

AHL3-01

Adri Fiend Follies

A One-Round D&D LIVING GREYHAWK[®]
Ahliisa (Innsa) Regional Adventure

Version 1

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When news of an ancient tower somewhere in the Flinty Hills spread about Innsa, you took an old man's advice and tried a different route. Now you're where the Flinty Hills meet the Adri Forest and there is smoke over the next rise, but no tower.

Part One of the Elementary Nature Series. A Tale of faith, divine power and the great outdoors.

An adventure for APLs 2-6

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

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

Preparation

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

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

Scoring

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

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

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

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

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

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

LIVING GREYHAWK Levels of Play

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

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

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the

APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
3. A group of APL 1 characters that desires an extra hand can "enlist an iconic." The stats for the 1st level versions of Tordek, Mialee, Lidda, and Jozan are included at the end of this adventure. The group may pick one of these characters to accompany them on the adventure. The DM controls that NPC.

Time Units and Upkeep

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

Adventure Summary and Background

Many years ago, the Flanaess was caught in a plague of Outsiders: demons and devils. Some regions were worse than others. The Great Kingdom was one such place. The mortal powers that be had for generations sought alliances with devils to bolster their human reigns. In the end, these evil mortals paid the highest price, their souls. The forces of good used an ancient artifact, called the Crook of Rao, to banish all these outsiders from the

Flanaess during which the good clerics in Veluna banished the majority of the foul creatures of darkness from the world.

The majority, not all. Demons and devils are as crafty as they are evil. Some used their infernal power to foresee this coming bane. Those that could tried to hide and protect themselves. They all had their own scheme and theory on how to overcome the divine power of the Crook. One such devil is a part of our story. His name is meaningless in the common tongue. He is but middle management of the infernal worlds, but on Oerth, he was a mighty power among the mortals. For those with books to research and the time to twiddle by, he was called The Fire Handler, in the Old Oriedian tongue. He surrounded himself with vast amounts of hell hounds. Researching and pulling in his own infernal favors, he came up with his own scheme to cheat fate. He learned the location of a tomb and quest crypt dedicated to the Greater Goddess Beory. The neutral power of the Goddess may be enough to inadvertently shield him and his pets from the effects of the Crook.

He took his pack of hell hounds and ventured to the crypt, located on the western edge of the Adri Forest. Instead of attempting to face some of the unknown challenges that waited in the crypt, the devil tunneled his way in through a natural cave. Then he collapsed the entrance to the cave to seal himself and his pack in. Before sealing himself in, he paid a visit to the nearest human settlement, a small farmstead in a clearing in the woods. He raided the sleeping house and took with him the two adults and burned the place to the ground. He used the two captives for amusement and parchment to write down his thoughts and scribe wards to help him better protect himself from the Crook. Time was short and the Crook of Rao was used. The crypt did indeed provide some protection, but not nearly enough. It became a test of wills. The devil at the last second showed weakness and was banished back to the hell pits he had come from. Most of the hell hounds were also sent back, but a handful were able to find protection among Beory's dwelling. It did not come without a price though. The hell hounds that did stay, were rendered into stasis for many years and have only recently become active again. They started to dig themselves out, ravenous for flesh. Not that they need to eat to survive, but they just need to do evil. There is now a thriving village nearby. It was the first target of the hell hounds.

Thus this brings us to our current time, but where are our adventurers?

About this time, rumor has spread about the city of Innspa that Dragon Temples and Ancient Towers are just waiting to be found and plundered. No one seems to have any proof of exact locations, but a lot of people have theories. Sagely men are coming out of the woodwork to

offer (sell) maps and advice. The last few weeks in Innspa have been like a gold rush; common laborers turning into adventurers, street urchins becoming 'Expert Tomb Spelunkers' and merchants selling shovels at twice the going rate. In many different directions the real and temporary adventurers have set out.

A sagely old man with a penchant for cheap wine encounters this batch of adventurers in a tavern. For a few drinks, he pointed out that there are no expeditions heading towards the Flinty/Adri border. He even recited a drunken verse that hinted at towers to be found in the Hills. The man soon disappeared after going to relieve himself. But, it was better than nothing, so the adventurers set off. So far, they have found nothing.

What about the Crypt and the settlement nearby? The settlement is called Downslope. It was only after the influx of refugees from the fall of Almor that this sleepy collection of forest cottages became a true community. Trithereon and Wenta are the divine patrons of choice in this overly chaotic good village.

The Crypt of Beory is ancient and rumored to go back to the time of the fall of the Ur-Flan. It is both a final resting place and a testing ground for the faithful. Once a cleric of a particular sect of Beory attains a certain level of accomplishment and enlightenment she may get the divine call to fulfill the Quest of the Twins. This evolves first journeying to the crypt (The Brother's Tomb) and passing its tests and retrieving the holy symbol from the interned body. As part of the ritual, the higher ups in the sect's order reset the Tomb's Trials and return what has been taken when the quest is over. The cleric undergoing the trials is given certain instructions that limit what can be done, as well what support can be brought.

This detailed information will not be available to the PC's. Even if there is a cleric of Beory amongst them with a decent level of knowledge religion, they will not know of the details of this particular sect's ritual.

Of course, the some information can be relayed to them on a high enough Knowledge check (DC 30). That information is the following.

You have heard a vague story of a sect of Beory clergy that have a ritual quest for those who have been given the calling. It is unknown what the end goal of this quest is, but the first part of the quest involves two Twins, long ago Flan martyrs of the Beory faith. They are referred to simply as The Brother and The Sister.

The 'Tomb of the Brother' is a divinely protected place. Improper harm that comes to it will bring about curses. Perhaps this had something to do with the devil failing his battle of wills.

Introduction: The PC's are traveling where the Flinty Hills meet the Adri. It's almost night and they spot smoke in the distance.

Encounter #1: The PC's find themselves in the Village of Downslope. The powers that be there enlist the PC's to help them with a fiendish problem.

Encounter #2: The druid Runs Fast is in the ruins of the old farmstead to bless it and help the forest retake it. He can provide some information.

Encounter #3: The cave that leads into the smashed in Brother's Tomb. The hell hounds stage an ambush here.

Encounter #4: The chilling discovery of the remains of the two long ago abducted parents and the Infernal rantings of the fiend that tried to seek shelter here.

Encounter #5: The final resting place of the Brother. He lies on an island in the center of the underground pool. The fiends have disturbed things though.

Encounter #6: The bear and wolf room. One of the many tests a Beory cleric needs to pass to prove his worth.

Encounter #7: This room contains a magical fog trap and two air elementals. This leads to a puzzle lock that is facing the wrong way and is easy pickings.

Encounter #8: Two fire elementals protect his passage way.

Encounter #9: The Cap Stone that leads into the Brothers Tomb. There are several statues with writing on them cryptically explaining some of the back-story.

Encounter #10: An APL 6 only encounter. A typical 'Troll with a gnome in a sack' encounter.

Introduction

You have been traveling for several days now, north of Innspa. Rumors of Dragon Temples and ancient Towers have been spreading throughout the city and countryside. Some have headed off due east into the depths of the Adri, but these brave folk are gambling that something is to be found where the Adri and the Flinty Hills merge. This is based on the sagely advice of an old man. He swore that in his younger days, he had seen glimpses of a tower on this heading, out of Innspa.

So far, the adventurers have found nothing of note. It's getting late in the day and they've gone somewhat more east, entering the Adri proper, to avoid some difficult terrain. According to the information told to them by the sagely old man smelling of wine, they should now be heading towards a village that he could not remember the name of. From a high ridge (one of many among the Flinty castoffs) they can clearly make out large plumes of

smoke. It looks like it could also be the village they wish to use for a night's rest.

The terrain has meshed between the hills of the Flinty and the dense forest of the Adri. From a ridge, you can see thick smoke rising in the distance. It seems much too large to be a campfire and seems to have multiple sources from the same area. It will be dark soon, but at a good pace, the source of the smoke could be reached before nightfall, should you wish to do so.

With a steady run, the PC's might be able to make it to the village in time to be of assistance if there are raiders about. Should they wait any longer than that, night will be upon them and travel will be much slower as well as navigation becoming much trickier in these forest-covered hills.

Encounter One: Village of the Demanding

It's not an easy trek, but you manage to arrive near your destination just as night is about to engulf you. You are atop a forested hill looking down into what appears to be a small village. Three wooden buildings are charred and smoking. The sun has only a few minutes left till it sets. The whole village seems to be out. Many torches can be seen rushing about. You can make out people returning from the woods with buckets of water to throw upon the ashes. Amidst the chaos is a man who seems to be organizing a militia of sorts. The lightly armed troops are taking up positions along the village edges and some archers are climbing trees. Above the sounds of all that you see is the cry of an infant, echoing across the hills. There is a path that seems to wind down the slope and most likely into the village.

The village of Downslope is a normally peaceful settlement filled with good and neutral (if not chaotic) people. The village itself is located about 50 miles north by northeast of Innspa, along the edge of where the Adri covers the outer edge of the Flinty Hills. That is 50 miles as the crow flies. It would take several days to reach on foot (though there are trails that loop around that are horse friendly) and as such, is not visited too often by those from the big city. They are relatively 'loyal' to the rule of Innspa, but are rarely bothered, accept for the small annual tithes that are collected in Princess Karasin's name. Mostly though, Downslope has little to offer any outsider and goes about its daily business unmolested, save for the occasional bandits and humanoids.

As the players approach, they will come from the south and look down into the village from a forested slope that overlooks the scene. Three wooden buildings are charred and smoking. The sun has only a few minutes left till it sets. The whole village seems to be out. Many torches can be seen rushing about. The players can make out people returning from the woods with buckets of water to throw upon the ashes. Amidst the chaos is a man (Yeoman Sties) who seems to be organizing a militia of sorts. The lightly armed troops are taking up positions along the village edges and some archers are climbing trees.

The PC's are on a trail that winds down the slope and into the village. If the PC's do not attempt to hide their presence as they approach the village, then they will be met by sentries and escorted into the village. The people of Downslope are not expecting human adversaries, but instead the four legged infernal kind.

If the PC's attempt to skulk into the village, the sentries will get several chances to hear and spot the PC's. Trained dogs are also in use and will be able to sniff out the PC's. If all this commotion centered on the PC's does not make them want to announce themselves, then several groups of Militia with dogs will try to intercept the skulking PC's. Upon discovering that the PC's are not infernal beasts, the militia will use subdual damage, until the PC's fall, or surrender. Either way, they are taken to see Yeoman Sties.

Sties served with the Almor army many years ago and retired to the life of a Yeoman. When the demonic forces of the Great Empire destroyed what was left of his home in Almor, he fled with his family. They wandered (and found the teachings of Trithereon) to Innspa and eventually found their place in the remote community of Downslope. After some time, due to his good looks, true heart and experience with a sword, he became the leader of the village militia and eventually the village elder. His position is equivalent to both mayor and constable.

Downslope has the basic amenities of a forest village. It has a skinner/tanner, bower, and various other craft providers. What it doesn't have is a general store. Things like crossbows and metal armour will not be found here for sale. On the slope is a large stone building. This is the temple of Wenta. The sturdy two story wooden building farthest to the west is clearly marked as a temple to Trithereon.

The PC's are taken to the center of town and brought before Yeoman Sties. Assuming the PCs do not try to make the situation hostile (or more hostile), Sties will explain what is going on.

Just a few hours ago, beasts from the pits of hell itself attacked our sleepy village. There has been evidence of these creatures' presence in the forest for several

days now, but this is the first time they've struck here. That they would do this during broad daylight shows that they have no fear. Warden Brother Humatles, faithful servant of Trithereon died defending us, his mortal shell torn to pieces. Look about you. Am I mistaken in thinking you are people of good hearts? Perhaps this is a sign from The Summoner that with the passing of Warden Brother Humatles, you have come to aid us. I have no fear for myself in taking up such a challenge, but the fear I do harbor is for that of the rest of the village. With this smoke and turmoil, we may become targets for the opportunist raiders that frequent these dense woods. Please, in the name of The Summoner, help us with our cause. If it is a question of reward, we are simple people, but we would gather what we can. What say you?

The players will no doubt want a fully story of what happened. The facts are;

Three days ago, a hunting party came across odd tracks and several scorch marks. This was reported to Warden Brother Humatles, who went out to investigate. A day later, he found the remains of a large hart that not only was scorched, but ripped to pieces, possibly while it was still alive. Fearing the worst, Humatles ran back to Downslope to report his findings and gather hunting parties. Unbeknownst to Warden Brother Humatles, the hell hounds had picked up his trail and he led the beasts straight back to Downslope.

While the mustering call to all the outlying homes was commencing, the hell hounds attacked. The beasts stormed out of the forest and attacked the buildings and people along the edge. Three structures caught fire. Warden Brother Humatles bravely saved some children from one of the burning structures and still found courage to distract several of the beasts. He was set on fire several times and left a bloody pulp from all the biting. Still he fought on, delaying until the militia had formed behind him. In the end, several of the beasts were wounded and all were driven back when Mistress Tandlee Harvester arrived and used her divine powers (and holy ale) to drive back the beasts. She was badly burned in the fight. That was several hours ago.

The village militia will stay and defend Downslope from whatever comes at them. The adventurers are needed to go look for where ever these things may have come from. No one present has ever witnessed such creatures before. They describe them as evil red dogs that breathed fire. A Knowledge (arcana) check (DC 10) will confirm that this description is of hell hounds. (Players who have already met hell hounds earlier need not make this check, but recognize the creatures immediately.) Exact numbers are unsure. Some report three, others say

as many as seven. The entire village is in a state of pure terror.

Once the PC's begin their interrogation for information, older villagers will come by and tell a story of how, about ten years ago, a farmstead was attacked by demonic creatures and burned to the ground, some of the family being carried off into the night, screaming. The terrible sound was all the rescue party heard. The only actual eyewitness was a young girl, the teenage daughter of the family. She saw what came to her farmstead that night. Infernal hounds she called them, led by a bat-winged fiend, almost as tall as the barn. After that, the good servants of the Ale Wife took in the girl. Now she drinks her troubles away. Mistress Tandlee was that young girl.

Going to the Brew Hall, the PC's will find some locals acting as attendants to the injured Mistress. She has some hit point damage, but most of her damage is from the fire. She should be back in action in a day or so. Even if all her hit points are healed, she should be considered extremely fatigued until she has had time to rest. Between chugs of beer, she will give her part of the story from ten years back.

I was awoken that night to otherworldly howls. I quickly armed myself with a dagger of pure silver and went to see what was going on. My father and brothers were already out the door with their own makeshift weapons. From the window on the top floor, I could see the flame puffs of these, these, fiendish hounds. Our own dogs were barking themselves hoarse. Gilloran, one of my younger brothers, was sent off on a run to get help. Not long after he had gone, things got really bad. I will never forget the look of that fiend. The tips of his wings came up above my window. It strode into our clearing like hell itself had opened up just within the forest. Yapping at his heels were those damned hounds. They started to breathe fire onto the buildings. The hired hands had come out of their sleeping quarters in the barn and such, armed and ready to fight. They were cut down within seconds. The livestock screamed into the night as they were slaughtered. My siblings were either torn limb from limb by the hounds, or were sliced in two by that fiend. The main house was on fire, and I had to escape. Attacking these creatures would have been futile, so I ran. I escaped out my window, a method I had used many times before, when I wanted to explore the forest on warm summer nights. The fire cut me off from downstairs, so I could not bring anyone with me. As I left, climbing down the back of the house, I heard the fiend break open the house and grab my mother. I'm sorry, but I refuse to relate the details of what went

on. Suffice it to say, my parents were carried off alive, leaving everything else that I cared about in my life burning and rotting. My brother who went to get help survived that night, but was taken from me a year later by sickness. That was ten years ago. We haven't had any troubles with fiends since then. I know I will not be sleeping tonight. This nightmare has returned. Please, for the love of the Ale Wife, stop these beasts!

Note: After hearing her story, some PC's may be shaking in their boots, at the mention of a large- sized fiend. Have any PC that can make a Knowledge (history) check, (DC 15), to know that most fiends were banished in the Flight of Fiends, approximately the same time as the demon was last seen. There is a good chance it was banished, or at least severely crippled in its power.

Mistress Tandlee will give directions to her old family homestead and also indicate which path she saw her parents being taken on. If asked why no one has ever looked for her parents or this fiend, she explains that there has never been anyone here that could possibly have slain it - not since Sir Pellinor of Ralsand, a Knight Protector of the Great Kingdom, had stopped being seen in the area. (This is a reference to a plot thread introduced in an earlier adventure and not being elaborated on here further.) When the fiend didn't come back, everyone was thankful that it hadn't, and did not want to risk disturbing it. That area has been considered cursed ever since. She then offers them some more drink and asks them if they wish to stay the night. The trip to the farmstead is about a three-hour walk in the daytime. Who knows what it would be like on a night such as this?

The PC's do not have to wait till morning, though it probably would be safest. If they choose to spend the night, the PC's can do some limited shopping around the village. People are willing to open up shop to sell supplies to those who would save them. Night in the village is a hustle of activity. Barricades and defenses are being put up; militiamen patrol the edges of the clearing and beyond. Mistress Tandlee will make an effort to preside over the many funerals.

When morning comes, Yeoman Sties will ask them to start the hunt. If for some reason the PC's dally, he will demand, in the name of the Summoner, that they go now. Delaying could mean the death of the village, or perhaps the death of another village should the source of this threat not be discovered.

- ☛ **Yeoman Sties:** Male human Ftr3/Rgr1
- ☛ **Mistress Tandlee:** Female human Clr3
- ☛ **Militia Men:** Male human Com2

Encounter Two: Ashes to Ashes

The path twists and turns through the dense Adri Forest. It's made worse by this region of the forest being exceptionally hilly. After about three hours of slow travel along an overgrown trail, you come to a clearing. The remains of some old buildings can be seen. It's clear that they burnt down many years ago. In the middle of the clearing is a human male dressed in animal skins. He is sitting cross-legged and with his back to you. He doesn't appear to be moving.

The PC's follow the directions given to them, which leads them to a long unused path. The path winds through the forest for about four miles. With the terrain, it will easily take the PC's three hours to make the trip. The path is no longer suitable for carts or wagons. Horses can be walked though. At the end of the path is a clearing in the forest. It looks as if it was a natural clearing that has had been enlarged by human hands. There has been much regrowth, though, as the forest attempts to take back what once belonged to it.

The remains of several buildings are clearly visible. Stone hearths and charred frames are all that remain of what was once the main house. Blackened timbers mark several smaller buildings, probably sheds and worker bunkhouses. Surprisingly, the only building that is still relatively intact is the barn. Though obviously a victim of the fire, it seems to have been saved before it was totally engulfed. The pair of large doors still stand and are currently closed. The barn holds nothing of interest. The following is the same, no matter what time the PC's arrive.

Seemingly oblivious to the PC's and the goings on of the world, is a man of obvious Flan descent sitting cross-legged near the remains of the main house. He is wearing hide armour and his face is painted. His eyes are closed and he seems to be meditating. He becomes alert after a loud chattering sound fills the clearing. The PC's have been spotted by this druid's pack of dire squirrels. The druid will stand up and introduce himself (loudly, if the PC's are refusing to show themselves) as Runs Fast in the common tongue. He has no desire for combat, and assuming the PC's have made no hostile gestures, will welcome them into the clearing.

He will then go about his business of blessing the clearing in the name of The Oerth Mother. The PC's can interrupt him at any time and ask him questions. This is the bulk of his story.

Runs Fast is here in the clearing blessing the ground, helping the forest reclaim it. He lives in this area and this is one of his many places where he provides his personal

attention. As long as the PC's are not here to do harm, he has no fight with them. Though he will let them know that not all of those like him will feel exactly the same way. Runs Fast knows that this place was destroyed by evil and abandoned ten years ago. The Downslope people have never returned since then. Runs Fast has very little personal contact with the people of the village and has never been there himself. Though he dislikes the intrusion of the people into the Adri, he holds for them no malice. He hopes they will learn to live in harmony with the woodland and its inhabitants.

When asked about the hell hounds, he will tell them what he has seen. The hounds have suddenly appeared in the area about four days ago. They have hunted game, like demons starved of flesh for years. He has counted seven in total, but knows that adventurers to the south have destroyed some of them. He will not speak of what those forces are. The beasts have been through here recently. He suspects he knows where the general location of their lair may lie. He thinks the pack may have split up, some going back to the lair, others going off elsewhere. He is uncertain how many will be found at the lair.

Runs Fast points out a path (the same one Mistress Tandlee described as being the path her parents were carried away on) and tells the PC's that the beast's tracks lead down this trail. It has only one destination. It ends near the bottom of a high ridge. At the top of the ridge is an ancient holy place of Beory. Runs Fast calls it 'The Brothers Tomb'. It's a testing place for an ancient sect of the Beory faith. If the PC's seem at all confused, he will explain in some detail:

There are those, like myself, who do what Beory demands. We administer to nature itself. Then there are also those who administer Beory's teachings and guidance to the mortal world. There are several different sects, but in general, these are clerics of Beory. The Brother's Tomb is the resting place of an ancient servant. I cannot speak his name but he was a brother with a twin sister. It is not my place to say anymore, save this; do not interfere with this divine site, unless the tasks of Beory fit into your heart. There are small caves at the bottom of this ridge. It is very likely that the beasts you seek are held up in one of them.

Other than the above information, Runs Fast has no wish to become involved. He will not interfere with the PC's hunting down of these beasts, for there are upsetting to the balance, but then again, so are the PC's. He is not in any position to negotiated treaties or make deals of any kind. He will clearly state this if the PC's attempt to start negotiations with him for any sort of alliance or what

have you between the people of the Adri and the people of Innspa.

If asked about other events recently going on in the Adri Forest, he knows that a new high-ranking druid from outside, a halfling by the name of Tansy Treewee, seems to be having aspirations on challenging archdruidess Immonara to her title. He doesn't know more about this, though, and at least for the time being refuses to take sides. If the PC's press the issue, though, he will confirm that Tansy rather impressed him during the Battle of Woodford when taking a stance against the invaders' army, while Immonara just stood by, letting things unfold as they would. (Again, this is campaign-specific info relating to past events that does not have any relevance for this adventure, but is included here to add a bit more info on this ongoing plot.)

The remains of the burnt-out structures have no valuables at all. It would take little effort to collapse the barn. The doors are easily opened.

🦄 **Runs Fast:** Male human Drd2

🦄 **Dire squirrels (as rats)** (5): hp 1, 1, 1, 1, 1; see *Monster Manual* page 201.

Encounter Three: The Cave at the End of Tomorrow

The overgrown trail leads to the bottom of a high rocky ridge. Like many others before, it seems to split the forest into two different levels, like a god has jumped down from upon high and sent this end shooting up, like a giant teeter-totter. The top of the ridge is some forty feet in the air. The ridge goes along east and west through the forest for as far as the eye can see. The tree line stops some 10 feet from the ridge, leaving a dirt-covered gap.

About sixty feet to the east is a makeshift 'path' that leads up the ridge. Hand and foot holds have been crudely shaped or carved into the steeply angled crevice that slowly works itself to the top. About one hundred feet to the west is the small crevasse that leads to the hellhound cave. Spot checks (DC 12) can be made to see burned plants and scraps of animal remains. A Track check (DC 11) will reveal marks left by the hell hounds, leading towards the cave entrance. The tracks show that they have used this as a throughway between the cave and the path the PC's arrived on. A Track check (DC 22) done off the path in the dense forest will reveal that the hell hounds have been repeatedly stocking this area, like wolves would do when setting up an ambush. The marks are fresh. If this conclusion is reached, allow all to make

Listen checks (DC 27) to hear the hell hounds stalking them.

The entrance to the cave is about four feet wide by about six feet high. There is at least two feet of rumble in the narrow natural corridor. It is evident that this part of the cave had completely collapsed at one point, but has now been dug out. With an appropriate Knowledge (architecture, stone craft, etc.) check (DC 15), the PC's can determine that the digging was done from the inside. Once the PC's have gotten this close to the cave mouth, the hell hound(s) will attack, their numbers depending on the APL. If there is just one, it will attack from the cave mouth. If there is more than one, the first will attack from the cave mouth, while others who have been waiting in ambush in the forest, attack from behind. They will fight to the death.

APL 2 (EL 3)

🦄 **Hell hound** (1): hp 22; see *Monster Manual* page 118.

APL 4 (EL 6)

🦄 **Hell hounds** (3): hp 22, 20, 22; see *Monster Manual* page 118.

APL 6 (EL 7)

🦄 **Hell hounds** (6): hp 22, 22, 22, 21, 21, 20; see *Monster Manual* page 118.

Among the bones and such are some small sacks, smaller than what a human would use. In them are some rough-hewn gems. These belonged to a forest gnome that met a bad end and was dragged back here. There are 5 onyx gems, each worth 50 GP.

Treasure: If the PCs defeat the hell hounds they can find the following treasure:

APL 2: Loot 0 gp; Coin 50 gp.

APL 4: Loot 0 gp; Coin 50 gp.

APL 6: Loot 0 gp; Coin 50 gp.

Encounter Four: The Divine Bastion

The narrow tunnel opens up into a natural cavern about forty feet long and twenty feet wide. At its far end is a ten-foot opening in the cave wall. There is rumble from the opening spewn about the cave floor. Without a light source, it is dark. Among the rubble, chewed bones and burnt carcasses of game animals litter the floor.

A Knowledge (engineering or dwarf stone craft skill) check (DC 10) will show that the cave wall was tunneled

through from this side. Most likely something large used a lot of brute force but no tools. Among the rubble, chewed bones and burnt carcasses of game animals litter the floor. The hell hounds, after being interned for so long, had a feast once they were free.

Stepping past the opening in the cave wall, you find yourself in a rough-hewn stone cavern. This place seems to have been worked from a natural cave. The chamber is forty feet long and fifteen feet wide. Both ends of the chamber seem to narrow and lead off into the dark.

Stepping past the opening in the cave wall, the PC's come into a rough-hewn stone cavern. It is obvious that this has been somehow constructed by something other than nature. The immediate chamber is forty feet long and fifteen feet wide. At the end it can be seen to taper off to ten feet wide and open into a large round chamber. At the other end, tucked away in the corner, is a five by five foot corridor that leads to a staircase cut from the stone.

This chamber has several features of note. First, about two-thirds down, there is what appears to be a natural slope downwards. This is a trick of the light. A Spot check (DC 8) is needed to notice before stepping off. Even then, a Reflex save (DC 10) can stop the PC from going over. Individuals with darkvision will automatically notice this effect. It's a thirty-foot drop to cold stone below (Dam 3d6). Further past this pit is another slope downwards. This is truly what it appears to be.

Near the section of broken wall, in the tomb itself, are two sets of arcane runes on the ground; they are about five feet in diameter and have five feet of spacing between them. Other than that, they flank each other. These used to be the magical devices that held the Earth Elemental Guardians here. They, along with the devices that sustained them, have been long since destroyed by the infernal creatures that took shelter here.

A Knowledge (arcana) check (DC 20) can identify these special glyphs to be miniature elemental nodes, each of a corresponding element. They allow an elemental to heal and sustain itself while resting on the node. When functioning, it has no effect on a non-elemental. Also, the glyphs, even when broken, can be picked up as radiating faint residual magic with a *detect magic* spell.

Also here are the dried-out husks of the corpses of the parents who were taken away ten years ago. The devil tortured them and fed off their life energy, leaving them husks. However, before he did that, he skinned them, and used their flesh to write his ritual magic and ranting on. He was going to collect them together to make a tome for his future followers to be inspired from. The devil

used at-will infernal powers, such as *mage hand* or *unseen servant*, to scribe down his thoughts and rantings. As time wore on and Beory's Curse started to affect him, he started to lose what little sanity an evil outsider has. These flesh scrolls can be found littering the floor. They have been badly damaged. When the demon was purged, he burst into flame, damaging his parchments and scattering them. Then the remaining hell hounds chewed on them for a bit when they woke. The devil's writing in blood can also be found on the tomb's walls. By reading these rantings written in Infernal (with a little bit in Draconic) the PC's will be able to piece together what was going on here. See the Appendix for the pieced-together translation.

NOTE: The Brother's Tomb has divine protection. *Teleportation* spells will not work inside the Tomb. Any damage or defacement to the structure will cause the entire party to be cursed (see Encounter Six for details), unless otherwise stated to be all right in the relevant encounter.

Encounter Five: A Three-Hour Tour

The tunnel opens up into a large, rounded chamber. The ceiling is 30 feet high. The rest of the cavern is forty by forty feet. Instead of a floor, the cavern is filled with crystal clear water. It seems to be about forty feet deep. Near the center is a small rock island that seems to jut out from the bottom of the pool.

For the above text, keep in mind that torch light only extends for 20 ft. Do not read unless the PC's have a bull's eye lantern or some other means to illuminate past 20 ft. From the shore, though, they can still see the edges of the island.

The main chamber opens up into a forty by forty feet cavern filled with crystal clear water. Near the center of the pool is a ten by fifteen foot island of stone. The water is about forty feet deep. Placed at the bottom of the water are two of the elemental devices that sustain an elemental guardian. The two water guardians and their devices have been destroyed by the devil. Lying upright on the bottom, near the base of the island, is the remains of a Flan ritual burial boat. It is partially burnt. Hanging from the top of its small mast is the Brothers half of the special Beory holy symbol. It landed here when it was thrown aside by the devil as he searched around.

Allow the PC's a Spot check (DC 10) each at the edge of the pool if they have a bright enough light to see the boat at the bottom. If the PC's see the boat, read the following:

Straining your eyes, you can make out something sitting on the bottom at the base of the island. It looks like it could be a small boat. You will need to be closer to get better detail on it, though.

On the island itself are the remains of the Brother. He was interred here under a pile of small rocks. Not only did the devil disturb his grave, but also he tossed everything about. The body is lying in a pile at one end of the island and his burial items litter elsewhere. His sword has been damaged by the devil. What once was a mighty *sylvan blade* is now only a *+1 scimitar*. Other trinkets can be found scattered about. These include coin and jewelry. To take these items will bring about a *curse* effect (see Encounter Six for details). The *curse* effect is not permanent and the PC's who wish to, can get away with the burial treasure. The Brother's half of the holy symbol is not affected by the curse, for it is meant to be taken.

Detailed inspection of the corpse shows that his arms and hands were outstretched (and still are), meaning that when lying on his back, his hands would have been sticking up through the stones, as if holding something. In fact he was. He was presenting his special *holy symbol* as the reward for completing the task. The holy symbol magically (as per a cursed item) attaches itself to the first person to handle it with a neutral (N, LN, CN, NE, NG) component in their alignment. As long as it is on their person, the holder can keep the *holy symbol* wherever they want. It radiates strong magic. It inflicts a temporary negative level on any person holding the item who does not have neutral in their alignment. This negative effect works the same as a *holy/unholy weapon* effect.

Note: Taking the holy symbol does NOT activate the tomb's curse effect. Only taking the other treasure does that.

To actually attain the *Holy Symbol*, one must dive down to it (or use magic to bring it up). It is hanging from the mast of the small boat. It landed here when the devil flung it out of his hands in surprise. It is 30 ft. down, so *mage hand* or *unseen servant* could retrieve it if the range was done correctly. Otherwise, consult swimming rules on page 74 of the *Players Handbook*. A Swim check (DC 10) indicates success.

For use of the Search skill, divide the boat up into three different squares: front, middle, and back. Each one is treated as a separate Search check.

Treasure: If the PCs search this area they could find the following treasure:

APL 2: Coin 50 gp; Magic *+1 scimitar* (347 gp).

APL 4: Coin 75 gp; Magic *+1 scimitar* (347 gp), *ring of jumping* (300 gp).

APL 6: Coin 100 gp; *+1 scimitar* (347 gp), *ring of jumping* (300 gp), *+1 cloak of resistance* (150 gp).

Encounter Six: Wolf and Bear It

A carved stone staircase leads up about 30 ft. and ends in what appears to be a solid stone slab. There are very fine edges marking it as a door, but there are no hinges or room for it to swing open. There is, though, a lever on the wall beside the door.

At the west end of the lower tomb is a stone staircase leading up. The stairs ascend approximately thirty feet and end in the plain slab of a stone door. There is no visible mechanism on the door to open it, but there is a lever on the wall that will open the door when pulled. The door stays open as long as the lever is not reset. The door was designed to be passed as a challenge from the other side. The door opens up into a fifteen by fifteen chamber, also from worked stone. Two medium sized statues, on one-foot high pedestals flank the door inside the room.

🗡️ **Stone Door:** 4 in. thick; hardness 10; hp 80; AC 5; break DC 28; no visible lock, only lever. The door slides vertically into the roof.

With the door open, you have before you a 15 ft. by 15 ft. room, of the same hewn stone. There is another slab like door directly across on the far wall, with its own lever. Inside the room, flanking the door you stand at, are two statues. One is of a bear; the other is of a wolf, carved with one eye missing.

On the right hand side is a statue of a wolf with only one good eye; the other is missing from the socket. It was carved that way, showing it scarred. On the left hand side is a statue of a bear, probably a black bear. These represent the Brother's faithful animal companions.

Should the door be closed while someone is on the south (room) side, they will notice handholds in the door. This room is a test of strength and constitution. By using the handholds to get a grip on the otherwise grippless door, a person can make a Strength check to open the door. The door will only stay open if the door has been held open for five consecutive turns, five feet off the ground, or until the switch is set. Setting the lever while the door is being held open (at min. 5 ft.) will keep the door open until the lever is adjusted again.

The 'test philosophy' is that the bear is to hold the door, the wolf to walk under it and pull the lever. It also shows why druids do not rule the world. It is possible to just break or dig through the door, but as soon as this is done, the PC's will be cursed by the divine presence of the tomb. If this is their first cursing, each player will be affected by the *doom* spell, with no save, for the rest of

the scenario. If this is their second cursing, they will be effected by the *curse* spell, with no saving throw, for the rest of the scenario. The *curse* effect will give them a 50% chance of missing an action. The PC's may have other crafty and resourceful ways of bypassing the closed door through the use of magic. As long as no physical damage is done, the PC's can avoid the *curse*. If this is the third case, the PC's are affected by *poison* spell (No save). Each effect can be dispelled or removed by usual means against a CL of 16.

Note: The above will only be required if the PC's manage to shut the door behind them.

At the south end of this room is yet another thick stone slab of a door. This door is *arcane locked*.

Stone Door: 4 in. thick; hardness 10; hp 80; AC 5; break DC 25; no visible lock, only lever. The door slides vertically into the roof; *arcane locked*.

It should be no problem to access this portal from the north (once the *arcane lock* is taken care of), as it is designed to test entrance from the south.

The door is heavy, and considered Stuck, in addition to the afore mentioned *arcane lock*. *Dispel magic* can circumvent the +10 DC from the *arcane lock* (CL 10). But the door will still be stuck (DC 15 for this door). A *knock* spell will bypass the *arcane lock*, and open the door. Otherwise, the door is DC 25 to open from the north side.

This door is designed to be easier to open from the north side. It will be much more difficult from the south side. Forcing the door with the break DC will not be considered damage for the *cursing*, but should the PC's decide to try and tunnel their way through the door (hardness 10, hp 80), once the door breaks apart they will be effected by the tomb's divine *curse*.

The Curse: If this is the first instance of being cursed, then the PC's are all affected by the *doom* spell (no save) for the rest of the scenario. If this is the second case of *cursing*, the PC's will be effected by the *curse* spell (no save) and have a 50% chance of loosing each action. If this is the third case, then the PC's are affected by the *poison* spell (no save). Each effect can be dispelled or removed by usual means against a CL of 16.

On the fourth *cursing* (and each *cursing* after that), the party of adventurers is given a temporary negative level each. If they reach zero level, then they die. Once the adventure is over, all levels are returned automatically, without any risk of permanent loss (see page 70 of the *Dungeon Master's Guide*). *Restoration* will work on this effect, but not the 24-hour limit.

Encounter Seven: When the Wind Blows

With yet another door open, before you lies another chamber. This one is fifteen feet wide and goes back about forty feet, but has a thirty-foot ceiling. The room has two elevations, with a twenty-foot wall at the far end of the room leading up to the rest of the room. What looks like a rope ladder and two statues of nymphs blowing kisses to you can be seen up top.

This room is fifteen feet wide and forty feet deep, but has two elevations. On the floor, just in front of the door, is a magical *glyph* trap. Every time a living being passes over it (not just steps on it,) an *obscuring mist* spell is activated. The effect has a thirty-foot radius. This is enough to cover the room to the north, and the ledge area to the south.

All APLs

↗ **Obscuring mist glyph:** CR 1; Search (DC 23); Disable Device (DC 26).

There is no door on the south wall. There is a ledge twenty feet up. The roof in this room is thirty feet high. The ledge is twenty feet, with another ten feet to the roof. At the top of the ledge is the other half of the room. The area is fifteen feet wide and twenty feet deep. There is a stone door on the south wall. Flanking either side of the south door are statues of two nymphs. They are posed as if blowing a kiss or a handful of dust, towards the door by the fog trap. When the *obscuring mist* is activated (It lasts twenty minutes), an air elemental will exit a cavity within each statue and proceed to attack anyone in the mist. They will roam about, defending the room. The air elementals do not suffer any vision or concealment penalties for attacking the PC's. This is a special case for this room.

APL 2 (EL 3)

☞ **Air elemental, Small (2):** hp 9, 9; see *Monster Manual* page 81.

APL 4 (EL 5)

☞ **Air elemental, Medium (2):** hp 26, 26; see *Monster Manual* page 81.

APL 6 (EL 7)

☞ **Air elemental, Large (2):** hp 60, 60; see *Monster Manual* page 81.

Note: Even if the *glyph* is not set off, but the two nymph statues are damaged or searched by the PC's, this will release the two air elementals.

One tactic will be to hold back and wait for the PC to climb the ledge then attack. Air elementals have the Fly-By Attack feat. This can be used in combination with their ability to see in the mists.

If the fog trap is disarmed (DC 26, Rogues Only), the *obscuring mist* will run its course, but never reset. There is a secured rope ladder rolled up at the top of the ledge. The ladder and the top half of the nymph statues can be seen from just outside the open north door. A PC with a grappling hook or other such device could use it to bring the rope ladder down.

Should the door in the north wall be closed, it will be MUCH harder to open from this side. The base DC to force it open is 25. With the *arcane lock* still in effect, the DC is 35. The door can still be tunneled through as usual.

Note: Smashing any of the statues is a *curseable* offence.

Before you stands a combination of stone and metal contraption. It is built into the innards of the door in front of you. It seems that the door is somewhat hollow and you might be seeing its guts. It looks like there are tumblers of some odd sort that can be accessed from the other side of the door.

The door on the south side of the ledge is different from the other doors. From this side, the mechanisms for a puzzle trap are exposed. The PC's are unable to tell what the puzzles are from this side.

At APL 2 and 4 the door is no problem. Simply pulling a lever on the north side of the door will open it with out any problems.

APL 6, A Disarm Device check (DC 20, 2d4 rounds) will be needed to bypass the door. It should be clear that the door was only meant to be a challenge for travel in the opposite direction. There is also a trap mechanism. It is aimed at the square in front of the door's south side. A blade will come slicing out if the wrong sequence is used to open the door from the other side. There is no danger from the trap on this side. A Search check (DC 20) finds the trap, and Disarm Device check (DC 15) disables it. A failed attempt will only result in 1d4 of damage, no matter the door side - the PC must have got his fingers caught on the blade or some such.

APL 6

↗ **Blade Trap:** CR 2; +10 melee (3d6/*3); Search (DC 20); Disable Device (DC 15).

Otherwise, this should be considered a large stone door for the purpose of hardness and digging through it. Also, a *stone shape* spell can reshape the door.

🗡 **Stone Puzzle Door:** 4 in. thick; hardness 10; hp 80; AC 5; break/force DC 30; complicated lock.

Encounter Eight: Crackle and Pop

The door opens up into a long, vaulted corridor ten feet wide. About twenty feet away are two alcoves or perhaps passages, but they seem to be shedding a lot of light and heat, so much that this corridor is very hot and is starting to make you sweat.

Past the south door is a long, vaulted corridor. It is twenty feet high and ten feet wide. Thirty feet down the corridor are two five by five alcoves. In each is an elemental rune circle for the two fire elementals that guard this corridor.

APL 2 (EL 3)

🔥 **Fire elemental, Small (2):** hp 9, 9; see *Monster Manual* page 83.

APL 4 (EL 6)

🔥 **Fire elemental, Medium (1):** hp 26; see *Monster Manual* page 81.

🔥 **Fire elemental, Large (1):** hp 60; see *Monster Manual* page 83.

APL 6 (EL 7)

🔥 **Fire elemental, Large (2):** hp 60, 60; see *Monster Manual* page 83.

They will defend this hall, attacking all who enter it. They will not leave this corridor, though. They will hide in their alcoves if the PC's are attempting to use missile fire combined with the elementals inability to leave the corridor.

Past the alcoves is a large ritually carved circle on the floor. It is divided into four sections, and in each section a stone disk lies in a depression. On each disk you see a rune.

About another twenty feet past the alcoves is a large, carved circle, radius of which takes up most of the width of the floor. It is cut into four sections. In the center of each quadrant is a stone disk lying in a depression. On the front of each disk is the Flan symbol for one of the four elements. On the back of the disk are ridges that

correspond with the tumblers for the puzzle door the PC's have already gone through. On the front of the door are the secondary symbols of the four elements in Druidic. The disc must be placed in the correct slots to open the door. It is not a difficult task for a Druid, but for someone who is not worthy, it could be difficult.

Each time the wrong symbol is placed, a blade will swing out from the door horizontally (see Encounter Seven).

PC's who are near the door can make a listen check (DC 20) to hear the gears and not be flat-footed when the blade strikes. After the first time the trap is reset, the PC will no longer be flat-footed. If the PC still tries to activate the device and gets it wrong, the blade will strike again. If the PC announces that since he knows where the blade is, he will try to duck out of the way, then there is a +4 circumstance bonus to his AC, but the blade can still strike him. The blade is fast, and he might not get out of the way in time.

At the far end of the corridor is a hole in the wall about ten feet up. It seems to have been dug by a large animal. This was part of the original construction, so there is no debris. The tunnel is about four by four feet. It gently slopes upwards and curves south. This leads to the surface. It ends in a small dugout chamber. At the top of the chamber is the capstone for the tomb.

Though the PC's won't have any way of knowing from this side of the cap, a cleric with neutral as part of his alignment can use divine energy to open the cap stone. He needs to make his turning check successfully against his own level and be able to turn 4 HD to succeed.

The cap can also be forced. It is heavy, but not barred or stuck. There is, however an *arcane lock* on it. To move the stone itself is DC 20. The *arcane lock* increases this to DC 30. The *arcane lock* is negated by a successful turning attempt.

A Knowledge (engineering) check (DC 15) shows that the stone looks like it is resting on a foundation, but no visible hinge or lock can be detected. In theory, a good push-up should open it. The same Knowledge check will inform the PC that digging upwards either through the cap stone, or the dirt, will most likely cause the entire borrow to collapse.

The capstone radiates moderate magic when detected. This is the combination of the *arcane lock* and the magical hinges that allow the turning check to move it.

Once the stone is pushed on, a Spellcraft check (DC 22) lets the PC's determine that there is an *arcane lock* spell in effect.

The capstone can be tunneled through (hardness 10, 80 hp) but the tomb's *cursing* comes into effect as listed in previous encounters. It is very unadvisable to try and dig out any other way. The tunnel would surely collapse

(not to mention the PC's would be *cursed* before it collapsed).

If the capstone is tunneled through, anyone in the chamber must make a Reflex save (DC of 18 or 16 for small sized creatures), including armor check penalties. The PC's are caught in the tunnel as the pieces of capstone come tumbling down on them. The damage is 2D10 (Reflex save for half damage).

◆ **Capstone:** 5 in. thick; hardness 10; hp 80; AC 5; Break DC 30. *arcane lock*

Encounter Nine

This encounter is written assuming the PC's have not entered or broken through the capstone from inside.

If they have, only the actual capstone has been destroyed. The base of the capstone has writing on it. It is Flan writing. It reads:

"You who are here to test shall be tested. You who are here to seek booty will be booted. The malignant shall be punished. Treasure or Enlightenment; you know what you seek."

The sloping path leads up to the top of the hill about forty feet away from the capstone.

The actual site is covered by trees and bushes so it is not easily visible from a distance. This has perhaps saved it from more brutish trespassers. Two trees are lying on the ground. It seems they have been there for quite some time. A Knowledge (nature) check (DC 15) tells the PC's that it has been approximately ten years since the two trees were pulled aside (and out of the ground). Whatever did this had tremendous strength. A Search check (DC 10) on the tree reveals large-sized claw marks on the trunks (from a large-sized, clawed devil hand). With the trees gone, the PC's can easily see the capstone and two statues that mark the beginning of the Tomb of the Brother.

One of the statues is that of a large bear and the other is a medium-sized rendition of the Beory holy symbol (a rotund woman). On the Beory statue is the following in Druidic:

"This is a divine and holy site of the Oerth Mother. This is the Tomb of the Brother. Enter without fear those who have been appointed the quest of testing. Channel your faith to pass."

On the Bear statue is the following, written in Flan:

***"To those who look
In my hand I grasp***

*Half of the secret
To Beory's Forever Task*

*In my Sister's Womb
Where ferocious creation survives
The other half grieves it disguise "*

Development: Should he be saved, Hallorand has a small home nearby. It is a humble cottage in the forest and rocks. He will offer it as a place for the PC's to rest while they are in the area. His home has little of value though. He stores in small cache of gems elsewhere and would rather die then divulge their location.

Conclusion

The PC's will have killed all the bad guys and probably written down all the writing they could find.

The PC's can return eventually meet up with Runs Fast again and ask the druid a couple of questions about what they've learned. If the PC's have with them the Brother's *holy symbol* and it has attached itself to someone, then Runs Fast will be helpful and answer what little he can.

He can tell them about the holy site known as the Sister's Womb (more to the west in the Flinty Hills). He will refuse to take the half of the *holy symbol* if the PC's offer it. He will tell them that it's for whomever it attached itself to. That person should go to the Sister's Womb and continue Beory's Forever Quest.

As for returning to town, the people of Downslope will rejoice at the fiends being destroyed. They will bring the PC's some trinket rewards (gets turned into gold, anyway) and Mistress Tandlee will give them an Influence Cert for some cheap spells next time they are in town.

This will not be an experience you soon forget. Fiends are never easy adversaries. All is peaceful now, but some nagging feeling tells you it's not over yet. Not by a long shot. But rest today, for tomorrow may bring destruction.

There are still many woes in store for the Village of Downslope.

The End

Experience Point Summary

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

Encounter Three

Slaying the hell hounds

APL 2	90 XP
APL 4	180 XP
APL 6	210 XP

Encounter Seven

Getting past the air elementals and into the next room.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP

Getting through the Puzzle Door

APL 6	60 XP
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Encounter Eight

Defeating the fire elementals.

APL 2	90 XP
APL 4	180 XP
APL 6	210 XP

Discretionary Role-playing bonus

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP

Total possible experience:

APL 2	390 XP
APL 4	675 XP
APL 6	900 XP

Treasure Summary

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

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

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

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

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

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

Encounter Three

Spoils from the Hell Hounds

APL 2: Loot 0 gp; Coin 50 gp.

APL 4: Loot 0 gp; Coin 50 gp.

APL 6: Loot 0 gp; Coin 50 gp.

Encounter Five

Looting the Brother's Resting Place

APL 2: Coin 50 gp; Magic *+1 scimitar* (347 gp).

APL 4: Coin 75 gp; Magic *+1 scimitar* (347 gp), *ring of jumping* (300 gp).

APL 6: Coin 100 gp; *+1 scimitar* (347 gp), *ring of jumping* (300 gp), *+1 cloak of resistance* (150 gp).

Adventure Maximums

APL 2: 400 gp; **APL 4:** 600 gp; **APL 6:** 800 gp.

Special

The Brother's Holy Symbol

A small disk with the crude image of a rotund woman on one side and odd grooves on a flat surface on the other. It has a leather thong attached to it.

This item will attach itself to the first person to hold it who has "neutral" as part of their alignment. Once attached, a *remove curse* is needed to separate it. It radiates strong magic. It can be used as a holy symbol of Beory.

This item confers a +1 divine bonus to Charisma checks when attempting to turn fire and air elementals.

This item confers a +1 divine bonus to Charisma checks when attempting to command water and earth elementals.

Note: This item will be integral to a later adventure.

GP Value: 200 gp

Weight: 1 lb.

Use Restriction: One per Party

Favor of the Priesthood of Beory

You have earned the favor of Beory. It is equal to One Influence Point with the priesthood. It can be cashed in for a 1st-level spell, or several favors may be pooled together for more powerful spells.

GP Value: ---

Weight: ---

Use Restriction: Common

Appendix One

NPC Stats

Encounter One:

Yeoman Sties: Male human Ftr3/Rgr1; CR 4; Medium Humanoid; HD 4d10+8; hp 36; Init +5; Spd 30 ft.; AC 15 (touch 14, flat-footed 11) [Chain shirt +4, Dex+1]; Atk +5 melee (shortsword 1d6+2 crit 19-20, Piercing), Atk +5 melee (shortsword 1d6+1 crit 19-20, Piercing) or +5 ranged (Longbow 1d8 crit*3, Piercing; AL CG; SV Fort +6, Ref +2, Will +2; Str 14, Dex 12, Con 14, Int 10, Wis 12, Cha 14.

Skills and Feats: Animal Empathy +4, Climb +1, Craft (Farming) +2, Diplomacy +4, Handle Animal +7, Ride +6, Swim -6, Wilderness Lore +4; Ambidexterity, Combat Reflexes, Improved Initiative, Mounted Combat, Point-Blank Shot, Track, Two Weapon Fighting, Weapon Focus: Shortsword.

Possessions: Chain shirt, shortsword (2), longbow, misc. Gear.

Militia (20): Male human Com1; CR 1/2; medium humanoid; HD 1d4+1; hp 5 Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13) [Dex+1, Studded Leather+3]; Atk +3 melee (shortspear 1d8+2 crit*3, melee) or +2 ranged (Longbow 1d8 crit*3 Range 100, Piercing; SR 0; AL N; SV Fort +3, Ref +1, Will +0; Str 14, Dex 12, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Craft (Farming) +3, Handle Animal +3, Swim +6; Martial Weapon: Longbow, Armor Proficiency: Light.

Possessions: Shortspear, studded leather, dagger, longbow, misc. gear.

Mistress Tandlee: Female human Clr3 (Wenta); CR 3; medium humanoid; HD 3d8+3; hp 20; Init +2; Spd 30 ft.; AC 17* (touch 13, flat-footed 14) [Dex+2, Dodge+1*, Chain Shirt+4]; Atk +4 melee (club 1d6 19-20 crit*2, bludgeoning) or +4 ranged (dagger 1d4 19-20 crit*2, slashing); SR 0; AL CG; SV Fort +3, Ref +3, Will +6; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 12

Skills and Feats: Climb +2, Concentration +3, Craft +7, Knowledge (Arcana) +3, Knowledge (Religion) +3, Spellcraft +3; Dodge, Scribe Scroll, Weapon Finesse: Club.

Possessions: Club, spell components pouch, MW chain shirt.

Physical Description Big-boned Oeridian women always with a mug of beer nearby.

Spells prepared (4/3+1/2+1; base DC = 13 + spell level): 0—*detect magic, light (2), mending*; 1st—*bless*,

*protection from law**, *shield of faith, summon monster I*; 2nd—*barkskin**, *endurance, lesser restoration*.

*Domain spell. *Domains:* Chaos (all chaos spells at +1 CL); Plant (turn/rebuke plant creatures as if undead).

Runs Fast: Male human Drd3 (Beory); CR 3; medium humanoid; HD 3d8; hp 17; Init +2; Spd 20 ft.; AC 16* (touch 13, flat-footed 13) [Dex+2, Dodge+1*, Hide Armour+3]; Atk +5 melee (club 1d6 19-20 crit*2, bludgeoning) or +3 ranged (Sling 1d4 crit*2, bludgeoning); SR 0; AL N; SV Fort +3, Ref +3, Will +6; Str 14, Dex 14, Con 10, Int 10, Wis 16, Cha 12.

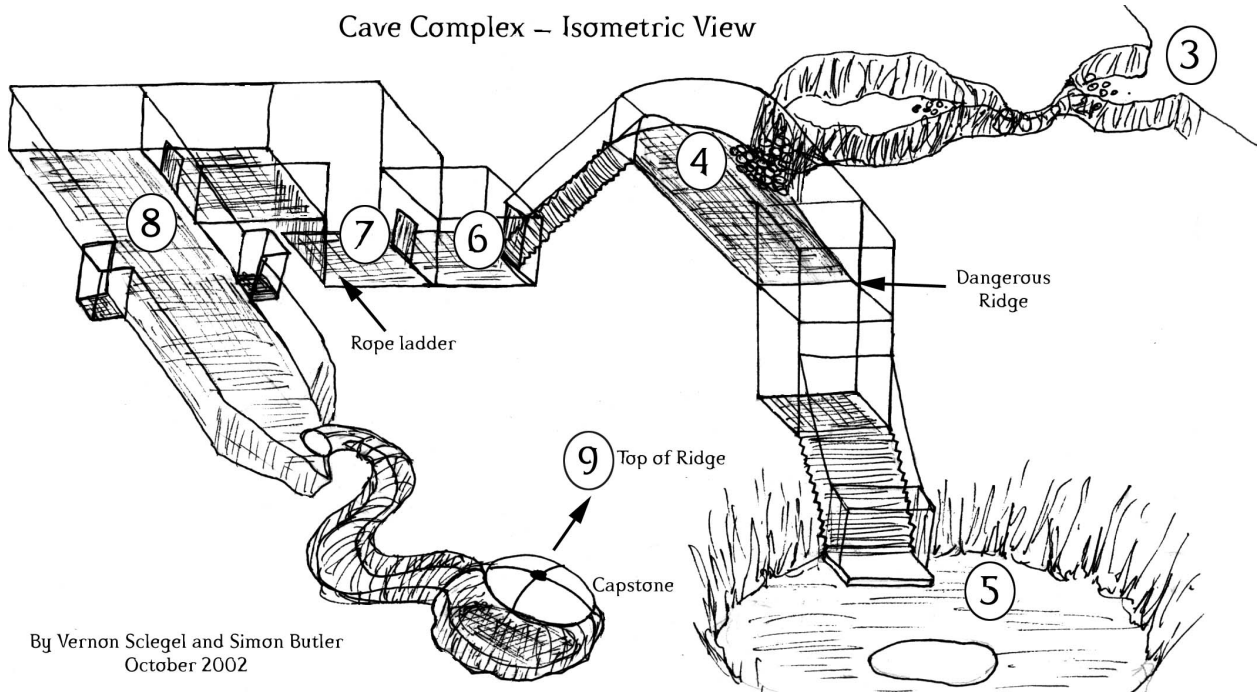
Skills and Feats: Animal Empathy +6, Concentration +5, Handle Animal +6, Intuit Direction +8, Wilderness Lore +8, Spell Craft +3, Swim +4; Dodge, Weapon Focus Club, Track.

Possessions: Hide armor, wooden club, stone dagger, sling.

Spells prepared (4/3/2; base DC = 13 + spell level): 0—*create water, detect magic, detect poison, mending*; 1st—*cure light wounds, entangle, summon nature's ally I*; 2nd—*barkskin, summon nature's ally II*.

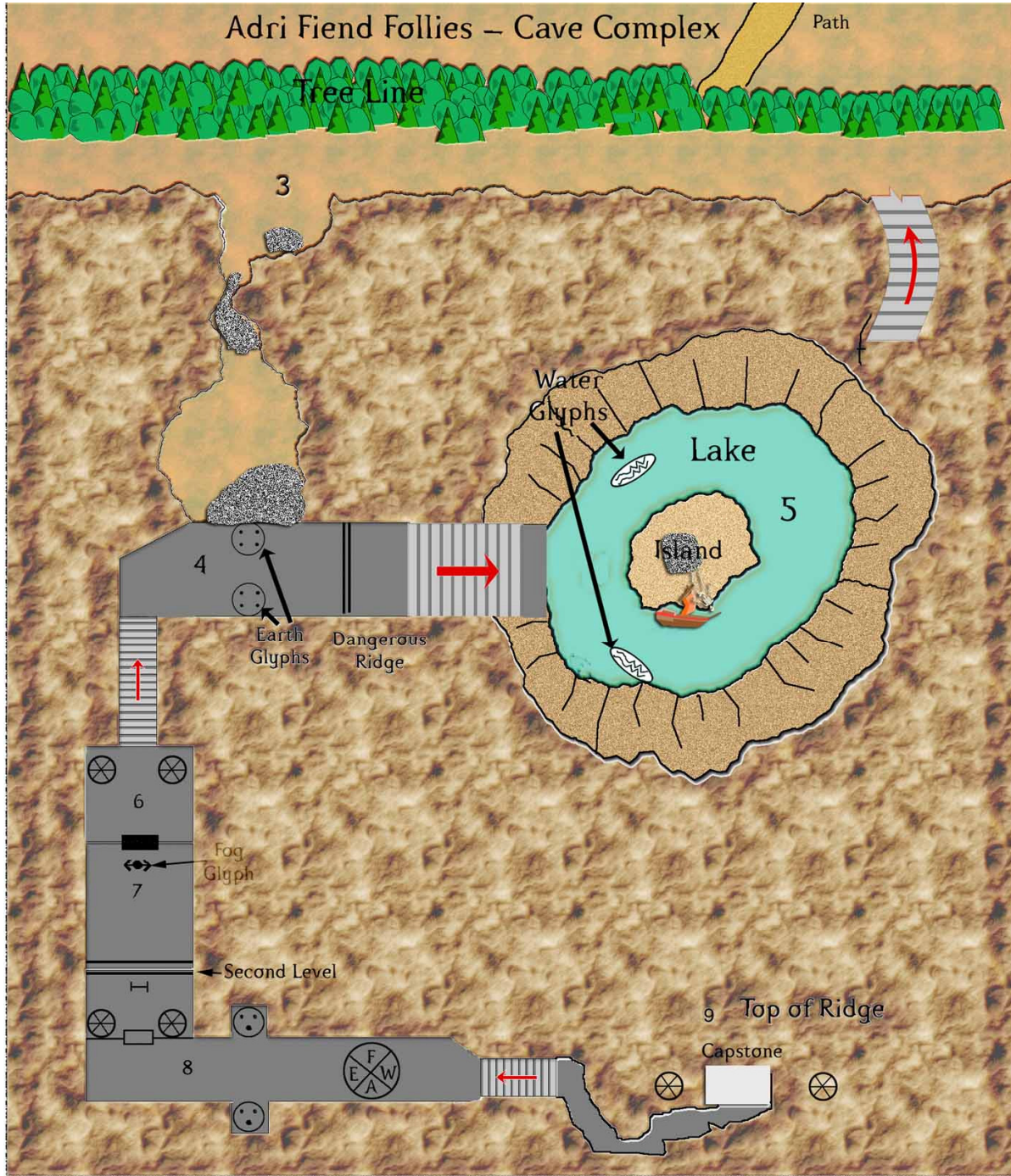
Cave Complex Isometric View

Cave Complex – Isometric View



By Vernon Sclegel and Simon Butler
October 2002

Cave Complex Plan



Legend

- Statue
- Vertical Slide Door
- Pintal Door
- Rope Ladder

Note: Arrows on Stairs indicate DOWN direction



By Simon Butler, UK Onnwal Triad, October 2002

Player Handout #1 The Infernal Translations

The following are the translated entries on the walls and vellum parchments, or excerpts for those not intact. The order they were written in is impossible to tell just by looking. They all seem to have been damaged, burnt, and chewed. The ink appears to be blood. The script size is slightly larger than would be expected of a human scribe.

"...rage that this has brought. Soon, I shall have weathered this storm. Divine cocoon in all its glory, spit on it.... My Master shall not see me for some time yet, the mortal world I still shall plunder, I fear you NOT, Crook. Hear my words of power!"

"Protect me Oh Infernal Masters, spare me from The Mediator's grasp. Bolster this divine place with your own protective embrace. I beseech you, spare me time more on this mortal plane." -- Written on the wall

"...no more....My Words are power. Their recordings bring me strength. I, whom the mortals call The Fire Handler, shall cheat the Cleansing...."

"So I have arrived in this place, sanctified to The Oerth Mother. Though she be no mother to my kind, her womb-like embrace shall save me. My pets are many and the strongest-willed among them shall survive the Calm Gods interference. His power will be less among the Divine Ground of Beory. My two guests have finally gotten used to their new home, though I shall dearly miss their screaming. Their flesh shall serve well. They should be honored to know that they have provided me with a proper tome into which to record this momentous occasion. These words will serve to inspire those who shall worship me."

"...must try again. .. Curse you, Mother, as you have cursed me. Stay out of this and lend me your Divine Protection. My mind shall resist, for even if I fail, I shall crawl out of the Infernal Planes and back to this mortal world. Leave me be, Mother, or when I return, I shall suck the life from each of your servants. Your forests and hills shall run red with their blood. Do you hear me, Mother? My words have power!"

"All those fools who shall return to the Blood War, for they did not prepare. They did not research. They shall be gone for a thousand years, while I shall reign over these mortals. I shall one day find the Crook and destroy it. First though, the plans of the....."

"By the powers of all that is Infernal, seal these walls from astral siege. Protect those inside from Good's Revenge. Infuse with my power, these wards of H'ral Umo who's favors I call upon from the darkest of realms. Lend the power to protect me in this Divine place, where good has no claim, be it authority or revenge. By the favor of H'ral Umo, I command this, in mortal blood it is written." -- Written on the wall