

VEL7-04

# Chasing Keys

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

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The assassination of Baron Stephen Nital has stoked the firestorm of accusation and political maneuvering between the church and nobility. The force behind the assassination needs to be brought to justice. But conflicting forces have other plans. A one-round regional adventure set in Archclericy of Veluna for characters level 5-15 (APLs 6-12).

Resources for this adventure [and the authors of those works] include Vel7-02 *Idle Hands* [David Kerscher], *Fiendish Codex II: Tyrants of the Nine Hells* [Robin Laws and Robert Schwalb].

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

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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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.

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

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

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

## TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Archclericy of Veluna. All characters from Veluna pay 1 Time Unit per round, while characters from regions other than Veluna play 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

Trisen Mori of Devarnish, the man responsible for ordering the assassination of Baron Stephon Nital, has been deemed a wanted man in all of Veluna. The church wants him brought to trial for his role in ordering the assassination. His brother, Count Westin Mori, wants him dead to save the family from the embarrassment of a long public trial, which may reveal other skeletons in the Mori closet.

A few short weeks before the assassination of Baron Stephon Nital, a lesser lord in his vassalage disappeared during a battle beneath the city of Mitrik. This adventurer, Lord Kilcade Secunforth, had been invested with this title and a small parcel of land and an estate for bravery and valor during the Siege of Valkurl several years ago.

No one knows what happened to Lord Secunforth, for no one who took part in that battle can speak of it, and his small cadre of servants currently maintains his land and estate in hopes that he may yet return. Additionally, the death of Baron Nital has thrown the fate of the entire barony into uncertainty.

After learning that he had been implicated in the death of Baron Nital, Trisen Mori rushed to his brother for help. Westin scorned his brother and told the murderer to leave Veluna and never return.

Trisen did his best to cover his tracks, but his capture was imminent. However, help from an unexpected source came to Trisen's aid. The harvester devil that had taken the guise of Lady Briella d'Fera reappeared to the panicked young man.

Although some know that Lady Briella has some demonic connections, Trisen is not yet aware of her true form. As far as he knows, Lady Briella is still the same young woman that he loved earlier in his life, and the harvester devil sees some more mischief to be made and souls to be harvested on behalf of her patron Glasya, the new ruler of the sixth infernal plane called Malbolge.

Lady Briella had contact with Stephon Nital before his assassination, and she learned much about

him and his diocese, including the estate that Lord Secunforth built in Valkurl, including an inner sanctum protected by magic from scrying and other divinations.

With the help of Lady Briella, who professed her “true love” for Trisen, the young man covered his trail and gained entrance to the estate and is hiding there. The harvester devil is also using the estate as a base to collect individuals into her cult of Glasya.

## ADVENTURE SUMMARY

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**Introduction:** A representative of the church asks the PCs to find Trisen Mori and return him to Veluna City, where he will undergo a trial for the murder of Stephen Nital, Baron of Valkurl.

**Encounter 1 – The Church’s Calling:** Bishop Dorasic of Devarnish, a dedicated foe of the Mori family, is leading the investigation into Trisen Mori. He asks the PCs to help in the investigation.

**Encounter 2 – A Brother’s Anger:** Having learned that the PCs have been tasked to find his brother, Westin Mori asks those PCs who are not obviously members of the Church to kill Trisen if they find him. He can also provide assistance in finding his brother in the form of a bloodied hunting jacket.

**Encounter 3 – The Dearest of Ends:** Using the information gathered and/or magical means, the PCs track Trisen. However, the cult of Glasya grabbed an Olman laborer from the estate of Kilcade Secunforth in Valkurl, forced him to wear Trisen’s riding jacket, put his blood on it, and then stowed him in the deserted hunting cabin. Then they created some undead creatures to hide there, in an attempt to throw off the pursuit of Trisen. Unfortunately for them, some clues on the body of the Olman can lead the PCs to the Secunforth Estate in Valkurl.

**Encounter 4 – Chaos in Valkurl:** The death of Baron Stephon Nital has left the diocese of Valkurl without a noble ruler, and the people of the area fear the Baron’s assassination was the prelude to another large threat of Veluna.

**Encounter 5 – The Secunforth Estate:** Using the clues found at the hunting lodge, the PCs can track the dead Olman’s past to the Secunforth Estate in Valkurl. Here, the PCs can unravel the mystery of how the Olman is connected to Trisen and Lady Briella. The PCs must then pass traps, puzzles, and locks to arrive at the Inner Sanctum of Dalt.

**Encounter 6 – The Inner Sanctum of Dalt:** The PCs face Trisen and the devils that are protecting/guarding him.

**Conclusion** – The PCs can either return Trisen to Veluna City for his trial, or they can kill him/allow him to be killed. Either way, they are deemed heroes.

## PREPARATION FOR PLAY

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While the events and encounters in this adventure are presented in a linear manner, the investigation the PCs undertake to find Trisen could logically take them in many directions. If the PCs wander far afar in their investigations, allow them latitude by creating encounters. However, the results of these investigations should always point back to either the hunting lodge in the Lortmils, and then to the Secunforth Estate in Valkurl.

Scrying on Trisen first points to an abandoned hunting lodge in the Lortmil Mountains, as he waits there. However, as soon as such scrying takes place, he is teleported to his final hiding place at the Secunforth Estate in Valkurl. Also, divinations on the riding jacket point to the dead Olman Xipectal instead of Trisen, for the Olman was the last one to wear the jacket.

The Inner Sanctum of Dalt, where Trisen is hiding with his steel devil guards, is protected by magic against both divinations and inter-dimensional travel.

## INTRODUCTION

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The PCs begin the adventure strolling down a busy street in Veluna City. A crowd has formed around a billboard near one of the government buildings. PCs hear bits of the conversations taking place as people look at the billboard: “Baron Nital’s assassin,” “the brother of Westin Mori of Devarnish,” and “more fighting between the church and the nobles.”

If the PCs approach the billboard, the bill that was just posted is reproduced as **Handout 1**. Any PCs who have played *Vel7-02 Idle Hands* should know the basic story behind this: Trisen Mori hired an assassin to kill Baron Stephon Nital, perhaps in conjunction with a woman (perhaps with infernal ties) named Lady Briella d’Fera. Other background is provided in the **Adventure Background** section of this adventure. (Be aware that PCs may have had different experiences at the conclusion of *Vel7-02 Idle Hands*, but the critical events gathered at the end of that adventure saw the assassination of Stephon Nital, and the escape of Trisen and Lady Briella.)

Gather Information or Knowledge checks can be used, at the discretion of the DM, to reveal information about these events or the people involved in them. However, none of these checks can be used to learn anything regarding the current whereabouts of Trisen or Lady Briella.

Allow the PCs to ask around, talk to the local authorities, and do anything else they wish. At every opportunity, however, they are told that Bishop Dorasie of Devarnish is coordinating the Church's hunt for Trisen Mori, and any adventurers hoping to help in the hunt for the fugitive should contact him in person at his residence in Devarnish.

PCs with a strong connection to the plot through previous play may think to begin their investigation without visiting Bishop Dorasie first. In this case, use your best judgment in how to proceed. The PCs may even decide to visit Westin Mori first. In that case, proceed to **Encounter 2: A Brother's Anger** instead of the next encounter. Either way, unless the PCs come up with an ingenious plan, the next step is either dealing with Bishop Dorasie or Count Westin, both in Devarnish.

## 1: THE CHURCH'S CALLING

When the PCs exhaust other options, they can travel to the home of Bishop Dorasie of Devarnish. The Bishop is on a crusade to bring down the Mori family. Even before Trisen's involvement in the assassination of Stephon Nital, Dorasie suspected that the Mori family was involved in other illicit and illegal activities, including strong ties to the Pack. With the recent events, Bishop Dorasie's enthusiasm in prosecuting Trisen (and by extension the entire Mori family) is at a fevered pitch.

When the PCs arrive at the residence of Bishop Dorasie, a series of apartments attached to the Bishopric in Devarnish, they are at first met by a half-elven servant named Jurgun. After asking the PCs what their business with the Bishop might be, he asks them to make themselves at home in a well-appointed sitting room. Only a few moments pass before the Bishop comes to meet them:

*The man who enters the sitting room is tall and approaching old age. Despite his advancing age, he has a tough look that betrays a military upbringing. His holy symbol of Rao is decorated with a small torch with a sunburst halo around it. Although he looks weary, slumping into a soft chair with an exhausted grunt, his eyes are wild with excitement when he looks up at you.*

*"Jurgun tells me you might have some information or be able to assist us in our search for that murdering Mori boy. Is this so?"*

A DC 15 Knowledge (religion) check reveals that the extra decoration on the holy symbol designates the wearer as an Inquisitor of Rao.

Let the PCs respond, and allow some back and forth roleplaying before Dorasie gets down to business:

*"We have many guards, bounty hunters, and adventurers involved in the search. But so far it has gone for naught. Trisen's brother Count Westin has at least made a pretense at cooperation, but of course he would not want his brother caught. I fear the scoundrel has already aided his brother in escaping to the far reaches of Oerth. And the last person to see Trisen, according to our investigations, is Westin."*

Let the PCs ask questions of Bishop Dorasie, using the bullet points below and notes from other encounters to guide the conversation:

- Magic has been used to try to locate Trisen, but so far none of those attempts have been successful. The man might be protected from such magic.
- Westin claims that very shortly after the assassination, Trisen returned to their estate in Devarnish and claimed that he was in trouble. Westin had not heard about the assassination yet, and he assumed that Trisen's panicked demeanor had something to do with a less-severe problem. Westin told Trisen to leave the estate and come back when he was more of a man, able to handle his own problems. The next day Trisen was gone; all of his possessions had either been taken or burned.
- The following day, the Mori Estate in Jarl where Trisen resides was burned to the ground.
- Bishop Dorasie thinks Westin is hiding something, but Westin is sticking to the above story.
- If the PCs mention Lady Briella and her demonic form, Bishop Dorasie admits that he has heard rumors about such things, but that all the evidence points to Trisen. He is not surprised that a Mori would be consorting with infernal creatures, however.
- Lady Briella's son has been confirmed as the illegitimate son of Stephon Nital, and he has been secured and brought to Veluna City, but Lady Briella is nowhere to be found.

- Unless the PCs ask, the Bishop never says anything about whether Trisen Mori should be brought in dead or alive. If the PCs do ask, he makes it very clear that he wants the man caught, first and foremost, but having the young man alive is quite important, so as to question him about others who might have been involved in the assassination plot.
- When Westin Mori assumed the reigns in Devarnish at the death of his father, he took back many of the freedoms and controls of the land that his father had given the Church. Since that time, Dorasie believes the streets and wilds of Devarnish have become less safe, and he feels Westin somehow gains benefit from the increased crime. He cannot, however, prove it.

Let the PCs make plans with Dorasie as to the best course of action. Discuss things as Bishop Dorasie with the PCs in character as much as possible, allowing the PCs the freedom to guide the conversation. If the plan comes up to go to the Mori Estate in Devarnish to look for clues and ask questions, Dorasie speaks up:

***“If you go as representatives of the Church or as bounty hunters, you will be met with resistance.”***

Hopefully this spurs the PCs to think outside the box. Either on their own, or with Bishop Dorasie’s prompting, the PCs might get the idea to travel to Devarnish and offer Westin help finding Trisen before anyone else does. If Westin believes people are looking for Trisen to help him, rather than getting the Church’s reward, he might offer more information about Trisen’s location. Dorasie agrees to this plan, mentioning that sometimes one has to think like a scoundrel to catch a scoundrel.

After the meeting with Bishop Dorasie, the PCs are free to go. If mention of the reward is made, the Bishop, with a fervor the PCs have not seen in a long time, firmly promises that the reward for the capture of Trisen will be one that even the greediest adventure would find highly satisfying. No rewards are given ahead of time, and no monetary amount is discussed.

If the PCs go to Devarnish (on their own, or with the Bishop’s prompting), go to Encounter 2. If they decide to go check out Trisen’s estate in Jarl, go to Encounter 2A.

## 2: A BROTHER’S ANGER

The PCs can take the advice of the Bishop, and begin their search at the Mori Estate, located on the outskirts

of Devarnish. Or they might come to Devarnish first to search for clues and talk with Westin Mori. (If the PCs go to Trisen’s estate in Jarl, go to Encounter 2A.)

Either way, when the PCs travel to the Mori Estate in Devarnish, an aide to Westin Mori, a tough-minded and straight-talking female human named Trindela Quess, meets them. Although well-along in years, Trindela has the air of someone who is used to commanding attention and being obeyed.

If the PCs convey their wish to speak with Westin about Trisen, or to search the area for clues to the man’s whereabouts, Trindela tells them in no uncertain terms to get lost. If the first thing they say is that they want to offer Westin assistance, then she does agree to arrange a meeting. If the PCs cannot get past Trindela, there only other recourse, assuming they cannot come up with a fitting plan, is to spend at least 100 gold pieces in bribes to get a lesser servant to arrange an “accidental” meeting while Westin is out of the estate on business or while hunting.

When the PCs do finally meet with Count Westin of Devarnish, they find him to be quite charming, a man in his early thirties with a quick smile and a disarming manner. If they just talk about the assassination and Trisen’s guilt, Westin’s demeanor changes, and he answers with short and coldly delivered statements like, “My brother deserves anything he gets.”

However, if the PCs say anything to show that they might be a little more fair-minded, or open to working for Westin and not just the Church or for a bounty, or if they mention Lady Briella’s involvement, Westin opens up a little:

***“My brother is a fool and a murderer. More fool than murderer, I reckon. For there is no doubt that so-called Lady Briella was truly behind the assassination, but there is enough evidence to convict my brother. I have cooperated with the authorities at every opportunity. I don’t know what else to do.”***

If the PCs have hinted to Westin about working for him instead of the Church, he studies the PCs. If he sees any clerics or paladins of Rao, or any other PCs who might have close connections to the Church, he looks at them and says:

***“The Church still runs this country, and I will not be a part of breaking any laws of the Canon.”***

However, he later calls any PCs who seem like they might be sympathetic to the plight of the nobles, especially any members of the Pack, and he makes an

offer to only them. This is the same offer that he makes to the PCs as a whole, if they seem to not be connected directly to the Church.

***“My brother’s stupidity is going to bring nothing but ruin to our noble house. My father would be mad with grief if he knew the details of this. I want my brother found as much as the Church, but that single-minded demon Bishop Dorasia cares little about justice and more about ruining my family for our attempts to take some of the power away from the Church. He hopes to use my weak-minded brother to bring down my family through a lengthy and embarrassing trial. I have no doubt of that. No, I want my brother caught, but I don’t want a trial. I wonder what the easiest way for that to happen would be?”***

Although he will never say the words, he is asking the PCs present to find and kill his brother so that a trial cannot take place. In fact, if he can come to terms with one or more of the PCs on this, he makes the following offer:

***“Yes, I think we can make a deal. I can offer you a little more information that might help you find my brother. In return, you will capture him and bring him to the kind of justice he truly deserves—and one that spares a need for an earthly trial.”***

Any PCs who agree to these terms are provided the following information. However, Westin himself does not get involved. He excuses himself, and Trindella arrives to provide the following information:

- The morning after Trisen left the Mori Estate, presumably in the middle of the night more than two months ago, all his possession were gone as well.
- A huge pile of char and ash was found at the outskirts of the estate, still smoldering. A mage friendly to the family said that the fire used in the blaze had to have been magical in nature to burn the items so thoroughly.
- The Mori Estate in Jarl, Trisen’s main residence, was burned to the ground not long after Westin banned the murderer from the estate here. No clues have yet to be found in those ruins, but again it is clear that the fire had to have been magical in nature to immolate everything there so completely. No witnesses have come forth, and many servants perished in the fire.

- About three weeks ago, while one of the maids at this estate was cleaning out a barn that was rarely used by the family these days, an old riding jacket belonging to Trisen was found. There was blood on the jacket. Trindella ordered the maid to hide the jacket in a place only she knew to look and not mention it to anyone except Trindella.

Assuming the PCs have convinced Westin they plan to kill Trisen on his behalf if they find him, Trindella supplies the PCs with the bloodied riding jacket. Using the jacket, the PCs can scry on its last wearer. The last wearer, however, was an unfortunate Olman who was grabbed and forced to wear the jacket before being killed and secured in a deserted hunting lodge in the Lortmil Mountains west of Valkurl. Any divinations or scrying on the jacket (or the blood) point to the deceased Olman.

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## 2A: ASHES TO ASHES

If at any time, the PCs go to Jarl to investigate the Mori Estate where Trisen resided, they find the building and everything that was in it completely destroyed, burned to nothing but cinder and ash. Some of the servants perished in the blaze, and no one is there now.

Investigations in the town of Jarl provide a couple bits of information. The stablemaster of the estate survived the blaze, and he can be found at a tavern in Jarl. For the price of a few drinks and a couple extra gold on the side, the stablemaster (an older human man called Jinser) tells the PCs that he hadn’t seen Trisen for several weeks, and his master was not home on the night of the blaze.

If asked about the riding jacket, Jinser says that the last time he remembers Trisen wearing the jacket was four years ago, when the young man accepted an invitation of a lesser noble of Valkurl to stay at a hunting lodge in the Lortmil Mountains west of Valkurl. Jinser attended the hunt with Trisen, and he reckons that lodge would be a place Trisen might go to hide. Jinser can provide the PCs with a hand-drawn map of where the hunting cabin is located.

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## 3: THE DEADEST OF ENDS

If the PCs follow the clues they have at hand, Trisen’s trail leads them to the deserted hunting cabin in the Lortmil Mountains directly west of the city of Valkurl.

The Cult of Glasya set up an elaborate plan to hide Trisen until he could be used to further their plans. They grabbed an Olman laborer from the estate of Kilcade Secunforth in Valkurl, forced him to wear Trisen’s riding jacket, put his blood on it, and then

stowed him in the deserted hunting cabin. Then they created some undead creatures to hide there, in an attempt to throw off the pursuit of Trisen. Unfortunately for them, some clues on the body of the Olman can lead the PCs to the Secunforth Estate in Valkurl.

When the PCs arrive outside the hunting lodge, read or paraphrase the following:

*The structure before you barely stands. Although it is no more than twenty feet square, the construction shows that it must have once been a fine building. Now the missing planks, partially collapsed roof, broken windows, and rent door indicate neglect.*

When the PCs enter the lodge, read or paraphrase the following:

*The furnishings that must have once adorned the structure are gone. All that is left is a large cot in the northeast corner. On the cot, completely covered in several oversized wool blankets that are piled on the body and draped to the floor, is a human-shaped lump.*

The undead creatures, hiding under the cot and obscured by the blankets, have the life sense ability, which makes them aware when living creatures enter the hunting lodge.

**Creatures:** The figure on the cot is an Olman laborer named Xipectal (zee-PEK-tahl). He was a farmer at the Secunforth Estate in Valkurl. He was captured by Lady Briella and the Cult of Glasya, killed, and then brought here to be used as a decoy.

The mohrg(s) or the entropic reaper were created and/or called by the cult to deal with anyone following Trisen's trail. They hope that by setting up this false trail, anyone clever enough to get this far falls at the hands (and tongue or scythe) of the undead.

**APL 6 (EL 8)**

**Mohrg:** hp 91; *Monster Manual* 189.

**APL 8 (EL 10)**

**Mohrg (2):** hp 91, 91; *Monster Manual* 189.

**APL 10 (EL 12)**

**Entropic Reaper:** 142; see Appendix 1.

**APL 12 (EL 14)**

**Evolved Entropic Reaper:** hp 142; see Appendix 1.

**Tactics:** As soon as the PCs arrive at the deserted hunting lodge, by either mundane or magical means, the undead spring out from beneath the cot where they hide. The undead creatures target spellcasters first, particularly those showing holy symbols. Any fighter types doing large amounts of damage gain the attention of the creatures, which then try to use any special abilities to take out the fighters quickly.

**Development:** After the undead creatures have been defeated, the PCs can search the area and find clues as to the whereabouts of Trisen.

The body of the Olman man is still in fairly good shape, meaning that he was probably dead for less than a week. He wears normal clothes, and on his right forearm is a tattoo of a door with a key under the door. A DC 10 Knowledge (religion) check reveals this is a representation of the holy symbol of the god Dalt, the Suel god of locks and portals. A DC 20 Heal check reveals that the body was most likely suffocated or strangled.

A DC 25 Search check under the bed reveals a gold ring bearing the crest of the Mori family, and well as a nicely tailored cloak. Both of these belong to Trisen, and any PC who has met Trisen before knows these items belong to him. Also, even though the lodge is in terrible disrepair, the fireplace has been fixed and used recently. Bits of food in the fireplace indicate that the place has been occupied within the last few days.

Knowledge checks will reveal certain information that can lead the PCs where they need to go next:

- DC 17 Knowledge (Local: VTF) reveals that there is no local population of Olmans, but several recently came to Valkurl to work on an estate.
- DC 20 Knowledge (Religion) or Knowledge (Nobility) reveals that Dalt is not a widely revered god in this area, though a personal shrine is rumored to have been built recently on an estate in Valkurl. (Members of the College of the Divine get a +3 on their Knowledge (Religion) check.)
- DC 22 Knowledge (Local: VTF) or Knowledge (Nobility) check reveals that the estate in question is called the Secunforth Estate, and was given to an adventurer several years ago by Stephon Nital for valor and bravery while fighting invaders at the Siege of Valkurl in CY593.

PCs might use *speak with dead* or other means to find things out. Just adjust the information as needed to get the PCs to the Secunforth Estate in Valkurl. If the PCs have none of the necessary skills to know this information, they can ask someone else and learn it all.

**Treasure:** Trisen's gold ring is worth a little cash, but it may be of more value to the PCs to return it to Westin or turn it in to Dorasie. If they do so, they do not get this gold value.

**APL 6:** Loot 20 gp; Total 20 gp.

**APL 8:** Loot 20 gp; Total 20 gp.

**APL 10:** Loot 20 gp; Total 20 gp.

**APL 12:** Loot 20 gp; Total 20 gp.

## 4: CHAOS IN VALKURL

In the diocese of Valkurl, the common folk are in a bit of an uproar. With Baron Nital dead, no obvious heir is in place to succeed him. If it were not for the high regard that the people hold for Bishop Aniel Morlin, the people might be rioting. Everyone remembers the recent troubles in Valkurl a few years back, as well as the more recent attacks on Veluna by the forces of Canon Herion, and they see the assassination of their Baron as another portent of doom.

To make matters worse, several pro-noble agitators are claiming that the church is behind the assassination, since Stephon Nital was about to (theoretically) make an announcement that would put a great deal more power in the hands of the nobles of Veluna.

Right now, only two groups have stepped forward claiming to have the clear right to the leadership of the barony. The first is Lady Briella's son, an illegitimate child, but one that Baron Nital has publicly admitted to siring. A group who would like to see a malleable regent on the throne in place of the child is pursuing the young lad as the next in line. The other camp has rallied around the claims of Stephon Nital's cousin, Joshua Borrington.

While this struggle is not crucial to this adventure, the DM can feel free to add some role-playing to the adventure here by showing how the unrest is affecting daily life, and how the politics of choosing the new Baron of Valkurl are already causing problems.

When the PCs are ready to move on to investigate the situation at the Secunforth Estate, proceed to the next encounter.

## 5: THE SECUNFORTH ESTATE

The Secunforth Estate is a modest compound and surrounding land just a mile northeast of Valkurl. As the players arrive at the estate, read or paraphrase the following:

*The land around the estate is being worked by a handful of Olman farmers. A small pond, home of at least two pairs of swans, decorates the landscape next to the path leading to the main building. A few small sheds dot the land between the farms and the main building. A stone arch stands over the path, and at the top of the arch is a decoration: a carving of a door, under which is a large, ornate key.*

A DC 15 Knowledge (religion) check reveals that the carving is a representation of the holy symbol of Dalt, the Suel god of locks and portals. A DC 17 Knowledge (local: VTF) check reveals that Kilcade Secunforth earned this estate five years ago at the Siege of Valkurl. Lord Secunforth is a priest of Dalt who also plied his trade as a locksmith and tinkerer, specializing in traps and other mechanical devices.

### Getting Started

All of the laborers who currently work at the Secunforth Estate are Olman refugees who were brought here by Secunforth because of the terrible treatment they were getting in the Keoish city of Gradsul. Although they do not make much money, they have a steady job with a roof over their heads and food on the table for their families. They live in small buildings on the outskirts of the estate with their families, and none of them speak any languages other than Olman. Each wears a tattoo similar to the one on Xipectal's arm: Stephon Nital forced Secunforth to have these markings put on the Olman to make sure they didn't do anything illegal, and could be easily identified if they did.

If the PCs are able to speak to the Olman, the laborers speak only briefly, refusing to say anything except that all questions should be asked at the main building, where Lord Secunforth's assistant can provide answers. Also note that if the PCs try to use magic to talk to the Olman laborers, they run away in fear, being superstitious and after seeing what some of their Olman religious leaders were capable of. If the PCs ask about Xipectal, however, the other Olman tell the PCs that he hasn't been seen since Londry called him to the estate to talk about something. That was a few weeks ago.

At the main house, an older Olman of later middle age answers a knock on the door. His name is Londry, and he is the master of the house when Lord Secunforth is not at home. Londry can speak Common, and he has served Lord Secunforth for the last 5 years. His manner is brusque and formal. Right now, Londry is a bit fearful that he has not heard from

his lord in several weeks. Even when Secunforth was out adventuring, he reported back at least once each week. Londry fears the worst, and he is not sure what will happen to the estate if Lord Secunforth is dead.

Because of his fears, Londry has made a deal with Lady Briella. She has told him that she is going to be the regent of Valkurl once her son is named to the Barony. She has promised him that if he gave her access to the inner sanctum of the estate, she would make sure that Londry would be made a lord in place of Kilcade Secunforth, assuming the current Lord failed to return.

So, when the PCs arrive, Londry is extremely nervous (DC 15 Sense Motive) and tries to shoo the PCs away as quickly as possible. If asked about the Olman man Xipectal, Londry says that he has been missing for a few weeks, and that he assumes the man left for Keoland for reasons only the Olman knows. A simple DC 12 Sense Motive check reveals that Londry is lying.

With only the slightest bit of pressure (DC 15 Diplomacy or Intimidate check), Londry breaks down and tells what has happened:

*“I was afraid they would come take the estate since Lord Secunforth has been missing for so long. The church, the nobles, or even some other unscrupulous entity could come and just take our home. So when Lady Briella showed up and promised me that when she ruled Valkurl we could keep the estate, what else could I do? All I had to do was tell her how to get to the inner sanctum. She went there with a few cloaked people, and she had Lord Secunforth’s assistant Rhove escort her there. Now some of the Olman servants have gone missing, replaced with other workers who I have never seen before. And I haven’t seen Rhove since.”*

At this point, the PCs should know that they must get to the inner sanctum. To do so, however, they have to deal with some traps and locks that protect the place. Lady Briella and Trisen were able to get through them because they had Rhove to guide them, before they killed him. Londry can point the PCs in the right direction.

### **Getting In**

The first step is a trapdoor in the floor that leads to the Shrine of Dalt in the basement. The trapdoor, however, is locked with a mechanical puzzle lock – Londry does not know the combination. A picture of the trapdoor puzzle lock is provided in **Handout 2**.

Each of the stone squares contains gears and mechanisms that interlock when you move the correct letter to the top of the lock. When the word “VATUN” is put at the top of the lock, the gears turn and the trapdoor automatically opens. If any wrong letters are put in the spots, the door disables for 24 hours. The only way to open it thereafter is to smash through it. Anyone involved in the smashing of the trapdoor earns the **Dalt’s Curse AR** item.

The puzzle hinges on the fact that Iuz imprisoned Dalt’s brother, Vatun, and then pretended to be a manifestation of that god to his followers among the Suel barbarians of the North. Dalt spent several years tracking down and freeing his brother. A DC 18 Knowledge (religion) check reveals those details. A DC 30 Disable Device check can also be used to figure out how to open the puzzle lock, but a check that fails by 5 or more equates to putting the wrong stone square into a spot.

After the puzzle lock is dealt with, the PCs can descend the stairs and enter the shrine room.

### **Getting Further**

This room is 25 feet square, with a stone altar to Dalt directly in the center. On the altar are three keys: one silver, one gold, and one platinum.

Across the room from the staircase is a large metal door, bearing three large locks. Above the door is inscribed, “Those truly dedicated to Dalt know the answer.” The topmost lock bears the word “Suel,” the middle bears the word “Olman,” and the lowest lock bears the word “Flan.”

Any followers/clerics of Dalt automatically know the answer is that followers of Dalt would never use the key if there is a chance to pick a lock. Non-followers of Dalt can make a DC 30 Knowledge (religion) check to know that answer.

None of the three keys fit any of the three locks on the door (and picking one up most likely triggers the trap – see below). The locks can only be opened by someone using the Open Lock skill (DC 21). The door can, of course, be smashed down or forced open. However, anyone actively involved in the smashing or breaking of the door or the locks receives the **Dalt’s Curse AR** item.

Teleportation into and out of the Inner Sanctum of Dalt fails due to a *dimensional lock*.

**Trap:** The outermost path around the room is safe. However, stepping into a square (even flying) adjacent to the altar springs the trap. The trap hits with either a *bestow curse* or *holy word*, and then calls a *planar ally* who has made a deal with Lord Secunforth to come to aid if the holy shrine is invaded. The ally shows up and

attacks. If the PCs all stop attacking or preparing to attack for a full round, the creature stops attacking as well. However, unless the PCs can make a Diplomacy check, the ally refuses to allow passage and makes the PCs leave. If the PCs continue to try to get further into the area, the ally attacks.

#### APL 6 (EL 7)

**Bestow Curse/Lesser Planar Ally Trap:** CR 7; magic device; proximity trigger (alarm); no reset; spell affect (*bestow curse* [DC 18 Will avoids], *lesser planar ally*); Search DC 25; Disable Device DC 22.

When this trap is activated, the person closest to the trap is affected by a *bestow curse*, which gives the victim a 50% chance of losing his actions each round. Also, the trap summons a lillend (*Monster Manual* 168) that Lord Secunforth had a deal with. The lillend arrives on the round after the curse hits, and it attacks intruders. The PCs can convince the lillend by not attacking it and succeeding at a DC 20 Diplomacy check. For each PC that takes an offensive action against the lillend, the DC increases by 2 points.

#### APL 8 (EL 9)

**Heightened Bestow Curse/Lesser Planar Ally Trap:** CR 9; magic device; proximity trigger (alarm); no reset; spell affect (*heightened bestow curse* [DC 20 Will avoids], *lesser planar ally*); Search DC 27; Disable Device DC 24.

When this trap is activated, the person closest to the trap is affected by a *bestow curse*, and anyone within which gives the victim a 50% chance of losing his actions each round. Also, the trap summons two lillend (*Monster Manual* 168) that Lord Secunforth had a deal with. The lillends arrive on the round after the curse hits, and they attack intruders. The PCs can convince the lillends by not attacking them and succeeding at a DC 22 Diplomacy check. For each PC that takes an offensive action against the lillends, the DC increases by 2 points.

#### APL 10 (EL 11)

**Holy Word/Planar Ally Trap:** CR 11; magic device; proximity trigger (alarm); no reset; spell affect (*holy word* [DC 22, CL 13], *planar ally*); Search DC 29; Disable Device DC 26.

When this trap is activated, a *holy word* is cast, centered on the slab of stone holding the keys. Also, the trap summons a couatl (*Monster Manual* 37) that Lord Secunforth had a deal with. The couatl arrives on the same round that the *holy word* hits, and it attacks intruders. The PCs can convince the couatl of their peaceful intentions by not attacking it and succeeding at a DC 24 Diplomacy check. For each PC that takes an

offensive action against the couatl, the DC increases by 2 points.

#### APL 12 (EL 13)

**Holy Word/Planar Ally Trap:** CR 13; magic device; proximity trigger (alarm); no reset; spell affect (*holy word* [DC 24, CL 15], *planar ally*); Search DC 31; Disable Device DC 28.

When this trap is activated, a *holy word* is cast, centered on the slab of stone holding the keys. Also, the trap summons a chaotic good astral deva angel (*Monster Manual* 111) that Lord Secunforth had a deal with. The astral deva arrives on the same round that the *holy word* hits, and it attacks intruders. The PCs can convince the astral deva of their peaceful intentions by not attacking it and succeeding at a DC 26 Diplomacy check. For each PC that takes an offensive action against the couatl, the DC increases by 2 points.

If the PCs are able to convince the summoned creatures that they are in the Secunforth Estate on a peaceful mission for the side of good, the creatures allow the PCs to remain without a fight. However, the creatures have fulfilled their promise to Lord Secunforth by coming to the estate, and now they must get back to their lives. They cannot assist the PCs.

## 6: THE INNER SANCTUM OF DALT

When the PCs have gotten past the trap and door leading to the inner sanctum, they come face to face with Trisen and the members of the Cult of Glasya who are harboring him here.

*Magic illuminates this room, which has been recently renovated. The stone floor contains traces that it was until recently covered by carpeting—and that carpeting has been rolled up and shoved into the corner. Furniture, statues, desks, and other items have been pushed to the corners of the room. Trisen Mori stands at the far end of the room and several greatsword-wielding figures wearing oddly angled plate armor stand between you and your quarry.*

**Creatures:** The steel devils are servants of the harvester devil who is posing as Lady Briella. They have been instructed to kill anyone not associated with the Cult of Glasya who enters the inner sanctum. They have also been told not to let Trisen leave.

**APL 6 (EL 9)**

**Steel Devil (3):** hp 51 each; Appendix 1.

**APL 8 (EL 11)**

**Steel Devil (4):** Fighter 1; hp 61 each; Appendix 1.

**APL 10 (EL 13)**

**Steel Devil (4):** Fighter 3; hp 90 each; Appendix 1.

**APL 12 (EL 15)**

**Steel Devil (4):** Fighter 5; hp 112 each; Appendix 1.

**Tactics:** These steel devils have been ordered by Lady Briella to guard and protect Trisen, but also not to let him escape, so he is as much their prisoner as their charge.

The devils stay right next to each other, since their formation fighting ability can give them as much as +6 to their attack rolls, damage rolls, and saving throws each round if they are adjacent to each other.

Trisen does not attack, and he remains hidden behind the steel devils. He does, in the first round of combat, tip over a vat of a very slippery substance, which quickly spreads over the floor of the entire room. After that vat is spilled, the following restrictions and checks are in play for any creatures in the room that are in contact with the ground:

- No creatures on the ground may take a 5-foot step.
- A creature on the ground takes a –10 to Tumble checks.
- A creature not moving but still acting must make a DC 4 Balance check or fall prone.
- A creature moving in the room must make a DC 9 Balance check to move at half speed. A creature must make a DC 14 Balance check to move at full speed. Failure of this check means the creature has wasted that move action and cannot move. Failure of this check by 5 or more means the creature wastes the action and falls prone at the beginning of the movement.

**Development:** If the PCs begin to do real damage to Trisen, he curls up on the floor and begs for mercy. He normally has an AC of 12, 24 hit points, and no skills or feats related to combat. He is essentially a low-level noble.

If the steel devils are all killed and Trisen is still alive, he admits to the PCs that he ordered the assassination of Baron Nital, assuming that Lady Briella's son would be named his heir. Then Trisen

planned to marry Lay Briella and be named regent until her son was old enough to take the barony.

But with the developments of the past few days, he has come to realize his folly, and that Lady Briella might be involved in something a little darker and more sinister than just a plot to get her son a barony. He knows that Briella's forces are not quite of this world, and he knows that they killed one of the people living at the estate, once he helped them pass the locks and traps and get into the inner sanctum.

Trisen does not know where Lady Briella is now. But she has a great many people, or creatures, or other forces helping her in her plans. Trisen has not seen her for several days, and he does not know or would not recognize any of the people or things helping Briella, as they always wore hoods in his presence.

**Treasure:** There is some treasure that the cult of Glasya has been keeping here (using for bribes, etc). The devils' equipment collapses to useless lead upon their destruction.

**APL 6:** Magic 203 gp: 2 x bolts of biting (42 gp each), electric eel elixir (33 gp), eternal wand of detect magic (38 gp), necklace of copper dragon scales (48 gp); Total: 203 gp.

**APL 8:** Magic 303 gp: 2 x bolts of biting (42 gp each), electric eel elixir (33 gp), eternal wand of detect magic (38 gp), necklace of copper dragon scales (48 gp), pearl of speech (ignan) (50 gp), pearl of speech (infernal) (50 gp); Total: 303 gp.

**APL 10:** Magic 712 gp: 2 x bolts of biting (42 gp each), electric eel elixir (33 gp), eternal wand of detect magic (38 gp), eternal wand of disguise self (68 gp), lesser metamagic rod of substitution (225 gp), necklace of copper dragon scales (48 gp), pearl of speech (ignan) (50 gp), pearl of speech (infernal) (50 gp), sending stones (pair) (116 gp); Total: 712 gp.

**APL 12:** Magic 825 gp: 2 x bolts of biting (42 gp each), electric eel elixir (33 gp), eternal wand of detect magic (38 gp), eternal wand of disguise self (68 gp), lesser metamagic rod of substitution (225 gp), necklace of copper dragon scales (48 gp), pearl of speech (ignan) (50 gp), pearl of speech (infernal) (50 gp), sending stones (pair) (116 gp), snakeblood tooth (113 gp); Total: 825 gp.

## CONCLUSION

The conclusions below assume that the PCs were successful in finding Trisen at the Secunforth Estate in Valkurl. What happens after that, however, depends on how the PCs react to Trisen, and what they do with him.

**If the PCs kill Trisen:** Assuming the PCs killed Trisen as part of the battle with the steel devils, there are no alignment ramifications. However, any good PC who kills the defenseless Trisen in cold blood is no longer good. Any abilities lost because of this alignment change can only be regained with an *atonement*.

If the PCs made an agreement with Westin Mori to take care of the problem with his brother, and they are able to kill Trisen or find another way to make sure Trisen never stands trial or gets questioned by the Church, they receive the **Thanks of Westin Mori AR** item.

If any PC kills Trisen in a way that seems suspicious, and any NPC or PC witnesses tell Bishop Dorasie this, the offending PC(s) do not get the **Thanks of Bishop Dorasie AR** item.

**If the PCs capture Trisen alive and give him to the Church:** Bishop Dorasie is positively gleeful that he now has Trisen in custody and can try him for his role in the assassination of Baron Stephon Nital. PCs receive the **Thanks of Bishop Dorasie AR** item and the **Enmity of Westin AR** item.

**Whether the PCs kill Trisen or not,** if they mess with the plans of Lady Briella and her Cult of Glasya, the PCs receive the **Glasya's Attention AR** item. She and the cult she heads in Veluna are now bitter enemies of the PCs who upset one of their plans.

**Treasure:** There are three possible monetary rewards derived from the conclusion, depending on the PCs' actions with Trisen Mori. PCs may only receive one reward:

Trisen turned in (alive) to Church:

Dorasie is ecstatic, and rewards each PC handsomely.

**APL 6:** Coin 500 gp; Total 500 gp.

**APL 8:** Coin 800 gp; Total 800 gp.

**APL 10:** Coin 1400 gp; Total 1400 gp.

**APL 12:** Coin 2300 gp; Total 2300 gp.

Trisen dead, Dorasie NOT suspicious of events:

Dorasie is pleased, and pays you well. A mysterious package from an unidentified benefactor is delivered to the each PC a few days later, containing a wealth of gems.

**APL 6:** Coin 700 gp; Total 700 gp.

**APL 8:** Coin 1000 gp; Total 1000 gp.

**APL 10:** Coin 1600 gp; Total 1600 gp.

**APL 12:** Coin 2500 gp; Total 2500 gp.

Trisen dead, Dorasie suspicious of events:

Dorasie is only somewhat pleased, and eyes the PCs suspiciously when he pays them. A mysterious package

from an unidentified benefactor is delivered to the each PC a few days later, containing some gems and a note advising them on the benefits of subtlety.

**APL 6:** Coin 400 gp; Total 400 gp.\*

**APL 8:** Coin 600 gp; Total 600 gp.\*

**APL 10:** Coin 900 gp; Total 900 gp.\*

**APL 12:** Coin 1500 gp; Total 1500 gp.\*

\*If a PC was the person who informed Dorasie of the suspicious manner of Trisen's death (i.e. told on the other PCs), double this reward for that PC. (This does not allow the PC to get more than the maximum gp for his/her APL, however.)

## CAMPAIGN CONSEQUENCES

The effects of the PCs actions on the campaign will mainly be focused in the arena of local Devarnish politics, influencing how much cause (and thus authority) Bishop Dorasie will have to pursue criminal investigations against Westin Mori in the near future.

Whether or not Trisen is dead is ultimately of no real importance.

**Official critical events results:** Any player interested in downloading an official summary of events of this mod that reflects the critical events of the first run of this event should be given the following password. The DM should give this password to the players at the conclusion of play. They can then download the critical summary and use the password to open the file:

**Password:** thanksdanandshawn

## 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.

### 3: The Deadest of Ends

Defeating the undead creature(s).

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

### 5: The Secunforth Estate

Getting past the puzzle lock on the trapdoor.

APL 6	100 XP
APL 8	100 XP
APL 10	100 XP
APL 12	100 XP

Getting past the trap on the key altar.

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

### 6: The Inner Sanctum of Dalt

Defeating the steel devils.

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

### Discretionary Roleplaying Award

APL 6	80 XP
APL 8	125 XP
APL 10	170 XP
APL 12	215 XP

### Total Possible Experience

APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

## TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section

within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

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

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

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

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

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

### 3: The Deadest of Ends

**APL 6:** Loot 20 gp; Total 20 gp.

**APL 8:** Loot 20 gp; Total 20 gp.

**APL 10:** Loot 20 gp; Total 20 gp.

**APL 12:** Loot 20 gp; Total 20 gp.

### 6: The Inner Sanctum of Dalt

**APL 6:** Magic 203 gp: 2 x bolts of biting (42 gp each), electric eel elixir (33 gp), eternal wand of detect magic (38 gp), necklace of copper dragon scales (48 gp); Total: 203 gp.

**APL 8:** Magic 303 gp: 2 x bolts of biting (42 gp each), electric eel elixir (33 gp), eternal wand of detect magic (38 gp), necklace of copper dragon scales (48 gp), pearl of speech (ignan) (50 gp), pearl of speech (infernial) (50 gp); Total: 303 gp.

**APL 10:** Magic 712 gp: 2 x bolts of biting (42 gp each), electric eel elixir (33 gp), eternal wand of detect magic (38 gp), eternal wand of disguise self (68 gp), lesser metamagic rod of substitution (225 gp), necklace of copper dragon scales (48 gp), pearl of speech (ignan) (50 gp), pearl of speech (infernial) (50 gp), sending stones (pair) (116 gp); Total: 712 gp.

**APL 12:** Magic 825 gp: 2 x bolts of biting (42 gp each), electric eel elixir (33 gp), eternal wand of detect magic (38 gp), eternal wand of disguise self (68 gp), lesser metamagic rod of substitution (225 gp), necklace of copper dragon scales (48 gp), pearl of speech (ignan) (50 gp), pearl of speech (infernial) (50 gp), sending stones (pair) (116 gp), snakeblood tooth (113 gp); Total: 825 gp.

### **Conclusion**

This is the maximum reward possible – not every party will receive this amount.

**APL 6:** Coin 700 gp; Total 700 gp.

**APL 8:** Coin 1000 gp; Total 1000 gp.

**APL 10:** Coin 1600 gp; Total 1600 gp.

**APL 12:** Coin 2500 gp; Total 2500 gp.

### **Total Possible Treasure**

**APL 2:** 900 gp

**APL 4:** 1,300 gp

**APL 6:** 2,300 gp

**APL 8:** 3,300 gp

## APPENDIX 1: APL 6

### 6: THE INNER SANCTUM

#### STEEL DEVIL

CR 6

(From *Fiendish Codex II* 137)

LE Medium outsider (baatezu, evil, extraplanar, lawful)

**Init** +3; **Senses** see in darkness; Listen +8, Spot +8

**Languages** Celestial, Draconic, Infernal; telepathy  
100 ft.

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**AC** 26, touch 9, flat-footed 26  
(-1 Dex, +17 armor)

**hp** 51 (6 HD); DR 5/good

**Immune** fire, poison, mind-affecting spells and abilities, sleep affects, stun, paralysis, death effects

**Resist** acid 10, cold 10; **SR** 16

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

---

**Speed** 20 ft. (4 squares)

**Melee** mwk cold iron greatsword +11/+6 (2d6+4/19-20)

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

**Atk Options** Combat Expertise, push +7

**Special Actions** chant, formation fighting

**Spell-Like Abilities** (CL 6th):

5th—*greater command* (DC 17, at will)

3rd—*haste* (self only, at will)

2nd—*scare* (DC 14, at will)

---

**Abilities** Str 16, Dex 8, Con 19, Int 13, Wis 9, Cha 14

**Feats** Combat Expertise, Improved Initiative, Weapon Focus (greatsword)

**Skills** Balance +8, Diplomacy +11, Intimidate +11.

Jump +6, Knowledge (geography) +10, Knowledge (planes) +10, Listen +8, Ride +8, Spot +8, Survival -1 (+1 on other planes)

**Possessions** masterwork cold iron greatsword

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**Chant (Su):** As a swift action, a steel devil can begin to chant. For one minute, starting immediately after it uses this ability, the steel devil produces a horrible sound. Any spellcasters within 30 feet of a chanting steel devil must make a Concentration check (DC 15 + spell level) to cast a spell. The DC increases by 1 for each chanting steel devil beyond the first. Silence and similar effects negate this ability.

**Formation Fighting (Ex):** If a square adjacent to a steel devil is occupied by another steel devil, both gain a +2 bonus on attack rolls, damage rolls, and saving throws so long as they remain adjacent. Bonuses gained from multiple steel devils stack.

**Push (Ex):** A steel devil's attacks hammer home with such force that they can force opponents to move. Each time a steel devil strikes an opponent in melee, it can make a Strength check opposed by the target's Strength check; the steel devil gains a +4 racial bonus on this check (giving it a total modifier of +7). If the steel devil succeeds, it forces its opponent to move 5 feet in a direction of the steel devil's choice. Large or larger creatures gain a +4 bonus per size category larger than the steel devil, and Small or smaller creatures take a -

4 penalty per size category smaller than the steel devil.

## 6: THE INNER SANCTUM

## STEEL DEVIL

CR 7

Fighter 1

(From *Fiendish Codex II* 137)

LE Medium outsider (baatezu, evil, extraplanar, lawful)

**Init** +3; **Senses** see in darkness; Listen +8, Spot +8**Languages** Celestial, Draconic, Infernal; telepathy  
100 ft.**AC** 26, touch 9, flat-footed 26

(-1 Dex, +17 armor)

**hp** 61 (7 HD); DR 5/good**Immune** fire, poison, mind-affecting spells and abilities, sleep affects, stun, paralysis, death effects**Resist** acid 10, cold 10; **SR** 16**Fort** +11, **Ref** +4, **Will** +4**Speed** 20 ft. (4 squares)**Melee** +1 *cold iron greatsword* +13/+8 (2d6+7/19-20)**Base Atk** +7; **Grp** +10**Atk Options** Combat Expertise, Power Attack, push +8**Special Actions** chant, formation fighting**Spell-Like Abilities** (CL 7th):5th—*greater command* (DC 17, at will)3rd—*haste* (self only, at will)2nd—*scare* (DC 14, at will)**Abilities** Str 18, Dex 8, Con 19, Int 13, Wis 9, Cha 14**Feats** Combat Expertise, Improved Initiative, Power Attack, Weapon Focus (greatsword)**Skills** Balance +8, Diplomacy +11, Intimidate +12, Jump +8, Knowledge (geography) +10, Knowledge (planes) +10, Listen +8, Ride +9, Spot +8, Survival -1 (+1 on other planes)**Possessions** +1 *cold iron greatsword*, *gauntlets of ogre power***Chant (Su):** As a swift action, a steel devil can begin to chant. For one minute, starting immediately after it uses this ability, the steel devil produces a horrible sound. Any spellcasters with 30 feet of a chanting steel devil must make a Concentration check (DC 15 + spell level) to cast a spell. The DC increases by 1 for each chanting steel devil beyond the first. Silence and similar effects negate this ability.**Formation Fighting (Ex):** If a square adjacent to a steel devil is occupied by another steel devil, both gain a +2 bonus on attack rolls, damage rolls, and saving throws so long as they remain adjacent. Bonuses gained from multiple steel devils stack.**Push (Ex):** A steel devil's attacks hammer home with such force that they can force opponents to move. Each time a steel devil strikes an opponent in melee, it can make a Strength check opposed by the target's Strength check; the steel devil gains a +4 racial bonus on this check (giving it a total modifier of +8). If the steel devil succeeds, it forces its opponent to move 5 feet in a direction of

the steel devil's choice. Large or larger creatures gain a +4 bonus per size category larger than the steel devil, and Small or smaller creatures take a -4 penalty per size category smaller than the steel devil.

3: THE DEADEST OF ENDS

ENTROPIC REAPER

CR 12

(From *Libris Mortis* 98)

CE Medium Undead (Extraplanar, Chaotic)

**Init** +6; **Senses** Listen +26, Spot +26; darkvision 60 ft.

**Aura** strong evil, overwhelming undead

**Languages** Abyssal, Celestial, Common

**AC** 20, touch 12, flat-footed 18

(+2 Dex, +8 natural)

**hp** 142 (19 HD); fast healing 10; DR 10/cold iron and lawful

**Immune** undead traits

**SR** 22

**Fort** +17, **Ref** +8, **Will** +13

**Speed** 30 ft. (6 squares)

**Melee** Large mighty cleaving scythe +18/+13  
(2d6+13/19-20/x4 plus entropic blade)

**Base Atk** +9; **Grp** +18

**Atk Options** Cleave, Combat Reflexes, Power Attack, Whirlwind Attack

**Special Actions** Entropic blade (DC 21 Fortitude), spell-like abilities

**Spell-Like Abilities** (CL 19th):  
5th—plane shift

**Abilities** Str 29, Dex 14, Con -, Int 11, Wis 20, Cha 15

**SQ** master of the scythe, undead traits

**Feats** Combat Reflexes, Improved Critical (scythe), Improved Toughness, Power Attack, Cleave, Improved Initiative, Whirlwind Attack

**Skills** Concentration +23, Knowledge (planes) +23, Spot +26, Listen +26

**Possessions** large scythe, 47 keys

**Entropic Blade (Su):** An entropic reaper confers the entropic blade property upon any weapon it wields—usually a normal scythe. An entropic blade functions in all ways like the type of weapon it is, with the following addition. Any time the entropic reaper successfully deals damage with its entropic blade, the victim must make a DC 21 Fortitude save or be overcome with searing pain, as the victim’s form melts, flows, writhes, and boils. During this entropic state, the victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty to hit and a 50% miss chance, regardless of the attack roll). Each round spent in this entropic state, the victim takes 1 point of Wisdom drain from mental shock. If the victim’s Wisdom score falls to 0, it disincorporates into nothingness.

A victim can gain control over itself by taking a standard action to attempt a DC 21 Charisma check. Success renders the victim immune from the entropic state for 1 minute. On a failure, the victim can still repeat this check each round until successful. The entropic state is not a disease or a curse, so it is hard to remove. A restoration, heal, or greater restoration removes the affliction (though a separate restoration is necessary to restore any

drained points of Wisdom). The save DC is Charisma based.

**Master of the Scythe (Su):** The entropic reaper is master of the scythe, and gains the ability to wield a weapon one size larger than normal. It also treats the scythe as if it were a mighty cleaving weapon, which allows it to make one additional cleave attempt in a round.

6: THE INNER SANCTUM

STEEL DEVIL

CR 9

Fighter 3

(From *Fiendish Codex II* 137)

LE Medium outsider (baatezu, evil, extraplanar, lawful)

**Init** +3; **Senses** see in darkness; Listen +8, Spot +8

**Languages** Celestial, Draconic, Infernal; telepathy 100 ft.

**AC** 28, touch 9, flat-footed 28

(-1 Dex, +17 armor, +2 natural)

**hp** 90 (9 HD); DR 5/good

**Immune** fire, poison, mind-affecting spells and abilities, sleep affects, stun, paralysis, death effects

**Resist** acid 10, cold 10; **SR** 16

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

**Speed** 20 ft. (4 squares)

**Melee** +1 cold iron greatsword +15/+10 (2d6+7/17-20)

**Base Atk** +9; **Grp** +13

**Atk Options** Combat Expertise, Power Attack, push +8

**Special Actions** chant, formation fighting

**Spell-Like Abilities** (CL 9th):

5th—*greater command* (DC 17, at will)

3rd—*haste* (self only, at will)

2nd—*scare* (DC 14, at will)

**Abilities** Str 18, Dex 8, Con 20, Int 13, Wis 9, Cha 14

**Feats** Combat Expertise, Improved Critical, Improved Disarm, Improved Initiative, Power Attack, Weapon Focus (greatsword)

**Skills** Balance +8, Diplomacy +11, Intimidate +14, Jump +10, Knowledge (geography) +10, Knowledge (planes) +10, Listen +8, Ride +11, Spot +8, Survival -1 (+1 on other planes)

**Possessions** +1 cold iron greatsword, +2 amulet of natural armor, gauntlets of ogre power

**Chant (Su):** As a swift action, a steel devil can begin to chant. For one minute, starting immediately after it uses this ability, the steel devil produces a horrible sound. Any spellcasters with 30 feet of a chanting steel devil must make a Concentration check (DC 15 + spell level) to cast a spell. The DC increases by 1 for each chanting steel devil beyond the first. Silence and similar effects negate this ability.

**Formation Fighting (Ex):** If a square adjacent to a steel devil is occupied by another steel devil, both gain a +2 bonus on attack rolls, damage rolls, and

saving throws so long as they remain adjacent.

Bonuses gained from multiple steel devils stack.

**Push (Ex):** A steel devil's attacks hammer home with such force that they can force opponents to move. Each time a steel devil strikes an opponent in melee, it can make a Strength check opposed by the target's Strength check; the steel devil gains a +4 racial bonus on this check (giving it a total modifier of +8). If the steel devil succeeds, it forces its opponent to move 5 feet in a direction of the steel devil's choice. Large or larger creatures gain a +4 bonus per size category larger than the steel devil, and Small or smaller creatures take a –4 penalty per size category smaller than the steel devil.

**3: THE DEADEST OF ENDS****EVOLVED ENTROPIC REAPER CR 14**(From *Libris Mortis* 98 and 99)

CE Medium Undead (Extraplanar, Chaotic)

**Init** +6; **Senses** Listen +26, Spot +26; darkvision 60 ft.**Aura** strong evil, overwhelming undead**Languages** Abyssal, Celestial, Common**AC** 22, touch 12, flat-footed 20

(+2 Dex, +10 natural)

**hp** 142 (19 HD); fast healing 10; DR 10/cold iron and lawful**Immune** undead traits**SR** 22**Fort** +19, **Ref** +8, **Will** +13**Speed** 30 ft. (6 squares)**Melee** Large mighty cleaving scythe +20/+15  
(2d6+16/19-20/x4 plus entropic blade)**Base Atk** +9; **Grp** +20**Atk Options** Cleave, Combat Reflexes, Power Attack, Whirlwind Attack**Special Actions** Entropic blade (DC 23 Fortitude), spell-like abilities**Spell-Like Abilities** (CL 19th):6th—*greater dispel magic*5th—*plane shift*3rd—*haste***Abilities** Str 33, Dex 14, Con -, Int 11, Wis 20, Cha 19**SQ** master of the scythe, undead traits**Feats** Combat Reflexes, Improved Critical (scythe), Improved Toughness, Power Attack, Cleave, Improved Initiative, Whirlwind Attack**Skills** Concentration +23, Knowledge (planes) +23, Spot +26, Listen +26**Possessions** large scythe, 47 keys

**Entropic Blade (Su):** An entropic reaper confers the entropic blade property upon any weapon it wields—usually a normal scythe. An entropic blade functions in all ways like the type of weapon it is, with the following addition. Any time the entropic reaper successfully deals damage with its entropic blade, the victim must make a DC 21 Fortitude save or be overcome with searing pain, as the victim's form melts, flows, writhes, and boils. During this entropic state, the victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty to hit and a 50% miss chance, regardless of the attack roll). Each round spent in this entropic state, the victim takes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it incorporates into nothingness.

A victim can gain control over itself by taking a standard action to attempt a DC 21 Charisma check. Success renders the victim immune from the entropic state for 1 minute. On a failure, the victim can still repeat this check each round until successful. The entropic state is not a disease or a curse, so it is hard to remove. A restoration, heal,

or greater restoration removes the affliction (though a separate restoration is necessary to restore any drained points of Wisdom). The save DC is Charisma based.

**Master of the Scythe (Su):** The entropic reaver is master of the scythe, and gains the ability to wield a weapon one size larger than normal. It also treats the scythe as if it were a mighty cleaving weapon, which allows it to make one additional cleave attempt in a round.

**6: THE INNER SANCTUM****STEEL DEVIL FIGHTER 5 CR 9**(From *Fiendish Codex II* 137)

LE Medium outsider (baatezu, evil, extraplanar, lawful)

**Init** +3; **Senses** see in darkness; Listen +8, Spot +8**Languages** Celestial, Draconic, Infernal; telepathy 100 ft.**AC** 30, touch 9, flat-footed 30

(-1 Dex, +17 armor, +2 natural, +2 deflection)

**hp** 112 (11 HD); DR 5/good**Immune** fire, poison, mind-affecting spells and abilities, sleep affects, stun, paralysis, death effects**Resist** acid 10, cold 10; **SR** 16**Fort** +14, **Ref** +6, **Will** +6**Speed** 20 ft. (4 squares)**Melee** +2 *cold iron greatsword* +18/+13/+8  
(2d6+12/17-20)**Base Atk** +11; **Grp** +15**Atk Options** Combat Expertise, push +8**Special Actions** chant, formation fighting**Spell-Like Abilities** (CL 11th):5th—*greater command* (DC 17, at will)3rd—*haste* (self only, at will)2nd—*scare* (DC 14, at will)**Abilities** Str 20, Dex 8, Con 20, Int 13, Wis 9, Cha 14**Feats** Combat Expertise, Improved Critical, Improved Disarm, Improved Initiative, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)**Skills** Balance +8, Diplomacy +11, Intimidate +17, Jump +13, Knowledge (geography) +10, Knowledge (planes) +10, Listen +8, Ride +13, Spot +8, Survival -1 (+1 on other planes)**Possessions** +2 *cold iron greatsword*, +2 *amulet of natural armor*, *belt of giant strength* +4, *ring of protection* +2, *cloak of resistance* +1

**Chant (Su):** As a swift action, a steel devil can begin to chant. For one minute, starting immediately after it uses this ability, the steel devil produces a horrible sound. Any spellcasters with 30 feet of a chanting steel devil must make a Concentration check (DC 15 + spell level) to cast a spell. The DC increases by 1 for each chanting steel devil beyond the first. Silence and similar effects negate this ability.

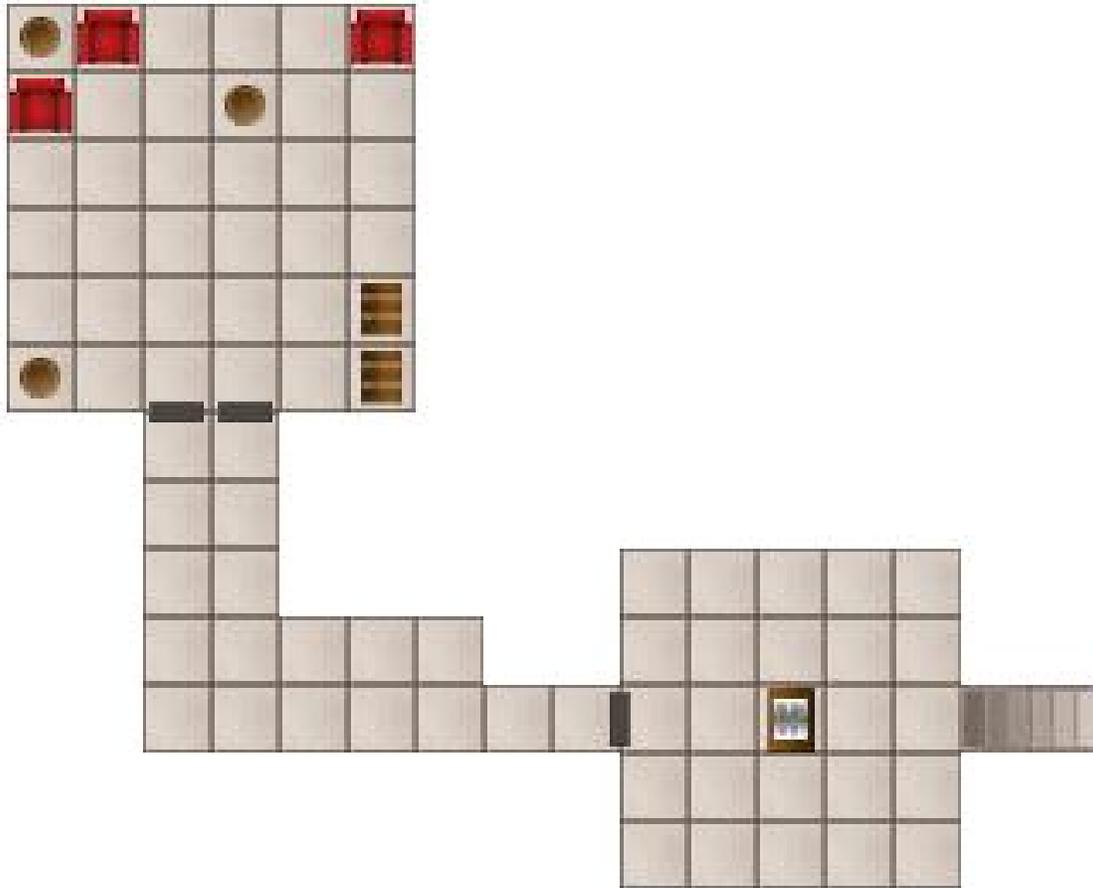
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**Formation Fighting (Ex):** If a square adjacent to a steel devil is occupied by another steel devil, both gain a +2 bonus on attack rolls, damage rolls, and saving throws so long as they remain adjacent. Bonuses gained from multiple steel devils stack.

**Push (Ex):** A steel devil's attacks hammer home with such force that they can force opponents to move. Each time a steel devil strikes an opponent in melee, it can make a Strength check opposed by the target's Strength check; the steel devil gains a +4 racial bonus on this check (giving it a total modifier of +9). If the steel devil succeeds, it forces its opponent to move 5 feet in a direction of the steel devil's choice. Large or larger creatures gain a +4 bonus per size category larger than the steel devil, and Small or smaller creatures take a –4 penalty per size category smaller than the steel devil.

## APPENDIX 2: DM MAP

Below is a map of the Secunforth Estate, including the Shrine to Dalt and the Inner Sanctum of Dalt.



## APPENDIX 3: PLAYERS' HANDOUTS

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### HANDOUT 1

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**By proclamation of Canon Priffin Truft**

Let it be known that Lord Trisen Mori, lately of Jarl in the Diocese of Devarnish,

Having been accused of the High Crime of Murder,

Is hereby Wanted.

Any Individuals with information regarding the Whereabouts

Of Lord Trisen Mori

Should report to the nearest Temple Guard

Or contact the Bishop Dorasie of Devarnish

A reward is available for information leading to the capture of Lord Trisen Mori.

## HANDOUT 2

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Our Master Freed His Kin From the Wicked One				
Z	E	T	J	D
S	C	Q	U	G
P	O	H	K	F
V	L	R	I	N
P	A	Y	B	X

## APPENDIX 4: CRITICAL EVENTS SUMMARY

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- |   |           |            |      |
|---|-----------|------------|------|
| 1. Did the party agree to work for the Bishop?                      | YES       | NO         |      |
| 2. Did the party talk to Westin Mori?                               | YES       | NO         |      |
| 3. Did the party agree to work for Westin?                          | YES       | NO         |      |
| 3a. Did any individual agree to work for him?                       | YES       | NO         |      |
| 4. Did the party go to Trisen's estate in Jarl?                     | YES       | NO         |      |
| 5. How did the party find the way to the estate?                    | _____     |            |      |
| 6. Did the party do any talking / information gathering in Valkurl? | YES       | NO         |      |
| 7. Did the party solve the puzzle lock?                             | YES       | NO         |      |
| 8. Did the party trigger the shrine trap (get a key)?               | YES       | NO         |      |
| 8a. If so, what happened?   | FIGHT     | TALK       | FLEE |
| 9. How did the party get past the door?                             | _____     |            |      |
| 10. Did the party defeat the steel devils?                          | YES       | NO         |      |
| 11. What happened to Trisen?  | CAPTURED  | KILLED     |      |
| 11a. If captured, to whom did the party take him?                   | DORASIE   | MORI       |      |
| 11b. If killed, who decided/did it?                                 | PARTY     | INDIVIDUAL |      |
| 11c. If by an individual, what did the party do?                    | TURNED IN | COVERED UP |      |
| 11d. If killed, does Dorasie suspect foul play?                     | YES       | NO         |      |

Please give us some idea of party makeup, including PC nationality and affiliations, if any.

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