the approach of new prey, for more than eight years.

Since Fernit was a dead-end posting, no one high up in the Brotherhood hierarchy at Obelstone or Scant really noticed when communications ceased from the garrison. Perhaps a note was made to investigate when time allowed, but by then Brotherhood operations in the Dragonshead were going too badly for the silence of a few third-rate troops in a backwater to merit attention. Fernit was isolated even before the Occupation and none of its inhabitants had relatives anywhere else, so no one has gotten round to investigating its fate since the Liberation of Scant and its environs. As previously noted, those few who have thought about the matter at all have simply assumed that the settlement was wiped out by the Brotherhood during the Occupation.

APPROACHING FERNIT

Fernit is an isolated place, nestling in the lower slopes of the Volanots. If PCs approach the village conventionally overland, they start finding skeletons on the ground as soon as they come within half a mile of Fernit proper. There are dozens of these bodies; they are the remains of some of the unfortunate villagers who fled Fernit while battle raged between the Brotherhood and the construct, only to be hunted down in their turn afterwards. The skeletons are still clad in the tattered remains of commoner's garb. They have no treasure.

Skill checks can derive a certain amount of information from these remains, as follows:

- A DC 10 Survival check notes that the bones lie as if all these people were moving away from the village when they died –although in each case, the position of the skull seems inconsistent with the department of the rest of the body.
- A Heal check on any of the skeletons determines the following (each level of success reveals all the facts from the easier levels above it as well):
 - **DC 10:** The shattering of the bones indicates that all these people died a violent death.
 - **DC 15:** The weathering suggests that these people died several years ago. In each case, the head was torn off of the body some time after death, then set on the ground beside it so that the eye-sockets faced to the North.

DM's note: the Tears of Istus went around mutilating the bodies in this fashion after its rampage was over, pulling off the heads in the exact order it originally killed the people and so beginning in the square and ending up again in the Shrine of Jascar. This is the result of a deranged aberration in its corrupted programming and has no particular significance, but may well creep out the PCs considerably.
 - **DC 20:** Judging from the bone structure, you would guess that these people were primarily of Oerid stock [DM's note: the only Suloise in Fernit were the Brotherhood garrison, who fell in the village square instead; see below].

- DC 25: What the PCs get at this level depends on the APL of the adventure. If it is being run at an APL below 12, the observer who gets this result notes that these people all seem to have been killed by something resembling a spiked chain – although they all also have strange burn marks of a sort that one would associate with being struck by lightning.

If the adventure is being run at APL 12, the observer notes instead that all these people seem to have been crumpled by massive blows as if from a huge bludgeoning implement – but again, there are also strange burn marks of a sort that one would associate with being struck by lightning.

- A DC 10 Spot check notes that there are dried drops of a curious black substance on the ground near each of the corpses, and across much of this surrounding area as well. A DC 20 Craft (alchemy) check suggests that this is some sort of alchemical concoction, but of a kind utterly unfamiliar to even the most knowledgeable PC. A DC 10 Survival check suggests that something dripping this substance has been moving backwards and forwards a great deal in the vicinity of the village; anyone with the Track feat can tell this automatically. The trail crisscrosses itself too much to plot an exact route, though.

THE VILLAGE ITSELF

All the buildings of Fernit are still intact, albeit showing the signs of eight years' worth of total neglect. Apart from the dead, the village is totally deserted.

In the middle of Fernit lie the skeletons of a dozen men and women. Unlike the other skeletons that the PCs have just seen, these are equipped as soldiers: ten are clad in the broken remains of half-plate armor, whereas two are in studded leather. Broken weapons lie close to them as well. All the gear is too eroded and broken to be salvageable, but examining the bodies once again allows skill checks:

- A DC 10 Knowledge (local: the Splintered Suns), Knowledge (nobility and royalty) or Bardic Knowledge check recognizes the heraldry on these remains as that of the Scarlet Brotherhood.
- A DC 5 Spot check notices the black substance on the ground around the corpses (and around most of the rest of the village as well). Once again, a DC 20 Craft (alchemy) check suggests that this is some sort of alchemical concoction, but of a kind utterly unfamiliar to even the most knowledgeable PC. Moreover, this time there is an obvious trail of these droplets (no skill check required) leading out of the square and up the slope of the Volanots rising behind Fernit.
- Heal checks on these corpses yield the same results as for the other ones described above, except that these individuals were Suel, not Oeridian.

Before the PCs have the chance to ponder these discoveries, however, they must likely deal with Fernit's two remaining inhabitants.

FLON AND TLOTH

Flon and Tloth were a pair of Suel twin brothers from the Tilvanot Peninsula. Their enthusiastic devotion to the ideology of the Scarlet Sign was matched only by their basic incomprehension of what that ideology actually was, since neither was terribly bright. As a result, their superiors quickly found an excuse to post them to Fernit.

The brothers were at first rather piqued that they had been stationed in the middle of nowhere, but soon discovered that they liked the peace and quiet of Fernit and did not really mind the company of the slaves they were supposed to be guarding. Their reasonably contented life, however, changed, and came to an abrupt end, on the day that Krennel Ithlin strode into the village with his engine of destruction in tow.

When Ithlin instructed The Tears of Istus to destroy the Brotherhood and free the villagers, the brothers and the rest of the garrison naturally attacked the mage and his creature. The Tears of Istus, however, swiftly killed the entire garrison, including Flon and Tloth. Their bodies are the ones in studded leather armor in the middle of the village.

The devotion to duty that had been characteristic of the twins in life, however, remained with them in death, and a couple of days after the massacre, Flon and Tloth returned as ghosts. Neither, however, was prepared to face the fact that he had died, and they have developed coping mechanisms to enable themselves to ignore this. They also, like some other undead, have a shaky grasp of the passage of time.

Tloth and Flon currently believe that the mage and the monster that assaulted their garrison have withdrawn for now, but may return at any moment. They anticipate that reinforcements will arrive from Scant very shortly, and are therefore on guard as senior surviving officers until that happens. They rationalize their own changed appearance and unusual new abilities as the result of a curse that the enemy wizard must have placed on them before he withdrew. This is wildly improbable in terms of conventional magical theory, but neither has any Spellcraft, so it is an explanation with which they are content.

Flon and Tloth spend all their time sitting manifested and alert in the guardhouse (marked on the map). They are quite hard to detect from afar, as they make no noise, thanks to being incorporeal, and do not register to *detect evil*, thanks to being lawful neutral. Certain other divinations, such as *detect thoughts*, *detect law*, or *detect undead*, do have a chance of spotting them, however. Once they become aware of the PCs, most probably via Listen checks, they immediately step out through the walls of the guardhouse to challenge the intruders.

Flon and Tloth look like a translucent version of their appearance in life: two identical Suel men in their

mid-twenties with short, cropped blonde hair, slightly below the average height but of wiry and athletic build. They bear ghostly analogues of the arms and armor they were carrying when they died (studded leather armor marked with the crest of the Brotherhood and a shortsword apiece). Unless they are immediately attacked, they at once address the PCs in sharp tones. What they say depends on the apparent make-up of the party, as follows:

- If any of the PCs is or appears to be a Suel human, but there are others who are not, they address that person in Ancient Suloise, asking (if appropriate), why (s)he is improperly attired and why (s)he is consorting thus with slaves (pointing at the other PCs as they say this).
- If none of the PCs is apparently a Suel human, they address the entire party in Common, asking what they mean by straying into Fernit unaccompanied by their Brotherhood masters.

The ghosts expect an answer to their questions, but are comparatively easy to persuade. If the PCs come up with a plausible excuse for their presence in Fernit that is compatible with the idea that they are Brotherhood members, allies, or slaves, have them roll a Bluff check opposing the ghosts' Sense Motive. Add a +2 circumstance bonus if the PCs use Ancient Suloise to do so, another +2 if they pepper their excuse with convincing Brotherhood ideology (using such phrases as "Are you athought?" if pretending to be superior officers, for example), and another +2 if they manage to exploit any other Brotherhood trinkets or scars they have picked up in the course of their exploits as props for their narrative; examples of the last might include the Thrall Brand from ONWI3-01 *Escape from Obelstone* or the Brooch Made from Red Gold from ESA3-04 *The Glory of Times Past*. Apply further circumstance modifiers for particularly (un)convincing stories. Other PCs may assist but only if the player actually contributes something to the excuse.

If Flon and Tloth are attacked immediately or think that the PCs are lying, they themselves attack, as described in "Tactics" below. The same applies if the PCs freely admit to being Patriots of the Free State or working against the Brotherhood. If the ghosts are taken in, however, the PCs can speak to them.

APL 6 (EL 7)

☛ **Flon and Tloth:** male ghosts rogue 3; hp 21; see Appendix 1.

APL 8 (EL 9)

☛ **Flon and Tloth:** male ghosts rogue 5; hp 35; see Appendix 1.

APL 10 (EL 11)

☛ **Flon and Tloth:** male ghosts rogue 7; hp 49; see Appendix 1.

APL 12 (EL 13)

☛ **Flon and Tloth:** male ghosts rogue 9; hp 63; see Appendix 1.

Tactics: If battle is joined, Flon and Tloth fight much like the rogues they were in life, but making full use of the abilities they have gained from the "rebel mage's curse" (i.e., their undead state). They try where possible to flank an individual PC and so add sneak attack damage to their Corrupting Touch, or (at high APLs) Spring Attack from inside the buildings of the village. They also use frightful moans early on to split the party. The ghosts have no treasure, and nothing of value can be salvaged from the ruins of Fernit.

Treasure:

None

Development: As soon as the ghosts are convinced of the PCs' probity, they advise them to leave Fernit and return to their own designated regions as quickly as possible. They explain that Fernit has recently been the subject of a devastating attack at the hands of the "Onnwalon scum". Reinforcements from Scant are anticipated very shortly, but there is no knowing when the rebel spy and his creature might return.

The PCs now have the opportunity to ask questions of Flon and Tloth, which the two undead answer eagerly. Some likely queries and appropriate replies are presented below. The important things to remember in your responses are that the two ghosts are sincere but not very bright, are convinced that they were "knocked out" rather than killed in Ithlin's attack, believe that it is still CY 587 and that the Brotherhood still hold Scant, and do not know exactly what the construct did after they "lost consciousness", although they have reached some fairly accurate conclusions.

Q. Who are you?

A. Tloth: *"I am Tloth, and this is my brother Flon. We were assigned to Fernit on garrison duty – keeping an eye on the local slaves along with our ten colleagues. Now we are on guard in case the rebel spy and that thing he brought come back to finish what they started."*

Q. What was the nature of this "devastating attack"?

A. Flon: *"It happened in the morning, a couple of days ago. We were watching the slaves carry out their designated chores as normal, when suddenly a tall man we did not know, dressed like a wizard, walked into the square. It wasn't him we looked at first, though; it was what was walking along behind him..."*

Flon continues his story, but what he says next depends on the APL, as follows.

[APLs 6-10]: *...The thing behind him looked like one of those horse-men you hear tell of from the Bright Lands – only it was made out of alabaster. The mage – he was obviously a rebel, because he was an Oerid, shouted out to the villagers “citizens of Fernit, your oppression by the Scarlet Sign is ended.” Then he looked back at the horseman and said, “Execute your orders. Destroy the Brotherhood.”*

“At once, two spiked chains shot out of the horse-man’s arms, and some sort of black ichor – you can still see the marks of it on the ground – started flowing from its eyes. It charged the nearest of the garrison lads – poor old Javak, it was – and one of its chains tore out his throat with a single blow. That rebel bastard stood there and laughed....”

[APL12 only]: *“...The thing behind him was about the size and shape of an ogre – only it looked like it was made out of onyx, and it was wearing golden armor. The mage – he was obviously a rebel, because he was an Oerid sub-human, shouted out to the villagers “citizens of Fernit, your oppression by the Scarlet Sign is ended.” The he looked back at the onyx giant and said, “Execute your orders. Destroy the Brotherhood.”*

“At once, the thing moved up to attack us and some sort of black ichor – you can still see the marks of it on the ground – started flowing from its eyes. It swung its huge fist at Javak, one of the garrison lads. There was a sound like a crack of thunder – and poor old Javak dropped like a stone. That rebel bastard stood there and laughed....”

Flon then concludes in the same way at all APLs

“...Well, we piled in on it then of course, but nothing we did could hurt it. Our weapons just bounced off its hide. One by one, it mowed us down. Tloth and I got lucky, because it only knocked us out – although how Tloth ever got up again from the blow I saw him take, I’ll never know...”

“Our mother bore tough sons,” interjects the other, rather smugly. The first continues:

“...but all the others it hit, it killed. The Fernit villagers were screaming and running in all directions – can’t say I blamed them. The garrison was down to three men when it knocked me out.

“When we woke up, Fernit was utter carnage. Everyone but Tloth and me was dead – not just the garrison, but the village slaves as well. Poor bastards. That thing must have killed them all for its wizard master. There was no sign of the thing or the rebel mage, though, so we have been keeping watch in the village until we are relieved in case they come back.”

This is an accurate account of what happened in Fernit, except for the date of the attack and the fact of the twins’ own deaths (and even these register as true to *zone of truth* or *discern lies*, since the ghosts believe that they are telling

the truth). The PCs may attempt Knowledge (arcana) or Knowledge (the planes) checks to identify the creature that Flon describes. At APLs 6-10, it takes a DC 23 check to recognize the creature as a zelekhut inevitable. At APL 12, it requires a DC 30 check to recognize it as a marut inevitable. The DCs include a +5 circumstance modifier since they are relying on a description. As well as the usual additional pieces of information that accrue from particularly successful rolls, anyone who can identify the creature notes that it is very strange for an inevitable to be exceeding its normal programming in the manner that Flon describes.

Neither Flon nor Tloth can give the PCs much more useful information about the precise capacities of the construct, since it did not have to use any special abilities against the garrison. All they know is that it hit very hard, and that their weapons bounced off it.

Q. What year do you think it is?

A. Tloth: *“6102 SD, of course. Were you people hit on the head, or something?”*

A DC 10 Knowledge (history) or bardic knowledge check converts this date into CY 587.

Q. Do you two realize that you are dead?

A. Flon: *“What? Oh, you must mean our strange appearance. Tloth and I discussed this just after we awoke again, and we are fairly sure that the enemy mage must have cursed us to look like this before he left. Dirty rebel trick. Still, the Office of Sorcery will lift it in no time when we are relieved.”*

A DC 13 Knowledge (religion) check informs PCs that Flon and Tloth are definitely ghosts, whatever their own opinions on the matter. Flon and Tloth cannot be convinced of this fact, however, and they treat further PC allusions to it as either jokes or insults, depending on how they are phrased. Even irrefutable evidence, such as pointing out their own remains on the ground, is shrugged off as part of the “rebel mage’s trick”.

Q. How will you be relieved if no one has told your superiors about the attack? Why don’t you help us track the thing that did this?

A. Flon: *“The magics of our superiors will undoubtedly have detected this assault, so reinforcements will be here shortly. Until then, it is our duty to guard Fernit, and we shall not waver from it.”*

Cunning PCs may well try to conscript the ghosts as allies against the Tears of Istus, but the twins refuse flatly to leave the village. They rationalize this as their duty; in fact, they cannot stray far from the site of their deaths. If the creature is somehow lured back to Fernit, they will fight it, but, as a construct, it is almost immune to their attacks, and completely ignores them in turn, since it only regards the living as valid targets.

Q. What is up the trail where the droplets are leading, behind the village?

A. Tloth: *“A cave in the side of the hill about half a mile away up that trail holds an old shrine to the Lord of the Dells. The village slaves said that no one had worshipped there in generations.”*

A DC 15 Knowledge (religion) check identifies “The Lord of the Dells” as a cult title of Jascar, the LG Suel Lesser God of Hills and Mountains. Tloth explains this himself if the PCs ask who he means.

Once Flon and Tloth are either questioned or defeated, there remains the matter of the trail of black drops leading up to the old shrine of Jascar, where The Tears of Istus waits. Once the PCs pursue it, the action moves to Encounter 7.

XP Note: PCs receive the same amount of XP for peacefully interacting with Flon and Tloth that they would do for defeating them in battle. However, if they talk and then fight, they do not receive the XP twice over. If the PCs killed the two ghosts they reform several days later again. By then the PCs should be gone again. If not, they start fighting again, but the PCs only gain XP once.

7: THE TEARS OF ISTUS

The PCs reach this encounter once they pursue the trail of black drops on the ground leading from the village of Fernit to the abandoned shrine of Jascar in the side of the hills about half a mile away. The trail is easy to follow (no skill checks required). Two hundred feet onward from the village, the trail continues out from the forest cover on to rocky ground as the hill approaches. As the PCs move, they continue to find skeletons on the path – the remains of more unfortunate villagers, lying where the construct killed them as they tried to flee to the sanctuary of Jascar.

The former shrine of Jascar is a circular cavern about 200 feet across and 50 feet in height. The Tears of Istus stand in its center, next to the skeleton of the last villager it killed. The cavern is in total darkness, as the torches that lit the cavern in the past are long gone. The construct keeps its *true seeing* and (at APL 12) *air walk* abilities continuously active.

APL 6 (EL 9)

☛ **The Tears of Istus:** zelekhut; hp 74; see *Monster Manual* page 160. [It carries an *incandescent blue sphere ioun stone*.]

APL 8 (EL 11)

☛ **The Tears of Istus:** advanced zelekhut; hp 126; see Appendix 1.

APL 10 (EL 13)

☛ **The Tears of Istus:** advanced zelekhut; hp 160; see Appendix 1.

APL 12 (EL 15)

☛ **The Tears of Istus:** marut; hp 112; see *Monster Manual* page 159. [It carries an *incandescent blue sphere ioun stone*.]

Tactics: The Tears of Istus attacks when it detects the PCs, which is most likely to be when they enter the cavern. Its tactics depend on the APL

- At APLs 6-10, the zelekhut stays still if it is initially undetected, waiting until as many PCs as possible are in the cavern so as to use its *Spirited Charge* and *Ride-By Attack* with more effectiveness. It then closes to melee range and attacks with its spiked chains. If it has to fight at range, it uses its hold spells to paralyze opposition. If opponents seem to be protected by effective spells, it uses *dispel magic* and/or *dimensional anchor* as appropriate. If the PCs try to flee or withdraw, it uses *locate creature* to track them down.
- At APL 12, the marut opens up with a *chain lightning*; then tries to close to melee and strike with its fists. If it has to fight at range, it *air walks* if possible and tries to catch the party with *mass inflict light wounds*. If it is bought below 50% of its original hit points by non-chaotic weapons, it *dimension doors* to a distance and lets its fast healing work for a couple of rounds before returning to the fray. *Greater dispel magic* and *dimensional anchor* are used to strip the PCs of their protections. If the PCs try to flee or withdraw, it uses its *locate creature* ability to track them down. The marut does not, under any circumstances, use its *earthquake* ability. It was intended as an anti-personnel device, not a city-wrecker, and that fragment of its reconditioned programming remains.

The Tears of Istus does not communicate, and fights until it is destroyed.

Treasure:

Looting the Tears of Istus

All APLs: Magic: 667 gp; *incandescent blue sphere ioun stone* (667 gp); Total 667 gp.

Detect magic results: *Incandescent blue sphere ioun stone* (Moderate Transmutation).

Development: The cavern itself, once the PCs get a good look at it, is obviously a disused shrine, complete with a crumbled altar on the far wall. A DC 15 Knowledge (religion) roll suggests that it was once a holy place of Jascar, if the PCs did not know this already. Skeletons of half a dozen of Fernit’s villagers, treated in the same fashion as those previously described, lie around the floor.

As soon as the PCs get a good look at The Tears of Istus, they see that there are curious pipes, black metal

boxes, and gleaming crystal pins attached all over its body. A viscous black liquid pumps through the pipes, and leaks from the creature's eyes and mouth as it enters battle. Various skill checks may be applied to this curious array, as follows:

- A DC 18 (at APLS 6-10) or DC 25 (at APL 12) Knowledge (arcana) or Knowledge (the planes) check reveals that the pipes and boxes are not original parts of the inevitable's construction, but were rather attached later.
- A separate DC 25 Knowledge (arcana) check confirms that the boxes and pipes are an astonishingly ingenious arcane mechanism devised to subvert an inevitable's original programming. It also notes that the power and magical understanding behind the mechanism are beyond the means of all but the mightiest of living mages.

If the construct is defeated and the mechanism is examined more closely, the PCs discover (no skill check required) something resembling a hallmark engraved on the underside of one of the metal boxes. It turns out to be a coat of arms. A DC 20 Knowledge (local: the Splintered Suns), Knowledge (nobility and royalty), Knowledge (arcana) or Bardic Knowledge check identifies this mark as the arms of Graf Reydrich of Zelradton.

The PCs may attempt Knowledge (local: the Splintered Suns), Knowledge (nobility and royalty) or Bardic Knowledge checks on the topic of Reydrich. PCs from Ahlissa gain a +5 circumstance bonus to this roll, and may achieve DCs up to 15 untrained. The results depend on the result achieved; higher results include the information from the lower results:

- DC 10: Graf Reydrich is the ruler of Zelradton, a city in Ahlissa. He has ruled there since the Greyhawk Wars.
- DC 15: He is a powerful wizard, and the Chief Sorcerous Adviser to Overking Xavener himself.
- DC 20: Reydrich detests the Scarlet Brotherhood, whom he sees as the main threat to the security of Ahlissa. Some believe him responsible for the powerful magical assault that obliterated some of the most prominent Brotherhood Shepherds in Onnwal at the outset of the Brewfest Rebellion.
- DC 25: Reydrich also hates the Circle of Eight, who rejected his application to join their number on the grounds of his heavy-handed use of power and oppression. He regularly deals with fiends and the other denizens of the Lower Planes, whose labor he employed to erect his great tower in Zelradton.
- DC 30: Reydrich traces his lineage back to a number of the great mages of the old Great Kingdom, including the likes of Allreynen the Gripper and Reynevar the Snake-headed.

The PCs also discover (no skill check required) an *ioun stone*, enmeshed in the mechanism of one of the boxes on the fallen construct. This was one of the mechanisms

used by Reydrich to subvert the inevitable. The ioun stone remains even if the creature itself is dismissed, banished, or disintegrated.

There is nothing else of interest in the shrine. When the PCs return to Killdeer with their findings, the action moves to the Conclusion.

CONCLUSION

The PCs reach the conclusion when they return from Fernit and present their findings to Frondal Bhann in Killdeer. Bhann is satisfied as soon as he is given some idea of what The Tears of Istus was and is presented with evidence of its destruction, and pays up without complaint. PCs also receive the Favor of the House of Coriell under these circumstances:

Favor of the House of Coriell: You have won favor with a representative of the House of Coriell. You gain Regional access to the following items (all in *Arms and Equipment Guide*): boot sheath; grappling hook, collapsible; listening cone.

PCs who are members of the War Mages of Killdeer meta-organization also gain access to the following spells (all in *Spell Compendium*): *rainbow blast*; *weapon of impact*; *wingbind*.

Exactly what Bhann is told is up to the PCs, and may vary widely depending on their success in working out what was going on and their inclination to reveal it. Be sure to note the version with which Bhann is finally presented in the Campaign Consequences. With that, the adventure ends.

Treasure:

Reward for provided services:

All APLs: Coin 100 gp.

CAMPAIGN CONSEQUENCES

- Was *The Tears of Istus* destroyed?
- What did the PCs tell Bhann about *The Tears of Istus* and its relationship to Krennel Ithlin?

Please send answers to these questions to the Onnwal Triad and pitcher_luke@yahoo.co.uk.

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.

2: But You Will Die Today

Defeat the Brotherhood troops

APL6	240 XP
APL8	300 XP
APL10	360 XP
APL12	420 XP

5: Spell and Steel

Gain access to the War Mage Archive (by whatever means)

APL6	180 XP
APL8	225 XP
APL10	270 XP
APL12	315 XP

6: War Without End

Defeat or Peacefully Win Over The Ghosts

APL6	210 XP
APL8	270 XP
APL10	330 XP
APL12	390 XP

7: The Tears of Istus

Defeat the construct

APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP

Total Possible Experience:

APL6	900 XP
APL8	1,125 XP
APL10	1,350 XP
APL12	1,575 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e.,

not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

2: But You Will Die Today

Looting the Scarlet Brotherhood agents:

APL 6: Loot 33 gp; Magic 166 gp; *bracers of armor +1* (83 gp), *cloak of resistance +1* (83 gp); Total 199 gp.

APL 8: Loot 33 gp; Coin 55 gp; Magic 582 gp; *bracers of armor +2* (333 gp), 3x *cloak of resistance +1* (83 gp each); Total 670 gp.

APL 10: Loot 33 gp; Coin 55 gp; Magic 1,431 gp; *bracers of armor +3* (750 gp), 4x *cloaks of resistance +1* (83 gp each), *periapt of wisdom +2* (333 gp), 4x *potions of cure light wounds* (4 gp each); Total 1,519 gp.

APL 12: Loot 33 gp; Coin 55 gp; Magic 2,348 gp; *bracers of armor +3* (750 gp), 4x *cloaks of resistance +1* (83 gp each), *gauntlets of ogre power* (333 gp), *lesser bracers of archery* (417 gp), *periapt of wisdom +2* (333 gp each), 4x *potions of cure light wounds* (4 gp each), *ring of protection +1* (167 gp); Total 2,436 gp.

3: Chronicle of a Death Foretold

Reward for defeating Scarlet Brotherhood agents:

All APLs: Coin 100 gp.

7: The Tears of Istus

Looting the Tears of Istus:

All APLs: Magic 667 gp; *incandescent blue sphere ioun stone* (667 gp); Total 667 gp.

Conclusion

Reward for services:

All APLs: Coin 100 gp.

Total Possible Treasure

APL 6: Loot: 33 gp; Coin: 200 gp; Magic: 834 gp – Total 1067 gp (Cap 900gp)

APL 8: Loot: 33 gp; Coin: 255 gp; Magic: 1250 gp – Total 1538 gp (Cap 1300gp)

APL 10: Loot: 33 gp; Coin: 255 gp; Magic: 2100 gp – Total 2388 gp (Cap 2300gp)

APL 12: Loot: 33 gp; Coin: 255 gp; Magic: 3017 gp – Total 3305 gp (Cap 3300gp)

Treasure Cap

APL 6: 900 gp

APL 8: 1,300 gp

APL 10: 2,300 gp

APL 12: 3,300 gp

Total Possible Treasure

APL 6: Loot 33 gp; Coin 200 gp; Magic 834 gp; Total 1,067 gp.

APL 8: Loot: 33 gp; Coin: 255 gp; Magic: 1,250 gp; Total 1,538 gp.

APL 10: Loot: 33 gp; Coin: 255 gp; Magic: 2,100 gp; Total 2,388 gp.

APL 12: Loot: 33 gp; Coin: 255 gp; Magic: 3,017 gp; Total 3,305 gp.

ADVENTURE RECORD ITEMS

Oil of Align Weapon: This functions in exactly the same way as the oils presented in the *Dungeon Master's Guide*, but contains the spell *align weapon* instead. The alignment is chosen when the oil is bought, not at the moment of use. The Warmages stock the Lawful, Good, and Chaotic versions of this item.

Favor of the House of Coriell: You have won favor with a representative of the House of Coriell. You gain Regional access to the following items (all in *Arms and Equipment Guide*): boot sheath; grappling hook, collapsible; listening cCone.

PCs who are members of the War Mages of Killdeer meta-organization also gain access to the following spells (all in *Spell Compendium*): *rainbow blast*, *weapon of impact*, *wingbind*.

ITEM ACCESS

APL 6

- *Silversheen* (Adventure; DMG)
- *Oil of Align Weapon* (Chaotic, Good, or Lawful) (Adventure; CL 3rd; see above)
- *Large greatclub* (Adventure; PHB)
- *Large javelin* (Adventure; PHB)
- *Large hide armor* (Adventure; PHB)
- *Ioun stone (incandescent blue sphere)* (Adventure; DMG)

APL 8 (All of APL 6 plus the following)

- *Bracers of armor +2* (Regional; DMG)

APL 10 (All of APLs 6-8 plus the following)

- *Bracers of armor +3* (Regional; DMG)

APL 12 (All of APLs 6-10 plus the following)

- *Bracers of archery, lesser* (Regional; DMG)

APPENDIX 1: APL 6

2: BUT YOU WILL DIE TODAY

KRAV

CR 5

Male human monk 5

LE Medium Humanoid (human)

Init +3; **Senses** Listen +9, Spot +9

Languages Ancient Suloise, Common, Giant

AC 16, touch 15, flat-footed 13

(+3 Dex, +1 class, +1 armor, +1 Wis); 5 ranks Balance, 5 ranks Tumble

hp 33 (5 HD)

Immune non-magical diseases

Fort +5, **Ref** +7, **Will** +5; Evasion, Still Mind

Speed 40 ft. (8 squares);

Melee Unarmed Strike +6 (1d8+2) or

Melee Unarmed Strike +5/+5 (1d8+2) with flurry or

Melee siangham +5 (1d6+2)

Ranged sling +6 (1d4+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +9

Atk Options Improved Grapple, Stunning fist 5/day (DC 13)

Special Actions

Combat Gear

Abilities Str 14, Dex 16, Con 12, Int 10, Wis 13, Cha 8

SQ Ki strike, purity of body, slow fall 20 ft., still mind

Feats Blind-Fight, Deflect Arrows, Improved Grapple,

Improved Unarmed Strike, Stunning Fist, Weapon Focus (unarmed strike)

Skills Balance +11, Jump +14, Listen +9, Spot +9, Tumble +13

Possessions combat gear plus siangham, sling, 10x bullets, *bracers of armor* +1.

Ki Strike (Su) Krav's unarmed attacks unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex) A monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 20 feet shorter than it actually is.

Still Mind (Ex) Krav gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

VASH

CR 5

Male human Cleric 5

NE Medium Humanoid (human)

Init +1; **Senses** Listen +3, Spot +3

Languages Ancient Suloise, Common, Giant

AC 17, touch 11, flat-footed 16

(+1 Dex, +5 armor, +1 shield)

hp 35 (5 HD)

Fort +7, **Ref** +3, **Will** +8

Speed 20 ft. in breastplate (4 squares), base movement 30 ft.

Melee heavy mace +3 (1d8)

Ranged light crossbow +4 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +3

Atk Options Rebuke Undead 5/day, Spontaneous Inflict Wounds

Special Actions

Combat Gear

Cleric Spells Prepared (CL 5th):

3rd—*suggestion*^D (DC 17), *cure serious wounds*, *prayer*

2nd—*invisibility*^D, *bull's strength*, *hold person* (DC 16), *silence* (DC 15)

1st—*command*^D (DC 15), *bane* (DC 15), *bless*, *cure light wounds*, *protection from good*

0—*create water*, *cure minor wounds* (3), *purify food and drink*.

D: Domain spell. Deity: Syrul. Domains: Domination, Trickery

† Already cast

Abilities Str 10, Dex 12, Con 14, Int 8, Wis 16, Cha 13

SQ

Feats Endurance, Silent Spell, Skill Focus (knowledge: religion), Spell Focus (Enchantment)

Skills Concentration +6, Knowledge (religion) +10

Possessions combat gear plus heavy mace, light crossbow, 20x bolts, breastplate, buckler, *cloak of resistance* +1, 3 wooden holy symbols (Syrul), 2 spell component pouches, 2 letters.

5: SPELL AND STEEL

WARMAGE MELEE COMBATANT CR 6

Male human fighter 6

LN Medium Humanoid (human)

Init +1; **Senses** Listen +0, Spot +0

Languages Ancient Suloise, Common, Old Oeridian

AC 19, touch 11, flat-footed 18

(+1 Dex, +8 armor)

hp 52 (6 HD)

Fort +7, **Ref** +3, **Will** +2

Speed 20 ft. in full plate (4 squares), base movement 30 ft..

Melee great sword +10/+5 (2d6+6/19-20) or

Melee ranseur +9/+4 (2d4+4/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with ranseur)

Base Atk +6; **Grp** +9

Atk Options Improved Disarm, Improved Sunder, Power Attack

Special Actions Quick Draw

Combat Gear

Abilities Str 16, Dex 12, Con 14, Int 13, Wis 10, Cha 8

SQ

Feats Combat Expertise, Improved Disarm, Improved Sunder, Improved Toughness, Power Attack, Quick Draw, Weapon Focus (great sword), Weapon Specialization (great sword)

Skills Climb +6, Intimidate +8, Jump -1, Swim -1

Possessions combat gear plus 2 greatswords, guisarme, ranseur, shortsword, 2 daggers, heavy mace, morningstar, sap, full plate.

WARMAGE MAGE COMBATANT CR 6

Female human Wizard 6

NG Medium Humanoid (human)

Init +1; **Senses** Listen +2, Spot +2

Languages Abyssal, Auran, Celestial, Common, Draconic, Ignan, Old Oeridian, Terran

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 25 (6 HD)

Fort +5, **Ref** +3, **Will** +9

Speed 30 ft. (6 squares)

Melee Unarmed attack +2 (1d3-1 nonlethal)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +2

Atk Options

Special Actions

Combat Gear

Wizard Spells Prepared (CL 6th):

3rd—*dispel magic*, *stinking cloud* (DC 18), *suggestion* (DC 16)

2nd—*blindness/deafness* (DC 15), *false life*, *glitterdust* (DC 17), *mirror image*

1st—*charm person* (2) (DC 14), *obscuring mist*, *ray of enfeeblement* (+4 touch)

0—*flare* (2) (DC 13), *light*, *mage hand*

† **Already cast**

Abilities Str 8, Dex 12, Con 13, Int 16, Wis 14, Cha 10

SQ

Feats Craft Wand, Great Fortitude, Greater Spell Focus (Conjuration), Iron Will, Scribe Scroll, Spell Focus (Conjuration)

Skills Concentration +10, Knowledge (arcana) +12, Knowledge (history) +4, Knowledge (nature) +12, Knowledge (the planes) +12, Speak Modern Languages –, Spellcraft +14

Possessions combat gear plus 3 spell component pouches

6: WAR WITHOUT END

FLON AND TLOTH

CR 5

Male human ghost rogue 3

LN Medium Undead (augmented humanoid, incorporeal)

Init +7; **Senses** Darkvision 60 ft.; Listen +13, Spot +13

Languages Ancient Suloise, Common

AC 17, touch 17, flat-footed 14

(+3 Dex, +4 deflection); Dodge, Mobility, 5 ranks Balance, 5 ranks Tumble

Miss Chance Incorporeal

hp 21 (3 HD); Incorporeal

Immune Undead Traits

Resist Turn Resistance +4

Fort +1, **Ref** +6, **Will** +0; Evasion

Speed fly 30 ft. (6 squares) (perfect).

Melee incorporeal touch +5 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** –

Atk Options Sneak Attack +2d6

Special Actions Frightful Moan (DC 15)

Combat Gear

Abilities Str 12, Dex 16, Con –, Int 8, Wis 8, Cha 18

SQ Manifestation, rejuvenation, trap sense +1

Feats Dodge, Improved Initiative, Mobility

Skills Balance +9, Diplomacy +6, Gather Information +6, Hide +17, Knowledge (local: the Splintered Sun) +4, Listen +13, Move Silently +9, Search +7, Sense Motive +5, Speak Modern Languages –, Spot +13, Tumble +9.

Possessions combat gear plus

Corrupting Touch (Su) A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage.

Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su) A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 15) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully

saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Manifestation (Su) Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su) In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 +3) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research. In the case of Flon and Tloth, they depart if The Tears of Istus is destroyed or dismissed from the Prime Material Plane.

Skills Ghosts have a +8 racial bonus on Hide, Listen, Search, and Spot checks.

2: BUT YOU WILL DIE TODAY

BREK AND CHEEV

CR 5

Male ogre barbarian 2

* Values between () are while raging

CE Large Giant

Init -1; **Senses** Darkvision 60 ft., low-light vision; Listen +6, Spot +6

Languages Giant

AC 16 (14), touch 8 (6), flat-footed 16 (14)

(-1 size, -1 Dex, +3 armor, +5 natural); Uncanny Dodge

hp 56 (68) (6 HD)

Fort +12 (+14), **Ref** +1, **Will** +3 (+5)

Speed 40 ft. in hide (8 squares), base movement 50 ft.

Melee Large greatclub +13 (2d8+12) or

Melee Large greatclub +15 (2d8+15) raging

Ranged Large javelin +3 (1d8+8) or

Ranged Large javelin +3 (1d8+10) raging

Space 10 ft.; **Reach** 10 ft.

Base Atk +5; **Grp** +17 (+19)

Atk Options Power Attack, Rage 1/day (lasts 9 rds)

Special Actions

Combat Gear

Abilities Str 26 (30), Dex 8, Con 18 (22), Int 8, Wis 13, Cha 4
SQ

Feats Endurance, Power Attack, Weapon Focus (greatclub).

Skills Climb +8 (+10), Listen +6, Spot +6

Possessions combat gear plus 2x large great clubs, 5x large javelins, large hide armor, *cloak of resistance* +1.

KRAV

CR 7

Male human monk 7

LE Medium Humanoid (human)

Init +3; **Senses** Listen +11, Spot +11

Languages Ancient Suloise, Common, Giant

AC 17, touch 16, flat-footed 14

(+3 Dex, +1 class, +2 armor, +1 Wis); 5 ranks Balance, 5 ranks Tumble

hp 52 (7 HD)

Immune non-magical diseases

Fort +6, **Ref** +8, **Will** +6; Evasion, Still Mind

Speed 50 ft. (10 squares);

Melee Unarmed Strike +8 (1d8+2) or

Melee Unarmed Strike +7/+7 (1d8+2) with flurry or

Melee siangham +7 (1d6+2)

Ranged sling +8 (1d4+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +11

Atk Options Improved Grapple, Improved Trip (+6 modifier), Stunning fist 7/day (DC 14)

Special Actions Wholeness of body (14 hp)

Combat Gear

Abilities Str 14, Dex 16, Con 12, Int 10, Wis 13, Cha 8

SQ Ki strike, purity of body, slow fall 30 ft., still mind, wholeness of body

Feats Blind-Fight, Deflect Arrows, Improved Grapple, Improved Toughness, Improved Trip, Improved

Unarmed Strike, Stunning Fist, Weapon Focus (unarmed strike)

Skills Balance +13, Jump +20, Listen +11, Spot +11, Tumble +15

Possessions combat gear plus siangham, sling, 10x bullets, bracers of armor +2.

Ki Strike (Su) Krav's unarmed attacks unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex) A monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 30 feet shorter than it actually is.

Still Mind (Ex) Krav gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Wholeness of Body (Su) A monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

VASH

CR 7

Male human cleric 5/divine oracle* 2

* *Complete Divine* 34

NE Medium Humanoid (human)

Init +1; **Senses** Listen +3, Spot +3

Languages Ancient Sueloise, Common, Giant

AC 17, touch 11, flat-footed 16

(+1 Dex, +5 armor, +1 shield)

hp 47 (7 HD)

Fort +7, **Ref** +3, **Will** +11; Prescient Sense

Speed 20 ft. in breastplate (4 squares), base movement 30 ft.

Melee heavy mace +4 (1d8)

Ranged light crossbow +5 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +4

Atk Options Rebuke Undead 5/day, Spontaneous Inflict Wounds

Special Actions

Combat Gear

Cleric Spells Prepared (CL 7th, 9th Divination spells):

4th—*confusion*^D (DC 18), *recitation*

3rd—*suggestion*^D (DC 17), *cure serious wounds*, *mass lesser vigor*, *prayer*

2nd—*invisibility*^D, *bull's strength*, *hold person* (DC 16), *silence* (DC 15) (2)

1st—*command*^D (DC 15), *bane* (DC 15), *bles*, *cure light wounds*, *protection from good*, *resurgence*

0—*create water*, *cure minor wounds* (3), *detect magic*, *purify food and drink*.

D: Domain spell. Deity: Syrul. Domains: Domination, Oracle, Trickery

† Already cast

Abilities Str 10, Dex 12, Con 14, Int 8, Wis 16, Cha 13

SQ Scry Bonus, trap sense +1

Feats Endurance, Divine Metamagic (Silent Spell), Silent Spell, Skill Focus (knowledge: religion), Spell Focus (Enchantment)

Skills Concentration +10, Knowledge (religion) +10

Possessions combat gear plus heavy mace, light crossbow, 20x bolts, breastplate, buckler, *cloak of resistance* +1, 3 wooden holy symbols (Syrul), 2 spell component pouches, 2 letters, the Videlicet Credo (a short holy text of Syrul; focus for *recitation*), 55 gp.

Prescient Sense (Ex): If a divine oracle makes a successful Reflex save against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a *fireball* spell), she instead takes no damage,

since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Scry Bonus (Su): A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells.

5: SPELL AND STEEL

WARMAGE MELEE COMBATANT CR 8

Male human fighter 8

LN Medium Humanoid (human)

Init +1; **Senses** Listen +0, Spot +0

Languages Ancient Suloise, Common, Old Oeridian

AC 19, touch 11, flat-footed 18

(+1 Dex, +8 armor)

hp 70 (8 HD)

Fort +8, **Ref** +3, **Will** +2

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee great sword +13/+8 (2d6+6/19-20) or

Melee ranseur +11/+6 (2d4+4/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with ranseur)

Base Atk +8; **Grp** +11

Atk Options Improved Disarm, Improved Sunder, Power Attack

Special Actions Quick Draw

Combat Gear

Abilities Str 17, Dex 12, Con 14, Int 13, Wis 10, Cha 8

SQ

Feats Combat Expertise, Greater Weapon Focus (great sword), Improved Disarm, Improved Sunder, Improved Toughness, Power Attack, Quick Draw, Weapon Focus (great sword), Weapon Specialization (great sword)

Skills Climb +8, Intimidate +10, Jump +1, Swim +1

Possessions combat gear plus 2 greatswords, guisarme, ranseur, shortsword, 2 daggers, heavy mace, morningstar, sap, full plate.

WARMAGE MAGE COMBATANT CR 8

Female human Wizard 8

NG Medium Humanoid (human)

Init +1; **Senses** Listen +2, Spot +2

Languages Abyssal, Auran, Celestial, Common, Draconic, Ignan, Old Oeridian, Terran

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 41 (8 HD)

Fort +6, **Ref** +3, **Will** +10

Speed 30 ft. (6 squares)

Melee Unarmed attack +3 (1d3-1 nonlethal)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +3

Atk Options

Special Actions

Combat Gear

Wizard Spells Prepared (CL 8th):

4th—*confusion* (DC 17), *dimension door*, *summon monster IV*

3rd—*dispel magic*, *heroism*, *stinking cloud* (DC 18), *suggestion* (DC 16)

2nd—*blindness/deafness* (DC 15), *false life*, *glitterdust* (DC 17), *mirror image*, *see invisibility*

1st—*charm person* (2) (DC 14), *grease* (DC 16), *obscuring mist*, *ray of enfeeblement* (+4 touch)

0—*flare* (2) (DC 13), *light*, *mage hand*

† Already cast

Abilities Str 8, Dex 12, Con 14, Int 16, Wis 14, Cha 10

SQ

Feats Craft Wand, Great Fortitude, Greater Spell Focus (Conjuration), Iron Will, Scribe Scroll, Spell Focus (Conjuration)

Skills Concentration +12, Knowledge (arcana) +14, Knowledge (history) +6, Knowledge (nature) +14, Knowledge (the planes) +14, Speak Modern Languages –, Spellcraft +16

Possessions combat gear plus 3 spell component pouches

6: WAR WITHOUT END

FLON AND TLOTH

CR 7

Male human ghost rogue 5

LN Medium Undead (augmented humanoid, incorporeal)

Init +7; **Senses** Darkvision 60 ft.; Listen +15, Spot +15

Languages Ancient Suloise, Common

AC 17, touch 17, flat-footed 14

(+3 Dex, +4 deflection); Dodge, Mobility, 5 ranks Balance, 5 ranks Tumble, Uncanny Dodge

Miss Chance Incorporeal

hp 35 (5 HD); Incorporeal

Immune Undead Traits

Resist Turn Resistance +4

Fort +1, **Ref** +7, **Will** +0; Evasion

Speed fly 30 ft. (6 squares) (perfect).

Melee incorporeal touch +6 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** –

Atk Options Sneak Attack +3d6

Special Actions Frightful Moan (DC 16)

Combat Gear

Abilities Str 12, Dex 17, Con –, Int 8, Wis 8, Cha 18

SQ Manifestation, rejuvenation, trap sense +1

Feats Dodge, Improved Initiative, Mobility

Skills Balance +12, Diplomacy +6, Gather Information +6,

Hide +19, Knowledge (local: the Splintered Sun) +6,

Listen +15, Move Silently +11, Search +9, Sense Motive +5,

Speak Modern Languages –, Spot +15, Tumble +11.

Possessions combat gear plus

Corrupting Touch (Su) A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su) A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 16) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Manifestation (Su) Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested

ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su) In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 +3) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research. In the case of Flon and Tloth, they depart if The Tears of Istus is destroyed or dismissed from the Prime Material Plane.

Skills Ghosts have a +8 racial bonus on Hide, Listen, Search, and Spot checks.

Feats Due to its centaur-like construction, a zelekhut qualifies for feats as if it had the Mounted Combat feat.
Skills A zelekhut has a +4 racial bonus on Search and Sense Motive checks.

7: THE TEARS OF ISTUS

TEARS OF ISTUS

CR 11

Zelekhut, 16 HD

LN Large Construct (extraplanar, lawful)

Init +0; **Senses** Darkvision 60 ft., low-light vision; Listen +18, Spot +18

Languages Common

AC 27, touch 9, flat-footed 27

(-1 size, +8 armor, +10 natural)

hp 118 (16 HD); fast healing 5; DR 10/chaotic

Immune Construct Traits

Resist —; **SR** 20

Fort +7, **Ref** +5, **Will** +9

Speed 35 ft. in plate barding (7 squares), base movement 50 ft., other movement mode fly 40 ft. (average) in plate barding, base fly 60 ft. (average)

Melee spiked chain +18/18 (2d6+6 plus 2d6 electricity)

Space 10 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +22

Atk Options Power Attack, Ride-By-Attack, Spirited Charge

Special Actions

Combat Gear

Spell-Like Abilities (CL 16th):

At will—*clairaudience/clairvoyance*, *dimensional anchor*, *dispel magic*, *fear* (DC 16), *hold person* (DC 15), *locate creature*, *true seeing*

3/day—*hold monster* (DC 17), *mark of justice*

1/week—*lesser geas* (DC 16)

† Already cast

Abilities Str 23, Dex 11, Con —, Int 10, Wis 19, Cha 15

SQ

Feats Blind-Fight, Great Fortitude, Power Attack, Ride-By-Attack, Spirited Charge, Weapon Focus (spiked chain)

Skills Diplomacy +4, Listen +18, Search +9, Sense Motive +13, Spot +18, Survival +4 (+6 when tracking)

Possessions combat gear plus *incandescent blue sphere ioun stone*

2: BUT YOU WILL DIE TODAY

BREK AND CHEEV

CR 7

Male ogre barbarian 4

* Values between () are while raging

CE Large Giant

Init -1; **Senses** Darkvision 60 ft., low-light vision; Listen +8,

Spot +7

Languages Giant

AC 16 (14), touch 8 (6), flat-footed 16 (14)

(-1 size, -1 Dex, +3 armor, +5 natural); Uncanny Dodge

hp 78 (94) (8 HD)

Fort +13 (+15), **Ref** +2, **Will** +4 (+6)

Speed 40 ft. in hide (8 squares), base movement 50 ft.

Melee Large greatclub +15/+10 (2d8+12) or

Melee Large greatclub +17/+12 (2d8+15) raging

Ranged Large javelin +5 (1d8+8) or

Ranged Large javelin +5 (1d8+10) raging

Space 10 ft.; **Reach** 10 ft.

Base Atk +7; **Grp** +19 (+21)

Atk Options Power Attack, Rage 2/day (lasts 9 rds)

Special Actions

Combat Gear *potion of cure light wounds*

Abilities Str 27 (31), Dex 8, Con 18 (22), Int 8, Wis 13, Cha 4

SQ Trap Sense +1

Feats Endurance, Power Attack, Weapon Focus (greatclub).

Skills Climb +10 (+12), Listen +8, Spot +7

Possessions combat gear plus 2x large great clubs, 5x large javelins, large hide armor, *cloak of resistance* +1.

KRAV

CR 9

Male human monk 9

LE Medium Humanoid (human)

Init +3; **Senses** Listen +11, Spot +11

Languages Ancient Suloise, Common, Giant

AC 18, touch 16, flat-footed 15

(+3 Dex, +1 class, +3 armor, +1 Wis); 5 ranks Balance, 5 ranks Tumble

hp 66 (9 HD)

Immune non-magical diseases

Fort +8, **Ref** +10, **Will** +8; Improved Evasion, Still Mind

Speed 60 ft. (12 squares);

Melee Unarmed Strike +9/+9/+4 (1d10+2)

Melee siangham +8/+8/+3 (1d6+2)

Ranged sling +9 (1d4+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +12

Atk Options Improved Grapple, Improved Trip (+6 modifier), Stunning fist 9/day (DC 15)

Special Actions Wholeness of body (18 hp)

Combat Gear *potion of cure light wounds*

Abilities Str 14, Dex 16, Con 12, Int 10, Wis 13, Cha 8

SQ Ki strike, purity of body, slow fall 40 ft., still mind, wholeness of body

Feats Blind-Fight, Combat Reflexes, Deflect Arrows, Improved Grapple, Improved Toughness, Improved Trip, Improved Unarmed Strike, Stunning Fist, Weapon Focus (unarmed strike)

Skills Balance +13, Jump +24, Listen +11, Spot +11, Tumble +15

Possessions combat gear plus siangham, sling, 10x bullets, *bracers of armor* +3, *cloak of resistance* +1.

Ki Strike (Su) Krav's unarmed attacks unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex) A monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 40 feet shorter than it actually is.

Still Mind (Ex) Krav gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Wholeness of Body (Su) A monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

VASH

CR 9

Male human cleric 5/divine oracle* 4

* *Complete Divine* 34

NE Medium Humanoid (human)

Init +1; **Senses** Listen +4, Spot +4

Languages Ancient Sueloise, Common, Giant

AC 17, touch 11, flat-footed 16

(+1 Dex, +5 armor, +1 shield); Uncanny Dodge

hp 59 (9 HD)

Fort +8, **Ref** +4, **Will** +13; Prescient Sense

Speed 20 ft. in breastplate (4 squares), base movement 30 ft.

Melee heavy mace +5 (1d8)

Ranged light crossbow +6 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +5

Atk Options Rebuke Undead 5/day, Spontaneous Inflict Wounds

Special Actions

Combat Gear *potion of cure light wounds*

Cleric Spells Prepared (CL 9th, 11th Divination spells):

5th—*greater command*^D (DC 21), *righteous wrath of the faithful*

4th—*confusion*^D (DC 20), *freedom of movement* (2), *recitation*

3rd—*dispel magic* (2), *suggestion*^D (DC 19), *cure serious wounds*, *mass lesser vigor*

2nd—*invisibility*^P, *bull's strength*, *hold person* (DC 18) (2), *silence* (DC 16) (2)

1st—*command*^D (DC 17), *bane* (DC 17), *bles*, *cure light wounds*, *protection from good*, *resurgence*

0—*create water*, *cure minor wounds* (3), *detect magic*, *purify food and drink*.

D: Domain spell. Deity: Syrul. Domains: Domination, Oracle, Trickery

† Already cast

Abilities Str 10, Dex 12, Con 14, Int 8, Wis 19, Cha 13

SQ Divination Enhancement, Scry Bonus, trap sense +1

Feats Endurance, Divine Metamagic (Silent Spell), Greater

Spell Focus (Enchantment), Silent Spell, Skill Focus

(knowledge: religion), Spell Focus (Enchantment)

Skills Concentration +10, Knowledge (religion) +10

Possessions combat gear plus heavy mace, light crossbow, 20x bolts, breastplate, buckler, *cloak of resistance* +1, *periapt of wisdom*, 3 wooden holy symbols (Syrul), 2 spell component pouches, 2 letters, the Videlicet Credo (a short holy text of Syrul; focus for *recitation*), 55 gp.

Divination Enhancement (Ex) A divine oracle may roll twice and take the better result when using divination spells such as augury or divination.

Prescient Sense (Ex): If a divine oracle makes a successful Reflex save against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a *fireball* spell), she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Scry Bonus (Su): A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells.

5: SPELL AND STEEL

WARMAGE MELEE COMBATANT CR 10

Male human fighter 10

LN Medium Humanoid (human)

Init +1; **Senses** Listen +0, Spot +0

Languages Ancient Suloise, Common, Old Oeridian

AC 19, touch 11, flat-footed 18

(+1 Dex, +8 armor)

hp 88 (10 HD)

Fort +9, **Ref** +4, **Will** +3

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee great sword +15/+10 (2d6+6/17-20) or

Melee ranseur +13/+8 (2d4+4/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with ranseur)

Base Atk +10; **Grp** +13

Atk Options Combat Brute, Improved Disarm, Improved Sunder, Power Attack

Special Actions Quick Draw

Combat Gear

Abilities Str 17, Dex 12, Con 14, Int 13, Wis 10, Cha 8

SQ

Feats Combat Brute, Combat Expertise, Greater Weapon

Focus (great sword), Improved Critical (great sword),

Improved Disarm, Improved Sunder, Improved

Toughness, Power Attack, Quick Draw, Weapon Focus

(great sword), Weapon Specialization (great sword)

Skills Climb +10, Intimidate +12, Jump +3, Swim +3

Possessions combat gear plus 2 greatswords, guisarme, ranseur, shortsword, 2 daggers, heavy mace, morningstar, sap, full plate.

WARMAGE MAGE COMBATANT CR 10

Female human Wizard 10

NG Medium Humanoid (human)

Init +5; **Senses** Listen +2, Spot +2

Languages Abyssal, Auran, Celestial, Common, Draconic, Ignan, Old Oeridian, Terran

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 51 (10 HD)

Fort +7, **Ref** +4, **Will** +11

Speed 30 ft. (6 squares)

Melee Unarmed attack +4 (1d3-1 nonlethal)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +4

Atk Options

Special Actions

Combat Gear

Wizard Spells Prepared (CL 10th):

5th—quickened *charm person* (DC 14) (2)

4th—*confusion* (DC 17), *dimension door*, *Otiluke's resilient sphere* (DC 17), *summon monster* IV

3rd—*dispel magic*, *heroism*, *stinking cloud* (DC 18), *suggestion* (DC 16)

2nd—*blindness/deafness* (DC 15) (2), *false life*, *glitterdust* (DC 17), *mirror image*, see *invisibility*

1st—*charm person* (2) (DC 14), *grease* (DC 16), *obscuring mist*, *ray of enfeeblement* (+4 touch)

0—*flare* (2) (DC 13), *light*, *mage hand*

† Already cast

Abilities Str 8, Dex 12, Con 14, Int 16, Wis 14, Cha 10

SQ

Feats Craft Wand, Great Fortitude, Greater Spell Focus

(Conjuration), Iron Initiative, Iron Will, Quicken Spell,

Scribe Scroll, Spell Focus (Conjuration)

Skills Concentration +12, Knowledge (arcana) +14,

Knowledge (history) +6, Knowledge (nature) +14,

Knowledge (the planes) +14, Speak Modern Languages –,

Spellcraft +16

Possessions combat gear plus 3 spell component pouches

6: WAR WITHOUT END

FLON AND TLOTH

CR 9

Male human ghost rogue 7

LN Medium Undead (augmented humanoid, incorporeal)

Init +7; **Senses** Darkvision 60 ft.; Listen +17, Spot +17

Languages Ancient Suloise, Common

AC 17, touch 17, flat-footed 14

(+3 Dex, +4 deflection); Dodge, Mobility, 5 ranks Balance, 5 ranks Tumble, Uncanny Dodge

Miss Chance Incorporeal

hp 49 (7 HD); Incorporeal

Immune Undead Traits

Resist Turn Resistance +4

Fort +2, **Ref** +8, **Will** +1; Evasion

Speed fly 30 ft. (6 squares) (perfect); Spring Attack

Melee incorporeal touch +8 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** –

Atk Options Sneak Attack +4d6

Special Actions Frightful Moan (DC 17)

Combat Gear

Abilities Str 12, Dex 17, Con –, Int 8, Wis 8, Cha 18

SQ Manifestation, rejuvenation, trap sense +2

Feats Dodge, Improved Initiative, Mobility, Spring Attack

Skills Balance +14, Diplomacy +6, Gather Information +6,

Hide +21, Knowledge (local: the Splintered Sun) +8,

Listen +17, Move Silently +13, Search +11, Sense Motive

+5, Speak Modern Languages –, Spot +17, Tumble +13.

Possessions combat gear plus

Corrupting Touch (Su) A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage.

Against ethereal opponents, it adds its Strength modifier

to attack and damage rolls. Against nonethereal

opponents, it adds its Dexterity modifier to attack rolls

only.

Frightful Moan (Su) A ghost can emit a frightful moan as a

standard action. All living creatures within a 30-foot

spread must succeed on a Will save (DC 17) or become

panicked for 2d4 rounds. This is a sonic necromantic

mind-affecting fear effect. A creature that successfully

saves against the moan cannot be affected by the same

ghost's moan for 24 hours.

Manifestation (Su) Every ghost has this ability. A ghost

dwells on the Ethereal Plane and, as an ethereal creature,

it cannot affect or be affected by anything in the material

world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su) In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 +3) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research. In the case of Flon and Tloth, they depart if The Tears of Istus is destroyed or dismissed from the Prime Material Plane.

Skills Ghosts have a +8 racial bonus on Hide, Listen, Search, and Spot checks.

SQ

Feats Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, Ride-By-Attack, Spirited Charge, Weapon Focus (spiked chain)

Skills Diplomacy +4, Listen +22, Search +9, Sense Motive +13, Spot +22, Survival +4 (+6 when tracking)

Possessions combat gear plus *incandescent blue sphere ioun stone*

Feats Due to its centaur-like construction, a zelekhut qualifies for feats as if it had the Mounted Combat feat.

Skills A zelekhut has a +4 racial bonus on Search and Sense Motive checks.

7: THE TEARS OF ISTUS

TEARS OF ISTUS

CR 13

Zelekhut, 20 HD

LN Huge Construct (extraplanar, lawful)

Init +4; **Senses** Darkvision 60 ft., low-light vision; Listen +22, Spot +22

Languages Common

AC 29, touch 8, flat-footed 29

(-2 size, +8 armor, +13 natural)

hp 150 (20 HD); fast healing 5; DR 10/chaotic

Immune Construct Traits

Resist —; **SR** 20

Fort +8, **Ref** +6, **Will** +10

Speed 35 ft. in plate barding (7 squares), base movement 50 ft., other movement mode fly 40 ft. (average) in plate barding, base fly 60 ft. (average)

Melee spiked chain +24/24 (3d6+10 plus 2d6 electricity)

Space 10 ft.; **Reach** 10 ft.

Base Atk +15; **Grp** +33

Atk Options Power Attack, Ride-By-Attack, Spirited Charge

Special Actions

Combat Gear

Spell-Like Abilities (CL 20th):

At will—*clairaudience/clairvoyance, dimensional anchor, dispel magic, fear* (DC 16), *hold person* (DC 15), *locate creature, true seeing*

3/day—*hold monster* (DC 17), *mark of justice*

1/week—*lesser geas* (DC 16)

† Already cast

Abilities Str 31, Dex 10, Con —, Int 10, Wis 19, Cha 15

2: BUT YOU WILL DIE TODAY

BREK AND CHEEV

CR 9

Male ogre barbarian 6

* Values between () are while raging

CE Large Giant

Init -1; **Senses** Darkvision 60 ft., low-light vision; Listen +10, Spot +8

Languages Giant

AC 16 (14), touch 8 (6), flat-footed 16 (14)

(-1 size, -1 Dex, +3 armor, +5 natural); Improved Uncanny Dodge

hp 100 (120) (10 HD)

Fort +14 (+16), **Ref** +3, **Will** +5 (+6)

Speed 40 ft. in hide (8 squares), base movement 50 ft.

Melee Large greatclub +17/+12 (2d8+12) or

Melee Large greatclub +19/+14 (2d8+15) raging

Ranged Large javelin +7 (1d8+8) or

Ranged Large javelin +5 (1d8+10) raging

Space 10 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +21 (+23)

Atk Options Power Attack, Rage 2/day (lasts 9 rds)

Special Actions

Combat Gear *potion of cure light wounds*

Abilities Str 27 (31), Dex 8, Con 18 (22), Int 8, Wis 13, Cha 4

SQ Trap Sense +2

Feats Blind-Fight, Endurance, Power Attack, Weapon Focus (greatclub).

Skills Climb +12 (+12), Listen +10, Spot +8

Possessions combat gear plus 2x large great clubs, 5x large javelins, large hide armor, *cloak of resistance* +1.

KRAV

CR 11

Male human monk 11

LE Medium Humanoid (human)

Init +3; **Senses** Listen +11, Spot +11

Languages Ancient Suloise, Common, Giant

AC 20, touch 18, flat-footed 17

(+3 Dex, +1 deflection, +2 class, +3 armor, +1 Wis); 5 ranks Balance, 5 ranks Tumble

hp 80 (11 HD)

Immune non-magical diseases, poison

Fort +9, **Ref** +11, **Will** +9; Improved Evasion, Still Mind

Speed 60 ft. (12 squares);

Melee Unarmed Strike +12/+12/+12/+7 (1d10+3)

Melee siangham +11/+11/+11/+6 (1d6+3)

Ranged sling +11 (1d4+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +15

Atk Options Improved Grapple, Improved Trip (+7 modifier), Stunning fist 11/day (DC 16)

Special Actions Wholeness of body (22 hp)

Combat Gear *potion of cure light wounds*

Abilities Str 16, Dex 16, Con 12, Int 10, Wis 13, Cha 8

SQ Ki strike, diamond body, purity of body, slow fall 50 ft., still mind, wholeness of body

Feats Blind-Fight, Combat Reflexes, Deflect Arrows,

Improved Grapple, Improved Toughness, Improved Trip,

Improved Unarmed Strike, Stunning Fist, Weapon Focus (unarmed strike)

Skills Balance +15, Jump +27, Listen +13, Spot +13, Tumble +17

Possessions combat gear plus siangham, sling, 10x bullets, *bracers of armor* +3, *ring of protection* +1, *cloak of resistance* +1, *gauntlets of ogre power*.

Ki Strike (Su) Krav's unarmed attacks unarmed attacks are treated as magic and lawful weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex) A monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 50 feet shorter than it actually is.

Still Mind (Ex) Krav gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Wholeness of Body (Su) A monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

VASH

CR 11

Male human cleric 5/divine oracle* 6

* *Complete Divine* 34

NE Medium Humanoid (human)

Init +1; **Senses** Listen +4, Spot +4

Languages Ancient Suloise, Common, Giant

AC 17, touch 11, flat-footed 16

(+1 Dex, +5 armor, +1 shield); Improved Uncanny Dodge

hp 69 (11 HD)

Fort +9, **Ref** +5, **Will** +14; Prescient Sense

Speed 20 ft. in breastplate (4 squares), base movement 30 ft.

Melee heavy mace +6 (1d8)

Ranged light crossbow +7 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +6

Atk Options Rebuke Undead 5/day, Spontaneous Inflict Wounds

Special Actions

Combat Gear *potion of cure light wounds*

Cleric Spells Prepared (CL 11th, 13th Divination spells):

6th—*harm* (DC 20), *mislead*^D (DC 20)

5th—*flame strike* (DC 19), *greater command*^D (DC 21),

righteous wrath of the faithful

4th—*confusion*^D (DC 20), *freedom of movement* (2), *greater magic weapon*, *recitation*

3rd—*dispel magic* (2), *cure serious wounds*, *magic vestment*,

mass lesser vigor, *suggestion*^D (DC 19)

2nd—*invisibility*^D, *bull's strength*, *hold person* (DC 18) (2),

silence (DC 16) (2)

1st—*command*^D (DC 17), *bane* (DC 17), *cure light wounds*,

protection from good, *resurgence*, *shield of faith* (2)

0—*create water*, *cure minor wounds* (3), *detect magic*, *purify*

food and drink.

D: Domain spell. Deity: Syrul. Domains: Domination, Oracle, Trickery

† Already cast

Abilities Str 10, Dex 12, Con 14, Int 8, Wis 19, Cha 13

SQ Divination Enhancement, Scry Bonus, trap sense +2

Feats Endurance, Divine Metamagic (Silent Spell), Greater

Spell Focus (Enchantment), Silent Spell, Skill Focus

(knowledge: religion), Spell Focus (Enchantment)

Skills Concentration +14, Knowledge (religion) +10

Possessions combat gear plus heavy mace, light crossbow, 20x bolts, breastplate, buckler, *lesser bracers of archery*, *cloak of resistance* +1, *periapt of wisdom*, 3 wooden holy symbols (Syrul), 2 spell component pouches, 2 letters, the Videlicet

Credo (a short holy text of Syrul; focus for *recitation*), 55 gp.

Divination Enhancement (Ex) A divine oracle may roll twice and take the better result when using divination spells such as augury or divination.

Prescient Sense (Ex): If a divine oracle makes a successful Reflex save against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a *fireball* spell), she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Scry Bonus (Su): A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells.

5: SPELL AND STEEL

WARMAGE MELEE COMBATANT CR 12

Male human fighter 12

LN Medium Humanoid (human)

Init +1; **Senses** Listen +0, Spot +0

Languages Ancient Suloise, Common, Old Oeridian

AC 19, touch 11, flat-footed 18

(+1 Dex, +8 armor); Dodge

hp 108 (12 HD)

Fort +10, **Ref** +5, **Will** +4

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee great sword +18/+13/+8 (2d6+10/17-20) or

Melee ranseur +16/+11/+6 (2d4+6/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with ranseur)

Base Atk +12; **Grp** +16

Atk Options Combat Brute, Improved Disarm, Improved Sunder, Power Attack

Special Actions Quick Draw

Combat Gear

Abilities Str 18, Dex 12, Con 14, Int 13, Wis 10, Cha 8

SQ

Feats Combat Brute, Combat Expertise, Dodge, Greater

Weapon Focus (great sword), Greater Weapon

Specialization (great sword), Improved Critical (great

sword), Improved Disarm, Improved Sunder, Improved

Toughness, Power Attack, Quick Draw, Weapon Focus

(great sword), Weapon Specialization (great sword)

Skills Climb +11, Intimidate +12, Jump +4, Swim +4

Possessions combat gear plus 2 greatswords, guisarme, ranseur, shortsword, 2 daggers, heavy mace, morningstar, sap, full plate.

WARMAGE MAGE COMBATANT CR 12

Female human Wizard 12

NG Medium Humanoid (human)

Init +5; **Senses** Listen +2, Spot +2

Languages Abyssal, Auran, Celestial, Common, Draconic, Ignan, Old Oeridian, Terran

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 61 (12 HD)

Fort +8, **Ref** +5, **Will** +12

Speed 30 ft. (6 squares)

Melee Unarmed attack +5 (1d3-1 nonlethal)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +5

Atk Options

Special Actions

Combat Gear

Wizard Spells Prepared (CL 12th):

6th—quicken *blindness/deafness* (DC 15), quickened

Tasha's hideous laughter (DC 15)

5th—quicken *charm person* (DC 14) (2), silent *dimension door*

4th—*fear* (DC 17), *Otiluke's resilient sphere* (DC 17), silent

dispel magic, *summon monster IV*

3rd—*dispel magic*, *heroism*, *stinking cloud* (DC 18) (2),

suggestion (DC 16)

2nd—*blindness/deafness* (DC 15) (2), *false life*, *glitterdust* (DC

17), *mirror image*, see *invisibility*

1st—*charm person* (2) (DC 14), *grease* (DC 16), *obscuring*

mist, *ray of enfeeblement* (+4 touch)

0—*flare* (2) (DC 13), *light*, *mage hand*

† Already cast

Abilities Str 8, Dex 12, Con 14, Int 17, Wis 14, Cha 10

SQ

Feats Craft Wand, Great Fortitude, Greater Spell Focus

(Conjuration), Iron Initiative, Iron Will, Quicken Spell,

Scribe Scroll, Silent Spell, Spell Focus (Conjuration)

Skills Concentration +14, Knowledge (arcana) +16,

Knowledge (history) +8, Knowledge (nature) +16,

Knowledge (the planes) +16, Speak Modern Languages –,

Spellcraft +18

Possessions combat gear plus 3 spell component pouches

6: WAR WITHOUT END

FLON AND TLOTH

CR 11

Male human ghost rogue 9

LN Medium Undead (augmented humanoid, incorporeal)

Init +8; **Senses** Darkvision 60 ft.; Listen +19, Spot +19

Languages Ancient Suloise, Common

AC 18, touch 18, flat-footed 14

(+4 Dex, +4 deflection); Dodge, Mobility, 5 ranks Balance, 5

ranks Tumble, Elusive Target, Improved Uncanny Dodge

Miss Chance Incorporeal

hp 63 (9 HD); Incorporeal

Immune Undead Traits

Resist Turn Resistance +4

Fort +3, **Ref** +9, **Will** +2; Evasion

Speed fly 30 ft. (6 squares) (perfect); Spring Attack

Melee incorporeal touch +10/+5 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** –

Atk Options Sneak Attack +5d6

Special Actions Frightful Moan (DC 18)

Combat Gear

Abilities Str 12, Dex 18, Con –, Int 8, Wis 8, Cha 18

SQ Manifestation, rejuvenation, trap sense +2

Feats Dodge, Elusive Target, Improved Initiative, Mobility,

Spring Attack

Skills Balance +15, Diplomacy +10, Gather Information +10,

Hide +24, Knowledge (local: the Splintered Sun) +8,

Listen +19, Move Silently +14, Search +11, Sense Motive

+5, Speak Modern Languages –, Spot +19, Tumble +16.

Possessions combat gear plus

Corrupting Touch (Su) A ghost that hits a living target with

its incorporeal touch attack deals 1d6 points of damage.

Against ethereal opponents, it adds its Strength modifier

to attack and damage rolls. Against nonethereal

opponents, it adds its Dexterity modifier to attack rolls

only.

Frightful Moan (Su) A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 18) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Manifestation (Su) Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su) In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 +3) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research. In the case of Flon and Tloth, they depart if The Tears of Istus is destroyed or dismissed from the Prime Material Plane.

Skills Ghosts have a +8 racial bonus on Hide, Listen, Search, and Spot checks.

APPENDIX 2: NEW RULES ITEMS

FEATS

Divine Metamagic [Divine]

You can channel energy into some of your divine spells to make them more powerful.

Prerequisite: Ability to turn undead or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jozan the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

Source: *Complete Divine* 80

Combat Brute [Tactical]

You employ strength and leverage to great effect in battle.

Prerequisites: Improved Sunder, Power Attack, base attack bonus +6.

Benefit: The Combat Brute feat enables the use of three tactical maneuvers.

Advancing Blows: To use this maneuver, you must make a successful bull rush attempt against a foe. During the next round, all your attacks against that foe gain a +1 bonus to attack and damage rolls for each square your bull rush moved that foe. For example, if you pushed an orc back 10 (2 squares) feet with a bull rush, you would gain a +2 bonus on attack and damage rolls against that orc on the following round.

Sundering Cleave: To use this maneuver, you must destroy a foe's weapon or shield with a successful sunder attempt (see page 158 of the *Player's Handbook*). If you do so, you gain an immediate additional melee attack against the foe. The additional attack is with the same weapon and at the same attack bonus as the attack that destroyed the weapon or shield.

Momentum Swing: To use this maneuver, you must charge a foe in the first round, and you must make an attack using your Power Attack feat in the second round. The penalty you take on your attack roll must be -5 or worse. Your attacks during the second round gain a bonus equal to your attack roll penalty $\times \frac{1-1}{2}$, or $\times 3$ if you're using a two-handed weapon or a one-handed weapon wielded in two hands. For instance, if you choose to take a -6 penalty on your attack roll, you can deal an extra 9 points of damage, or an extra 18 points if you're using a two-handed weapon or a one-handed weapon wielded in two hands.

Special: A fighter may select Combat Brute as one of his fighter bonus feats.

Source: *Complete Warrior* 110

Elusive Target [Tactical]

Trying to land a blow on you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical manoeuvres.

Negate Power Attack: To use this manoeuvre, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this manoeuvre, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this manoeuvre, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe and the foe does not get a chance to rip you if your attempt fails.

Source: *Complete Warrior* 110

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

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

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

Source: *Complete Warrior* 101

SPELLS

Recitation

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Target: All allies within a 60 ft.-radius burst centered on you.

Duration: 1 round/level

Saving Throw: None
Spell Resistance: Yes

The spell affects all allies within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Source: *Spell Compendium* 170

Resurgence

Abjuration

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of a *resurgence* spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*. If the subject of *resurgence* is affected by more than one ongoing magical effect, the subject chooses one of them to retry the save against. If the subject succeeds on the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by a spell, spell-like ability, or supernatural ability.

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

Source: *Spell Compendium* 174

Righteous Wrath of the Faithful

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 5, Purification 7

Components: V, S, DF

Casting Time: 1 standard action

Range: 30 ft.

Target: Allies within a 30 ft.-radius burst centered on you.

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Allies gain one additional melee attack each round, at their highest attack bonus, when making a full attack. (This additional attack is not cumulative with other effects that grant extra attacks, such as a *haste* spell.) They also gain a +3 morale bonus on melee attack rolls and damage rolls. (This bonus on melee attack rolls does stack with the bonus provided by *haste*.)

Source: *Spell Compendium* 177

Vigor, Lesser

Conjuration (Healing)

Level: Cleric 1, druid 1

Components: V, S,

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

Source: *Spell Compendium* 229

Vigor, Mass Lesser

Conjuration (Healing)

Level: Cleric 3, druid 3

Components: V, S,

Casting Time: 1 standard action

Range: 20 ft.

Target: One creature/2 levels, no two of which are more than 30 ft. apart.

Duration: 10 rounds + 1 round/level (max 25 rounds)

This spell functions like *lesser vigor*, except that it affects multiple creatures.

Source: *Spell Compendium* 229

APPENDIX 3: A TIME LINE

The chronology involved in this module is sometimes rather complicated. This timeline is therefore intended to help the DM keep track of the relevant dates, and also to put ONW7-02 *Orphans of the Storm* in the context of wider happenings in the Flanaess at large (in italics). It is not a handout for players.

The timeline is indebted to *Ivid the Undying* [Carl Sargent] and Paul Looby's *History of the Aerdy*, as well as the current ODT for the material relating to the Fall of Scant.

CY 549 Krennel Ithlin is born in Killdeer.

CY 556 Ivid V, last Overking of the old Great Kingdom, ascends to the Malachite Throne.

CY 558 Dralna Ithlin, Krennel's younger sister, is born in Killdeer.

CY 577 Krennel Ithlin becomes a Warmage of Killdeer.

CY 582-3 *The Greyhawk Wars begin. Herzog Chelor of South Province is executed by Ivid V for incompetence, and is replaced by Ithlin's kinsman, Reydrich the archmage.*

CY 584 Onnwal falls to the Scarlet Brotherhood. Krennel Ithlin, like other Warmages, joins the Resistance. *South Province, under Reydrich, secedes from the old Great Kingdom. The Greyhawk Wars end.*

CY 586 Senior Scarlet Brotherhood Herdsmen in Onnwal are assassinated in a powerful magical attack. Reydrich is widely believed to be behind the assault. The Brewfest Rebellion begins. *South Province becomes Ahlissa. Reydrich is himself assassinated by the Scarlet Sign, but returns from the dead through magical means.*

Summer,

CY 587 Krennel Ithlin seeks an audience with his kinsman Reydrich in Zelradton, petitioning for further aid against the hated Brotherhood. Reydrich promises his aid.

Late Autumn,

CY 587 Krennel Ithlin receives *The Tears of Istus* from Reydrich.

Winter, CY 587 Krennel Ithlin and *The Tears of Istus* "liberate" Fernit. The construct remains in the shrine of Jascar, while Ithlin flees back to Killdeer.

Brewfest 3, CY 588 Ithlin writes the journal entry which the PCs may discover in his house (Player's Handout 3).

CY 589 Ithlin's son Kareth is born. Ithlin's wife Turana dies in childbirth.

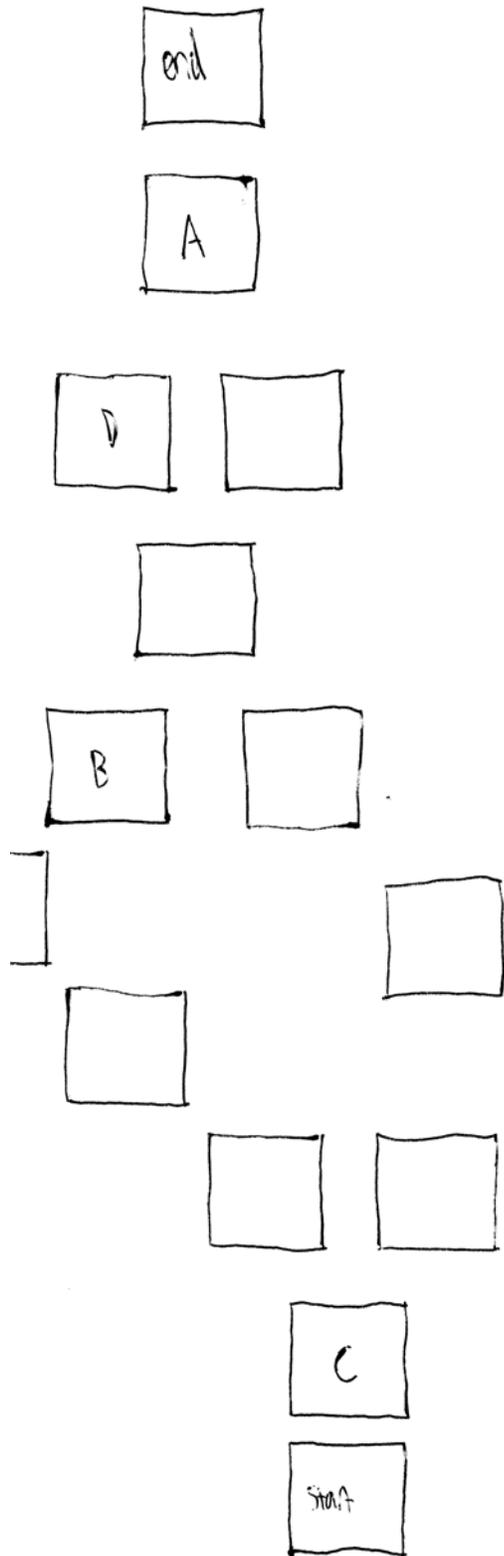
Ready'reat 5,

CY 595 The Fall of Scant. Ithlin dies valiantly covering the retreat of his men from the city. Dharnok Vash and his associates also succeed in fleeing before the final pyroclast claims Scant. Vash receives visions from Syrul concerning Ithlin's scheme and his own fate. The mad priest begins his trek across Onnwal to the site of his likely demise.

Coldeven 5,

CY 596 The adventure begins.

APPENDIX 4: MAP SPELL AND STEEL



THE ROOM

= 5 ft.

PLAYER HANDOUT 1

Vash,

Your decision to escape by way of Irongate does you credit; few appreciate as you that the Oathbreaker rewards the bold in heart above the craven. Far better to brave the Headlands and their Hunger Within than await the tender mercies of the turncoat slaves and attendant rabble; remember Krennel Hthlin, and consider what The Tears of Istus wrought. The Blood shall prevail,

Yaltok Uvar.

PLAYER HANDOUT 2

Greetings, my nemeses.

As you are reading this, I am most likely dead; not that you, of all people, need to be told that. The Oathbreaker Herself has informed me that you will come this day, and that our trial of strength will shortly follow. As I write, I do not know for sure whether I will conquer you, or you me; there is more than one reason why the Tongue is Forked. Perhaps I am the one reading this with a smile, over your corpses. But the realist in me doubts it.

In truth, if all is over, I am glad that it is so. Better by far to be broken on the field of battle than to loiter on in peacetime - a weapon that has outlasted its utility, and become only an embarrassment. No doubt it is to the common weal that swords be beaten into ploughshares - but the sword itself may beg leave to differ.

What is there for you now, swords, with your Occupation gone? What will you do in the daytime, you orphans of the storm?

The Oathbreaker bears two weapons. One is called Small Lie. One is called Harsh Truth,

Yours, in Brotherhood,

Dharnok Vash.

PLAYER HANDOUT 3: FRAGMENT OF A JOURNAL

(in Old Oeridian; only hand this out if the PCs have a way of understanding it):

BREWFEEST 3 CY 588

THE DREAMS RETURNED LAST NIGHT. WHEN I SHUT MY EYES, I SEE FERNIT AGAIN, AND THE TEARS OF ISTUS. WHAT IF IT STIRS ONCE MORE? WHAT HOPE IS THERE FOR THE REBELLION THEN?

R. CONTINUES TO IGNORE MY SENDINGS. SURELY ONE AS PUISSANT AS HE MUST HAVE THE MEANS TO STOP IT? ONE WOULD THINK THAT OUR TIES OF BLOOD WOULD SWAY HIM NOW, AS WHEN FIRST I SOUGHT OUT HIS AID; BUT CLEARLY ONE WOULD BE MISTAKEN. IT IS FOR ME ALONE TO MAKE THIS RIGHT, IF I CAN.

A THOUGHT: IT IS OF LAW, ALBEIT CORRUPTED. MAYHAP A WEAPON IMBUED WITH THE MIGHT OF CHAOS UNBRIDLED COULD...

PLAYER HANDOUT 4: A NOTE IN THE ARCHIVES

(in Old Oeridian; only hand this out if the PCs have a way of understanding it):

TEARS: TO CONSIDER-

LIKELY TO STAY IN FERNIT?

SHRUGS OFF MANY SPELLS; SEES TRUE.

PLAN? CAN R. HELP?

PLAYER HANDOUT 5: MAGE DUEL RULES

- The contestants may not inflict lethal damage on one another by spells or any other means. Summoned creatures may not inflict lethal damage either. Non-lethal damage is acceptable.
- The contestants may touch one another physically only to deliver spells. They may not use Improved Unarmed Strike to inflict damage while so doing.
- The contestants may not use spells or create effects on one another that kill, cause ability drain, or produce a permanent or enduring effect that cannot easily be reversed with *break enchantment* or weaker magic. The basic idea is that no harm should be done to either opponent that cannot easily be fixed with the appropriate spell. For example, *plane shifting* an opponent to the Plane of Elemental Fire is *not* permissible.

The DM has discretion as to what is sensible here. Players may find it helpful to get rulings on ambiguous cases from the DM *before* the fight if they are planning on using a “grey” spell.
- Both contestants arrive on the field 1 hour before the appointed time. Neither party is permitted to cast any spell until the time of the duel (spells lasting for more than one hour cast before this time are fine).
- Neither contestant may use any magic item or active supernatural or spell-like ability in the course of the duel.
- At the appointed time, the contestants roll for initiative.
- First Round: each contestant casts any spell that can be cast so as to affect only the caster.
- Second Round: each contestant readies an action to counterspell (this is so that whoever won initiative does not gain an advantage that the opponent has no opportunity to counter).
- Third Round: the duel begins.
- The duel ends when one of the combatants yields, is unconscious, is unable to take standard actions for three consecutive rounds, or does not move from a given square for three consecutive rounds (Warmage diviners are using contest-specific magic to keep track of this).
- If neither combatant has any offensive spells left, the duel is a draw. Jart regards this as a performance good enough to win entry to the archive.