

COR4-11



CRIMSON THORNS

A ONE-ROUND D&D[®] LIVING GREYHAWK[™] CORE ADVENTURE

Version 1.0

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Embassies are common in this time of tenacious and fragile peace. However, despite this peace, and the relative security it brings, such embassies are almost always heavily guarded. Now, you have been asked to accompany one such embassy from the Free City of Dekspoint to the North Kingdom. This adventure is for parties from APL 2 through 16. This is the *First Stanza of the Frozen Blood Saga*. It is recommended that heroes have played COR4-04 *Red Tide* before undertaking this adventure.

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

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INTRODUCTION

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

PREPARATION

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

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

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

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

PLAYING THE GAME

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

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

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

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

TRACKING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out the RPGA Tracking Sheet. The DM should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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 discussed in the Preparation section above 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 sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC may 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 will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. 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.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group 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.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in Dekspoint and the North Kingdom. All characters pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

ADVENTURE BACKGROUND

War has always shaped the Flanaess and continues to do so. The last, and perhaps most important wars in regard to recent events were the Greyhawk Wars. These wars, named for city were the peace accords were signed, lasted for many years causing untold devastation to the common people of the Flanaess.

Though the wars affected all of the Flanaess, it started far to the north in the lands of the Frost Barbarians. There, a band of stalwart Frutzi (Frost Barbarians) used the five powerful swords known as the Blades of Corusk, painstakingly collected over the previous year, in an attempt to summon Vatun

from his frozen prison created seven centuries prior by Telchur and his followers.

This act of religious zeal instead called forth Iuz disguised as Vatun. The disguised Old One drove the barbarians into the frenzy that precipitated the Greyhawk Wars. During the ensuing strife and chaos the machinations of the Scarlet Brotherhood came to light. It was discovered that they had been controlling and manipulating the governments of many nations for some time.

While all of this history is important, we now we turn our attention to a band of cutthroats, pirates, and other similar scum who are despised across the entire Flanaess. Sometime in the past century a group of them, led by the somewhat infamous Dek, discovered a well-protected, natural (at least in appearance) harbor on the shores of Stonehold. These pirates established a small town, unimaginatively dubbed Dek's Point, and through time the name evolved to Dekspoint. That camp (now a city) was founded—perhaps unknowingly—on the ruins of an older settlement.

In the past decade the increasing arrogance and active piracy of the residents of Dekspoint has come to annoy both Ratik and the North Kingdom. Both have gathering forces and steeled resolve, hoping to claim the city for its own. Through various means—primarily spies in Marner and some well-placed bribes in Eastfair—the rulers of Dekspoint discovered this impending doom. There is hope for Dekspoint. If the game of nations armies and resolve don't always herald war. Sometimes there are just preludes to negotiation. Ratik would be just as happy to not go to war with Dekspoint, and, in secret negotiations, has already negotiated a peace between itself and Dekspoint.

Even the threat of attack can bring political change. Once apprehended by the powers of Dekspoint, it gave Captain Seoman Wrxil the fuel he needed to take

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

control of the Council of Captains from his predecessor, an undisciplined and rough knave called Oluem Luttorn. This change of leadership shapes the current clime of Dekspoint, and affects its current political maneuvering.

Finally, we also have the machinations of the Scarlet Brotherhood. In *COR4-04 Red Tide* the PCs were instrumental in recovering Father Alionst Imuier, one of the most powerful members of the Homeland Nobility faction. Alionst has devised a plan to recruit the Suel barbarians into the Scarlet Brotherhood, and the first part of that plan involves recovering an item of power, currently held by Lord Tenebryn Torquann.

Thus the adventure starts amid two precarious realities. First, the peace between Ratik and Dekspoint depends on pirate enclave negotiating similar terms with the North Kingdom. Ratik would rather see a free outlaw enclave than a launching port for Hextorian aggression. Failure to secure such a treaty may cause open war on the high seas of the Solnor Ocean and Grendep Bay.

The second is not so obvious. The specter of a larger war looms on the horizon—something that would make the question of who controls the eastern coasts moot. The first of many catalysts that may spiral the Flanaess into war may be triggered in this adventure, although PCs will not know it now.

ADVENTURE SUMMARY

Introduction—An Unlikely Turn: The adventure begins with the PCs on a ship bound from Marner to Asperdi in the lands of the Sea Barons. There is some time for the PCs to explore the ship they are on before any action. A pirate vessel out of Dekspoint approaches them, flying a white flag of truce. After negotiations, the PCs discover that Seoman Wraxil of the Captains Council in Dekspoint wants to speak to them. If the PCs refuse here, the adventure is over.

Encounter 1—To Dekspoint: Some time passes on the ship to Dekspoint, and the PCs are given the chance to learn something about the city, its people, and perhaps something about what Seoman Wraxil wants.

Encounter 2—Dekspoint, Free City of Freebooters: At last the PCs have reached Dekspoint, and the real fun begins. Here the actual request for assistance is delivered. Dekspoint is sending negotiators to Eastfair to arrange a peace with the North Kingdom, and they need some people who are both capable at combat, but also willing to travel about within the city. The diplomats Dekspoint is sending are not the mingling kind of people, and are relatively well known, meaning they would find it more difficult to snoop.

Alternate Encounter 2—Both Sides of the Coin: While the PCs have refused the offer from Dekspoint, this time they are asked by a Ratikian agent to do it to preserve peace in the region.

Encounter 3—Exploring Dekspoint: The PCs may want to explore Dekspoint. This encounter details enough of the city and some encounters allowing them

to do so. There is nothing that is relevant to the plot here, and should be skipped if time is an issue.

Encounter 4—A Short Walk to Eastfair: The trip from Dekspoint to Eastfair is uneventful. This encounter is here simply to give the PCs a chance to interact with the pair of diplomats from Dekspoint.

Encounter 5—Aides du Jour: The PCs are asked to wander about the city and discover what they can. There are two ways to run this encounter, either as pure roleplaying (in the Whirling Dervish) or strictly as dice rolling (although the DCs are high).

Encounter 6—To Hunt a Thorny Black-Rose: Negotiations are complete, but there is one task outstanding before the treaty is signed. As part of the negotiations, Grenell (the ruler of the North Kingdom) has asked the Dekspoint delegation to deal with a problem that he has. This problem is a renegade cleric of Hextor, located in Atirr. He sees the disposal of the impudent priest, as a deed of good faith that will seal the peace between his nation and the Free City of Freebooters.

Encounter 7—House Torquann of Atirr: The PCs penetrate the manor home of Lord Tenebryn Torquann to seal the treaty. They may learn something about House Torquann including its typically strong ties to Hextorian worship and the formation of the Death Knights of Hextor. However, the PCs may also discover detail on the wavering nature of Lord Tenebryn's faith, and the nature of his religious wanderings.

More importantly, Lord Tenebryn possesses a thus far unrecognized item of power. This item has been controlling the Lord Torquann for its own purposes.

Conclusion—Hail the Conquering Heroes: The PCs are lauded as heroes for assisting in the negotiation of peace between Dekspoint and the North Kingdom. They are given some gifts and invited to make Dekspoint their home away from home.

Conclusion—Apathy: The inaction of the PCs is mocked, and the end results are relayed in snickering, sarcastic gossip.

PREPARATION: THE DREAM

Throughout this adventure one of the PCs is the recipient of peculiar dreams. These dreams serve a purpose later in the adventure. To that end, it is important to choose this dreamer carefully. There are four criteria that are used to determine this (in order of importance):

- Whenever possible, the dreamer should be a Suel human. If there are no Suel humans, choose a non-Suel human. If there are no humans, select any character without elf blood. If there are only elves, ignore this criterion.
- The dreamer should have levels in bard. If there are no heroes with levels in bard, choose the PC with the greatest number of ranks in Perform. If no one has ranks in Perform, ignore this criterion.

- The dreamer should be of true neutral alignment. If there are no neutral-aligned PCs, choose a PC with a neutral component. If no PC has a neutral alignment component, ignore this criterion.
- Lastly, the dreamer may not bear the *Curse of the Voice* from COR1-06 *Forbidden Choice*, have the *Dreaming* from COR3-01 *Hidden Fortress*, or have been affected by the active scale in COR4-01 *Shedding Scales*. Similarly, any effect that is similar to this or involves an intelligent or semi-intelligent item bonding itself is subject to the same limitations.

Select the PC who meets the greatest number of criteria. In the case of a tie, choose the higher-level PC. If no PC meets one of the criteria, then simply select the highest-level PC. For ties, determine randomly.

The selected PC is hereafter referred to as the dreamer. If the dreamer is an elf then the dreams arrive during their trance. The dreams can be resisted with a successful DC 23 Will save, so ask all the PCs to pre-roll three Will saves (only those for the dreamer are of any import, and then only if he or she chooses to resist the dreams). Each dream sequence is indicated by the “dream” heading in encounters and should only be read to the dreamer. Unless otherwise stated, each dream only occurs once.

INTRODUCTION

It is possible that some PCs may have their own ships. In that case adjust the read-aloud text below to reflect this.

Six days have passed since you set out from Marner aboard the Sacricias Violeticia. It is a fine boat, albeit an old one. Her captain, Porhas Vitner, is a sometimes-cranky, old sea dog. While gruff and grumpy, he is fair and generally treats his crew well. He let you know earlier today that your destination, Asperdi in the Sea Baron’s area, is still another fortnight and a half distance away.

Inform the players that the PCs are traveling toward Asperdi for any number of reasons, among those reasons might be any one of the following: visiting relatives, searching for a specific armor or weaponsmith of renown, taking trade goods, looking for work, or anything else that meets their fancy. Those six days have passed in relative calm during which time the heroes can do whatever they wish. The sailors on board range from some young cabin boys (around the age of nine) to grizzled sailors (around the age of forty or fifty). If the captain is asked about the name of the ship, he will let them know that it means “sacred violets” in Old Oeridian. Around noon on the sixth day, the following occurs.

“Cap’n, Sail at five knots, so’ so’ wes,” calls the crow’s nest lookout. Porhas moves to the rail, pulling his looking glass. “We be chas’d by right fast an’ damn’d pirate from Dekspoint, foul’d and curs’d place.” Holding the glass to his eye, he scans the approaching ship. “It’s the Sea Devil and she’s got full sail on.”

This discovery spurs a half-hour long high-speed chase across the Solnor. Once *Sea Devil* makes some progress toward them (about 15 minutes into the chase), allow the players a DC 30 Spot check to notice that it has a banner flying. If they use a looking glass they can make out that it is a white banner, and that no other insignia is flying. Alternatively, this becomes obvious when the *Sea Devil* is a scant 500 yards distance (20 minutes into the chase). Nothing the heroes try is enough to escape the *Sea Devil*. That said, if a PC wants to use long-range spells against the *Sea Devil*, allow them to do so. Any such spell cast that is affected by spell resistance must penetrate SR 15 + APL, or be negated. The *Sea Devil* has been warded to resist magical attacks. Regardless of what the PC throw at the *Sea Devil*, Alia, her vessel, and the majority of here crew catches the *Sacricias Violeticia*.

Anyone who makes a successful DC 20 Knowledge (local – Core), or Knowledge (nobility and royalty) knows some small number of things about the *Sea Devil* and her crew. Additionally, a DC 20 bardic knowledge check is sufficient to know the same details. Anyone who succeeds knows that the crew of the *Sea Devil* are reputed to be merciful and rarely kill anyone they attack. The captain, known only as Alia, is supposedly well placed in one or more of the noble families of Ratik. Lastly, it is also rumored that the vessel has divine protection for they are known to have weathered storms at sea that destroyed other larger and seemingly better-equipped vessels.

When the *Sea Devil* reaches about 150 yards (450 feet), the captain, Alia, hails the *Sacricias Violeticia* and ask for a parley. Porhas, not being accustomed to requests for parley from pirates, turns to the PCs:

“Aye, p’aps you’d be able to ger and speak t’ this ‘ere Cap’t and see wha’s she be wanting. I not be comf’t’ble ‘round dem pirates an’ all.”

Assuming the PCs agree to speak with the pirates, they are ferried out on a skiff. Alia meets the PCs halfway between the two ships of a skiff of her own.

The Sea Devil also launches a small skiff, however, there is but a single person aboard it. As it draws closer you can see its occupant is a woman with long brown hair, and dressed in flowing green brocade clothing. She sings a light ditty as she rows to the halfway point.

Eventually, when close enough she speaks, “Ah I see that Captain Vitner is as timid as usual. Well, I am Alia, captain of the Sea Devil. I would love the pleasure of your acquaintance.”

Allow the PCs to introduce themselves.

“Now that we’re all introduced, why don’t I get down to business. I represent the Lord Captain of the Council of Dekspoint, Lord Seoman Wraxil. He desires that you assist him in a matter of diplomatic sensitivity, either in the guise of guards or as diplomats. Are you willing to come to Dekspoint and hear him out?”

She waits for their answer. PCs can recall details on Dekspoint with a DC 25 Knowledge (local – Core) check. Success reveals that Dekspoint is a disordered collection of scum, villains, and degenerates who prey on the neighboring lands. Should someone succeed on a DC 30 check, they also recall there is a rumor of a change of power within the city during the last couple months.

At this point the PCs may be asking themselves or Captain Alia why she would sail from Marner to catch them when a suitable party of adventurers may be found almost anywhere. The answer lies in the nature of the task and the research conducted by the diplomatic envoy in Marner. They asked around and were told by multiple contacts that your group would serve them well. They did not get all the facts until after you had sailed. This however provided them with a unique opportunity to conduct your hiring on the privacy of the open sea. To that end they sent the *Sea Devil* to make contact with you.

If it seems to her like the PCs are unsure of whether they should go, then Alia makes the following offer.

“You seem unsure of what to do. I know that our home has something of an unsavory reputation, however, perhaps word has not yet reached you. Lord Captain Seoman is a fair and honorable man. If you agree to come meet him I grant you my personal protection for so long as you are in the employ of Dekspoint, as a surety for my word.”

Alternatively, the captain of the *Sacricias Violetica* approach the PCs and ask them to go; if anything to gather intelligence about the city for Ratik.

If the PCs do not accept at this point then the adventure is over.

Dream: The following dream occurs as soon as everyone has accepts Alia's proposal. For those who aren't seeing the dream, the dreamer appears to fall into a deep sleep, before waking a minute later.

Cool gray mist surrounds you. And while light snow drifts down, yet you feel no cold. Slowly the mist rolls back, revealing a spectacular view of snow-capped mountains running down into deep fjords and over glacial fields. Everything is calm, almost as if something was waiting for some great event to happen.

Have the dreamer make a DC 20 Listen check. Success indicates that he or she hears a very faint strain of music coming from all around. The music sounds of horns and drums. A bard could identify the horns as crumhorns, and the drums as toms. A DC 25 Knowledge (geography) check reveals that what he or she is seeing could be the lands of the Suel barbarians in the far north.

ENCOUNTER 1: TO DEKSPPOINT

It is possible that the PCs may have their own ship, if this is the case then they are welcome to sail alongside Alia,

and make berth at Dekspoint. Adjust the following read-aloud text to reflect this.

Alia returns to her ship as you return to yours. Porhas isn't upset with the deal although he will miss the added protection a group of adventurers provides. He is going to continue on his way south and bids you a safe journey.

Once you are all on board, Alia gives the command to sail. The Sea Devil then swings about and gets underway. She ushers you toward the stern, “I've got some spare cabins back here that you are welcome to use, it'll take us two days to reach Dekspoint. Also, I would like it very much if you would come to dinner tonight with me, as I feel it only fair to give you ample warning about the nature of the city, and those residents that you may encounter.”

There are three cabins. Each cabin has two bunks, a table, two chests, and is well lit and aired thanks to the windows that extend off the stern. The fourth cabin along the stern is Alia's cabin. That evening, Alia invites the PCs to dine with her on the forecastle (the raised area at the front of the ship).

Alia led you into her cabin where dinner was laid out. A fine meal of grilled haddock, vegetables, and excellent wine is served.

“I trust the meal was satisfactory? Then perhaps it is time I told you something of the nature of Dekspoint. First, let me start with the past of the city. None of the current residents of the city know when it was founded, save that it was sometime in the last century. Dek, a somewhat infamous pirate, founded this city as a camp for his followers. What wasn't known at the time, or at least we don't think it was known, was that the camp was actually built atop a much older city.

The city is ruled by a council of ship captains, led by the Lord Captain of the Council. The council came to be, according to what we know of the past, following the demise of Dek. It seemed that none of the other captains could agree on who should lead the city, and so they simply decided to rule by consensus. Some years after that, it became obvious that one captain would have to hold the power to break ties, and formulate a vision for the city, and so that position of the lord captain was formed.

There are four decks to the city, each accounting for one aspect of the daily life in Dekspoint. The Captain's deck is where many of the ship captains make their homes. It's also where the chambers of the council are located. That deck is typically closed to the populace, as you need to be an invited guest of a captain or the council to enter. In this case, you have invitations from both.

The Mess Deck is mostly barracks, taverns, and other establishments that cater to the needs and desires of the common soldiers, sailors, and others associated with the privateer trade. I would recommend that you avoid this area as duels— always fought to the death—are common here and well... most people in Dekspoint are known to cheat most outrageously when fighting, be it a duel or otherwise.

The Forecastle Deck is one of the quieter decks. Most of the religious establishments are located in this deck, the largest of these, the Temple of the Waves, is one of the few intact structures that predate the city. It has within it a reliquary,

rumored to hold great power over the sea, that is dedicated to whichever lost deity the temple was once dedicated to. Iluyanesta, the high priest of Deep Sashelas, is friendly and willing to help, I would recommend speaking to him if you need any clerical assistance.

Finally, we come to the Cargo Deck. This is where the docks and the warehouses are located. While this deck is not unsafe in terms of brawls or other similar fights, it is not safe for ones such as yourselves, for ships in Dekspoint are allowed to crew themselves through whatever means the respective captains deem appropriate, and some few of those captains are known to resort to press gangs to crew their vessels.

Now, if you'll excuse me, it is getting late and I must be alert early tomorrow for we shall be nearing the city and the reefs require particular care."

Additionally, any PC who has his or her own ship is given explicit maps for passing through the reefs, which are really just large sand bars and so move with the seasons and years (making the maps useless after this adventure is over).

Dream: The ship reaches Dekspoint around noon on the day after. But first, later that night the dreamer has another dream.

Again you find yourself standing a field of gray mist, however, this time there is no snow. Eventually, the mist parts and before you is a great city. Tall, dark stone walls surround the city. At its center rises a great bastion. Within the gates are great statues of warriors and the walls are heavily manned with guards, whose weapons and armor glint in the sunlight. You get the feeling that someone or something is expecting you at this metropolis.

Have the dreamer make a DC 20 Listen check to hear the same faint music as in the first dream. A DC 20 Knowledge (geography) check reveals the city to be Eastfair, the capital of the North Kingdom; alternatively, anyone who has played COR3-17 *When Orcs Attack* recognizes the city without a check.

ENCOUNTER 2: DEKSPPOINT, FREE CITY OF FREEBOOTERS

This encounter follows directly on from Encounter 1.

Alia's ship glides over the waves and comes around a headland. As it does so, two great towers come into view, flanking the entrance to a harbor. Armed people standing on platforms atop these pillars are people. Stretched between the pillars are chains. The chains are lowered when the city guardians recognize Alia's vesse, allowing the Sea Devil to enter the harbor. Turning to you she says, "Welcome to Dekspoint, we will make berth in a few minutes."

Not long thereafter you find yourself following Alia through a maze of winding, narrow streets. People that you pass nod to Alia; some even bow. Some of these people look at you with envy, while in others the gleam of hatred fills their eyes.

Alia continues to lead you upwards into the city, passing larger houses, until at last you reach a courtyard. Here there is a large stone building. The building has the crumbling look of great age, and is partially moss and lichen covered. "This is the Council Hall, the lord captain will have heard of my arrival, and your presence by now and will be expecting us, best to not keep him waiting."

Inside the building its age becomes even more evident. Great tapestries, faded by time, hang on the walls. Many depict captains and their ships, great nautical beasts of the Flanaess and great nautical battles. The hallway that ends at a pair of doors. Alia heads onwards toward the doors. The doors are fashioned of solid oak and bear upon them a crest of a sail under which rests a pair of crossed sabers. Alia pushes them open and leads you inside. In this room massive columns shoot upward toward a darkness-obscured ceiling. Streaming down on each side from the columns are banners that are covered in multi-hued crests. The numerous slot windows in the side walls fill the chamber with dappled sunshine. At the far end, resting at a table, is a man of perhaps thirty winters. He has red hair and is dressed in battered leather armor. A bastard sword is slung over his back.

"Welcome to Dekspoint, and the Council of the Captains. Of course, the others are not here since they have no need to be involved. I am Lord Seoman Wrxil, the Lord Captain of the Council of Dekspoint, however, that is quite a mouthful, so please just call me Seoman. I'm sure by now you are wondering what a gang of bloodthirsty and vile pirates could possibly need the assistance of the brave heroes. Well, the simplest answer that I can give is that we have a need for people who are trustworthy, at least compared to us, and who are capable of their own defense. Dekspoint is in a precarious position, with Ratik moving on us from the north and the North Kingdom from the south. Understand of course, I hold them at no fault, for my predecessor was a...well suffice to say that his views on the matter of ownership were vastly different than my own. I'm sorry; I digress. What I ask is that you participate in delegation to the North Kingdom to secure for me a truce, and if possible a full peace treaty. I have no desire to fight one war, let alone two. Are you willing to do this for me, my city and the lives of the innocents that would be wastefully discarded in war?"

Seoman is being honest. He does not want war. Vastly different from his predecessor, Seoman knows that Dekspoint's life of wanton piracy must end or else his neighbors will end it.

The following cover the various ask the leader. Seoman does not lie about this grave matter.

- What's the pay?

"I can offer you a modest sum of bullion, however, I think that you may find the gratitude of Dekspoint to be worth more. You'll shall have both if you perform this service for us."

- Why not negotiate with Ratik?

"We are. I have already sent a delegation and await word back. However, Ratik is far less of a danger than is the North

Kingdom. My delegation in Ratik was to recruit a group such as yours. They learned of your group but were unable to make contact before you sailed. They sent me word of your departure and I sent the Sea Devil after you.

- Who would want a war?

“There are always those that would see chaos done for the sake of chaos. There are also those that glory in war wherever it can be found. We have no indications that a specific faction or group is opposed to our attempts to settle the feud but it is always better to be cautious.”

- What are you willing to bargain with?

“I am willing to accept a limitation on our trading activities. I am also willing to provide a guarantee that all piracy from Dekspoint will cease, and I will personally ensure that such a guarantee is enforced.”

- Who will be doing the negotiating?

“I have two of my fellow captains who have agreed to be our negotiators. However, it is also my desire that they have with them some people who are capable of moving about the city and learning what the latest word on the streets is, as that may provide them with powerful bargaining tools. That is of course where you would all be most helpful.”

Once the PCs have accepted, they're invited to spend the next two nights Seoman's house, as delegation leaves in two days time (proceed to Encounter 3, where the PCs can explore Dekspoint if they want to). If the PCs refuse, they are offered one last chance to accept, refer to Alternate Encounter 2.

Anyone who has sworn allegiance to the Scarlet Brotherhood is the target of a *sending* spell, which says the following Read this in private to them, as their allegiance should be kept secret, if they wish it.

“We have a need to know more about something that is going on. Please go to Eastfair and if the opportunity presents itself to travel to Atirr, there is something of definite interest there. So command I, Father Alionst Imuier.”

Should any of these PCs not go, they have then broken their oath and are subsequently subject to the penalties (if any) that are associated with their allegiance.

If the PCs have accepted the mission proceed to Encounter 3. If they have not, proceed to Alternate Encounter 2, below

ALTERNATE ENCOUNTER 2: BOTH SIDES OF THE COIN

If the PCs refused the offer made by Seoman in Encounter 2, they are offered one last chance to accept.

Night has fallen in Dekspoint when you leave the Council Hall behind. The streets, despite the hour, are still rife with sailors getting drunk, people plying their trades, and life moving on at its mad-dash pace. A man dressed in dark clothing, with the hood of his cloak pulled up, steps in front of you.

“Friends, I mean you no harm, but I do bring to you an offer, nay, even perhaps an opportunity beyond what you had hoped. Are you willing to listen?”

Allow the PCs to answer. Should anyone use a *detect evil* spell or similar effect; it produces a negative result. If the PCs answer in the negative then the adventure is over, read Conclusion: Apathetic. Otherwise, continue below.

“Excellent, for us to speak out in the streets is not a good idea, for it must remain secret by necessity.” He motions you to follow him, as he heads for a nearby tavern.

The party should follow him into the tavern. If they do so, read the following, otherwise have the man approach them later.

Inside is a private room. The dark stranger removes his cloak and you can see that he is a middle-age man with long brown hair. His face is weathered, as if from many years at sea. He pays the barkeep to bring some refreshments, and once everyone is settled, he begins.

“You've met with Lord Captain Seoman Wrxil, that for certain. And he's asked you to assist him in securing a modicum of peace to this hellhole, and you refused. While I do not agree with his methods, I do agree with his aims. I ask you to reconsider. If not for his sake, then for the sake of others. Perhaps it would be prudent for me to introduce myself. I am Robann Baaneth, a servant of the Baroness of Ratik. Ratik cannot afford to have a war with Dekspoint, much as we have wanted one for sometime. The Baroness, in her wisdom, has seen these dual treaties as perhaps a means to forge a relatively secure southern border. She feels that there is trouble brewing to the north and east and desperately needs to have her forces free. So I ask you to assist Dekspoint in obtaining this treaty that they wish, so that we can forge peace for not only Dekspoint but also Ratik?”

If they heroes accept then he arranges for them to be included in the embassy, despite their earlier answer (proceed to Encounter 3, except that they spend the night in an inn somewhere). If they refuse again at this time then the adventure is over, read Conclusion: Apathetic.

♣ **Robann Baaneth:** Male Human Rog3; AL NG; Diplomacy +14.

ENCOUNTER 3: EXPLORING DEKSPPOINT

The PCs have a full day before the embassy departs, providing them with a chance to explore the city. Provided in Appendix 2 are a few of the interesting

features of the city. Use that appendix to run this encounter.

The next morning the PCs and the diplomatic embassy will leave for Eastfair. The travel to Eastfair is detailed in Encounter 4.

ENCOUNTER 4: A SHORT SAIL AND A WALK TO EASTFAIR

The PCs sail from Dekspoint to Bellport, and then ride on to Eastfair, the latter being the capital of the North Kingdom. The route (and the later route to Atirr) are shown on the map in DM's Aid 1. The North Kingdom, its laws and Eastfair are detailed in Appendix 3.

The days have been pleasant and warm. Your company first sailed to Bellport and then rode south toward Eastfair. Besides the requisite guards and scribes, are two diplomats: Finelle, a ravishingly beautiful young Oeridian woman, and Polin, a stern, and cold high elf.

Allow the PCs to interact with Finelle and Polin, refer to their descriptions below as necessary. The dream presented below occurs on the third night of the trip.

◆ **Finelle Sturgen:** female Oeridian Rgr6; NG; Cha 17; Diplomacy +19.

Physical Description: Finelle is a young woman (likely in her mid-twenties) and is both luscious and beautiful. She tends toward the flamboyant style of clothing that is usually associated with the Rhenee.

Personality: Finelle is carefree and not afraid to use her charms and guile to get what she wants. Underneath her seemingly carefree and wild appearance is a keen and calculating mind. Nothing she does is ever random or without the wherewithal to benefit her, either directly or indirectly.

Goals: On the surface Finelle is really interested in seeing the treaties negotiated and ratified. However, she is also on the lookout for benefits to herself. If she sees a way of making use of the PCs to do her dirty work, she will.

Additional Information: Finelle dual-wields cutlasses, although she prefers to avoid combat. A large and particularly foul-mouthed parrot typically accompanies her, except when she is in situations that call for delicate negotiation or polite decorum.

◆ **Polin Wrengt:** male high elf (Suel in disguise) Rog10/Shd6; LE (*ring of mind shielding*); See Appendix I.

Physical Description: Polin is a middle-aged wiry and lean high elf. Polin is typically found wearing dark blues and blacks, and under his clothes he wears the magical armor that he had custom crafted.

Personality: Polin is cold, calculating and not above using others for his dirty work. He comes across as a sophisticated and aloof. He has a bit of a sadistic bent as he enjoys seeing other squirm in the tight places he's known for putting them in.

Goals: Polin is an agent for the Scarlet Brotherhood, and he has slowly been moving up in the power structure of Dekspoint. Seoman's coup-d'etat took most of the wind out of his sails, as they say in Dekspoint. Since then he has been content to re-stabilize the city, since it is easier to assume control in a stable city. He has received directives to acquire the item of power that Lord Tenebryn currently holds. To that end during the negotiations he arranges for the Dekspoint delegation to take care of the problem that Lord Tenebryn is causing for Grenell.

Additional Information: Polin possesses a formidable array of Brotherhood espionage equipment, and under no circumstances does he reveal his allegiances to any PC, including those who may have proven allegiance to the Brotherhood.

The low hills near Bellport gave way to the plains upon which Eastfair is built. Massive stark walls, heralds your arrival at the capital city. Immense gates, guarded by watchful men in gleaming plate, allow streaming lines of travelers to enter the city. Massive statues of ancient Oeridian soldiers wearing burnished steel armor guard the inside of the gates. Surveying the crowd is a knight of Hextor, outfitted in plate armor bearing the symbols of his god. The streets, teeming with people, wind their way into the city and are lined with inns and taverns, most dealing solely with the disreputable and the business of the vile. Eventually, the delegation makes its way to the Cyst where the Herzog and his advisors reside. Guards accost you at the entrance, and after some quiet talk with Finelle, you are each issued a pass to the Cyst, which consists of a granite cube, engraved alternately on its surfaces with the symbol of Hextor and the seal of the Cyst guards. The guards inform you, "These passes are good for one year, but will not allow you access to all areas of the Cyst."

Your accommodations are the second building on the left." The indicated building is a two-story building, built like everything else here of granite, yet covered in elaborate carvings.

The building serves as the guest quarters for the ruling Lords of the North Kingdom. It is an opulent, with most of the interior decoration fashioned in expensive imported woods, and featuring fine velvets and the purest of crystals. While the PCs are within the city they receive Luxury lifestyle at no additional cost.

The passes detect as having faint divination and faint transmutation if anyone checks. It requires a DC 30 Forgery check to forge one such pass, although even that is insufficient to hold up to any kind of magical checking.

Dream: At this point the dreamer receives another bought of narcolepsy and another missive.

Gray mist, as before, surrounds you. Shapes begin to form in the mist, slowly forming into the walls of a room around you. Mahogany walls and thick rugs decorate the otherwise granite chamber. Sleeping before a fire in the stone fireplace is Suel man, perhaps thirty years of age, who is clutching a slender gray rod. The man has blond hair and sharp aquiline facial features. Above the fireplace is a crest.

Have the dreamer make a DC 18 Listen check to hear the same music as in the first dream. A DC 20 Knowledge (nobility and royalty) check reveals the crest to be that of House Torquann. If that check was successful then they may make either a DC 25 Knowledge (history) check or a DC 25 Knowledge (religion) check to know that House Torquann is involved with the Death Knights of Hextor.

ENCOUNTER 5: AIDES DU JOUR

The PCs are asked to wander about the city and see what they can learn about the state of affairs in the North Kingdom. What they learn may provide the negotiators with the knowledge crucial to their task.

There are a variety of ways in which to run this encounter. If you have lots of time then the heroes may learn all of the following from the various colorful characters in Eastfair, if you use this course then they are likely able to learn what they need from Clinorus Kradner at the Whirling Dervish (See Appendix 12). However, to obtain any information beyond the DC 20 requires checks or bribes. Clinorus is very fond of gold crowns, and happily talks freely if given enough. He relates the information at a given DC for that DC in gold pieces (DC 25 information would cost 25 gp for each bullet, and so forth).

Have fun with Clinorus, he is a swindler and goes out of his way to please the PCs. He has at his disposal such entertainments as dancing girls, fine foods, fine drinks, musicians, and the special dancing girls. He tends to speak with an outrageously bad Baklunish accent, and wears gaudy Baklunish clothes.

Alternatively, they may make Gather Information checks. Use the listed DC's to determine what they learn with a quick meander through the city. However, they may only learn up to DC 25 in that manner. Any PC making such a check but who possesses the AR entry Eastfair Thieves Guild Influence from COR4-09 A Tiger? In Ahlissa?! gains a +2 circumstance bonus to the check.

DC 5

- The orcs have been rebelling. It's a terrible year I tell you, simply horrid.
- Murders have been cropping up a lot, but then that is not unusual at all, uh, got to go.
- Old Borgan has lost his bets again. Seems he can't keep any money.

DC 10

- Troubles you say? Aye, there are troubles. Word has it that someone is stirring the pot in Atirr, best to stay away from there.
- Have you heard of the Eye of Hextor? Tis a great fiery eye in the sky. Them soothsayers are saying it will be coming soon.

DC 15

- The refugees are starting to go home, whatever it was that drove them down here from up north must have been dealt with.
- Did you hear? Someone said that the Tomb of Horrors had been reopened, wonder who is foolish enough to travel there.

DC 20

- Lord Tenebryn Torquann of Atirr was recently summoned by Grenell to Eastfair and he refused. Seventeen people died that day before Grenell calmed down.
- I met someone from Onnwal the other day, claimed they saw lights flashing in the south one night. No one knows what it means, but it certainly can't be good, nothing like that ever is.

DC 25

- Baklunish people have been seen wandering about. Many of them speak in the ultra-formal style of the Sultanate of Zief. Rumor holds that they are seeking a criminal of great renown.
- The Pale is eyeing Tehn again. Now that things have calmed down they might decide to shine the light of Pholtus on them if you know hwat I mean.

DC 30

- Beory must be upset, the rains haven't come and now the food is starting to get scarce. The druids of the Old Faith are split, and the followers of the Oerth Mother are gaining prominence and calling for blood sacrifice.

DC 35

- A cousin from Urnst said that all is not calm near the ruins of Castle Maure; some new devilry must be afoot.
- Rumor is circulating that the cycle is repeating and war is in the future again. Oracles of Istus across the lands are seeing turmoil, hatred and bloodshed in the future, and none have seen any means to prevent it.

DC 40

- The Archmage Mordenkainen has put out a call for adventurers of great prestige, impeccable loyalty and inexhaustible courage to congregate at his usual meeting place. Some claim that he is at last going to move directly toward striking down the Old One, while others believe rather that he seeks in greater earnest the fabled blade Ilayev.

ENCOUNTER 6: TO HUNT A THORNY BLACK-ROSE

Lord Tenebryn Torquann has held hereditary power in Atirr since the age of 15. For the first few years of his rule he spent time adventuring, fighting justice and righteousness wherever he went. Now he is content, or rather was content, to enjoy the fruits of his travails. In the past three months he has grown restless, plagued by

nightmares from his past. He was once almost turned to good by a companion that he traveled with for sometime. Those visions and memories that he long thought safely banished have been drawing him back toward the neutrality he had at one time obtained, before again falling to evil.

These swings have led him to put in place several 'unfortunate' edicts that have angered the Church of Hextor, and by correlation Grenell. These edicts, including one that freed almost one thousand slaves, have made him popular with the common folk, this popularity has made him even more of a threat to Grenell. Thus, the heroes have been tasked with eliminating him before Grenell will sign the treaty. The days have passed in restless waiting. Finally, at last it seems the negotiations have concluded, however, there is a catch.

Finelle reports that according to a newly discovered tradition of the North Kingdom, the applicant for peace must show its good faith by helping the Kingdom maintain its own peace. She adds that this is likely a ploy to have you do his dirty work so that if you fail he can point to the Dekspoint pirates as the cause thereby keeping his hands clean.

The note that outlines this problem is presented in *Player's Handout 1*. Give that to the PCs at this time. Additionally, there is a map in *DM's Aid 1* that shows the route to Atirr.

The short ride to the Trask River, and the boat ride down the river to Atirr were both easy and done in good weather. The sunshine has held and there was a nice cooling breeze.

If the PCs think of it they can talk to people along the way to find out what Lord Tenebryn has done to make Herzog Grenell angry. It requires a DC 15 Gather Information check to learn the following:

- He freed many slaves, some of which it isn't clear that he owned.
- He killed a battalion of orcs.
- He banished a cleric of Hextor from ever setting foot in Atirr again.

ENCOUNTER 7: HOUSE TORQUANN OF ATIRR

Once in Atirr it is simple to find the manor home of the Torquann family, read the following to the heroes as they approach.

This two-story structure, fashioned primarily of granite, with marble decoration, stands nestled in among ornamental trees. A crushed stone path leads to the entrance. Behind the manor flows the Trask River.

The door into the house is locked and requires a DC 10 + APL Open Lock check to open. Failure at this check

alerts the guardian beasts in the Entry to the threat, giving them time to prepare. Below are detailed the common features of the manor home. Rooms that are lacking a description below are relatively mundane (in as much as they have no occupants nor anything of interest, they are still opulent and display obvious signs of Hextor worship).

🗡️**Walls:** Dressed Stone; hardness 10; hp 150 per foot of thickness; Break DC 30.

🗡️**Doors:** Ironbound Ebony; hardness 10; hp 100 per inch of thickness; Break DC 28.

ENTRY

Opening the doors reveal a chamber, fifteen feet high, with thick velvet hangings suspended from both sidewalls. These hangings depict a matching crest, that of a gauntleted fist, clutching six red arrows, all surrounded by virulent black flames. In the center of the chamber is a fountain, now dry, constructed to collect rainwater from above. You take all this in little more than a split second, as a group of three wolves leap toward you, claws outstretched.

The crest, while very similar to that of Hextor, has a few subtle differences. The symbol of Hextor when combined with the black flames marks that family as having been chosen to become death knights. This connection is known with a successful DC 20 Knowledge (nobility and royalty) or a DC 20 Knowledge (religion) check. Also, the further connection that the first death knight was Kargoth Torquann is known with a DC 25 Knowledge (history) check or a DC 25 Knowledge (religion) check.

There are three doors, which lead to the Study, the Library, and the Antechamber.

Three creatures guard this Entry chamber. At APL 2 and 4 they are essentially wolves, while at APL 6+ they are barghests, bound by Lord Tenebryn to his service with promises of good feedings, which they have had at the higher APL's.

Creatures: The following creatures are encountered here.

APL 2 (EL 3)

🐾 **Wolf (3):** hp 13, 13, 13: See *Monster Manual*

APL 4 (EL 5)

🐾 **Worg (3):** hp 30, 30, 30: See *Monster Manual*

APL 6 (EL 7)

🐾 **Barghest (3):** hp 33, 33, 33: See *Monster Manual*.

APL 8 (EL 9)

🐾 **Advanced Greater Barghest (3):** hp 83, 83, 83: See Appendix 1.

APL 10 (EL 11)

🐾 **Advanced Greater Barghest (3):** hp 133, 133, 133: See Appendix 1.

APL 12 (EL 13)

➤ **Advanced Greater Barghest (3):** hp 179, 179, 179: See Appendix 1.

APL 14 (EL 14)

➤ **Advanced Greater Barghest (3):** hp 219, 219, 219: See Appendix 1.

APL 16 (EL 16)

➤ **Advanced Greater Barghest Guards (2):** hp 231, 231: See Appendix 1.

➤ **Advanced Greater Barghest Shaman:** hp 237: See Appendix 1.

STUDY

This room, tiled in expensive black marble, has a large ebony desk that sits on the far side. In front of it are four chairs made of white wood. The two walls adjacent to the doors have floor to ceiling bookshelves. One wall has a closed double-door.

The bookcases are filled with account ledgers, which bore all but dedicated accountants. The chair bears some further description, simply to reinforce that people of House Torquann have never been nice people.

Now that you are closer, it is possible to ascertain that the chairs, while apparently made of white wood are in fact crafted from bone.

A DC 20 Heal check reveals this bone to be that of humans, elves, dwarves, gnomes, and halflings.

The desk contains more ledgers, although it does also contain the key to the Master Bedroom, which can be reached via the second door in the wall (which leads to the second floor via a set of stairs). The other side of the double door leads into the Grand Hall.

It is possible that Lord Tenebryn and his hound(s) may be here, if the PCs have managed to sneak into the manor home without alerting the guards at the front entrance. In this case refer to the Grand Hall entry for statistics and tactics.

LIBRARY

Floor to ceiling bookcases line this room, some filled while others are devoid of anything save dust. Nestled against one wall is a set of leather couches, with bookstands nearby as well. Tall windows allow the sunlight to flood through the room, making it ideal for reading.

These bookshelves are filled with Hextorian religious texts, tomes about the manipulation of the state, and texts that speak about the theory behind the animation of undead.

There is one peculiar book that is hidden in among the stacks of relatively mundane books, this book may be discovered either using a DC 20 + APL Spot check, or a DC 15 + APL Search check. The book in question is a treatise on Heironean theology, something that is most

definitely out of place in the home of a Hextorian. The book is well-worn and covered with dust.

The furniture in this chamber exhibits the same properties, and is fashioned in the same manner, as that in the Study.

Behind one of the bookshelves is a secret door. This door may be discovered with a DC 18 + APL Search check. Beyond this door is a short hallway leading to some downwards-leading stairs, which eventually take them to the Underground Tunnel.

ANTECHAMBER

Thick tapestries decorate the walls of this black chamber. The walls, floor, and ceiling are fashioned of amethyst-veined black marble. The two tapestries illustrate a figure in black full-plate standing overlooking a band of slaves that are building a great temple. In his hand this figure is holding a flail. The far wall of the chamber has a pair of large double doors in it.

There is really nothing of interest in this chamber. The dreamer recognizes the figure as that from his/her dreams but is unable to glean any further information.

GRAND HALL

Cold, hard black marble, lit by the flaring light of six torches, greets you beyond the door. At the far end there rests a large chair, upon which lounges a man. His plate mail gleams in the flaring light, clinking as he sits up. "Well, at last my guests have decided to show themselves to me, how wonderfully pleasant. I trust that you are enjoying your stay? Well no matter, you've overstayed your welcome, lap dogs of Grenell." As he finishes speaking, he stands, unlimbering a flail from his side. From behind the pillars comes a great hound, wreathed in a dull flame, eyes glowing red.

Lord Tenebryn Torquann is...well...upset, to say the least. He knows why the PCs have come, and fights them to the death. He is waiting for them since the noise of the combat in the entry alerted him to the trouble. If he wasn't alerted (through some peculiar means), then he is in his study reading. He cannot attack the dreamer unless he makes a DC 23 Will save, and even then he has a -4 penalty due to the influence of the item of power he possesses, however, he has no such compulsion against attacking others. For tactics refer to the appropriate Appendix 1.

The doors into the Kitchen can be located with a DC 12 Search check, as they are only concealed from casual looking, not intense searching.

Creatures:

APL 2 (EL 5)

➤ **Lord Tenebryn Torquann:** hp 27; See Appendix 1.

➤ **Worg Companion:** hp 30; See *Monster Manual*.

APL 4 (EL 7)

➤ **Lord Tenebryn Torquann:** hp 39; See Appendix 1.

➤ **Advanced Hell Hound Companion:** hp 39; See Appendix 1.

APL 6 (EL 9)

➤ **Lord Tenebryn Torquann:** hp 51; See Appendix 1.

➤ **Advanced Hell Hound Companion:** hp 75; See Appendix 1.

APL 8 (EL 11)

➤ **Lord Tenebryn Torquann:** hp 63; See Appendix 1.

➤ **Advanced Hell Hound Companion:** hp 111; See Appendix 1.

APL 10 (EL 13)

➤ **Lord Tenebryn Torquann:** hp 78; See Appendix 1.

➤ **Advanced Nessian Warhound Companion:** hp 143; See Appendix 1.

APL 12 (EL 15)

➤ **Lord Tenebryn Torquann:** hp 90; See Appendix 1.

➤ **Advanced Nessian Warhound Companion (2):** hp 143, 143; See Appendix 1.

APL 14 (EL 18)

➤ **Lord Tenebryn Torquann:** hp 102; See Appendix 1.

➤ **Advanced Nessian Warhound Companion (2):** hp 219, 219; See Appendix 1.

APL 16 (EL 20)

➤ **Lord Tenebryn Torquann:** hp 132; See Appendix 1.

➤ **Advanced Nessian Warhound Companion (2):** hp 267, 267; See Appendix 1.

Development: When Lord Tenebryn Torquann is killed, the item of power stops imitating the dreams plaguing the designated dreamer. The dreamer has no further dreams for now, but keeps the Dreamer entry on the AR, as this is important further down the road.

Treasure: The following treasure can be found herein:

APL 2: L: 0 gp; C: 0 gp; M: +1 full plate (221 gp), +1 heavy flail (193 gp).

APL 4: L: 0 gp; C: 0 gp; M: +1 full plate (221 gp), +1 heavy flail (193 gp), cloak of resistance +1 (83 gp), pearl of power (1st) (83 gp).

APL 6: L: 0 gp; C: 0 gp; M: +2 full plate (387 gp), +1 heavy flail (193 gp), cloak of resistance +1 (83 gp), pearl of power (1st) (83 gp).

APL 8: L: 0 gp; C: 0 gp; M: +2 full plate (387 gp), +1 heavy flail (193 gp), cloak of resistance +1 (83 gp), pearl of power (1st) (83 gp), wand of cure moderate wounds (50 charges) (7.5 gp per charge, maximum 375 gp).

APL 10: L: 0 gp; C: 0 gp; M: tessellated armor (963 gp), master's will (693 gp), pearl of power (1st) (83 gp), wand of cure moderate wounds (47 charges) (7.5 gp per charge, maximum 352 gp).

APL 12: L: 0 gp; C: 0 gp; M: tessellated armor (963 gp), master's will (693 gp), pearl of power (1st) (83 gp), wand of

cure moderate wounds (47 charges) (7.5 gp per charge, maximum 352 gp), periapt of wisdom +2 (333 gp), cloak of resistance +2 (333 gp).

APL 14: L: 0 gp; C: 0 gp; M: tessellated armor (963 gp), master's will (693 gp), pearl of power (1st) (83 gp), wand of cure moderate wounds (47 charges) (7.5 gp per charge, maximum 352 gp), periapt of wisdom +6 (3000 gp), cloak of resistance +2 (333 gp).

APL 16: L: 0 gp; C: 0 gp; M: tessellated armor (963 gp), master's will (693 gp), pearl of power (1st) (83 gp), wand of cure moderate wounds (47 charges) (7.5 gp per charge, maximum 352 gp), periapt of wisdom +6 (3000 gp), cloak of resistance +2 (333 gp), pink rhomboid ioun stone (667 gp), orange prism ioun stone (2500 gp).

In addition Lord Tenebryn carries a nondescript longsword (the item of power sought by the Scarlet Brotherhood) that radiates fluctuating and indistinct magic. This item does not appear on the AR as officials of the Great Kingdom of Northern Aerdy confiscate it. Its fate will be decided in future adventures.

KITCHEN

Six great ovens, stoked and radiating heat, fill the far wall. The far left wall is covered with a rack of barrels, while several tables and counters, most covered with various pans and platters, fill the center of the chamber. Light streams into the room from a set of windows spaced around the chimneys of the ovens.

There are some kitchen staff members here, but they are afraid and are hiding (although not well – Spot DC 10). If pressed they tell the PCs that they are slaves, and would the kind masters please not beat them. They have no information of any kind of usefulness, and if left alone will eventually flee the manor.

➤ **Kitchen Staff (8):** Mixed human Exp 1.

BEDCHAMBER

Opulent barely begins to describe this chamber. Walls, paneled in ebony, and black marble floors covered with expensive rugs are just the start. A massive canopied bed occupied one end of the chamber; the other has a massive ebony desk.

The desk is carved to look like marching infernals holding the leashes of human slaves. While it is made of ebony, and potentially valuable, it cannot be taken from the room, since the doorway is too small for it. Additionally, it is a single solid piece of wood, with thin layers of metal interspersed for greater strength.

The bed is carved to represent celestials that have been bound, and are under the lashes of infernals. The velvet bed-spreads, again with the crest of House Torquann upon them, are valuable, and may be taken, however, no-one outside of the North Kingdom would want to purchase such an item, and even inside the North Kingdom, none who know of Lord Tenebryn's actions will purchase them, effectively making them worthless.

BASEMENT

This passageway, leading to the *Hidden Shrine*, is trapped partway down (as indicated by the pressure plate on the map, roughly mid-way between the second and third doors).

These traps are in sequence. A PC can attempt to disable in order. After a trap is disabled, the next in the sequence is revealed. If a trap is not successfully disabled or goes off normally, it triggers the remaining traps as well causing a blitz of trap activity.

In all cases the water for the water-filled corridor trap comes from the Trask River. Also note that if the water-filled corridor trap is disabled, the summoned water elementals are at a serious disadvantage (see monster description).

This is also a good time to remind you of the doors and walls. They are listed below. The doors are situated so that they open into the hallway. Therefore the rushing water forces the doors closed. Trying to hold the door(s) open requires a Strength check (DC 18 + APL). The doors are 21-inch thick (100 hp) and the wall surrounding the door is only 4 inches thick (50 hp). The walls lining the hallway are 2 inches of dressed stone and then solid packed earth (the water will not flow out but gets muddy reducing vision to 5 ft.). The water pressure causes the wall and/or door to collapse after two thirds of the total hp damage has been done. Have the PCs roll a Reflex save (DC 14) or take 1d4 points of nonlethal damage.

🔪 **Walls:** Dressed Stone; hardness 10; hp 150 per foot of thickness; Break DC 30.

🔪 **Doors:** Ironbound Ebony; hardness 10; hp 100 per inch of thickness; Break DC 28.

APL 2 (EL 4)

🔪 **Water-Filled Corridor Trap:** CR 4; Location Trigger; Manual Reset; Effect (fills, over 3 rounds, the entire hallway with water); Search DC 17; Disable Device DC 23.

The first round of the trap's duration movement is not impeded. The second round, movement is impeded as if it were difficult terrain. The third round the hallway is completely water filled, and swimming rules apply.

APL 4 (EL 6)

🔪 **Water-Filled Corridor Trap:** CR 4; Location Trigger; Manual Reset; Effect (fills, over 3 rounds, the entire hallway with water); Search DC 17; Disable Device DC 23.

🔪 **Lightning Bolt Trap:** CR 4; Location Trigger; Automatic Reset; Spell Effect (*lightning bolt*, 5th-level caster, 5d6 electricity, DC 14 Reflex for half damage), Search DC 28; Disable Device DC 28.

The first round of the trap's duration movement is not impeded, and the *lightning bolt* is triggered. The second round, movement is impeded as if it were difficult terrain. The third round the hallway is completely water filled, and swimming rules apply.

APL 6 (EL 8)

🔪 **Flame Strike Trap:** CR 6; Location Trigger; Automatic Reset; Spell Effect (*flame strike*, 9th-level caster, 9d6 damage (half-fire, half-holy), DC 17 Reflex save for half damage); Search DC 30; Disable Device DC 30.

🔪 **Water-Filled Corridor Trap:** CR 6; Location Trigger; Manual Reset; Effect (fills the entire hallway with water, deals 1d6 bludgeoning damage); Search DC 20; Disable Device DC 25.

The *flame strike* triggers as the wall of incoming water enters the hallway.

APL 8 (EL 10)

🔪 **Greater Dispel Magic Trap:** CR 7; Location Trigger; Automatic Reset; Spell Effect (area *greater dispel magic*, 11th-level caster); Search DC 32; Disable Device DC 32.

🔪 **Flame Strike Trap:** CR 6; Location Trigger; Automatic Reset; Spell Effect (*flame strike*, 9th-level caster, 9d6 damage (half-fire, half-holy), DC 17 Reflex save for half damage); Search DC 30; Disable Device DC 30.

🔪 **Water-Filled Corridor Trap:** CR 6; Location Trigger; Manual Reset; Effect (fills the entire hallway with water, deals 1d6 bludgeoning damage); Search DC 20; Disable Device DC 25.

The first round starts with the *greater dispel magic* spell triggering, potentially removing the most powerful spell effect from each PC. It then continues with the *flame strike* is triggered as the hallway floods with water.

APL 10 (EL 12)

🔪 **Greater Dispel Magic Trap:** CR 7; Location Trigger; Automatic Reset; Spell Effect (area *greater dispel magic*, 11th-level caster); Search DC 32; Disable Device DC 32.

🔪 **Water-Filled Corridor Trap:** CR 6; Location Trigger; Manual Reset; Effect (fills the entire hallway with water, deals 1d6 bludgeoning damage); Search DC 20; Disable Device DC 25.

🔪 **Summon Nature's Ally VII Trap:** CR 8; Location Trigger; Manual Reset; Spell Effect (*summon* two huge water elementals, 13th-level caster, duration 13 rounds); Search DC 32; Disable Device DC 32.

🔪 **Summon Nature's Ally VII Trap:** CR 8; Location Trigger; Manual Reset; Spell Effect (*summon* one greater water elemental; 13th-level caster, duration 13 rounds); Search DC 32; Disable Device DC 32.

🔪 **Huge Water Elemental (2):** hp 152, 152; See Appendix 1.

🔪 **Greater Water Elemental:** hp 199; See Appendix 1.

The first round starts with the *greater dispel magic* spell triggering, potentially removing the most powerful spell effect from each PC. It then continues with the *flame strike* is triggered as the hallway floods with water. The third round the three elementals are summoned.

APL 12 (EL 14)

↗ **Greater Dispel Magic Trap:** CR 7; Location Trigger; Automatic Reset; Spell Effect (area *greater dispel magic*, 11th-level caster); Search DC 32; Disable Device DC 32.

↗ **Water-Filled Corridor Trap:** CR 6; Location Trigger; Manual Reset; Effect (fills the entire hallway with water, deals 1d6 bludgeoning damage); Search DC 20; Disable Device DC 25.

↗ **Summon Nature's Ally VII Trap:** CR 8; Location Trigger; Manual Reset; Spell Effect (*summon* two huge water elementals, 13th-level caster, duration 13 rounds); Search DC 32; Disable Device DC 32.

↗ **Summon Nature's Ally VII Trap:** CR 8; Location Trigger; Manual Reset; Spell Effect (*summon* one greater water elemental; 13th-level caster, duration 13 rounds); Search DC 32; Disable Device DC 32.

🧙 **Huge Water Elemental (2):** hp 152, 152; See *Monster Manual*.

🧙 **Greater Water Elemental:** hp 199; See *Monster Manual*.

The first round starts with the *greater dispel magic* spell triggering, potentially removing the most powerful spell effect from each PC. It then continues with the *flame strike* is triggered as the hallway floods with water. The next round the three elementals are summoned.

APL 14 (EL 16)

↗ **Greater Dispel Magic Trap:** CR 7; Location Trigger; Automatic Reset; Spell Effect (area *greater dispel magic*, 11th-level caster); Search DC 32; Disable Device DC 32.

↗ **Water-Filled Corridor Trap:** CR 8; Location Trigger; Manual Reset; Effect (fills the entire hallway with water, deals 4d6 bludgeoning damage); Search DC 20; Disable Device DC 25.

↗ **Summon Nature's Ally VII Trap:** CR 8; Location Trigger; Manual Reset; Spell Effect (*summon* two huge water elementals, 13th-level caster, duration 13 rounds); Search DC 32; Disable Device DC 32.

↗ **Summon Nature's Ally VII Trap:** CR 8; Location Trigger; Manual Reset; Spell Effect (*summon* one greater water elemental; 13th-level caster, duration 13 rounds); Search DC 32; Disable Device DC 32.

🧙 **Huge Water Elemental (2):** hp 152, 152; See *Monster Manual*.

🧙 **Greater Water Elemental:** hp 199; See *Monster Manual*.

↗ **Crushing Corridor Trap:** CR 14; Location Trigger; Manual Reset; Ceiling Crushes (1d6, crush; All creatures in hallway); Onset Delay (4 rounds); Search DC 22; Disable Device DC 20.

The first round starts with the *greater dispel magic* spell triggering, potentially removing the most powerful spell effect from each PC. The next round releases the wall of water. It then continues with the three elementals being summoned. Four rounds after the elementals appear (round seven), the ceiling collapses to crush the PCs,

before rising back up. This also effectively drains the water from the room.

APL 16 (EL 18)

↗ **Greater Dispel Magic Trap:** CR 10; Location Trigger; Automatic Reset; Spell Effect (area *greater dispel magic*, 17th-level caster); Search DC 32; Disable Device DC 32.

↗ **Water-Filled Corridor Trap:** CR 10; Location Trigger; Manual Reset; Effect (fills the entire hallway with water, deals 8d6 bludgeoning damage); Search DC 22; Disable Device DC 27.

↗ **Summon Nature's Ally IX Trap:** CR 10; Location Trigger; Manual Reset; Spell Effect (*summon* one elder water elemental, 17th-level caster, duration 17 rounds); Search DC 34; Disable Device DC 34.

↗ **Summon Nature's Ally IX Trap:** CR 10; Location Trigger; Manual Reset; Spell Effect (*summon* one elder water elemental; 17th-level caster, duration 17 rounds); Search DC 34; Disable Device DC 34.

🧙 **Elder Water Elemental (2):** hp 228, 228; See *Monster Manual*.

↗ **Crushing Corridor Trap:** CR 14; Location Trigger; Manual Reset; Ceiling Crushes (1d6, crush); All creatures in hallway); Onset Delay (4 rounds); Search DC 22; Disable Device DC 20.

The first round starts with the *greater dispel magic* spell triggering, potentially removing the most powerful spell effect from each PC. The second round releases the wall of water. It then continues with the two elementals being summoned. Four rounds after the elementals appear (round seven), the ceiling collapses to crush the PCs, before rising back up. This also effectively drains the water from the room.

HIDDEN SHRINE

This small chamber, supported by four pillars, is sheathed in dark granite. The far end of the chamber has a pool, flanked by a pair of fountains. The wall behind the pool bears a niche, which is inhabited by a small statue.

This statue is one of Heironeous, and can be identified as such with a DC 15 Knowledge (religion) check. It is here that Lord Tenebryn worshipped when he underwent his partial conversion. Since then he has grown to revile this place however and placed the various potent traps the PCs have just overcome so that none would know his "dark" secret.

Treasure: Concealed within the pool are a few treasures, as listed below, which can be discovered with a DC 20 Search check.

APL 2: L: 0 gp; C: 0 gp; M: *wand of cure light wounds* (9 charges) (1.25 gp per charge, maximum 11 gp).

APL 4: L: 0 gp; C: 0 gp; M: *wand of cure light wounds* (9 charges) (1.25 gp per charge, maximum 11 gp), 2 *Quaal's feather token (anchor)* (4 gp each).

APL 6: L: 0 gp; C: 0 gp; M: *wand of cure light wounds* (9 charges) (1.25 gp per charge, maximum 11 gp), 2 *Quaal's feather token (anchor)* (4 gp each), *potion of resist energy (fire)* 20 (58 gp).

APL 8: L: 0 gp; C: 0 gp; M: wand of cure light wounds (9 charges) (1.25 gp per charge, maximum 11 gp), 2 Quaal's feather token (anchor) (4 gp each), potion of resist energy (fire) 20 (58 gp).

APL 10: L: 0 gp; C: 0 gp; M: wand of cure light wounds (9 charges) (1.25 gp per charge, maximum 11 gp), 2 Quaal's feather token (anchor) (4 gp each), potion of resist energy (fire) 20 (58 gp), divine scroll of cure light wounds (4 gp).

APL 12: L: 0 gp; C: 0 gp; M: wand of cure light wounds (9 charges) (1.25 gp per charge, maximum 11 gp), 2 Quaal's feather token (anchor) (4 gp each), potion of resist energy (fire) 20 (58 gp), divine scroll of cure light wounds (4 gp), wand of silence (41 charges) (7.5 gp per charge, maximum 308 gp).

APL 14: L: 0 gp; C: 0 gp; M: wand of cure light wounds (9 charges) (1.25 gp per charge, maximum 11 gp), 4 Quaal's feather token (anchor) (4 gp each), potion of resist energy (fire) 20 (58 gp), divine scroll of cure light wounds (4 gp), wand of silence (41 charges) (7.5 gp per charge, maximum 308 gp), folding boat (600 gp).

APL 16: L: 0 gp; C: 0 gp; M: wand of cure light wounds (9 charges) (1.25 gp per charge, maximum 11 gp), 6 Quaal's feather token (anchor) (4 gp each), potion of resist energy (fire) 20 (58 gp), divine scroll of cure light wounds (4 gp), wand of silence (41 charges) (7.5 gp per charge, maximum 308 gp), folding boat (600 gp), oil of magic vestment +2 (100 gp).

CONCLUSION: HAIL THE CONQUERING HEROES

If the PCs agreed to perform the tasks asked of them, conclude the adventure with this text.

The return trip to Eastfair was pleasant and uneventful. Having returned to the city, you are admitted into the Cyst and to the chambers of the captains, Finelle Sturrigen and Polin Wrengt. You interrupt them as they are discussing the finishing touches to the treaty they have negotiated in your absence. They turn to you and as one say "Is it done?"

Wait for an answer. Assuming yes then continue below. If they chose to not kill Lord Tenebryn then they are evicted from Eastfair, the treaty is not signed and the adventure is over.

"Excellent." They say. They treaty can now go forward. Inform Overking Grenell that our colleagues have been successful. A waiting servant scurries out of the door to inform the Overking and his court of developments.

If the PCs have any questions answer them now, otherwise continue:

The document is signed, matters are in order, and at last the group sets off again for Dekspoint, however, Polin has remained behind as a temporary ambassador. The trip back to Dekspoint is jovial and everyone is in good humor.

A few days pass while traveling...

Your arrival at Dekspoint is far more celebrated than it was at Eastfair. People are cheering, and the entire diplomatic team is lauded as heroes. Lord Captain Seoman Wraxil greets you at the entrance to the Captain's Council. Behind you a throng of people have gathered, some very young and others old.

He waits for everyone to calm down and be quiet before continuing below.

"Citizens of Dekspoint, these people, most at our request, have ventured forth and brought back to us a prize beyond value, for they have brought to us peace. I offer to each of them the opportunity to reap the benefits of that which they have helped sow. You may all now consider Dekspoint your home, and even if you should not remain here, know that there will always be a seat at my table and a bed in my home for you if you have need of it. And now, let whatever festivities have not already started, start."

The PCs likely want to get back to their first ship, which is understandable. Regardless, they can hang about in Dekspoint for however long they want, and when they are ready, Alia will take them out to their ship. They will be returned, as will her son and everyone will go on about their business, happy that some good has come from this odd set of affairs. A few weeks after you have left Dekspoint, you hear news of a second treaty that has been signed with Ratic. It seems that Dekspoint truly is safe, at least for the time being, because as all diplomats and warriors know, treaties only last so long as both sides wish for them to last.

CONCLUSION: APATHETIC

A few weeks pass before you hear word of a treaty, negotiated by adventurers, between the Free City of Dekspoint and the North Kingdom. You also hear of a treaty between Dekspoint and the Archbarony of Ratic.

The PCs chose to sit this one out on the sidelines, and now there is little more for them to do but to hear about the great events from a distance.

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 7

Defeat the “Wolves”

APL2	90 XP
APL4	150 XP
APL6	210 XP
APL8	270 XP
APL10	330 XP
APL12	390 XP
APL14	420 XP
APL16	480 XP

Defeat Lord Tenebryn Torquann and companion(s)

APL2	150 XP
APL4	210 XP
APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP
APL14	540 XP
APL16	600 XP

Disarming the Trap Sequence

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP
APL12	420 XP
APL14	480 XP
APL16	540 XP

Partially disarming or surviving the Trap Sequence

APL2	60 XP
APL4	90 XP
APL6	120 XP
APL8	150 XP
APL10	180 XP
APL12	210 XP
APL14	240 XP
APL16	270 XP

Discretionary roleplaying award

APL2	90 XP
APL4	135 XP
APL6	180 XP
APL8	225 XP
APL10	270 XP
APL12	315 XP
APL14	360 XP
APL16	405 XP

Total possible experience:

APL2	450 XP
APL4	675 XP
APL6	900 XP
APL8	1125 XP
APL10	1350 XP
APL12	1575 XP
APL14	1800 XP
APL16	2025 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.

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

Encounter 2 / Conclusion

APL 2: L: 0 gp; C: 25 gp; M: 0 gp
APL 4: L: 0 gp; C: 50 gp; M: 0 gp
APL 6: L: 0 gp; C: 75 gp; M: 0 gp
APL 8: L: 0 gp; C: 100 gp; M: 0 gp
APL 10: L: 0 gp; C: 125 gp; M: 0 gp
APL 12: L: 0 gp; C: 150 gp; M: 0 gp
APL 14: L: 0 gp; C: 175 gp; M: 0 gp
APL 16: L: 0 gp; C: 200 gp; M: 0 gp

Encounter 7:

Lord Tenebryn Torquann

APL 2: L: 0 gp; C: 0 gp; M: +1 full plate (221 gp), +1 heavy flail (193 gp).

APL 4: L: 0 gp; C: 0 gp; M: +1 full plate (221 gp), +1 heavy flail (193 gp), cloak of resistance +1 (83 gp), pearl of power (1st) (83 gp).

APL 6: L: 0 gp; C: 0 gp; M: +2 full plate (387 gp), +1 heavy flail (193 gp), cloak of resistance +1 (83 gp), pearl of power (1st) (83 gp).

APL 8: L: 0 gp; C: 0 gp; M: +2 full plate (387 gp), +1 heavy flail (193 gp), cloak of resistance +1 (83 gp), pearl of power (1st) (83 gp), wand of cure moderate wounds (50 charges) (7.5 gp per charge, maximum 375 gp).

APL 10: L: 0 gp; C: 0 gp; M: tessellated armor (963 gp), master's will (693 gp), pearl of power (1st) (83 gp), wand of cure moderate wounds (47 charges) (7.5 gp per charge, maximum 352 gp).

APL 12: L: 0 gp; C: 0 gp; M: tessellated armor (963 gp), master's will (693 gp), pearl of power (1st) (83 gp), wand of cure moderate wounds (47 charges) (7.5 gp per charge, maximum 352 gp), periapt of wisdom +2 (333 gp), cloak of resistance +2 (333 gp).

APL 14: L: 0 gp; C: 0 gp; M: tessellated armor (963 gp), master's will (693 gp), pearl of power (1st) (83 gp), wand of cure moderate wounds (47 charges) (7.5 gp per charge, maximum 352 gp), periapt of wisdom +6 (3000 gp), cloak of resistance +2 (333 gp).

APL 16: L: 0 gp; C: 0 gp; M: tessellated armor (963 gp), master's will (693 gp), pearl of power (1st) (83 gp), wand of cure moderate wounds (47 charges) (7.5 gp per charge, maximum 352 gp), periapt of wisdom +6 (3000 gp), cloak of resistance +2 (333 gp), pink rhomboid ioun stone (667 gp), orange prism ioun stone (2500 gp).

Encounter 7:

Hidden Shrine

APL 2: L: 0 gp; C: 0 gp; M: wand of cure light wounds (9 charges) (1.25 gp per charge, maximum 11 gp).

APL 4: L: 0 gp; C: 0 gp; M: wand of cure light wounds (9 charges) (1.25 gp per charge, maximum 11 gp), 2 Quaal's feather token (anchor) (4 gp each).

APL 6: L: 0 gp; C: 0 gp; M: wand of cure light wounds (9 charges) (1.25 gp per charge, maximum 11 gp), 2 Quaal's feather token (anchor) (4 gp each), potion of resist energy (fire) 20 (58 gp).

APL 8: L: 0 gp; C: 0 gp; M: wand of cure light wounds (9 charges) (1.25 gp per charge, maximum 11 gp), 2 Quaal's feather token (anchor) (4 gp each), potion of resist energy (fire) 20 (58 gp).

APL 10: L: 0 gp; C: 0 gp; M: wand of cure light wounds (9 charges) (1.25 gp per charge, maximum 11 gp), 2 Quaal's feather token (anchor) (4 gp each), potion of resist energy (fire) 20 (58 gp), divine scroll of cure light wounds (4 gp).

APL 12: L: 0 gp; C: 0 gp; M: wand of cure light wounds (9 charges) (1.25 gp per charge, maximum 11 gp), 2 Quaal's feather token (anchor) (4 gp each), potion of resist energy (fire) 20 (58 gp), divine scroll of cure light wounds (4 gp), wand of silence (41 charges) (7.5 gp per charge, maximum 308 gp).

APL 14: L: 0 gp; C: 0 gp; M: wand of cure light wounds (9 charges) (1.25 gp per charge, maximum 11 gp), 4 Quaal's feather token (anchor) (4 gp each), potion of resist energy (fire) 20 (58 gp), divine scroll of cure light wounds (4 gp), wand of silence (41 charges) (7.5 gp per charge, maximum 308 gp), folding boat (600 gp).

APL 16: L: 0 gp; C: 0 gp; M: wand of cure light wounds (9 charges) (1.25 gp per charge, maximum 11 gp), 6 Quaal's feather token (anchor) (4 gp each), potion of resist energy (fire) 20 (58 gp), divine scroll of cure light wounds (4 gp), wand of silence (41 charges) (7.5 gp per charge, maximum 308 gp), folding boat (600 gp), oil of magic vestment +2 (100 gp).

Total Possible Treasure

APL 2: L: 0 gp; C: 25 gp; M: 425 gp - Total: 450 gp
APL 4: L: 0 gp; C: 50 gp; M: 599 gp - Total: 649 gp
APL 6: L: 0 gp; C: 75 gp; M: 823 gp - Total: 898 gp
APL 8: L: 0 gp; C: 100 gp; M: 1198 gp - Total: 1298 gp
APL 10: L: 0 gp; C: 125 gp; M: 2172 gp - Total: 2297 gp
APL 12: L: 0 gp; C: 150 gp; M: 3146 gp - Total: 3296 gp
APL 14: L: 0 gp; C: 175 gp; M: 6421 gp - Total: 6596 gp
APL 16: L: 0 gp; C: 200 gp; M: 9688 gp - Total: 9888 gp

Special

Dreamer: Your vivid dreams have faded, and they no longer plague you. However, there are occasional memories of faint strains of music, seemingly played on crumhorns and tom drums.

Master's Will: This +1 *heavy flail* produces a *suggestion* (DC 14 Will save to resist) to prostrate themselves in any who are struck by it. An invention of the slave masters of Hextor in the North Kingdom, it is normally used on slaves in the mines. It is rumored that the first such flail was made from the flesh of a dead slave and the steel of his collar, and since then all such devices have been made from the cured flesh of dead slaves and the manacles that bound them.

Market Price: 8,315 gp; *Prerequisites:* Craft Magic Arms and Armor, Craft Wondrous Item, *suggestion*, 5lbs of cured human flesh, slave manacles.

Pass to the Cyst of Eastfair: This granite cube is engraved alternately on its surfaces with the symbol of Hextor (a gauntleted hand clenching arrows) and the seal of the Cyst Guards (a gauntleted hand holding a chain leash). It radiates faint divination and faint transmutation magic.

These passes are valid for one year from the date marked on this Adventure Record. If no date is recorded then this pass is invalid.

Favor with Seoman Wraxil & Alia: Lord Seoman Wraxil, the ruler of Dekspoint in all but title, and Lady Alia, the captain of the *Sea Devil*, has each offered you their gratitude for assisting with some delicate diplomatic matters. This gratitude takes the form of one of two things (choose one and circle it):

A home in Dekspoint. Seoman has opened his doors for you, and offered you a home. This provides free adventurer's standard upkeep in any future adventures set in Dekspoint.

Alia has offered to let you travel with her on the *Sea Devil*, whenever you wish to. This provides free adventurer's standard upkeep in any future core adventures set on the Solnor Ocean.

Sailing Ship from Seoman's Shipyard: You have purchased a sailing ship, called _____, from Lord Seoman Wraxil of Dekspoint. This vessel requires a crew

of 10, which can be drawn from either followers or the local populace. In the case of the latter you must pay them 1 gp each per TU. The captain of the vessel must have at least 5 ranks in Profession (Sailor). This requirement can either be fulfilled by you, or a cohort.

Market Price: 10,000 gp; *Prerequisites:* 10 ranks in Craft (boatbuilding).

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

Wand of cure light wounds (9 charges) (Adventure; DMG; 135 gp)

Sailing Ship from Seoman's Shipyard (Any; See Above; 10,000 gp)

Potion of water breathing (Any; DMG)

APL 4:

APL 2 Items

Pearl of power (1st) (Adventure; DMG)

Quaal's feather token (anchor) (Adventure; DMG)

Horn of fog (Any; DMG)

APL 6:

APL 2 and 4 Items

+2 *Full plate* (Medium) (Adventure; DMG; 5,650 gp)

Potion of resist energy (Fire) 20 (Adventure; DMG)

APL 8:

APL 2, 4 & 6 Items

Wand of cure moderate wounds (50 charges) (Adventure; DMG)

APL 10:

APL 2, 4, 6 & 8 Items

Tessellated Armor (Adventure; Arms & Equipment Guide; 11,560 gp)

Master's will (Adventure; See Above; 8,315 gp)

APL 12:

APL 2, 4, 6, 8 & 10 Items

Cloak of resistance +2 (Adventure; DMG)

Wand of silence (41 charges) (Adventure; DMG; 3,690 gp)

APL 14:

APL 2, 4, 6, 8, 10 & 12 Items

Periapt of wisdom +6 (Adventure; DMG)

Folding boat (Adventure; DMG)

APL 16:

APL 2, 4, 6, 8, 10, 12 & 14 Items

Pink rhomboid ioun stone (Adventure; DMG)

Orange prism ioun stone (Adventure; DMG)

Oil of magic vestment +2 (Adventure; DMG)

APPENDIX 1: NPCS AND MONSTERS

ENCOUNTER 7 – ENTRY

APL 8

➤ **Greater Barghest, Advanced:** CR 6; Large outsider (evil, extraplanar, lawful, shapechanger); HD 10d8+30; hp 83; Init +6; Spd 40 ft.; AC 21, touch 11, flat-footed 19; Base Atk +10 Grp 19; Atk +14 melee (1d8+5, bite); Full Atk +14 melee (1d8+5, bite) and +9 melee (1d6+2, 2 claws); SA spell-like abilities, feed; SQ change shape, DR 10/magic, darkvision 60 ft., scent; SV Fort +10, Ref +9, Will +11; Str 21, Dex 15, Con 17, Int 18, Wis 18, Cha 18.

Skills and Feats: Bluff +17, Climb +18, Concentration +16 (+20 casting defensively), Diplomacy +9, Disguise +4 (+6 acting), Hide +11*, Intimidate +19, Jump +22, Listen +17, Move Silently +15, Sense Motive +17, Spot +17, Survival +17 (+19 following tracks); Combat Casting, Combat Reflexes, Improved Initiative, Track.

Spell-Like Abilities: At will—*blink*, *invisibility sphere*, *levitate*, *misdirection* (DC 14), *rage* (DC 15); 1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door*, *mass bull's strength*, *mass enlarge*. Caster level equals the greater barghest's HD. The save DCs are Charisma-based.

Feed (Su): When a greater barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a wish, miracle, or true resurrection spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A greater barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a greater barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The greater barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total.

Change Shape (Su): A greater barghest can assume the shape of a large goblin or a dire wolf as a standard action. In goblin form, a greater barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a greater barghest loses its claw attacks but retains its bite attack.

Pass Without Trace (Ex): A greater barghest in dire wolf form can use pass without trace (as the spell) as a free action.

Skills: *A greater barghest in dire wolf form gains a +4 circumstance bonus on Hide checks.

APL 10

➤ **Greater Barghest, Advanced:** CR 8; Large outsider (evil, extraplanar, lawful, shapechanger); HD 13d8+65; hp 133; Init +7; Spd 40 ft.; AC 25, touch 12, flat-footed 22; Base Attack/Grapple +13/24; Atk +19 melee (2d6+7, bite); Full Atk +19 melee (2d6+7, bite) and +14 melee (1d6+3, 2 claws); SA Spell-like abilities, feed; SQ Change shape, DR 10/magic, darkvision 60 ft., scent; SV Fort +13, Ref +11, Will +12; Str 24, Dex 16, Con 20, Int 18, Wis 18, Cha 18.

Skills and Feats: Bluff +20, Climb +22, Concentration +21 (+25 casting defensively), Diplomacy +12, Disguise +4 (+6 acting), Hide +15*, Intimidate +22, Jump +27, Listen +20, Move Silently +19, Sense Motive +20, Spot +20, Survival +20 (+22 following tracks); Combat Casting, Combat Reflexes, Improved Initiative, Improved Natural Attack (bite), Track.

Spell-Like Abilities: At will—*blink*, *invisibility sphere*, *levitate*, *misdirection* (DC 14), *rage* (DC 15); 1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door*, *mass bull's strength*, *mass enlarge*. Caster level equals the greater barghest's HD. The save DCs are Charisma-based.

Feed (Su): When a greater barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a wish, miracle, or true resurrection spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A greater barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a greater barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The greater barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total.

Change Shape (Su): A greater barghest can assume the shape of a large goblin or a dire wolf as a standard action. In goblin form, a greater barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a greater barghest loses its claw attacks but retains its bite attack.

Pass Without Trace (Ex): A greater barghest in dire wolf form can use pass without trace (as the spell) as a free action.

Skills: *A greater barghest in dire wolf form gains a +4 circumstance bonus on Hide checks.

APL 12

➤ **Greater Barghest, Advanced:** CR 10; Large outsider (evil, extraplanar, lawful, shapechanger); HD 16d8+96; hp 179 hp; Init +7; Spd 40 ft.; AC 28, touch 12, flat-footed 25; Base Attack/Grapple +16/28; Atk +23 melee (2d6+8, 19-20/(2), bite); Full Atk +23 melee (2d6+8, 19-20/(2), bite) and +18 melee (1d6+4, 2 claws); SA Spell-like abilities, feed; SQ Change shape, DR 10/magic, darkvision 60 ft., scent; SV Fort +15, Ref +13, Will +14; Str 27, Dex 17, Con 23, Int 18, Wis 18, Cha 18.

Skills and Feats: Bluff +23, Climb +27, Concentration +25 (+29 casting defensively), Diplomacy +15, Disguise +4 (+6 acting), Hide +18*, Intimidate +25, Jump +31, Listen +23, Move Silently +22, Sense Motive +23, Spot +23, Survival +23 (+25 following tracks); Combat Casting, Combat Reflexes, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Track.

Spell-Like Abilities: At will—*blink*, *invisibility sphere*, *levitate*, *misdirection* (DC 14), *rage* (DC 15); 1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door*, *mass bull's strength*, *mass enlarge*. Caster level equals the greater barghest's HD. The save DCs are Charisma-based.

Feed (Su): When a greater barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a wish, miracle, or true resurrection spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A greater barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a greater barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The greater barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total.

Change Shape (Su): A greater barghest can assume the shape of a large goblin or a dire wolf as a standard action. In goblin form, a greater barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a greater barghest loses its claw attacks but retains its bite attack.

Pass Without Trace (Ex): A greater barghest in dire wolf form can use pass without trace (as the spell) as a free action.

Skills: *A greater barghest in dire wolf form gains a +4 circumstance bonus on Hide checks.

APL 14

➤ **Greater Barghest, Advanced:** CR 11; Large outsider (evil, extraplanar, lawful, shapechanger); HD 18d8+126; 219 hp; Init +7; Spd 40 ft.; AC 30, touch 12, flat-footed 27; Base Attack/Grapple +18/31; Atk +26 melee (2d6+9, 19-20/(2), bite); Full Atk +26 melee (2d6+9, 19-20/(2), bite) and +21 melee (1d8+4, 2 claws); SA Spell-like abilities, feed; SQ Change shape, DR 10/magic, darkvision 60 ft., scent; SV Fort +17, Ref +14, Will +15; Str 29, Dex 17, Con 25, Int 18, Wis 18, Cha 18.

Skills and Feats: Bluff +25, Climb +30, Concentration +28 (+32 casting defensively), Diplomacy +17, Disguise +4 (+6 acting), Hide +20*, Intimidate +27, Jump +34, Listen +25, Move Silently +24, Sense Motive +25, Spot +25, Survival +25 (+27 following tracks); Combat Casting, Combat Reflexes, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite, claw), Track.

Spell-Like Abilities: At will—*blink*, *invisibility sphere*, *levitate*, *misdirection* (DC 14), *rage* (DC 15); 1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door*, *mass bull's strength*, *mass enlarge*. Caster level equals the greater barghest's HD. The save DCs are Charisma-based.

Feed (Su): When a greater barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a wish, miracle, or true resurrection spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A greater barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a greater barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The greater barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total.

Change Shape (Su): A greater barghest can assume the shape of a large goblin or a dire wolf as a standard action. In goblin form, a greater barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a greater barghest loses its claw attacks but retains its bite attack.

Pass Without Trace (Ex): A greater barghest in dire wolf form can use pass without trace (as the spell) as a free action.

Skills: *A greater barghest in dire wolf form gains a +4 circumstance bonus on Hide checks.

APL 16

➤ **Greater Barghest Guard, Advanced Ftr2**; CR 13; Large outsider (evil, extraplanar, lawful, shapechanger); HD 18d8+2d10+126; hp 231; Init +8; Spd 40 ft.; AC 31, touch 13, flat-footed 27; Base Attack/Grapple +20/33; Atk +29 melee (2d6+9, 19-20/(2), bite); Full Atk +29 melee (2d6+9, 19-20/(2), bite) and +24 melee (1d8+4, 2 claws); SA Spell-like abilities, feed; SQ Change shape, DR 10/magic, darkvision 60 ft., scent; SV Fort +20, Ref +15, Will +15; Str 29, Dex 18, Con 25, Int 18, Wis 18, Cha 18.

Skills and Feats: Bluff +26, Climb +32, Concentration +28 (+32 casting defensively), Diplomacy +17, Disguise +4 (+6 acting), Hide +21*, Intimidate +29, Jump +36, Listen +26, Move Silently +25, Sense Motive +25, Spot +26, Survival +25 (+27 following tracks); Combat Casting, Combat Reflexes, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite, claw), Track, Weapon Focus (bite, claw).

Spell-Like Abilities: At will—*blink*, *invisibility sphere*, *levitate*, *misdirection* (DC 14), *rage* (DC 15); 1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door*, *mass bull's strength*, *mass enlarge*. Caster level equals the greater barghest's HD. The save DCs are Charisma-based.

Feed (Su): When a greater barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a wish, miracle, or true resurrection spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A greater barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a greater barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The greater barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total.

Change Shape (Su): A greater barghest can assume the shape of a large goblin or a dire wolf as a standard action. In goblin form, a greater barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a greater barghest loses its claw attacks but retains its bite attack.

Pass Without Trace (Ex): A greater barghest in dire wolf form can use pass without trace (as the spell) as a free action.

Skills: *A greater barghest in dire wolf form gains a +4 circumstance bonus on Hide checks.

➤ **Greater Barghest Shaman: Advanced Clr4**; CR 13; Large outsider (evil, extraplanar, lawful, shapechanger); HD 22d8+154; hp 237; Init +7; Spd 40 ft.; AC 31, touch 12, flat-footed 28; Base Attack/Grapple +21/34; Atk +29 melee (2d6+9, 19-20/(2), bite); Full Atk +29 melee (2d6+9, 19-20/(2), bite) and +24 melee (1d8+4, 2 claws); SA Spell-like abilities, feed, rebuke undead; SQ Change shape, DR 10/magic, darkvision 60 ft., scent, spontaneous casting (inflict); SV Fort +21, Ref +15, Will +19; Str 29, Dex 17, Con 25, Int 18, Wis 19, Cha 18.

Skills and Feats: Bluff +25, Climb +30, Concentration +32 (+36 casting defensively), Diplomacy +21, Disguise +4 (+6 acting), Hide +20*, Intimidate +27, Jump +34, Knowledge (Religion) +12, Listen +25, Move Silently +24, Sense Motive +25, Spellcraft +12, Spot +25, Survival +25 (+27 following tracks); Combat Casting, Combat Reflexes, Improved Critical (bite), Improved Initiative, Improved Natural Armor, Improved Natural Attack (bite, claw), Track.

Spell-Like Abilities: At will—*blink*, *invisibility sphere*, *levitate*, *misdirection* (DC 14), *rage* (DC 15); 1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door*, *mass bull's strength*, *mass enlarge*. Caster level equals the greater barghest's HD. The save DCs are Charisma-based.

Spells Prepared (5/4+1/3+1; base DC = 14 + spell level): 0—*cure minor wounds* (5); 1st—*bane*, *bless*, *cure light wounds* (2), *inflict light wounds**, *shield of faith* (3); 2nd—*bull's strength* (3), *cure moderate wounds* (3), *spiritual weapon**.

* Domain Spell; Deity: Hextor; Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.), War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.).

Feed (Su): When a greater barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a wish, miracle, or true resurrection spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A greater barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a greater barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The greater barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total.

Change Shape (Su): A greater barghest can assume the shape of a large goblin or a dire wolf as a standard action. In goblin form, a greater barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a greater barghest loses its claw attacks but retains its bite attack.

Pass Without Trace (Ex): A greater barghest in dire wolf form can use pass without trace (as the spell) as a free action.

Skills: *A greater barghest in dire wolf form gains a +4 circumstance bonus on Hide checks.

ENCOUNTER 7 – GRAND HALL

APL 2

➤ **Lord Tenebryn Torquann:** Male human Clr4; CR 4; Medium humanoid (human); HD 4d8+4; hp 27 hp; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Attack/Grapple +3/5; Atk +6 melee (1d10+4, +1 heavy flail); Full Atk +6 melee (1d10+4, +1 heavy flail); SA Rebuke Undead; SQ Spontaneous Casting (inflict); AL NE; SV Fort +5, Ref +2, Will +7; Str 14, Dex 12, Con 12, Int 14, Wis 17, Cha 12.

Skills and Feats: Concentration +8 (+12 casting defensively), Diplomacy +8, Knowledge (arcana) +9, Knowledge (religion) +9, Spellcraft +11; Combat Casting, Empower Spell, Martial Weapon Proficiency (heavy flail) B, Power Attack, Weapon Focus (heavy flail) B.

Possessions: +1 full plate, +1 heavy flail, the item of power.

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0—cure minor wounds (2), guidance (2), resistance; 1st—cure light wounds (2), entropic shield, inflict light wounds*, shield of faith; 2nd—bull's strength, cure moderate wounds, death knell, spiritual weapon*.

* Domain Spell; Deity: Hextor; Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.), War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.).

APL 4

➤ **Lord Tenebryn Torquann:** Male human Clr6; CR 6; Medium humanoid (human); HD 6d8+6; hp 39; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Attack/Grapple +4/6; Atk +7 melee (1d10+4, +1 heavy flail); Full Atk +7 melee (1d10+4, +1 heavy flail); SA Rebuke Undead; SQ Spontaneous Casting (inflict); AL NE; SV Fort +7, Ref +4, Will +9; Str 14, Dex 12, Con 12, Int 14, Wis 17, Cha 12.

Skills and Feats: Concentration +10 (+14 casting defensively), Diplomacy +10, Knowledge (arcana) +11, Knowledge (religion) +11, Spellcraft +13; Cleave, Combat Casting, Empower Spell, Martial Weapon Proficiency (heavy flail)^B, Power Attack, Weapon Focus (heavy flail)^B.

Possessions: +1 full plate, +1 heavy flail, the item of power, cloak of resistance +1, pearl of power (1st).

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level): 0—cure minor wounds (2), guidance (2), resistance; 1st—cure light wounds (2), entropic shield, inflict light wounds*, shield of faith; 2nd—bull's strength, cure moderate wounds, death knell, sound burst, spiritual weapon*; 3rd—contagion*, cure serious wounds, invisibility purge, prayer.

* Domain Spell; Deity: Hextor; Domains: Destruction (You gain the smite power, the

supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.), War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.).

➤ **Advanced Hell Hound Companion, Advanced:** CR 4; Medium outsider (evil, extraplanar, fire, lawful); HD 6d8+6; hp 39; Init +5; Spd 40 ft.; AC 16, touch 11, flat-footed 15; Base Attack/Grapple +6/7; Atk +7 melee (1d8+1 plus 1d6 fire, bite); Full Atk +7/2 melee (1d8+1 plus 1d6 fire, bite); SA Breath weapon, fiery bite; SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold; SV Fort +6, Ref +6, Will +5; Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +15, Jump +14, Listen +9, Move Silently +15, Spot +9, Survival +9*; Improved Initiative, Run, Track^B.

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 14 half. The save DC is Constitution-based.

Fiery Bite (Su): A hell hound deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Skills: Hell hounds have a +5 racial bonus on Hide and Move Silently checks.

*They also receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

APL 6

➤ **Lord Tenebryn Torquann:** Male male Clr8; CR 8; Medium humanoid (human); HD 8d8+8; hp 51; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Attack/Grapple +6/8; Atk +9 melee (1d10+4, +1 heavy flail); Full Atk +9/4 melee (1d10+4, +1 heavy flail); SA Rebuke Undead; SQ Spontaneous Casting (inflict); AL NE; SV Fort +8, Ref +4, Will +11; Str 14, Dex 12, Con 12, Int 14, Wis 18, Cha 12.

Skills and Feats: Concentration +12 (+16 casting defensively), Diplomacy +12, Knowledge (Arcana) +13, Knowledge (Religion) +13, Spellcraft +15; Cleave, Combat Casting, Empower Spell, Martial Weapon Proficiency (heavy flail) B, Power Attack, Weapon Focus (heavy flail) B.

Possessions: +2 full plate, +1 heavy flail, the item of power, cloak of resistance +1, pearl of power (1st).

Spells Prepared (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level): 0—cure minor wounds (2), guidance (2), resistance (2); 1st—cure light wounds (2), entropic shield, inflict light wounds*, shield of faith (2); 2nd—bull's strength, cure moderate wounds, death knell, sound burst, spiritual weapon*; 3rd—contagion*, cure serious wounds, invisibility purge, magic circle against good, prayer; 4th—cure critical wounds, divine power*, empowered sound burst, spell immunity.

* Domain Spell; Deity: Hextor; Domains: Destruction (You gain the smite power, the

supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.), War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.).

➤ **Advanced Hell Hound Companion**, Advanced: CR 6; Large outsider (evil, extraplanar, fire, lawful); HD 9d8+27; hp 75; Init +5; Spd 40 ft.; AC 17, touch 10, flat-footed 16; Base Attack/Grapple +9/18; Atk +14 melee (2d6+7 plus 1d6 fire, bite); Full Atk +14/9 melee (2d6+7 plus 1d6 fire, bite); SA Breath weapon, fiery bite; SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold; SV Fort +10, Ref +8, Will +7; Str 21, Dex 12, Con 17, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +18, Jump +21, Listen +12, Move Silently +18, Spot +12, Survival +12*; Improved Initiative, Run, Track B, Weapon Focus (bite).

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 17 half. The save DC is Constitution-based.

Fiery Bite (Su): A hell hound deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Skills: Hell hounds have a +5 racial bonus on Hide and Move Silently checks.

*They also receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

APL 8

➤ **Lord Tenebryn Torquann**: Male human Clr10; CR 10; Medium humanoid (human); HD 10d8+10; hp 63; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Attack/Grapple +7/9; Atk +10 melee (1d10+4, +1 heavy flail); Full Atk +10/5 melee (1d10+4, +1 heavy flail); SA Rebuke Undead; SQ Spontaneous Casting (inflict); AL NE; SV Fort +9, Ref +5, Will +12; Str 14, Dex 12, Con 12, Int 14, Wis 18, Cha 12.

Skills and Feats: Concentration +14 (+18 casting defensively), Diplomacy +14, Knowledge (Arcana) +15, Knowledge (Religion) +15, Spellcraft +17; Cleave, Combat Casting, Empower Spell, Great Cleave, Martial Weapon Proficiency (heavy flail)^B, Power Attack, Weapon Focus (heavy flail)^B.

Possessions: +2 full plate, +1 heavy flail, the item of power, cloak of resistance +1, pearl of power (1st), wand of cure moderate wounds (50 charges).

Spells Prepared (6/5+1/5+1/4+1/4+1/2+1; base DC = 14 + spell level): 0—cure minor wounds (2), guidance (2), resistance (2); 1st—cure light wounds (2), entropic shield, inflict light wounds*, shield of faith (2); 2nd—bull's strength, cure moderate wounds, death knell, sound burst (2), spiritual weapon*; 3rd—contagion*, cure serious wounds, invisibility purge, magic circle against good, prayer; 4th—cure critical wounds, divine power*, empower sound burst, spell immunity (2); 5th—flame strike*, greater command, righteous might.

* Domain Spell; Deity: Hextor; Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.), War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.).

Righteous Might: HD 10d8+30; 83 hp, AC 24, touch 10, flat-footed 23; Grapple +17; Atk +13 melee (2d8+10, +1 heavy flail); Full Atk +13/8 melee (2d8+10, +1 heavy flail); SQ: DR 5/good; Space/Reach 10 ft./ 10 ft.; SV Fort +10; Str 22, Con 16; Concentration +16 (+20 casting defensively).

➤ **Advanced Hell Hound Companion**: Advanced +8 HD; CR 8; Large outsider (evil, extraplanar, fire, lawful); HD 12d8+48; hp 111; Init +5; Spd 40 ft.; AC 17, touch 10, flat-footed 16; Base Attack/Grapple +12/21; Atk +17 melee (2d6+7 plus 1d6 fire, bite); Full Atk +17/12/7 melee (2d6+7 plus 1d6 fire, bite); SA Breath weapon, fiery bite; SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold; SV Fort +12, Ref +9, Will +10; Str 21, Dex 12, Con 18, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +21, Jump +24, Listen +15, Move Silently +21, Spot +15, Survival +15*; Improved Initiative, Iron Will, Run, Track B, Weapon Focus (bite).

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 20 half. The save DC is Constitution-based.

Fiery Bite (Su): A hell hound deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Skills: Hell hounds have a +5 racial bonus on Hide and Move Silently checks.

*They also receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

APL 10

➤ **Lord Tenebryn Torquann**: Male human Clr12; CR 12; Medium humanoid (human); HD 12d8+15; hp 78; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Attack/Grapple +9/11; Atk +12 melee (1d10+4 plus suggestion, Master's Will); Full Atk +12/7 melee (1d10+4 plus suggestion, Master's Will); SA Rebuke Undead; SQ Spontaneous Casting (inflict); AL NE; SV Fort +9, Ref +5, Will +12; Str 14, Dex 12, Con 12, Int 14, Wis 19, Cha 12.

Skills and Feats: Concentration +16 (+20 casting defensively), Diplomacy +16, Knowledge (arcana) +17, Knowledge (religion) +17, Spellcraft +19; Cleave, Combat Casting, Empower Spell, Great Cleave, Martial Weapon Proficiency (heavy flail)^B, Power Attack, Toughness, Weapon Focus (heavy flail)^B.

Possessions: Tessellated Armor*, Master's Will*, the item of power, pearl of power (1st), wand of cure moderate wounds (47 charges). *See Appendix 4.

Spells Prepared (6/6+1/5+1/5+1/4+1/3+1/ 2+1; base DC = 14 + spell level): 0—*cure minor wounds* (2), *guidance* (2), *resistance* (2); 1st—*cure light wounds* (2), *entropic shield* (2), *inflict light wounds**, *shield of faith* (2); 2nd—*bull's strength*, *cure moderate wounds*, *death knell*, *sound burst* (2), *spiritual weapon**; 3rd—*contagion**, *cure serious wounds* (2), *invisibility purge*, *magic circle against good*, *prayer*; 4th—*cure critical wounds*, *divine power**, *greater magic weapon*, *spell immunity* (2); 5th—*flame strike**, *greater command*, *righteous might*, *slay living*; 6th—*blade barrier*, *empower poison* (DC 20), *harm**.

* Domain Spell; Deity: Hextor; Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.), War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.)

Righteous Might: HD 12d8+39; 102 hp, AC 24, touch 10, flat-footed 23; Grapple +19; Atk +15 melee (2d8+10 plus suggestion, Master's Will); Full Atk +15/10 melee (2d8+10 plus suggestion, Master's Will); SQ: DR 10/good; Space/Reach 10 ft./ 10 ft.; SV Fort +11; Str 22, Con 16; Concentration +18 (+22 casting defensively).

➤ **Advanced Nessian Warhound Companion:**

Advanced +2 HD; CR 10; Large outsider (evil, extraplanar, fire, lawful); HD 14d8+70; hp 143; Init +6; Spd 40 ft.; AC 18, touch 11, flat-footed 16; Base Attack/Grapple +14/26; Atk +22 melee (2d6+12 plus 1d8 fire, 19-20/(2), bite); Full Atk +22/17/12 melee (2d6+12 plus 1d8 fire, 19-20/(2), bite); SA Breath weapon, fiery bite; SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold; SV Fort +14, Ref +11, Will +10; Str 26, Dex 14, Con 20, Int 4, Wis 12, Cha 6.

Skills and Feats: Hide +19, Jump +21, Listen +20, Move Silently +23, Spot +20, Survival +10*, Tumble +5; Alertness, Improved Critical (bite), Improved Initiative, Track, Weapon Focus (bite).

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 3d6 fire, Reflex DC 22 half. The save DC is Constitution-based.

Fiery Bite (Su): A Nessian warhound deals an extra 1d8 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Skills: Nessian warhound's have a +5 racial bonus on Hide and Move Silently checks.

*They also receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

APL 12

➤ **Lord Tenebryn Torquann:** Male human Clr14; CR 14; Medium humanoid (human); HD 14d8+17; hp 90; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Attack/Grapple +10/12; Atk +13 melee (1d10+4 plus suggestion, Master's Will); Full Atk +13/8 melee (1d10+4 plus suggestion, Master's Will); SA Rebuke

Undead; SQ Spontaneous Casting (inflict); AL NE; SV Fort +12, Ref +7, Will +16; Str 14, Dex 12, Con 12, Int 14, Wis 21, Cha 12.

Skills and Feats: Concentration +18 (+22 casting defensively), Diplomacy +18, Knowledge (Arcana) +19, Knowledge (Religion) +19, Spellcraft +21; Cleave, Combat Casting, Empower Spell, Great Cleave, Martial Weapon Proficiency (heavy flail) B, Power Attack, Toughness, Weapon Focus (heavy flail) B.

Possessions: Tessellated Armor*, Master's Will*, the item of power, pearl of power (1st), wand of cure moderate wounds (47 charges), periapt of wisdom +2, cloak of resistance +2. * See Appendix 111.

Spells Prepared (6/7+1/6+1/5+1/5+1/4+1/ 3+1/2+1; base DC = 15 + spell level): 0—*cure minor wounds* (2), *guidance* (2), *resistance* (2); 1st—*cure light wounds* (2), *entropic shield* (2), *inflict light wounds** (2), *shield of faith* (2); 2nd—*bull's strength*, *cure moderate wounds*, *death knell*, *sound burst* (2), *spiritual weapon** (2); 3rd—*contagion**, *cure serious wounds* (2), *invisibility purge*, *magic circle against good*, *prayer*; 4th—*cure critical wounds*, *divine power**, *empower sound burst*, *greater magic weapon*, *spell immunity* (2); 5th—*flame strike**, *greater command*, *righteous might*, *slay living* (2); 6th—*blade barrier*, *empower poison* (DC 21), *harm**, *heal*; 7th—*dictum*, *empower flame strike*, *power word: blind**.

* Domain Spell; Deity: Hextor; Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.), War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.)

Righteous Might: HD 14d8+46; 118 hp, AC 24, touch 10, flat-footed 23; Grapple +20; Atk +16 melee (2d8+10 plus suggestion, Master's Will); Full Atk +16/11 melee (2d8+10 plus suggestion, Master's Will); SQ: DR 10/good; Space/Reach 10 ft./ 10 ft.; SV Fort +14; Str 22, Con 16; Concentration +20 (+24 casting defensively).

➤ **Advanced Nessian Warhound Companion,**

Advanced (2): CR 10; Large outsider (evil, extraplanar, fire, lawful); HD 14d8+70; hp 143; Init +6; Spd 40 ft.; AC 18, touch 11, flat-footed 16; Base Attack/Grapple +14/26; Atk +22 melee (2d6+12 plus 1d8 fire, 19-20/(2), bite); Full Atk +22/17/12 melee (2d6+12 plus 1d8 fire, 19-20/(2), bite); SA Breath weapon, fiery bite; SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold; SV Fort +14, Ref +11, Will +10; Str 26, Dex 14, Con 20, Int 4, Wis 12, Cha 6.

Skills and Feats: Hide +19, Jump +21, Listen +20, Move Silently +23, Spot +20, Survival +10*, Tumble +5; Alertness, Improved Critical (bite), Improved Initiative, Track, Weapon Focus (bite).

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 3d6 fire, Reflex DC 22 half. The save DC is Constitution-based.

Fiery Bite (Su): A Nessian warhound deals an extra 1d8 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Skills: Nessian warhound's have a +5 racial bonus on Hide and Move Silently checks.

*They also receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

APL 14

➤**Lord Tenebryn Torquann:** Male human Clr16; CR 16; Medium humanoid (human); HD 16d8+19; hp 102; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Attack/Grapple +12/14; Atk +15 melee (1d10+4 plus suggestion, *Master's Will*); Full Atk +15/10/5 melee (1d10+4 plus suggestion, *Master's Will*); SA Rebuke Undead; SQ Spontaneous Casting (inflict); AL NE; SV Fort +13, Ref +8, Will +20; Str 14, Dex 12, Con 12, Int 14, Wis 26, Cha 12.

Skills and Feats: Concentration +20 (+24 casting defensively), Diplomacy +20, Knowledge (arcana) +21, Knowledge (religion) +21, Spellcraft +23; Cleave, Combat Casting, Empower Spell, Great Cleave, Martial Weapon Proficiency (heavy flail) B, Power Attack, Quicken Spell, Toughness, Weapon Focus (heavy flail) B.

Possessions: Tessellated Armor*, *Master's Will**, the item of power, pearl of power (1st), wand of cure moderate wounds (47 charges), periapt of wisdom +6, cloak of resistance +2. * See Appendix 111.

Spells Prepared (6/7+1/7+1/7+1/6+1/5+1/4+1/4+1/3+1; base DC = 18 + spell level): 0—*cure minor wounds* (2), *guidance* (2), *resistance* (2); 1st—*cure light wounds* (2), *entropic shield* (2), *inflict light wounds** (2), *shield of faith* (2); 2nd—*bull's strength*, *cure moderate wounds*, *death knell* (2), *sound burst* (2), *spiritual weapon** (2); 3rd—*contagion**, *cure serious wounds* (2), *inflict serious wounds* (2), *invisibility purge*, *magic circle against good*, *prayer*; 4th—*cure critical wounds*, *divine power**, *empower sound burst* (2), *greater magic weapon*, *spell immunity* (2); 5th—*flame strike**, *greater command*, *righteous might*, *slay living*, *quicken command*, *quicken divine favor*; 6th—*blade barrier*, *empower poison* (DC 23), *harm**, *heal*, *quicken death knell*; 7th—*dictum*, *empower flame strike*, *power word: blind**, *quicken dispel magic* (2); 8th—*empower blade barrier*, *fire storm*, *greater spell immunity*, *quicken divine power**.

* **Domain Spell; Deity:** Hextor; **Domains:** Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.), War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.)

Righteous Might: HD 16d8+52; 134 hp, AC 24, touch 10, flat-footed 23; Grapple +22; Atk +18 melee (2d8+10 plus suggestion, *Master's Will*); Full Atk +18/13/8 melee (2d8+10 plus suggestion, *Master's Will*);

SQ: DR 15/good; Space/Reach 10 ft./ 10 ft.; SV Fort +15; Str 22, Con 16; Concentration +22 (+26 casting defensively).

➤**Advanced Nessian Warhound Companion, Advanced (2):** CR 13; Huge outsider (evil, extraplanar, fire, lawful); HD 18d8+126; hp 219; Init +5; Spd 40 ft.; AC 19, touch 9, flat-footed 18; Base Attack/Grapple +18/38; Atk +29 melee (4d6+18 plus 1d8 fire, 19-20/(2), bite); Full Atk +29/24/19/14 melee (4d6+18 plus 1d8 fire, 19-20/(2), bite); SA Breath weapon, fiery bite; SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold; SV Fort +18, Ref +12, Will +12; Str 34, Dex 12, Con 24, Int 5, Wis 12, Cha 6.

Skills and Feats: Hide +18, Jump +29, Listen +24, Move Silently +26, Spot +24, Survival +14*, Tumble +8; Ability Focus (Breath Weapon), Alertness, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Track, Weapon Focus (bite).

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 3d6 fire, Reflex DC 28 half. The save DC is Constitution-based.

Fiery Bite (Su): A Nessian warhound deals an extra 1d8 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Skills: Nessian warhound's have a +5 racial bonus on Hide and Move Silently checks.

*They also receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

APL 16

➤**Lord Tenebryn Torquann:** Male human Clr18; CR 18; Medium humanoid (human); HD 18d8+39; hp 132; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Attack/Grapple +13/15; Atk +16 melee (1d10+4 plus suggestion, *Master's Will*); Full Atk +16/11/6 melee (1d10+4 plus suggestion, *Master's Will*); SA Rebuke Undead; SQ Spontaneous Casting (inflict); AL NE; SV Fort +15, Ref +9, Will +21; Str 14, Dex 12, Con 14, Int 14, Wis 26, Cha 12.

Skills and Feats: Concentration +23 (+27 casting defensively), Diplomacy +22, Knowledge (Arcana) +23, Knowledge (Religion) +23, Spellcraft +25; Cleave, Combat Casting, Empower Spell, Improved Counterspell, Great Cleave, Martial Weapon Proficiency (heavy flail) B, Power Attack, Quicken Spell, Toughness, Weapon Focus (heavy flail) B.

Possessions: Tessellated Armor*, *Master's Will**, the item of power, pearl of power (1st), wand of cure moderate wounds (47 charges), periapt of wisdom +6, cloak of resistance +2, pink rhomboid ioun stone, orange prism ioun stone.

* See Appendix 111.

Spells Prepared (6/8+1/7+1/7+1/6+1/5+1/5+1/4+1/4+1/2+1; base DC = 18 + spell level, caster level 19th): 0—*cure minor wounds* (2), *guidance* (2), *resistance* (2); 1st—*cure light wounds* (2), *entropic shield* (2), *inflict light wounds** (3), *shield of faith* (2); 2nd—*bull's strength*, *cure moderate wounds*, *death knell* (2), *sound burst* (2), *spiritual weapon** (2); 3rd—*contagion**, *cure serious*

wounds (2), inflict serious wounds (2), invisibility purge, magic circle against good, prayer; 4th—cure critical wounds, divine power*, empower sound burst, greater magic weapon (2), spell immunity (2); 5th—flame strike*, greater command, righteous might, slay living, quicken command, quicken divine favor; 6th—blade barrier (2), empower cure critical wounds, empower poison (DC 24), harm*, heal; 7th—dictum, empower flame strike (2), power word: blind*, quicken dispel magic; 8th—empower blade barrier, fire storm, greater spell immunity, quicken divine power*, unholy aura; 9th—implosion*, quicken flame strike, quicken righteous might.

* Domain Spell; Deity: Hextor; Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.), War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.).

Righteous Might: HD 18d8+75; 168 hp, AC 24, touch 10, flat-footed 23; Grapple +23; Atk +19 melee (2d8+10 plus suggestion, Master's Will); Full Atk +19/14/9 melee (2d8+10 plus suggestion, Master's Will); SQ: DR 15/good; Space/Reach 10 ft./ 10 ft.; SV Fort +17; Str 22, Con 18; Concentration +25 (+29 casting defensively).

➤ **Advanced Nessian Warhound Companion, Advanced(2):** CR 15; Huge outsider (evil, extraplanar, fire, lawful); HD 22d8+154; hp 267; Init +5; Spd 40 ft.; AC 19, touch 9, flat-footed 18; Base Attack/Grapple +22/42; Atk +33 melee (4d6+18 plus 1d8 fire, 19-20/(2), bite); Full Atk +33/28/23/18/13 melee (4d6+18 plus 1d8 fire, 19-20/(2), bite); SA Breath weapon, fiery bite; SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold; SV Fort +20, Ref +14, Will +14; Str 34, Dex 12, Con 24, Int 6, Wis 12, Cha 6.

Skills and Feats: Hide +22, Jump +33, Listen +28, Move Silently +30, Spot +28, Survival +18*, Tumble +18; Ability Focus (Breath Weapon), Alertness, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Skill Focus (Tumble), Track, Weapon Focus (bite).

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 3d6 fire, Reflex DC 30 half. The save DC is Constitution-based.

Fiery Bite (Su): A Nessian warhound deals an extra 1d8 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Skills: Nessian warhound's have a +5 racial bonus on Hide and Move Silently checks.

*They also receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

APPENDIX 2: DEKSPPOINT

🏰 Dekspoint: Small City; Population 13,000; 60% Human (15% Suel, 20% Oeridian, 15% Flan, 10% Other), 20% Elf, 14% Dwarf, 6% Other; Assets 3,000,000 gp.

Figures of Note in Dekspoint:

🗡️ Lord Captain of the Council, Lord Seoman Wraxil: male human Rog3/Ftr4/Swashbuckler2/Dervish2/Gladiator3, AL NG; Cha 20.

Physical Description: Seoman is a younger man, in his thirties although no-one knows his actual age. He is roughly six-feet tall and has bright red hair. He typically wears battered and worn looking leather armor, and carries *Felagorn* his bastard sword.

Personality: Seoman is quick to laugh, but is also something of a hot head and does not take insults, intentional or perceived well. When not getting angry, Seoman is a personable man, but underneath his typically calm appearance is a steel hard mind, which he uses as a bludgeon against those who are weaker than he is.

Goals: Seoman chose to make Dekspoint his home, and he only wants to see it pulled back from the brink and ensure that there is peace, at least for a while.

Additional Information: Seoman's ability to win duels is something close to legendary in the city. During his first week in the city, Seoman was challenged to a fair number of duels, and in all of them he defeated his opponents without getting scratched.

Felagorn: +2 *Defending Ghost Touch Bastard Sword*. *Felagorn*, now wielded by Lord Wraxil, was forged in the Crystalmists by a band of renegade dwarven smiths. It is extremely light, and has been known to occasionally draw the wielder toward the Crystalmists.

👑 Lady Alia of Marner: female human Rog6/Dread Pirate 8, AL CG; Cha 18; Intimidate +22.

Physical Description: Alia is a beautiful woman in her early thirties. She is a mere five feet tall, but her presence and command makes her seem so much larger to most who meet her. She typically wears light leather armor, and carries *Longshanker*, the longsword that her parents had commissioned for her.

Personality: Alia, unlike some pirate captains, does not command out of fear, rather she commands out of respect. She cares deeply for her crew, and the city she now calls home.

Goals: Alia is in actuality working for both Dekspoint and Ratik. While she may no longer call Ratik home, her parents still do, and so she negotiated the peace treaty between the two groups.

Additional Information: Alia's ship, the *Sea Devil*, is rumored to have magical powers, including immense speed. What is true is that the ship is a custom design and was built solely for speed.

Longshanker: As per a *Sword of Subtlety*, save that it is instead a longsword.

👑 Finelle Sturrigen: female Oeridian Rgr6, AL NG; Cha 17; Diplomacy +19.

Physical Description: Finelle is a young woman (likely in her mid-twenties) and is both luscious and beautiful. She tends toward the flamboyant style of clothing, usually associated with the Rhenee.

Personality: Finelle is carefree and not scared of using her charms and guile to get what she wants. However, underneath her seemingly carefree and wild appearance is a keen and calculating mind. Nothing she does is ever random or without the wherewithal to benefit her, either directly or indirectly.

Goals: On the surface Finelle is really interested in seeing the treaties negotiated and ratified. However, she is also on the lookout for benefits for herself. If she sees a way of making use of the PCs to do her dirty work then she will.

Additional Information: Finelle dual-wields cutlasses, although she prefers to avoid combat. A large and particularly foul-mouthed parrot also typically accompanies her, except when she is in situations that call for delicate negotiation or polite decorum.

👑 Polin Wrengt: male high elf (Suel human in disguise) Rog10/Shd6; AL LE (*ring of mindshielding*); See *Appendix 1es*

Physical Description: Polin is a middle-aged high elf that is wiry and lean. Polin is typically found wearing dark blues and blacks, and under his clothes he wears the magical armor that he had custom crafted for him.

Personality: Polin is cold, calculating and not above using others for his own dirty work. He comes across as a sophisticated and aloof. Finally, he has a bit of a sadistic bent as he enjoys seeing other squirm in the tight places he's known for putting them in.

Goals: Polin is in reality an agent for the Scarlet Brotherhood, and he has slowly been moving up in the power structure of Dekspoint. Seoman's coup-d'etat took most of the wind out of his sails, as they say in Dekspoint. Since then he has been content to re-stabilize the city, since it's easier to assume control in a stable city. He has received directives to acquire the item of power that Lord Tenebryn currently holds. To that end during the negotiations he will arrange for the Dekspoint delegation to take care of the problem that Lord Tenebryn is causing for Grenell.

Additional Information: Polin possesses a formidable array of Brotherhood espionage equipment, and under no circumstances will he reveal his allegiances to any PC, including those who may have proven allegiance to the Brotherhood.

IN THE CITY

There is no map of the city provided, but it roughly maps out a crescent shape around the harbor. The Mess and Cargo Decks are next to the harbor, while the Forecastle and the Captain's Decks are higher up on the side of the hills. Massive fortification walls enclose

the landward side of the city (see below for more details), while a pair of ancient stone towers and chains protect the harbor (see below for details).

THE ANCIENT WALLS

Massive cyclopean blocks of stone form the walls that surround the city. In many places the walls are rent by huge cracks, while in others the stones are blackened and charred as if burnt. Mosses and lichens cover many of the stones, save those that are scorched and burnt.

These walls are built of stones that are roughly 5 feet by 5 feet on an end, and 10 feet long. A DC 20 Knowledge (architecture and engineering) check reveals the walls were built to withstand most anything, and that even with the disrepair that they exhibit, and the large damaged area, they would still serve quite well as a defensive structure.

THE CAPTAIN'S DECK

Council Halls

The council halls, as described above, are a very old structure, predating the current city. The architecture is unusual, and not similar to anything that can be found today. Most of the building is offices and records. A DC 40 Knowledge (architecture and engineering) or a DC 40 Knowledge (history) reveals that the building style is similar in some regards to that favored by the Ur-Flan, but on a far more complex level.

Dek's Tower

A tall spire, capped by a statue of Procan pointing out to sea, stands in the center of a plaza. Its walls are carved with imagery of naval battles, pirates, and other nautical themes.

This is Dek's Tower, built to commemorate Dek after his death. The tower can be ascended, and as it is five stories tall, it offers splendid views of the city and the approaches to the city, both by water and by land. Hidden on the first floor is a secret door that requires a DC 35 Search check to discover. It leads down to Dek's Tomb.

Dek's Tomb

At the bottom of the tight spiral stairs is a chamber fashioned of white marble. In the center, raised upon a dais, is a sarcophagus inlaid with mother of pearl. The dais is carved to appear as a boat, borne upon a rough sea. The sarcophagus bears an effigy of a man. He appears to be an older man with patrician features. He is shown wearing fine robes, and he carries with him a scepter and a staff.

This seems to be the tomb of Dek (20 feet by 30 feet), but it is merely a trap for the unwary. Dek was in actuality buried at sea, as all true mariners are. This tomb is protected by powerful magical wards, and contains nothing inside it. Attempting to deface, open, or otherwise influence the tomb will trigger the trap.

All APL's (EL 9)

☞ **Thallasophobia Trap:** CR 9; Action Trigger (deface, open or otherwise influence the tomb); Automatic Reset; Special (all targets in a 30 ft. radius burst, aversion to sea water (see below for details), DC 20 + APL Will save negates, 15th level caster); Search DC 32; Disable Device DC 32.

Aversion: Subjects with an aversion to seawater must take reasonable steps to avoid coming into contact with seawater, or traveling over seawater. If they cannot avoid one or both of these stipulations then they suffer a -2 penalty on attack rolls, ability checks, and skill checks. This aversion can be removed with a *break enchantment* or *remove curse*, both requiring a 15th level caster. Any higher-level spell (such as *limited wish*) also suffices to remove this curse. Multiple occurrences of the aversion do not stack.

THE FORECASTLE DECK

The Temple of the Waves

Fluted arches leap high into the air, the spaces between filled with blue tinged stained glass windows depicting the gods who rule the seas. Carven over the doors is a figure of indiscernible age, race, or sex. Beneath it is the remains of text that is so weathered as to be unreadable.

The temple was at one time, and possibly still is, a temple to a now forgotten sea god (or goddess), the one that is depicted above the doors. The interior is washed with dappled blue light from the windows, light that reflects off the blue tiles that cover the floor. Each tile has a sigil in the center, and none of the tiles have the same sigil. If the PCs ask (likely Iluyanesta Filaehaen, the high priest here) they are informed that all attempts to decipher possible meanings of the glyphs have failed.

Iluyanesta Filaehaen is an elderly, but friendly, aquatic elf. He serves in the temple as high priest. He cares for the various shrines that are spaced along the inside walls of the temple. The shrines are dedicated to Deep Sashelas, Osprey, Procan, Velnius and Xerbo.

☞ **Iluyanesta Filaehaen:** Male Aquatic Elf Clr 13 of Deep Sashelas.

Fountain of Lost Souls

In the center of the square is a fountain. Carvings of tortured souls and infernal horrors border the central pool. In the center is a winged humanoid, bearing a cup from which flows a stream of pure water.

This fountain is another of the artifacts that predates the current city.

CARGO DECK

There is little of interest here besides the warehouses, which are locked and guarded, and the docks.

Harbor

Ships of all size, ranging from skiffs to galleons, are either at berth or are moving about in the harbor. The docks are ringed with warehouses, all guarded by heavily armed mercenaries. At the entrance to the harbor is a pair of tall granite towers, capped with statues. Between these towers are suspended five steel chains that glisten like a cobweb in the sunlight.

The statues on the top of the towers are weatherworn to the point that they are no longer recognizable. The chains are kept on winches, and are lowered and raised by special golems that are designed for that purpose. The chains themselves have 6-inch links, each made of 2-inch-thick steel.

MESS DECK

Broken Mast Bar

Dank fumes, unwashed bodies, and salt brine assault the senses inside this dimly lit tavern. Sailors, soldiers, and other riff-raff fill the place from mid-morning until late in the night. The barkeep, Brodon, is an imposing figure at ten feet tall, and is quite probably the ugliest ogre you've ever seen.

The broken mast is owned and run by Brodon, an ogre who was at one time a mate on a pirate ship. The bar gets its name from the time right before Brodon left piracy when the Ratikian navy attacked his ship. Brodon tired of the enemy firing bolts at him, and he uprooted the mast on his ship, throwing it at the Ratikian naval ship. The impact sank the Ratikian vessel. While the tactic was popular with the crew, the captain was not amused or impressed.

♣ **Brodon:** Male Ogre Rog2 Exp (Barkeep) 2.

APPENDIX 3 – EASTFAIR AND THE NORTH KINGDOM

THE NORTH KINGDOM

The Great Kingdom of Northern Aerdy is ruled by His Righteous and Transcendent Majesty, the Overking of Northern Aerdy, Herzog Grenell the First, Prince of House Naelax (LE male human [flan-oeridian] Clr19 of Hextor).

This is a nation of tyranny and oppression. Outside of the large cities, feudal lords hold god like power over their small fiefdoms, only paying heed to the more powerful liege above them in the social order.

Inside the city, nobles and the others who are lucky enough to be above the salt practice a lifestyle of hedonistic indulgences and cruelty at the cost of those poor souls who fall below the salt.

The vast majority of the warlike noble families pledge their spiritual faith into the many hands of the Scourge of Battle, Hextor. Cavaliers of the darkest hearts, shiniest armor and most bloodthirsty mounts are a somewhat common sight in these lands. Be they the clerics of Hextor or the knightly lord of the local manor and village.

Though there are a number of small and rather ineffectual 'cults' of good (usually in a chaotic form) that preach and practice rebellion against the oppression of the government and society in whole, finding them is rarely easy, but when they are, an iron fist is used to crush them.

That is not to say there are no forces of good within the North Kingdom. Once, not too long ago, this nation was apart of the truly Great Kingdom and the bastion of Oeridian culture.

Thus as Hextor is apart of that culture, so are gods of good and neutrality. Those who would rebel against the tyranny of the Lawful Evil society (such as Trithereon) have long since been purged to all but the remotest pockets. Followers of gods who would infer its worshipers to a more direct opposition (such as the Arch-Paladin, Heironeous) have been equally purged.

This leaves the followers of good (and neutral) gods who have found a way to work their dogma within the oppressive bounds of state religion of Hextor. An example of this is followers of the Gentle Hand, Zodal, running orphanages or churches of the Shining One, Pelor, taking care of the poor and sick within the ever-swelling slums of the cities.

The Lawful Evil nature of the society allows these small good churches who do not practice rebellion as dogma, to operate and take care of those (poor and sick) that the government do not want to waste time on. The thinking is, "if they want to waste their resources on those types, and as long as they obey our laws, then power to them. Besides, it's fun to bully them too, from time to time".

There are some religions that are accepted because they play important niche rolls. Examples of this are the churches of the Money Counter, Zilchus and the Dweller on the Horizon, Fharlanghn, but the political influence of these sects are kept to a minimum. The

only power they can express is that bought by coin and even that is limited.

Among the common people (with their heavily mixed Flan heritage) the Oerth Mother, Beory is worshiped for nature related issues and to a lesser extent, so are the Oeridian agricultural gods. Even the different evil gods such as the Repear, Nerull and the Black Rider, Incabulos are given small prayers and appeasement to ward off their callings and hopefully push them on to the their neighbor, but not them.

Language

The peasants and serfs of the land all speak the common tongue, with a heavy Oeridian accent and usually mixing of many words and expressions in Old Oeridian, though this by no means guarantees that the serf speaker can actually communicate fluently in Old Oeridian.

The nobility, clerics, sages, elite servants and anyone with education speak Old Oeridian as their primary language, but the common tongue is known to all. Religious and legal issues are dealt with in Old Oeridian, as well as anything that is the domain of those above the salt.

Keeping a Low Profile

When the characters visit Eastfair in the adventure, they should not have too much of a problem with the authorities or the general population (most of which are LE, NE and N) as long as they keep their heads down and don't make a scene.

Those who worship Chaotic (of any morality) or Lawful Good gods and do not pass a Disguise check DC12 (made once for the whole adventure) or whom reveal themselves, suffer a -2 circumstance penalty to all Charisma based skill checks. This is negated if they are dealing with someone of their same ethos (a good worshiper meeting a good worshiper has no problems, etc).

A special case is in store for worshipers of Heironeous, the arch-rival of Hextor. Since it is assumed that a proud worshiper of such a god would adorn himself with the marks and symbols of his divine patron, the Disguise check is DC15. This includes not slipping up and using sayings or dogma in speech. The price for being recognized is a -6 circumstance penalty to all Charisma based skill checks. Even if the character fails his skill check, this does not mean that ever city guard and cleric of Hextor automatically spots him in the streets. Its only for when he is up close and interacting with these Heironeous-Haters and those who play along out of fear.

Even then though, he only becomes the target of harsh ridicule. As long as the character keeps his cool and dignity, he can get out safe and alive.

If he ever forces the hand of the Hextorians, he's quickly overwhelmed and the character is executed

and permanently dead (and paraded around on a stick, then eaten at a private festival).

The Hexotrians feel no need to grant a foreigner any sort of honor duel, not in their own capital.

Pets

Large and/or wild animals are not allowed to be brought into the city unrestrained and without a permit. Wolves, bears, any dire animal and other dangerous creatures must be leashed and muzzled or caged. Dire animals must be caged. A one week permit costs 10gp per size category of each animal (starting at medium).

Horses, trained dogs, birds and other common domesticated animals cost a copper each to enter the city, but do not require any special restraints, but the master is responsible for any damage the animals cause.

A one-time exception to this rule is granted due to the PCs diplomatic status in this adventure.

Crime and Punishment

The laws of the land are typically the same as one would find in another lawful kingdom, only much, much harsher. The people are copper'ed and silvered to death with special taxes and tariffs. Most commoners are considered property, either to their liege or to the government as a whole should they be a freeman (an ironic term here).

Minor crimes and public disturbances bring about rough treatment from the town guards or from ones social superiors (with little chance for recourse). Thankfully, gold is an expectable solution to get the characters out of all but the most unforgivable crimes (usually those perpetrated against someone with rank and power). The laws have been somewhat softened (or just corrupted) from ten years ago. An influential man about town succeeded in plying the right people to lower the execution range on items from its original 500gp to the new 1000gp limit. Rumors have it he is the main backer of a new fledgling thieves guild. Thus these people can pay the bribes required for getting caught.

To give an example:

If the characters cause the death of a commoner, they can discreetly pay their way out of punishment (the authorities make this clear with a wink and nudge) for the sum of 1000gp per dead commoner (or 100gp for an orc, but not the rioting ones).

Failure to pay this fee sentences the characters involved to 2d6 TU's worth of imprisonment (the sentence would normally be much longer, life even, but its assumed the crafty adventurers can eventually get themselves out of the situation one way or another, along with all their gear but not gold. All coin is removed from the Adventure Record).

Killing a tradesmen or other such 'middle' class member of society is 2000gp per offence. It doesn't matter how the death was caused. Accidentally or premeditated, death is death. Failure to pay costs the

characters 2d8 TUs. Otherwise, this is treated the same as the above entry.

Killing a Noblemen or other authority figure requires a Diplomacy check of DC 15+APL, just to be allowed to make reparations or else be executed permanently. If the characters succeed in the apology, then they at minimum must pay the full cost to bring the person back from the dead (raise dead or resurrection) and then another 2000-4000 gp (Judges discretion on severity) on top of that (this secondary amount can be reduced as stated below).

Theft Over 1000gp is a death sentence. Those caught for this crime are almost always publicly executed as an example to the rest of the population. To even attempt to get out of this, requires a Diplomacy check of DC 25+APL, then confiscation of the item, then a 5000gp bribe. Sadly to say, few people have those sorts of resources, so permanent death becomes quite the deterrent. Philosophers have pointed out that the crime of theft is more harshly dealt with than the crime of murder and that speaks volumes on the mentality of the government and its people.

Insulting a Noble or a Hextor Cleric (Diplomacy check DC10+APL to be allowed to pay 200gp, otherwise 1d6 TUs);

Interfering with a Guardsmen (50gp or 1d4 TUs);

Public Disorder (50-200 gp, or 1 TU);

Theft, Minor (Half the value of the items and confiscation of the items or 1d3 TUs and confiscation of the items);

Breaking and Entering (50-200gp or 2TU);

Vagrancy (a sound beating, then, 50gp or 1TU and another sound beating);

Judges should use these as a guideline should they find their players getting into trouble not listed here. When in doubt though, err on the side of caution and leniency.

These minor crimes can usually be paid on the spot to guards or other authority figures. The more severe charges (like murder) usually take some time to process in the courts. Typically, paying 100gp can speed it up to 2d6 hours, from 2d8 days (all included in the initial TU's paid for the adventure). This is nothing compared to the poor wretches who spend years in tiny cells awaiting a trial that may never come.

If the characters profess their innocence (whether they are innocent or not, it doesn't matter much) a representative for them all may make a single opposed Diplomacy check (per charge) [DC 1d20+3+APL]. The character may use Knowledge Local instead.

If this is successful, then the cost in gold or TUs is reduced by 50% (round down). But if the check fails, the penalties are increased by 50% (round up).

Some exceptions to this are when the authorities hate the victims more than the characters. For example, killing a cleric of Tharizdun or Vecna doesn't bring about much reprisal (unless the characters committed a lot of other crimes in the process).

As stated previously, a typical commoners would expect a life sentence for very minor crimes, but the adventurers (with a few exceptions) are only penalized TU's, for it is assumed that they are able to get themselves out of the imprisonment much before the end of the expected sentence.

Guards patrols and even their interest depends on what part of the city or (in the case of in rural area) who's land ones is on.

In Eastfair, The New City is closely watched by both mundane and even magical means. Those committing crimes have a much higher chance of getting caught. In the Old City, guard patrols are fewer and petty crime is rampant, but the patrol sizes tend to be much larger with a higher chance of special support units (such as mages or brute squads), ready to tear a neighborhood apart till they get the people their after.

Rural lands are under the jurisdiction of which ever noble owns that patch of land, which can have several layers of authority. These rural nobles have less firepower to back up an arrest then do the city guards against powerful adventurers, so they tend to be more lenient and willing to deal when they feel they lack the upper hand.

EASTFAIR, THE GRANITE CITY

Within the high and heavily fortified outer granite walls of the city, are streets so clean and tidy that they put some high altars of Heironeous to shame.

Heavily worked maintenance crews keep the hard, stark and stern streets sanitary, as much as the elite units of Rakersmen (elite troops of North Province) keep the streets orderly as the town guard.

While it has a reputation for urbanity, ordinary folk in the city work hard and need to in order to compensate for the heavy taxation and cruel red tape. One must pass through the second ring of city walls and into the Old City, in order to get to the interior of the city and to see its true seedy underbelly. Here, the poor and the wretched meek out an existence shut away from the outside, only allowed to leave with special permits or by wearing badges sewn to their vests.

In the last decade or so, this poor interior has turned from poor-man's quarters, though kept almost as orderly as the New City, into a true slum (much to the chagrin of the authorities). This has been caused by the ever-increasing migration of refugees into the city. If you can pay the entrance fee, you can enter Eastfair, but if your not a skilled tradesmen or rich, your shunted to the Old City.

Once there, you can't legally leave without a permit of some sort. This has been causing quite a bit of increased hardship and chaos. The uncaring governments answer is to send in brute squads of orcs and ogres to thin out the population of trouble makers, but never so much that they'll cause a general revolt. Cycles of famine and diseases keep the population levels of the Old City down as well.

Behind its orderly mask, the population of the city is as prone to hedonistic pleasures. Eastfair has always attracted the most debauched and degenerate nobility and merchants of North Province. If you have the money to pay for it, the Nine Hells itself can be yours to experience.

Eastfair attracts wealth. Those riches are either inherited, or else obtained by the best merchants, that is, the most unscrupulous, swindling, money grabbing ones. Given this, it is not surprising that Eastfair's rich like to spend their money on depraved and immoral activities.

Eastfair has a considerable number of truly exceptional craftsmen and artisans within its city walls. These numbers have swollen by the people seeking refuge in the Granite City from more troubled lands and cities. Now, truly, Eastfair is a city where one can buy almost anything -- if one has almost limitless supplies of gold.

When the sun sets and the streets fill with flickering shadows, it's the poor and common men that pay for the vileness of the riches' entertainment, not to mention all the other hidden evils in the city.

In a nutshell, the common people have very few rights and the government enforces itself on the lower class brutally, but usually overlook the vileness that befalls the common man, as long as its done quietly and doesn't disturb the order of the city.

Something one does not see walking the streets of the city are fiends. Baatezu and especially Tanar'ri are not generally accepted by the church of Hextor. Part of this has to do with their god residing on Archeron, and not the Nine Hells. Though fiends are used for specific purposes, as a policy, the authorities don't want them to wander around within the general populace.

The same goes for undead, for they tend to cause a lot of disorder and public disturbance. Of course, there are always exceptions to those with power and the fact that there are several Animus Nobles in the city makes it a complicated issue. Having undead wandering the streets is an extravagance reserved for all the most powerful and connected. Anyone else will find their minions destroyed and themselves held accountable.

It should be noted that, though mostly just rumors, good outsiders have made temporary homes in this large city. They have been called to do good and help the crusading good minority fight the power of evil. When these beings are discovered they are routed out with extreme prejudice and any mortals found to be supporting them (and even those not) are punished brutally, usually by having an ogre pay them a social visit to discuss the transgression.

Fledgling Thieves Guild

In a city that a generation or two ago was almost completely devoid of an organized profit oriented criminal element, it has come as quite a shock to some old timers that a charismatic man swaggered in and started such an organization up.

Little is known about the man at the top, and even less about his true motivations. Commonly considered to be a gentlemen rogue, probably from the countryside, and most assuredly an ex-adventurer. This mysterious man just showed up one day in the city and started making things happen.

Money started changing hands, secrets were threaten, new friends were made and a thieves guild was born. There is no doubt that the city government is aware of the guild and even less doubt that its not getting a pretty copper out of it, but what is in doubt is how long the arrangement will last. Sooner or later, the guild as a whole will have to make moves to keep itself from stagnating and those moves could make the guild inconvenient for the government.

The head of the guild is a man of mystery, but what of the rank and file? The guild itself is an amalgamation of petty gangs, minor rogue-oriented cults, disguised foreign agents and run of the mill criminals. Within those ranks, leaders and foremans vie for power and political goals. Those that get out of line and threaten the safety of the guild are handled, but most stay within the fold under the sway of the charismatic guildmaster.

Now the guild has been operating for sometime and has become stable in its methods and policies, the more observant suspect a dubious interior to the guild. Some say that the new guild, filled with men of evil and vileness, is really just a masquerade for a core of goodness, using the dark hearted souls as camouflage.

Locations in Eastfair

In this adventure, the characters are not expected to venture into many locales within the city, though that is not to be the case in further outings in this adventure series. The following is a quick explanation for the various places that have moderate interest to the PCs, or are mentioned in descriptive text.

Eastfair is divided into Old City and New City. The Old City was built circa 80 CY, and the city greatly expanded in size during the third century when New City began to grow outside the original walls.

The Old City is now mostly the province of the poorer people, save for the complex of buildings known as "The Cyst," while New City contains the homes and workplaces of the well off.

For characters approaching Eastfair, their first sight of the city should give them an impression of grandeur. Huge granite walls confer an air of invulnerability, and the stone spires and slate roofs of the buildings inside crowd together like a phalanx of powerful defenders. Great Gate, bearing its mighty shields of Hextor and North Province, is a forbidding entrance to this majestic city.

The Great Gate is powerfully defended, with ballista platforms flanking the 30' high granite walls and a pair of huge (22' high) stone statues of Aerdi warriors standing one each side of them. These statues can be animated as massive stone golems by a cleric of

Hextor who stands special watch as part of the gate detail, to fight in defense of the city.

Greater Stone Golem: 271 hp; see page 136 of the *Monster Manual*.

An entrance toll is charged of 1 sp a person (1 gp a merchant or freesword, with extra charges of 1 sp to 1 gp for each horse, wagon, etc.). The main gates are opened for wagons and horse, with men on foot using smaller side doors at the base of the ballista towers.

Within Great Gate, the broad boulevard known as The Full Path stretches into the heart of the city and on to Newgate and Spider's Gate. Just beyond Great Gate, the extraordinary sight simply named "Waterfall" greets the visitor; 20' high, 10' long standing waves of water lie either side of The Full Path, a permanent magical reminder that Eastfair lies just north of the headwaters of the Flanmi.

The Fisherman's Gate, the north gate of the city, is much smaller than the Great Gate, and receives only visitors on foot or on horse in small numbers.

Originally, this was the gate used by humbler tradesmen, hence its name, but in a reversal of history this gate now opens into the richer areas of the city and merchants are sent to Great Gate if they seek entry.

Though this gate has not the powerful defenses of Great Gate, the gatehouse here contains a minor magical artifact which, if the right command word is activated, can shield the gate in a wall of stone which is 90% resistant to any attempts to dispel it, save by use of the same artifact used to create it.

The Cyst comprises three sets of buildings located behind iron railings protected by priests of Hextor and squads of Rakersmen all in the Old City. None can enter without an invitation or the summons or granted pass of the Herzog himself.

The central building here, the Herzog's Palace, houses Grace Grenell and the hierarchy of the priesthood of Hextor, together with the most senior city officials (Chancellor, city architect, Commander-General of the Watch, etc.). To the right of the Palace are the barracks of the Rakersmen, with some 600 troops and a dozen of their most senior commanding officers.

The Whirling Dervish, nested in the Streets of Delight, this is a hostelry offering entertainments marginally less depraved, and more varied, than most establishments around it.

The proprietor, Clinorus Kradner, dresses in Baklunish robes and a turban, even though he's never been west of Edge Field in his life. To someone who is from the Baklunish West or has visited them, it is obvious that Clinorus has dressed to the descriptions of embellished stories, not to mention the man is not baklunish, more of a dark flan-oeridian mix.

Clinorus is, in fact, a cleric of Olidammara as well (Clr4), with a strong tendency to good alignment.

The Merchant Quarter contains the better markets of Eastfair and the homes of many ordinary merchants. At the center of the entire quarter is the main Temple of Zilchus for the city.

This quarter is also home to an enclave (subsection) of merchants who specialize in exotic goods: silks, spices, peppers, rare herbs, alchemical goods, tropical hardwood furnishings, Ketite rugs and carpets, and all manner of unusual items. This square is sometimes referred to as 'Little Bakluni Town'.

Nearby to these shops of Exotic section is the walled compound of the Zilchus Western Company. This is the major supplier to these particular shops of western goods, though they by no means hold any monopolies on Baklunish trade. This just happens to be the sister headquarters (the other in Kalstrand) of an order of Zilchus clerics that operate this company.

The Old City contains the houses here are those of laborers, serfs (including church serfs), and unskilled workers. This is the new slum district for Eastfair, though it has only formed in the last ten years.

The houses here are dilapidated, and people live in very overcrowded homes, with a fair amount of violence and drunkenness. However, this is the best place for anyone wishing to lie low in Eastfair.

Racketeer landlords rent a bare room for a copper or two a day per person, and the town guard (Rakersmen) patrol the streets rarely unless there has been a recent bout of worse than usual street fighting.

To keep the newly forming slum-like conditions in check, orc and ogre brute squads smash any shanty towns or tent districts that occasionally form out of desperation. The more vocal troublemakers also get the occasional courtesy call from the brute squads. Nothing like an ogre to change your opinion in a philosophical debate.

Good churches and clerics tend to the unwashed masses as best as they can with the limited resources they are allowed, though they are often victims of the brute squads themselves. Some of the more charismatic clerics have made contacts within the guardsmen and/or authorities (gold is usually involved) and get some special consideration from that.

The Orc Quarter is part of the reason for the overcrowding in the rest of Old City is this district, which is walled off from the rest of the Old City (but still inside the Old City). The 3,000 troops of the Euroz Angry Army have settled into barracks here and have made it their own.

At the present, the town guard tries only to patrol the outskirts of this zone, but the orcs have taken to kidnapping ordinary people in Old City (the orcs have secret ways out of the district) and taking them back to their barracks for supper (as it were) or just to torture and kill them out of boredom.

The orcs also act as jailers in the city prison directly opposite Spider's Gate, which allows them some opportunity for indulging their sadism and brutishness.

The orc warlord, Snaggrip Grekk, swaggers about Eastfair as if he owned the place, and there are many humans in Eastfair who would like to have the general population rise up and slaughter him and his men – no matter how many casualties might be suffered.

The situation is very tense, and Grenell knows that while the orc leaders want to be in Eastfair to have a very definite presence in Grenell's capital city, their soldiers often grow rebellious and irritable, needing the fresh stimulus of battle. Brawls and drunken rebellions when out in the countryside are happening with more and more frequency. Usually once the rampaging orcs run out of beer and/or troops are sent out to reign them in, everything settles down again.

A few orc ringleaders (and often their human officers) are severely punished, but the orc regiment is put right back to what ever it was doing before, as if nothing happened.

Thought the city has a standard garrison of 3000 orcs, usually about 1000 of those orcs are farmed out to nearby garrisons or for special projects (usually as hard laborers).

In this adventure, such a regiment of 600 orcs have gotten drunk and rebelled. While the orc troops are mostly concerned with looting and debauchery, some of the Orc 'officers' are trying to spur the troops on to sack the capital (Eastfair), though this is a rather unwise (and hopeless) mission. The orc regiment will be reigned in long before they get that close to the city (not that they had a chance in the first place).

APPENDIX 4 – NEW RULES

Master's Will

This +1 *heavy flail* produces a *suggestion* (Will save DC 14 to resist) to prostrate themselves in any who are struck by it. An invention of the slavemasters of Hextor in the North Kingdom, it is normally used on slaves in the mines. It is rumored that the first such flail was made from the flesh of a dead slave and the steel of his collar, and since then all such devices have been made from the cured flesh of dead slaves and the manacles that bound them.

Market Price: 8,315 gp; *Prerequisites:* Craft Magic Arms and Armor, Craft Wondrous Item, *suggestion*, 5lbs of cured human flesh, slave manacles.

Tessellated Armor (From the *Dungeons & Dragons Arms and Equipment Guide*)

This curiosity usually appears to be an ornate, lacquered box containing hundreds of identical metallic shapes, including lizards, beetles, mounted riders, and Pelorian suns. When the command word is spoken, the shapes stream from the box and flow over the wearer's body, interlocking perfectly to create a single, smooth suit of +2 *full plate*. This armor is lighter and more flexible than normal full plate and is considered medium armor rather than heavy. Its armor check penalty is -4, and it has an arcane spell failure of 25%. Once per day on command, the shapes wriggle and move about the wearer's body, creating a *hypnotic pattern* effect.

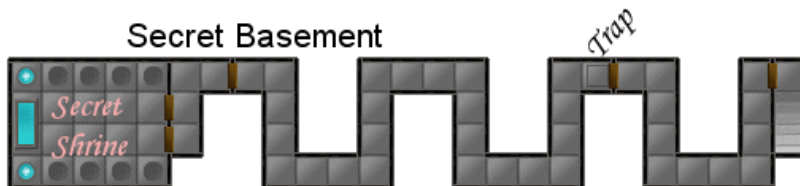
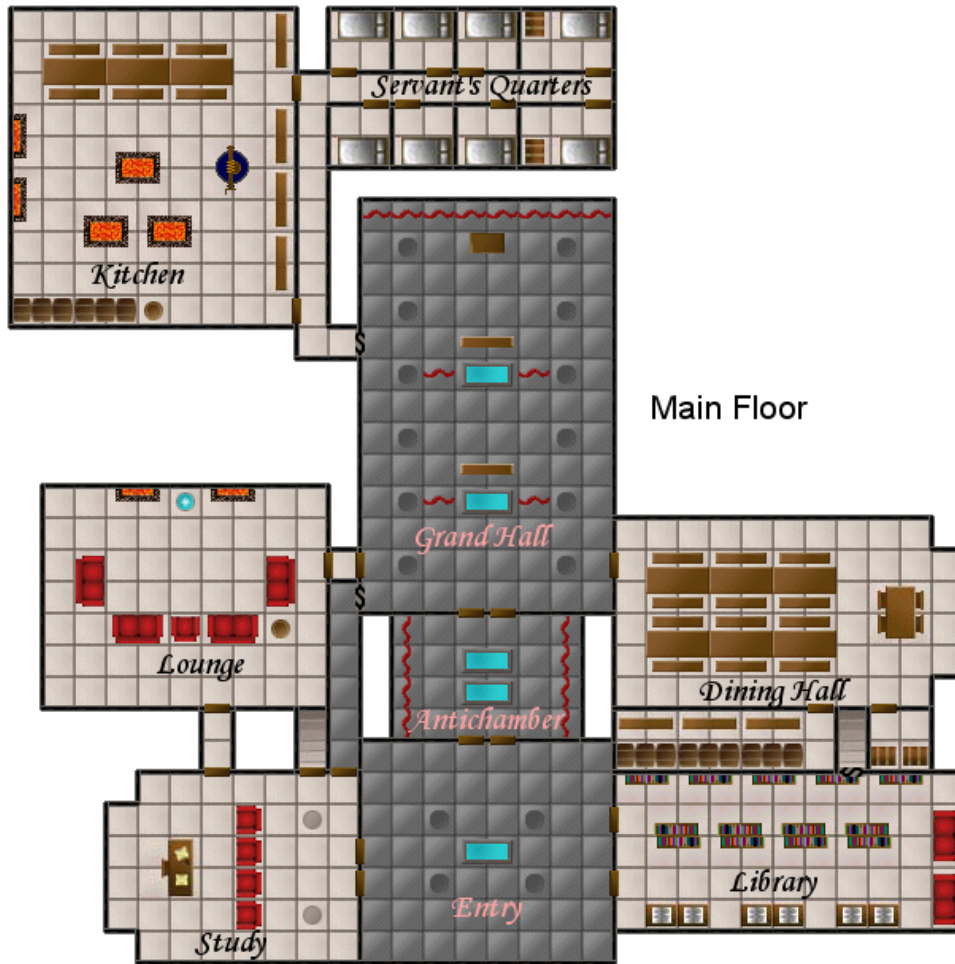
Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, *hypnotic pattern*; *Market Price:* 11,560 gp.

DM'S AID 1 – TRAVEL MAP



Red is the route from Dekspoint to Eastfair, and light blue the route to and from Atirr

DM'S AID 2 – HOUSE TORQUANN OF ATIRR



PLAYER HANDOUT 1 – THE EDICT OF HERZOG GRENELL

In the city of Atirr you will find Lord Tenebryn Torquann. He has violated the laws of the North Kingdom, and for these transgressions has been excommunicated and sentenced to death. We would ask that you undertake to serve his sentence upon him as a sign of the good faith of the people and representatives of Dekspoint.

