

VEL4-08

Shadow of the Serpent

A One-Round D&D LIVING GREYHAWK[®]

Veluna Regional Adventure

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The Diocese of Grayington has seceded from Veluna and the new Plar has declared himself the True Canon of the Faithful. All religions other than Rao are banned in Grayington, which remains untouched by the ravages of war. Is Rao truly shielding his devoted followers in Grayington while abandoning those who have wandered from the true path? What motivates the new Plar to take such drastic measures? An urban investigative scenario for APLs 2-8.

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.

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks

during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

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 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.

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

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

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

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 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 1-round Regional adventure, set in Veluna. Characters native to Veluna pay one Time Unit per round, all others 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

The state of Grayington prior to spring 594:

The diocese of Grayington is located in the north central part of Veluna. Its border stops just short of Veluna City though the city itself still falls under the protection of Grayington. It is ruled by the Plar of Veluna, Eldried Sarneth. He has ruled for the last

	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	

25 years and his father ruled for 42 years before him. The Plar believes that the worship of Rao is the only true religion, and that all who do not worship him just need some enlightenment to see the way. This makes Grayington the most religious and intolerant of the seven diocese. This intolerance does not mean witch-hunts and burning crosses though; this intolerance shows through in a lack of churches of other faiths, total unwillingness of the population to listen to any priest not of Rao, and sometimes just downright rudeness towards those of other religions. There are very few other noble houses in Grayington as the Plar owns almost all the land in the diocese, making him the biggest owner of land in Veluna after the church of Rao. The diocese's representative to the Celestial Order of the Moon is Mathew Sarneth. He is the younger brother of Eldried and has a tendency to preach to the Order about Rao constantly, making him a tolerated annoyance at most gatherings.

The Plar of Veluna is a man of great passions. He believes that Rao and Veluna must be the ones to lead the other misguided countries to the light. The nobles of House Sarneth have shown in the past a tendency to step down when their sons are of the age to rule properly. Eldried's oldest son Redin reached that age last year and so far the Plar has shown no signs of wanting to step down.

Events of 594:

Over the winter the Church of Rao had redeployed troops from other diocese to Grayington. This is because they had expected the orc raids from the previous year to move to Grayington. It ends up that this information (provided to the church by adventurers) was false and

was merely a ruse to deflect Veluna's attention from the invasion of Whitehale.

In the spring of 594, Plar Eldried Sarneth finally stepped down and turned over control of the diocese to his son Redin Sarneth. Shortly thereafter, the diocese of Whitehale was invaded and Canon Hazen was killed on the field of battle by the Lich Canon Herion. This required a new Canon be selected and Redin lobbied for the position. He claimed to have been receiving visions from Rao claiming that he was chosen by Rao to save the true faithful from the deprivations of Herion. These visions told him that Veluna had strayed from the one true path by allowing other religions to take a foothold in Veluna, endangering the way of life of the faithful.

Redin's uncle, Matthew Sarneth, was the Sarneth representative to the celestial order of the moons (COOTM). The COOTM is the noble's governing council, and the COOTM ratifies any selections of Canon. Matthew opposed his brother's bid for Canon, thinking he was not ready for such responsibilities. This caused a rift between Redin and Matthew. However, during the summer Matthew was gruesomely murdered by cultists of Nerull who were executing a plan of terror against the COOTM nobility. The murder was performed during the celebration of the ordainment of Archbishop Priffin Truft, former Archbishop of the Royal Colleges, as the new Canon.

After the announcement of the new Canon, Redin formally seceded Grayington from Veluna. He declared a new theocracy of Rao in Grayington and declared himself the "True Canon of the Faithful". Redin formally outlawed all religions other than Rao in Grayington and withdrew all his troops from Veluna city. The church of Rao ordered the Bishop of Grayington, Velt Harkin, to return to Veluna City in order to show that they did not support the renegade Sarneth. However, Bishop Harkin refused to leave and publicly announced his support for Canon Sarneth.

Current state of affairs:

Grayington is now an independent state ruled by the True Canon of the Faithful Redin Sarneth. Bishop Velt Harkin supports True Canon Sarneth and is one of his key advisors, helping him to interpret his visions from Rao. All foreign troops were withdrawn when the invasion began and Grayington is solely defended by troops loyal to the True Canon. All religions other than Rao are outlawed, and those practicing other religions are expelled from the country or jailed.

Secret background: The above is common information which can be related to the PCs during the course of the

adventure. The information below is background info for the DM ONLY!

Marduk is a demonic figure from Veluna's ancient times. The last millennium, Marduk was banished from the world for 1000 years. The years have passed and Marduk is trying to make his way back into the world. There is a group of cultists working to aid Marduk's return. One of this group was a skilled sorceress who was a leader of the cult. The sacrificing of virgins to Marduk was a common ceremony in the cult. One day, a few years ago, the cult captured a particularly pure and innocent young woman. Little did they realize that she was actually a celestial being lost in this world. This being we call "The Traveler".

When the Traveler was sacrificed, her soul did not go to Marduk as intended. The pure celestial spirit of the Traveler was instead released, and it sought revenge against the wicked ones who had wronged her. The spirit managed to possess the body of the sorceress, and proceeded to slay the remainder of the cultists with the sorceress' spells.

However, neither the spirit nor the consciousness of the sorceress was able to become totally dominant. They wandered for a time battling for control of the body, the will of the sorceress being too strong for the spirit to quell completely. Eventually they reached a state of equilibrium, the spirit of the celestial being was able to enforce its good alignment on the dual being, but neither of them had any memory of itself or their past lives and essentially became a new being with no past, just with vague conflicting memories of Marduk and the need to stop him.

The Traveler was able to oppose the cult of Marduk, but her memories were fleeting as the two consciousnesses fought for control of the body. She was able to influence adventurers to stop Marduk's summoning in Shandalanar. Now she senses that something is wrong in Grayington, but she is not sure what, she just knows that she needs to oppose it. She cannot put a name to the enemy in Grayington (Marduk cultists), but knows that adventurers are the way to stop them (it worked in Shandalanar, though she doesn't specifically remember that).

Meanwhile, in Grayington, a group of Marduk cultists have indeed set up shop. What their exact plans are is unknown, but they have brought in a skilled Baklunish assassin from the Dyvers Alliance (loose criminal syndicate) to assassinate the former Plar, Eldried Sarneth. This assassin's name is Al-Hassani and he has come to Grayington as a common laborer working for the Iron Rings Trade consortium.

Al-Hassani has been in Grayington for 2 months now, studying the area and his target. He has set up a series of paid informants, and like any professional assassin, is taking his time to get the job done right. Marduk himself is watching his plan go into motion, keeping any eye on the agent of his latest machination.

Adventure Summary

The party is enjoying some downtime in Tannenbaum's Chalice, a well-known tavern in Veluna City. A strange woman calling herself only "The Traveler" comes to them with prophecies of a serpent hiding in the shadows of Grayington manipulating events. She says that the PCs have been chosen to expose this dark serpent. The Traveler tells them they must travel to Grayington and root out the evil that hides there.

Encounter One – The Road to Grayington: The party travels from Veluna City to Grayington City, which lies on the mighty Ververdyva River. The border is closed and heavily patrolled by Grayington troops. Any who admit to worshipping any god other than Rao are not allowed to enter without proper documentation (only given to merchants with business in Grayington). The PCs will either have to deal with the guards on the road or sneak across the border in the wilderness.

Encounter Two – Gossip: The PCs will arrive in Grayington and can gather information about current events.

Encounter Three – The Chosen One: It is possible that some PCs may be able to get an audience with Redin Sarneth, the One True Canon of the Faithful. There, they will find that Bishop Harkin is quite tightly involved with Redin. Redin himself seems quite pious and convinced of the righteousness of his actions.

Encounter Four – Secret Rendezvous: At some point the PCs will get a mysterious note asking for a secret midnight meeting outside of town. They will meet with Eldried Sarneth, former Plar and father of Redin. He will explain his side of events and hint at a vast conspiracy manipulating events in Grayington. Before the meeting concludes, two things will happen. The Traveler will be separated into two entities, the spirit and the evil sorceress by some strange otherworldly power. Simultaneously (using the confusion of the Traveler as cover), a Baklunish assassin (Al-Hassani) hired from the Dyvers Alliance will kill Eldried with a poisoned arrow and flee. The PCs will have to fight the sorceress while the spirit chases and possesses Al-Hassani, though she can only take over for a few moments at a time. Al-Hassani will escape but will be possessed by the spirit.

The PCs will find some cinnamon on the fletching of the arrow that killed Eldried (sort of a calling card).

Encounter Five – The Clock is Ticking: The PCs will be framed for the murder of Eldried. They either have to find the real killer before the authorities catch up to them, or they can report the crime immediately counting on justice to prevail. However, somebody higher up is pulling strings to make sure they are not dealt with fairly. Things will look bleak, but Brother Wood and his men will spring the PCs from jail and tell them about the corruption that was aligning to take them down. Brother Wood will lead the pursuers on a wild goose chase to give the PCs time to save themselves. They will have to solve the crime before the authorities catch up to them.

Encounter Six – Investigations: Following up on the clue of the cinnamon, they will eventually end up at the Iron Rings Consortium, the only trade house that imports cinnamon into Grayington. There, they will find a strange note addressed to them written by one of the Baklunish laborers who handled the cinnamon imports. The note was written by the Traveler spirit in one of the brief moments she could control Al-Hassani. She was trying to leave a clue for the PCs to follow. The note leads them out of town on the south road, but the Traveler lost control before she could finish giving directions to find the assassin's hideout.

Encounter Seven – Following Breadcrumbs: The PCs will follow the directions in the note as far as they go, then they will find a bit of cinnamon (dropped by the Traveler in another brief moment of control) leading them in the correct direction. Eventually they will find the ruins of an old church of St. Cuthbert.

Encounter Eight – The Bones of a Saint: Investigating the church, they PCs will find Al-Hassani holed up with a bunch of cultists of Marduk. The Traveler will keep Al-Hassani out of the fight, the PCs will have to take down the cultists. Inside, they will find evidence marking Al-Hassani as Eldried's killer. The spirit of the Traveler will exit Al-Hassani's body once he is subdued, and will attempt to possess one of the PCs.

Conclusion: The PCs can clear their name by turning in Al-Hassani. They will be thanked for solving the crime and exposing a cult of demon worshippers, but neither Redin nor the Bishop will meet with them further. They will hear that the spirit of Eldried refused to be raised, which should seem strange to them considering his demeanor at their meeting. They will leave Grayington with the spirit of the Traveler possessing one of them and with some answers, but many more questions.

VELUNA NOTE TO DMS: Any PC or NPC that attempts to cast *scry*, *divination*, or *commune* in this

module will find their attempt blocked. They will feel great pressure on their minds and take 2d6 non-lethal damage. None of the NPC's will talk about this effect, and will dodge any questions asked regarding this effect.

Favor of Redin Sarneth: Some PCs might have this favor from **Vel4-o2**. If so, it represents that the people of Grayington recognize the PC as a friend of the True Canon, but usually only if the PC mentions his/her name and/or drops Redin's name. This favor gives them a free rich lifestyle in this scenario. The DM should play any NPC's who recognize this favor as very respectful to the PC in question.

Disfavor of Redin Sarneth: Some PCs might have this disfavor from **Vel4-o2**. If so, then this scenario will cost them double lifestyle cost. Note that anybody who gets free lifestyle only gets the first half of this double lifestyle for free. They will still have to pay for the doubled portion. This disfavor represents people who know that Redin is unhappy with this individual making life difficult for them. In general, NPCs will react coldly to this individual, hike prices, etc.

Veluna Metaorgs in Grayington: None of the Veluna meta-orgs are officially recognized in Grayington at this time. Grayington is a separate nation and they no longer recognize the authority of the church of Rao or any of her affiliate organizations. The DM will have to adjudicate this as best he/she can. Basically, members of these meta-orgs will not have any pull with the church or government in any way. Anybody expecting special privilege because of their station will be in for a surprise. Any officials of Grayington will be more than happy to explain this if somebody tries to pull rank on them. However, the common folk of Grayington still recognize these institutions and have respect and trust for the members. This means (for example) that bonuses for social skills (like Gather Information) still apply.

Spot/Listen: There will be numerous times in this module when the PCs may need to detect opponents. The DM should probably ask the PCs to roll several spot/listen checks at the beginning of the module and record the results for later use. This is so that the players are not alerted to something they don't see/hear when asked to roll a spot/listen check.

Introduction

It is fall in Veluna City. War rages in the north, and Mitrik is under siege by the forces of the returned Lich Herion, former Canon of Veluna. Veluna City is the last stop for westbound travelers on the Great

Western Road, but it has remained untouched by war, at least as long as Mitrik holds out against the enemy.

You all are gathered together this evening in Tannenbaum's Chalice, a tavern known to be popular with adventurers. A young human waitress with dark hair pulled tight into a bun and hazel colored doe-like eyes moves about the tables seeing to patron's requests. She serves you quickly and pleasantly with a warm and sincere smile.

You overhear various discussions about current events in Veluna. Canon Priffin Truft was ordained here in Veluna City just a few months ago, replacing the late Canon Hazen who was killed in the Battle of Whitehale in the spring. The forces of Herion were stopped at the gates of Mitrik, though the southern portion of that city was overrun. Though Herion was stopped, the war is far from over. There is a sort of stalemate at the moment with neither side having the resources to press the war. Meanwhile, the Plar of Grayington has seceded from Veluna, declaring a new Archclericy of Grayington. He has declared himself the "True Canon of the Faithful" and claims that Rao shields his lands from the ravages of war because of the pure faith of Grayington's people. It looks like Veluna is in for a long and difficult winter.

Your evening of gossip is interrupted when you spy a short human woman in her mid twenties enter the bar. She has red hair and brilliant, innocent looking green eyes. Those eyes scan the crowd and lock on you from across the room.

This is the Traveler. She has no memory of who she is or where she comes from. She is just this side of sane and should be played as a slightly crazed woman. If any PCs have the Mark of the Legendary hero, she will speak with them first. Otherwise she will speak with the PC with the highest charisma score.

As the woman approaches you can see she has a slightly crazed look in her eye. "You!" She says as she points at you. "You are the ones I have been seeking! The serpent rises again in Grayington, but it is cloaked in shadow. It writhes in the background, manipulating events for its own twisted desires. It hisses whispers and others listen. It must be stopped! You have been chosen to expose the serpent and lay bare its name. You all must come with me to Grayington and seek that which is hidden! It is your destiny!"

She does not know how she knows this information, only that it is true. She does not know who she is, only that she is called "The Traveler". She knows that the "serpent" must be opposed, but she does not know why.

It is possible that some PCs know the Traveler, but she will not remember them. She has no memories whatsoever except that there is an evil in Grayington and that the truth of that evil must be exposed. She knows that the PCs are the ones who must expose it. Other than that, she knows nothing. She knows that they must travel to the city of Grayington and discover the serpent. She will insist on accompanying them.

It is likely the PCs may want to ask questions about Grayington. They can spend the evening asking around and may make a Gather Information check:

DC 10: They can get all the basic information in the adventure background. This information is common knowledge and most any resident of Veluna City can relate this information in conversation.

DC 15: The road from Veluna City to Grayington is heavily patrolled, the border is sealed. Only worshippers of Rao are allowed to pass, or merchants with proper papers (issued by the government of Grayington). Trade must go on after all. Non-worshippers are expelled from the country, those who return are jailed indefinitely.

DC 20: Bishop Velt Harkin was recalled by the Church of Rao from Grayington when the Plar seceded. He actually started back, but seemed to have a change of heart because he returned to Grayington (before reaching Veluna City) and declared his support for the Plar as Canon. Now the bishop is the new Canon's main advisor.

DC 25: A merchant claims to deal in Grayington. He has the proper papers. He will show them to the PCs. The PCs could use this to get enough information to attempt to forge papers, or can attempt to pick the merchant's pocket and steal the papers (the merchant is a first level expert and has a spot score of +6). The merchant will NOT agree to smuggle the PCs into Grayington, that would be too risky.

Encounter One: The Road to Grayington

The journey to Grayington is 68 miles. It will take anywhere from 2 days (fast unencumbered horse) to 6 days (armored walking dwarf/halfling/gnome). See the *PHB* page 162-164 for distances covered per day based on the slowest mode of transportation available to the party.

The PCs will have to determine how they will cross the border. The Traveler will make no suggestions and she

will not participate in dealing with the guards in any way (she will avoid any combat).

At first you pass through the peaceful farming countryside surrounding Veluna City. The people of the Vale are working diligently harvesting the fields and take no notice of you as you pass along the road. While still near Veluna City, you pass a patrol of the Mitrik Temple Guard.

Unless the PCs are hiding from the Temple Guard, they will stop them and warn them about Grayington. They will inform them that non-worshippers of Rao will be turned back at the border. The Temple Guard will otherwise not interfere with the party.

Travelling up the road:

If the PCs travel straight up the road to Grayington, they will encounter a road block set up across the road about 10 miles north of Veluna City. This is the Grayington border.

Up ahead you spot two simple shacks built along both sides of the road. There is a long bar on a pivot blocking the road and a handful of soldiers wearing the livery of Grayington can be seen manning the position. Their horses are tethered nearby, saddled and ready to ride.

There are 3 patrols of soldiers here at all times. If the PCs try to sneak around the roadblock, they will have to roll hide checks against the Spot checks of one full patrol worth of soldiers (assume 1 patrol is actively watching the area for people trying this). If they simply attack, all 3 patrols will join combat. If they try to bluff their way through, one patrol leader will question them.

The leader will ask each person to declare which god they worship. If they lie, roll a Bluff check against his Sense Motive check. Only if they fail the Bluff check by more than 5 will he assume they are lying and he will question them further. If they fail another Bluff check, he will refuse them entrance (including any others accompanying that individual). If they have forged merchant's papers, use the normal rules for spotting a forgery (see Forgery skill in PHB, guard gets the +2 for "document well known to reader"). The DM can add additional circumstance bonuses to the guards Forgery check if the PCs don't look or act like proper merchants. If they stole the merchant's papers from the intro, they will have to bluff their way through with them, but this can bypass the religious question for those accompanying the "merchant". Any who truly worship Rao will be allowed through easily.

The DM will have to adjudicate the PCs actions here. It is not imperative that they be allowed through, they can always sneak across in the wilderness.

Anybody who is turned away and returns to make another attempt, or tries to force the issue is arrested (after appropriate warnings). They are done with this module, and must pay a penalty of 4 TU's before they can finally arrange to be released (outside of Grayington). The DM should only arrest those who are stubborn and refuse to accept the situation and think they can get away with anything. Arrest and jail should be a last resort for stubborn PCs.

If any PC has the "Favor of Redin Sarneth" (from **Vel4-02**) and attempts to drop his name, they may use this as leverage to get the guards to allow them to pass. The descriptions of those with the favor are known to the guards, and once the PC mentions it they will recognize these "friends" of the new True Canon. The PC will then be treated with fearful respect by the border guards.

Under no circumstances will anybody openly displaying a holy symbol of another god (other than Rao) be allowed to proceed. They will be told that those symbols have been outlawed in Grayington by order of the True Canon.

Sneaking across the border away from the road:

If the PCs try to avoid the road, they can cross the border somewhere in the wilderness. The border is patrolled by Grayington guards. Assume at some point they encounter a patrol at 2d6x10 feet of distance. The DM will have to adjudicate this encounter based on the preparations the party makes and the time of day (at night the patrols have hooded lanterns that illuminate 30 ft with bright light, 60 ft with shadowy light). Remember to include the -1 per 10 ft of distance on any Spot/Listen checks. Give the patrols an additional -5 to Spot/Listen checks because they are distracted.

Should the party be discovered, they will be challenged. They may attempt to bluff their way through. If they attempt a bluff and they are caught at night, give the PCs a -5 to their Bluff check unless they give a VERY good reason for being out at night like this.

Should they be caught, the patrol will attempt to arrest them. Should the PCs be arrested, they will be done with this adventure and be jailed for 4 TU's.

As the PCs travel deeper into Grayington:

As you travel deeper into Grayington Diocese itself, the farmlands take on a more austere personality. The farmers are less prone to wave, and the farms and houses are orderly and utilitarian. You pass two more patrols of Grayington soldiers on the road.

If the party is displaying any open holy symbols of gods other than Rao, they will be arrested and escorted out of the country. Second offenders will be jailed for 4 TU's.

Assuming there are no open holy symbols of other gods:

They eye you warily as they pass, but let you continue on your way without challenge.

Patrol

APL 2 (EL 4)

☠**Soldier (4):** Male Human War1; hp 7 (each); See Appendix 1.

☠**Leader:** Male Human War3; hp 23; See Appendix 1.

🐎**Light Warhorse (5):** hp 22 (each); See *Monster Manual*.

APL 4 (EL 6)

☠**Soldier (6):** Male Human War2; hp 14 (each); See Appendix 1.

☠**Leader:** Male Human War5; hp 38; See Appendix 1.

🐎**Light Warhorse (7):** hp 22 (each); See *Monster Manual*.

APL 6 (EL 8)

☠**Soldier (6):** Male Human War3; hp 23 (each); See Appendix 1.

☠**Leader:** Male Human War7; hp 53; See Appendix 1.

🐎**Light Warhorse (7):** hp 22 (each); See *Monster Manual*.

APL 6 (EL 8)

☠**Soldier (6):** Male Human War4; hp 30 (each); See Appendix 1.

☠**Leader:** Male Human War9; hp 68; See Appendix 1.

🐎**Light Warhorse (7):** hp 22 (each). See *Monster Manual*.

Encounter 1A: Grayington

As you crest a hill you see the town of Grayington spread out ahead. Beyond, you see the wide expanse of the mighty Volverdyva River, laden barges plying the watery highway.

Grayington is a rather plain town. All the buildings are in neat and tidy rows and it is very clean. You see a well-tended public garden on a low hilltop to your

left, and a large walled estate to the north of the town.

The party can freely enter the town, as there are no walls.

A Sense Motive check (DC 20) will tell the players that most of the locals are obviously avoiding the outsiders.

There are only two inns in town, the Bishop's Rest and the Golden Schooner Inn. Both are clean and respectable places. Clean rooms and stabling are available there for 5sp each per night (included in standard or higher upkeep).

Grayington consists of a small docks area for barges to hook up, a cluster of warehouses near the docks, a single large temple of Rao (the only church in town), the Plar's walled estate, the offices of three trading companies, three clean and quiet taverns, two inns, typical commercial businesses for a large town, and residential homes for craftsmen and laborers.

At this point the flow of the adventure is up to the party. Please remind them that they are not on any time schedule, and that they don't have to pack everything into 1 day. It is quite likely that they will spend several evenings in town before starting to piece together pieces of the puzzle. Most players may need to be reminded of this since they are an impatient lot. It is the DM's responsibility to not let them get bogged down in the gory details of every minute of every day.

Note: While traveling about Grayington, the party will notice that it is well patrolled by the Plar's soldiers. If any of the party tries to move about at night, have them encounter a patrol (use 1 squad of soldiers from **Encounter 1**). If the patrol spots them, they will escort them back to their rooms and tell them to stay there, or they will allow them to spend the night in jail!

Encounter Two: Gossip

The party is likely to want to talk to some of the people of Grayington. The locals will not be likely to talk to outsiders. However, Grayington is a trade town and there are lots of folks from other areas that live or are visiting here. These folks generally work for the merchant houses as either businessmen or common laborers. Generally these folk are busy during the day, so the party will have to do these Gather Information checks in the evenings between 7pm and midnight. Each character can do 1 check by spending 3gp and 1d4+1 hours making friends, buying drinks, etc. You

cannot "aid another" on Gather Information checks (two people can't get more information out of somebody than one can), though each character can check separately. They can also retry as time allows. Anyone bearing a holy symbol of a god other than Rao will be arrested and escorted from the country. Any second offenders will be jailed for 4 TU's.

Each check can either be for general news, or something specific. If the party tries to get specific information on something not listed here, the DM is free to make up whatever seems reasonable. Feel free to role-play out these exchanges as time allows.

General News:

Anybody the PCs talk to can discuss the information about Grayington in the "Background" section.

A DC 6+APL check gets the character 2 pieces of information from the following list. For every 5 full points by which a character beats the DC, give them 1 additional piece of information. Give out every piece of information before repeating any.

Any priest or paladin of Rao, Mitrik Temple Guardsman, or Knight of Salvation will get a +4 circumstance bonus on their Gather Information check.. Any PC with the "Favor of Redin Sarneth" will get a +4 circumstance bonus to any Gather Information checks. This represents people being more willing to talk to a known friend of the True Canon. Any PC with the "Disfavor of Redin Sarneth" will get a -4 circumstance penalty to any Gather Information checks. This represents people being unwilling to talk to an enemy of the True Canon. All of these circumstance bonuses/penalties are in addition to any granted by meta-org affiliation or upkeep bonus.

- The people of Grayington are slightly unsure of the new Plar's decision to make Grayington an independent state, but they can't deny that Grayington has been spared the ravages of the war. As long as Grayington continues to thrive, the people will support the True Canon.
- Grayington is prospering. Crops were good this year, trade is up, and none of it's young men have been lost to the war raging around her borders.
- A stash of orc weapons was discovered in a warehouse down by the river last spring, lending credence to the rumors that the orcs might be attacking Grayington. But the attacks never materialized and shortly thereafter Whitehale was invaded by forces including a

horde of orcs. How strange. Do you think the weapon stash was just a diversion?

- The old Plar, Eldried Sarneth, had some sort of falling out with his son, the new Plar/Canon, Redin. They don't spend much time together anymore and Eldried is very rarely seen in public.
- Ever since declaring himself the True Canon, Redin has increased security around himself. A lot of new guards have been brought in to guard his estate and he is always accompanied by an intimidating set of bodyguards.
- Bishop Harkin seems to have finally developed a backbone. He refused the recall order from the Church of Rao in Veluna and publicly declared his support for the True Canon. The priests at the church say he is much more decisive now, and is no longer prone to lash out at them as he used to do whenever he returned from the old Plar, Eldried. He must be getting along a lot better with Redin.
- As a matter of fact, Bishop Harkin and Redin have become fast friends. Harkin is Redin's primary advisor and rarely does Redin make public appearances without Bishop Harkin by his side whispering advice in his ear.
- Brother Wood, the monk of St Cuthbert that had been proselytizing in Grayington for years has been declared an outlaw. He refused the order to leave the country, and has been harassing the True Canon's men wherever possible. He has attracted some other followers of other gods and they are a danger on the road. Nobody knows where he is hiding, but it is only a matter of time before they are found and arrested.
- When Bishop Harkin was recalled by the Church in Veluna, he actually packed up and left town, heading for Veluna City. For some reason he came back 2 days later and the next day declared his support for the True Canon. Don't you find that strange?

Asking specifically about Eldried Sarneth:

- He retired to the family's country estate about a day's ride south on the Volverdyva. He isn't seen out much anymore.
- He doesn't seem to really support his son Redin too much. They have been seen arguing, and

Eldried has been seen incredibly angry leaving Redin's estate here in Grayington.

- Redin assigned some of his new guards to protect his father. Eldried wasn't too happy about this, but he didn't have much choice.
- Eldried was extremely upset by the murder of his brother Matthew. Some say he blamed Redin for his death.
- There is a rumor that Redin somehow forced Eldried to finally step down as Plar and pass the title to him. Eldried's tax assessor, Fineous Melkor, left town just a few days before Eldried announced the transfer of power. Wonder if that had anything to do with it?

Asking about the Iron Rings Consortium:

- The Iron Rings has been doing business in Grayington for many many years now. Their office here is primarily a waypoint for goods traveling the Volverdyva.
- The Iron Rings was investigated a few months back because one of their warehouses had a stash of orc weapons in it. The investigation showed that they had leased the warehouse to someone operating under a fake name. They were cleared of any responsibility for the contents of the warehouse.
- The Iron Rings has a high turnover rate in employees. They are fairly disorganized and the pay is low, causing workers to frequently quit and find employment elsewhere.

The PCs may wish to try to visit some other locations in town:

Church of Rao:

The PCs may speak to some lower level priests in the church. Under no circumstances will they be able to meet with Bishop Harkin. Tell them that he is currently visiting the True Canon and is unavailable. The following information can be gained from talking to the priests:

- The church is currently independent from the church of Veluna and is led by the One True Canon, Redin Sarneth. The church of Rao is the state religion of the new Archclericy of Grayington and all other religions are outlawed.
- Dogma has remained pretty much the same since the split. All worshippers of Rao are

welcome, even those currently affiliated with the mother church in Veluna.

- The Bishop is a new man ever since Eldried Sarneth stepped down. The Bishop and Eldried never got along, and the bishop is much happier now that Redin has taken over.
- At first the Bishop was reluctant to support Redin and his claim to be Canon, but on the way to Veluna City he had an epiphany and realized that Redin was the one true path to salvation for the flock. He now fully supports the True Canon and has become his most trusted advisor.

Iron Rings Consortium:

The IRC office is a disorganized mess of a business. There is really nothing for the PCs to discover here at this point in the adventure. It will be business as usual.

The True Canon, Redin Sarneth:

It is possible some players may wish to try to meet with Redin himself. See **Encounter 3**.

Encounter Three: The Chosen One

Redin spends most of his time at the family estate on the north side of the town. The estate is heavily guarded, including guard dogs sniffing out invisible intruders.

The Plar's estate sits on a hill on the north edge of town. It is a huge sprawling affair surrounded by a stone wall topped with iron bars. Guards wearing the livery of the Plar regularly patrol the estate leading guard dogs, and several guards stand at the front gate.

Beyond the ornate iron gate you can see immaculately tended grounds, beautiful gardens, and multiple bubbling fountains.

The mansion itself is a large three-story structure, designed with artistic architecture, and surrounded by beautiful statuary. It looks like the mansion has recently been expanded with a new west wing.

The guards at the gate will be polite but firm. They can answer general questions (anything covered in the adventure background section). If any of the PCs has the "Favor of Redin Sarneth" (from **Vel4-02**) they can get an audience with the True Canon. Additionally, any members of the following Veluna meta-orgs will be able to get an audience: Church of Rao, Mitrik Temple Guard,

Knights of Salvation, Knights of Whitehall, College of Divine, College of Arcane, Board of Chancellors. All others will be denied entrance. At the DMs option, PCs from other regions who are members of prestigious meta-orgs that somehow represent the government of those regions MAY gain entrance. Note that it is not critical to the plot that players get an audience with Redin, this encounter simply gives them some additional information on the overall plot. The PC who gains entrance may be able to bring other PCs along if they can explain satisfactorily why the other PC should accompany them. If in doubt, ask for a DC 15 Diplomacy check from the individual (no aid another please).

It is also possible that someone may attempt to bluff their way into an audience. This would only be successful if the PC lies about being a representative of some official organization in which the True Canon would be interested in. Since Grayington is effectively a new nation, Redin would be interested in establishing diplomatic relations with other good aligned nations. The DM may use discretion in deciding if the PCs make a good case for convincing the True Canon to meet with them. The process of getting in to see the True Canon involves going through a number of screeners (not just common guards). Eventually the bluffer will meet an official with some ranks in Sense Motive, so ask for a single DC 20 Bluff check to successfully impersonate some dignitary.

If the PCs come here AFTER Eldried has been assassinated, they will be denied entrance no matter what. Redin is afraid that he too will be targeted and will refuse to see the PCs because of their association with the assassination of his father.

Any PCs with the "Disfavor of Redin Sarneth" will absolutely be denied entry to the audience no matter what.

Note: The Traveler will NOT attend any audience, she will wait for the PCs outside.

Attempting to sneak into the compound:

Anybody attempting to sneak into the compound using stealth or magic (or attempting to force their way in) will be caught and arrested automatically. Redin is expecting the possibility of assassins, so he has taken precautions (dogs, magic, etc). Any PCs arrested will be done with this module and jailed for 12 TUs (over and above the normal cost of the mod). The DM should warn the players about the likelihood of being caught and give them a chance to reconsider.

Audience with the One True Canon of the Faithful:

It will take most of the day to eventually get in to see Redin. The PCs will go through numerous screeners querying them about their business. They will be thoroughly searched and not allowed to have any weapons, holy symbols, or spell components in the audience chamber. Any trying to hide these will be caught. Anybody foolishly hiding a holy symbol of another god will be arrested and jailed for an additional 2 TUs (done with this mod). The DM should remind the PCs about the ban on other religions before utilizing this penalty.

Eventually, the PCs will be escorted to the audience chamber of the mansion. They will be instructed that they are expected to kneel when introduced to the True Canon.

You are led under heavy guard by the Plar's chamberlain to a large chamber in the center of the mansion. The large double doors are emblazoned with the serene face of the Raoan holy symbol.

The room beyond has high vaulted ceilings supported by ornate pillars trimmed in gold. The arched ceilings have paintings of scenes holy to the Raoan religion, while busts of prior Plars lie in niches along the walls. About a dozen guards wait in the shadows to the sides of the room.

At the far end of the room is a raised dais. Seated on an ornate chair on the dais is Redin Sarneth. He is a young man, probably in his early twenties with wavy blond hair and narrow piercing blue eyes that consider you intently as you enter. He is wearing ornate regalia of the highest level of the Raoan priesthood and holds a scepter of office in his right hand.

Standing just to his right and slightly behind is a portly older priest of Rao wearing a bishop's cap. The man is balding and has a mottled complexion. As you approach, you notice him whispering in Redin's ear while watching you.

To the left and behind is a large middle aged man wearing full plate armor, a large shield and a long sword. His tabard and shield both bear the insignia of the Plar of Grayington. He watches you with steely eyes and looks ready to move into action at a moment's notice.

The chamberlain steps forward and speaks: "Oh most wise and beneficent shepherd of the true flock, I present to you these humble souls come to seek your guidance and counsel..."

He will motion for the PCs to kneel as instructed. If they do not, he will gently attempt to physically get them to

kneel. If they still don't, Redin will become offended. When Redin becomes offended, he will end the audience, and the PCs will be removed from the premises.

If the PCs kneel, the chamberlain will then introduce each of them individually.

Redin motions for you to rise. In a slightly effeminate and silky voice he speaks: "May the blessings of the Reasoned One smile upon these, my honored guests. Tell me; what brings you to me this day?"

Redin will then converse with the PCs until he either gets offended at their conduct/comments or their business is ended. Throughout the discussions, Bishop Harkin will frequently lean in and whisper into Redin's ear. Redin will also frequently look to the Bishop for guidance. Play up the fact that Redin seems to rely heavily on the older man's counsel, but the bishop never directly intervenes in the conversation (unless addressed directly).

The bodyguard on the dais will not involve himself in conversation in any way. He is the champion of the Plar, has been his whole life and unswervingly loyal to the Sarneth family. He will guard Redin with his life and is quite an accomplished warrior.

Below are some likely points of discussion that may come up. The DM should not read these points verbatim, but rather use this information in role-playing the audience with Redin.

Role-playing notes: Redin should come across as very righteous in his cause, a little full of himself while obviously struggling to appear humble. He thinks he is "the chosen one" of Rao, and thus expects respect. He should come across as fanatically religious, always spewing about faith and belief. He should not appear evil or villainous in any way.

- **Why did you secede from Veluna and declare yourself Canon?** I was instructed to do so by Rao himself. He sends me visions in my dreams. In those visions it was made clear to me that I had been chosen to be the shepherd of his flock. Veluna had strayed from His path; they had allowed themselves to become polluted with the false ways of other gods. Rao had become unable to protect them because of their lack of devotion. I tried to convince them of the words of Rao as spoken to me, but they would not listen. I had no choice. Those of the true faith are blessed with the shield of his reason, and we shall weather the current storm

unscathed so that his ways can be preserved. You too should embrace the true faith, and stay here in Grayington, safe from harm. Look about you. While the rest of Veluna is embroiled in war, Grayington prospers in peace, the peace of Rao. Is this not proof enough that I follow the righteous path?

- **How did you convince your father to finally step aside as Plar?** Father had strayed from the path of peace and reason. He had lost serenity. Once I was able to make him realize that, he recognized the error of not following the tradition of our family, and was blessed with the wisdom of Rao to do the right thing.
- **What about the embezzlement from the church your father was involved in?** Hush! Nothing good can come from such talk! The Sarneth family is an honorable family and nothing good could possibly come from such accusations. (Redin will get rather angry about this line of questioning and a Diplomacy check DC 20 will be required to not end the audience immediately).
- **How do you know these visions are actually from Rao?** Because I am strong in my faith, I do not doubt. Faith is believing. And I believe. You too should be strong in faith and trust the word of Rao. Doubt makes one weak, and we must be strong in these difficult times.
- **Why do you think your uncle Matthew was killed?** He had lost his faith, and Rao was unable to shield him from our enemies with the blanket of his serenity. I was greatly saddened by the loss of my uncle. It was a horrible and tragic loss, one that pains me still. I pray to Rao every day that he shelter Matthews soul.

After interacting with Redin for a while, everybody can make a Sense Motive check DC 20. Those that make it will sense that Redin is sincere in his beliefs that he is performing the will of Rao.

If anybody manages to detect magic or alignments in some way, they can detect that Redin is not under the effects of any magical spells and his alignment is NG.

Should the PCs attempt to attack Redin or anybody else in the room, they will be arrested and jailed. The PC will be jailed until January 1, 2006 (i.e. cannot play until CY596).

Encounter Four: Secret Rendezvous

At some point Eldried Sarneth will find out that a group of adventurers are in town and are asking a bunch of questions. This will especially be the case if any of the PCs played **Vel4-02**. He is looking for some adventuring types to help him clear his name and get to the bottom of what has been going on in Grayington. He will send a note through various contacts to the PCs at their Inn. The Innkeep will just be able to tell them that a young lad dropped off the note. Even if they manage to track that lad down, all they will learn is that some mysterious Baklunish stranger paid him to deliver the note. They will not be able to track down the source of the note.

The note will be addressed to one of the PCs, preferably one who played **Vel4-02**. If none of the PCs played that scenario, then it will go to a Veluna resident first. The DM can use Veluna meta-org affiliations and/or charisma scores to determine which eligible PC is chosen. In any case give one of the PCs **Player Handout #1**. They will receive the note sometime on the day of the 13th (i.e. they are to meet Eldried that evening).

If the PCs do not go the meeting, the module is over.

If the PCs inform anybody else about the meeting or bring anybody but themselves and the Traveler, Eldried's informants will know and he will not show at the meeting. The module is over.

The Traveler will urge them to go to the meeting. She will insist on accompanying them. No matter what precautions they take to keep her away, have her show up mysteriously at the meeting anyways.

Allow the PCs to leave however they see fit. If they wait till after dark, they will have to dodge patrols of soldiers (see **Encounter 1**).

Following the directions on the note is easy. They will come to a medium sized farm with a large barn off to one side. There is a normal family living in the house. All they know is that they were paid well by a stranger to stay in the house tonight and allow the use of their barn. They have removed all animals from the barn and have locked up their house tight. They will not open the door for anyone, but will talk through the door if pressed.

Shortly after midnight, assuming the PCs did not betray Eldried, Eldried will show up alone. He will come from the woods wearing a long brown cloak with a hood pulled low over his face and enter the barn. It is possible

the PCs will have a sentry posted watching for his approach.

Eldried is being shadowed by Al-Hassani, the assassin hired to kill him. Al-Hassani is well aware of the contents of the note (he is very good at what he does), and plans to use the secret rendezvous to kill his target (Eldried) and frame the PCs. To help in this, he has already secreted an empty vial that used to contain the poison he is going to use in their room at their inn (preferably hidden in their possessions). Al-Hassani is watching the barn from a discreet distance hiding. The PCs will not spot the skilled assassin.

After Eldried enters the barn, Al-Hassani will drink a *potion of invisibility* and sneak in. His preferred method of approach will be to climb up to the hayloft and attack from there, but the DM will have to adjust for any precautions the PCs take. Just remember that Al-Hassani is an extremely skilled assassin and will be able to avoid any such precautions.

Note: Al-Hassani is intentionally not given any stats. Assume he is of sufficient level to successfully make any rolls he needs to make to accomplish his mission. The DM should allow the players to make appropriate Spot/Listen checks, just assume that Al-Hassani's opposed rolls are high enough to beat them. It is NOT intended that Al-Hassani be undetectable, this is just a mechanism to avoid statting out an assassin skilled enough to pull off the assassination (and he is not intended to be used in combat with the PCs). The DM may want to use Spot/Listen checks that he has the PCs roll at beginning of the mod.

When Eldried finally enters the barn:

The barn door opens and in walks a tall broad shouldered man wearing a long brown traveling cloak wrapped about his body. The hood of the cloak is pulled low over his face to keep from being recognized.

As he enters, he glances out the door behind him, then pulls it shut. He approaches you with hands visible, then slowly reaches up to lower his hood.

You see the face of an older man, probably around 50 years old. He has strong features and a hawkish nose, and wavy graying hair. He has a haughty look about him, but he looks haggard and tired.

Allow PCs to make a Knowledge (nobility and royalty) DC 15, DC 10 for Veluna residents. Remember that DC 10 Knowledge checks can be done untrained. Any who make the check will recognize the former Plar, Eldried Sarneth.

Role playing notes: Eldried used to be the most powerful noble in all of Veluna. He was the secular equivalent to Canon Hazen. He is still very arrogant and full of himself, and he still expects to be treated with the respect of a king. However, he has been forced out and marginalized by his son, and this wears on him greatly. He is haggard and tired, and is not taking being pushed aside very well. He will brook no insult or disrespect from the PCs and will rebuke them strongly should they do so.

“Greetings adventurers... I am glad you decided to risk this meeting. I know that you were not followed, and that you followed my instructions to the letter. That is good. It shows you can be trusted.”

“I am Eldried Sarneth, former Plar of Grayington and father of Redin Sarneth, the one who calls himself ‘True Canon of the Faithful’”

He says this last part with disdain in his voice. He will pause for a moment to let this sink in. He is still very arrogant and expects the PCs to be awed by his presence.

Below are some talking points for discussion with Eldried. These are not to be read point by point, but rather to be used in role-playing out the scene with Eldried.

Note: Any PC who played **Vel4-02** were probably part of the party responsible for uncovering the evidence of embezzlement from the church by Eldried. This evidence was turned over to Redin who used it to get his father to finally hand over the title of Plar (to avoid the scandal). Eldried is fully aware of any PC that was involved in uncovering the evidence. The following text should be modified to take this into consideration.

- **Why did you call us here?** I need your help in clearing my name. You see, I was framed for some wrongdoing by someone unknown. They planted the evidence of this wrongdoing which eventually made it to the hands of my son, Redin. Redin, confronted me with the evidence and insisted I step down as Plar and hand the title over to him. I am totally innocent of these charges and I must find evidence proving that innocence. I want you to help me find it.
- **Why would Redin want you to step down?** It has always been tradition in the Sarneth family that when the eldest son comes of age, the father steps aside and transfers the title of Plar to the son. I had been reluctant to do this because I thought Redin was not ready. He had his head too far in the clouds, he focused too much on religion and too little on the skills

needed to administrate the Diocese. I felt that I was doing what was right for the people in delaying the transfer as long as possible. Redin, of course, felt slighted.

- **What were the charges brought against you?**

My chief tax assessor, Fineous Melkor, was skimming tax money that was going to the church of Rao. He did this by altering the books showing a lower income of trade taxes. He would tax the merchants regularly, then record a slightly lower amount in the official records for the church. He claimed that I had personally directed him to do this. He kept none of the extra money for himself; all of it went directly into my treasury. I was a fool and did not question where the extra cash was coming from. I simply thought that I was having a good year and income was up. The amount was just enough to be noticed, but not enough to question the likelihood of increased tax revenues accounting for the difference. Melkor kept a set of real books, and these were discovered and turned over to Redin. Why Melkor would do this is beyond me. There was no profit in it for him, no motivation. He fled the country after the books were found, so he is of no help. All I know is that I did NOT order him to do what he did, though he told the adventurers who questioned him that I did. I suspect someone somehow disguised themselves to be me and convinced Melkor to do what he did. I also suspect they manipulated the situation so that the books were found and turned over to Redin.

- **Why would you or Redin not make the crime public knowledge and try to catch the framers?**

He wanted to avoid a scandal that would smear the family name. I saw the wisdom in that. There was no way to prove my innocence and even the rumor of embezzlement from the church would damage our reputation and the trust of the people. I worked hard to get my people to trust in our leadership, I could not risk a scandal. Besides, that no-good lump of flesh that calls himself a bishop would have had a field day with such a scandal and used it to discredit me as much as possible. I thought it much better for my people that I followed the tradition of our family and stepped aside. It was best for everybody.

- **Did you have priests confirm your innocence with divine spells?** No! I am the Plar, and my word is good enough. Besides, it would have been total foolishness to involve the Bishop considering the political rivalry between us...

- **How do we know you are telling the truth?** Because you have my word. I am Eldried Sarneth, the Plar of Grayington. My word is my bond, and nobody doubts my word! (he gets a little angry if accused of lying)

- **Why would someone want to frame you?** I don't know. Certainly I had my share of enemies. I was the most powerful noble in Veluna after all... But all that came of this whole affair was Redin becoming Plar. I keep coming back to the conclusion that somebody must have WANTED Redin to become Plar. Now, considering what that young fool has done declaring himself the "One True Canon" that conclusion seems all the more valid. Redin has now become very close to Bishop Harkin. Bishop Harkin certainly has gained some measure of power in this whole affair. Perhaps he is behind all this, but I sincerely doubt that fool had enough imagination to invent such a scheme

- **Where should we start looking?** I'm not sure. The only thing I know is that there are a number of newcomers in town and nobody seems to know where they came from. Redin has hired a large number of them to swell his ranks of guards, it seems he is afraid of assassination. I heard from some of my informants that the Bishop handles most of this hiring. Perhaps you should investigate some of these strangers, or the bishop himself. My political experience smells a conspiracy, but I cannot put my finger on exactly who or why. My hope is that if you can find out who would want Redin as Plar (and why), you can find enough information to prove that the charges against me were false, and I can clear my name.

- **Why do you think your brother Matthew was murdered?** I don't think it coincidence that Matthew was targeted out of all the nobles on the Celestial Order of the Moon. While the official stance from Veluna is that it was the enemies of the state targeting the ruling nobility, I don't find it coincidence that Matthew was targeted first. Matthew was strongly against Redin's lobbying for selection as

the new Canon, he also knew that Redin was too young and too naïve for such an important position. I suspect that whoever is behind this conspiracy was also involved with Matthew's selection as the first victim from the Celestial Order.

The DM should let the role-playing with Eldried play out until it seems the PCs are about at the end of their questioning. It is then that Al-Hassani is in position to attack with his poisoned arrow (wyvern poison, very deadly).

Things will get very complicated very quickly though as Marduk, the ancient demonic entity who was tied to the Shandalanar fiasco focuses his consciousness on the room where Al-Hassani is about to carry out his will. Marduk spots his ancient nemesis in the Traveler occupying the host body of one of his more powerful agents and acts to free her from his enemy.

The PCs are automatically surprised. Al-Hassani takes advantage of the confusion to strike his target.

Suddenly, the Traveler jerks upright straight as an arrow, arms spread wide and head tilted back. Her eyes roll back into her head as she screams "The Serpent comes!!!!!"

Appearing before her is an incorporeal image of a serpent ready to strike. Before you can react, the serpent lashes out, leaping into her body. An instant later a ghostly disembodied claw erupts from her back, dragging a glowing white ball of light along with it. She staggers from the assault, clutching at her chest.

Just then, you hear the twang of a bow, and an arrow leaps from the hayloft above you and lands with a sickening sound squarely in the chest of Eldried Sarneth. For a brief moment, Eldried stares at the quivering arrow protruding from his body, then his knees crumple underneath him as he falls to the floor.

Before you can step to his aid, the Traveler shakes off the assault. But she seems different somehow. Harder. Her eyes burn with a fury and a focus that wasn't there before. "Marduk be praised! I am free at last! Prepare to be sacrificed fools!" Then she begins casting a spell.

If anybody looks at the hayloft, they will see nothing but a shadowy cloaked figure retreating quickly. Assume Al-Hassani wins initiative and leaps out of the barn from the hayloft fleeing towards the woods. Al-Hassani moves at a speed of 40 feet, and will automatically escape, though PCs are free to give chase. The DM should play out any

pursuit but make sure that Al-Hassani is not stopped. He has blocked the barn door on the side where the hayloft is located (a stick through the handle) and it will take a DC 20 Strength check to break it open (or they can climb the 15 ft up to the hayloft and follow out the window). The DM will have to deal with PCs trying to stop Al-Hassani, just assume he is high enough level to handle whatever the PCs throw at him. Under no circumstances will Al-Hassani stop to fight. If any PCs get close enough to get a look at Al-Hassani, he will look like a female human of mixed racial background (he has a *disguise self* running). They will not see through the disguise. As a last resort to stave off stubborn pursuit, the DM can have Al-Hassani pull out a scroll of *dimension door* and disappear (he will teleport somewhere far enough away that he can hide and make his escape).

The ghostly claw will dissipate, leaving the white ball of light floating there. This ball of light is a spirit or celestial entity that had been inhabiting the body of a Marduk cultist (the sorceress). Some power (the snake/claw) has just freed the sorceress from the possession and she will take out her anger on the PCs. The ball of light will chase after the fleeing assassin and eventually leap into his body (possessing him, though not with full control). Only a PC able to follow the fleeing assassin will see this occur, though everybody should see it move quickly in that direction.

Meanwhile, the sorceress (now freed from the possessing spirit), will attack the PCs with all her capabilities. She is extremely angry at having been possessed by the entity just extricated from her body that she plans to sacrifice these "heroes" to Marduks glory.

APL 2 (EL 4)

☞ **Sorceress:** Female Human Sor5; hp 23; See Appendix I.

APL 4 (EL 6)

☞ **Sorceress:** Female Human Sor7; hp 32; See Appendix I.

APL 6 (EL 8)

☞ **Sorceress:** Female Human Sor9; hp 41; See Appendix I.

APL 8 (EL 10)

☞ **Sorceress:** Female Human Sor11; hp 50; See Appendix I.

Tactics: The sorceress will use her enchantment spells as much as possible to take advantage of her spell focus. Once somebody has saved against her enchantment, she will switch to raw attack spells on that target. Her big

weakness is grappling. She will make maximum use of her meta-magic feats and concentration skill to cast spells even while grappled (Eschew Materials and Still Spell come in very handy for casting while grappled). Her goal is to destroy the party as a sacrifice to Marduk, and she will shout this and praise to Marduk while fighting.

Development: After the fight, the sorceress should be dead or captured, Al-Hassani escaped, and Eldried Sarneth dead from a combination sneak attack and wyvern poison (did 2d6 con damage on the initial failed save).

Should the sorceress survive and the PCs try to question her, they will find that she is a fanatic cultist of some demon lord named “Marduk”. She will rant about his glorious return and how he will have dominion over them all. She will also spout something about the “leviathan” being Marduk’s herald. Her memory of the past is extremely fuzzy, all she knows is that she was a powerful agent in Marduk’s cult, but she was possessed by some foul spirit (the white ball of light) many years ago and forced to do hideous things (like be nice to people). The years of possession are all a blur, she is vaguely aware of what she did while possessed, but it is all as if it were a quickly fading dream. She knows nothing of Marduk’s current plans and cannot help the PCs with current events.

The PCs will also have to decide what to do with the body of Eldried Sarneth. A Heal check DC 15 can tell that he died from some very powerful poison (Con damage) on top of the sneak attack damage. There are a couple of clues they can pick up at the crime scene:

- The arrow in Eldried’s body is of foreign design. A Knowledge (Local-VTF) check DC 10 (can be done untrained) can recognize it to be of Kettish design, an arrow typically used in their composite shortbows.
- DC 15 Spot check: The arrow has traces of a reddish powder in the fletching. Closer examination reveals this to be cinnamon.
- A DC 15 Search check in the hayloft can find a piece of parchment with a physical description of Eldried Sarneth. The parchment has a watermark of a crimson letter “A”.
- Tracking DC 15 outside the barn will reveal that the assassin followed Eldried here from town. The assassins trail leaving leads to a small stream behind the farm, and the trail is lost from there.
- If the PCs find either the cinnamon on the arrow or the watermarked paper, they can make

a Knowledge (Local VTF) DC 20 for both clues, or 25 if only one clue is found, to guess that the assassin is a part of the Dyvers Alliance. The Dyvers Alliance is a loose association of criminal elements that is huge in the free city.

The PCs are now alone with the body of the man who was the most powerful noble in Veluna up until a few months ago. This man is also the father of the “One True Canon”. They were meeting alone with him and now he is dead. It’s not a great leap of logic to realize that they may be in some serious trouble. Proceed to **Encounter 5**.

Keep in mind that should they return to town after dark, they will still have to dodge guard patrols after curfew.

Encounter Five: The Clock is Ticking

The PCs will have to decide what to do with Eldried’s body. They have a few choices:

Turn it in to authorities:

Should the PCs consider this option, give them a DC 15 Wisdom check to realize that any meta-org affiliations won’t help them here in Grayington (while the common folk may still respect these meta-orgs, the government no longer recognizes their authority). Grayington is no longer part of Veluna, and that the timing of this attack was probably not coincidental. The echoes of Eldried talking about a “frame-up” should ring true.

Should the PCs report the murder to the authorities, they will be detained for questioning. Do not play through their detainment, just paraphrase it. Don’t get bogged down in details of any arrests. The authorities will search their belongings in their Inn and discover an empty poison vial, the residue inside matches the poison used on Eldried. This evidence will be damning to them.

A *Speak with dead* spell on Eldried will not clear them. Even if all the facts are laid on the table, the authorities will assume that the PCs were conspirators aiding the murderer to set up the opportunity to kill him. They will be detained until this can be sorted out.

The body of the sorceress is another issue. She is a known associate of the PCs. She traveled to Grayington with them and was staying with them. It can also be assumed that they killed her (which they probably did). In any case, the authorities will assume that there was some sort of falling out amongst the assassination conspirators. This also holds if she is still alive.

Certain PCs may expect deferential treatment because of religious (Raon) or meta-org affiliations. At first the authorities will be polite to these individuals and explain that they are going to detain them while things are “sorted out”. But then things will quickly change as some strings are pulled by some unknown enemy behind the scenes and they are not allowed any leeway in the matter. The DM should describe the changing attitude of the guards, and perhaps even have a guard apologetically mention “orders from above”.

Should they return to their Inn before talking to authorities, give any PCs in one random room a DC 20 Spot check to realize that things are not exactly how they left it (some things have been slightly moved around). Should they search their possessions in the room, they will find the poison vial (and can discard it safely).

If the poison vial is NOT found by authorities, then they will be questioned for 2 days by priests (using truth spells) then set free. They will be asked NOT to leave town until the matter can be cleared up. They will not be allowed to leave town until the killer is found. The authorities will not ask for assistance, but they will not be able to do this on their own, so it will be up to the PCs.

If the poison vial IS found by authorities, they will be charged with Eldried’s murder. A trial date will be set for two weeks from now. However, Brother Wood will come to their rescue on the second night of their imprisonment. See **Encounter 5A**.

Not turn the body in to authorities:

It is possible the PCs will determine that they will have to find the killer to clear themselves. In this case they have 24 hours to investigate. On the morning of the 15th (the murder was the evening of the 13th), they will be taken in for questioning in the murder of Eldried Sarneth (regardless of what they do with the body). At this point see the section above regarding turning the body in to authorities.

Basically, not reporting the murder immediately buys them one day to track down the real killer.

Escape with body to Veluna:

The PCs will have to come up with a way to smuggle the body out of Grayington. The DM can use the stats for the guard patrols to play out their escape. Should they make it back to Veluna, the Plar will be raised by the church of Rao and he will clear their names. However, the module is over, the assassin has escaped, and the cult of Marduk is not exposed.

Encounter 5A: St Cuthbert to the Rescue

This encounter is only run if the PCs are formally charged with the murder of Eldried Sarneth because the poison vial was found in their belongings.

It is the second night spent in the claustrophobic jail cells of Grayington. You have been fed well enough, but the cells are far from comfortable.

*Security in the prison is tight, and the guards seem always alert. You are awakened by a brief shout from the guard station down the hall, but the shout is quickly cut off as you hear a series of quick slapping sounds, then the distinctive *thud* of a body hitting the floor – and then all is silent again.*

This is Brother Wood subduing the guards. A few moments later, Brother Wood appears at the cell doors.

You see a man wearing plain peasant’s garb appear at your door. His linen tunic has a hood that is pulled up over his face. In his hands he has the guards key ring! He lowers his hood and you see he is a middle aged human who is completely bald.

“Good evening. I am Brother Wood, a servant of the cudge, and a friend.” He pulls out a holy symbol of St. Cuthbert from under his tunic and shows it to you.

“You must escape from here. My informants tell me that somebody highly placed is exerting influence to make sure that you are found guilty for the crimes of which you are accused. I cannot stand idly by for such an injustice. You must leave this place and find the true culprit to clear your name. Come with me.” He begins to unlock your cell door.

Brother Wood is a monk and he and his men have subdued the guards and tied them up. They have also located and liberated the PCs gear, so the PCs can re-equip. Brother Wood and his men will lead the PCs safely to a small house in the woods south of town. They will NOT stay with the PCs, however. He will tell them that he and his men must return immediately and they will leave an obvious trail leading the authorities off in the direction of Veluna City. They hope to deceive any pursuers into believing that the group has fled for the safety of Veluna in order to buy the PCs some time to track down the real killer.

The PCs can speak briefly to Brother Wood, but he will not have more than a few minutes for idle chit-chat. Some talking points are below:

- **What do you think is the cause of the recent events in Grayington?** I believe that someone is manipulating events in Grayington from behind the scenes. Everything has just been too convenient and I don't believe in coincidences.
- **What do you think about Redin?** I think he truly believes he is doing the right thing, and he truly believes he is receiving visions from Rao. Whether that is true or not, I cannot say.
- **What do you think about the Bishop?** He has certainly become deeply involved in the affairs of state since the secession. He was only marginally effective before, but it is no secret that Eldried did everything he could to marginalize Bishop Harkin. I am not sure I trust his motives, but I don't know what is driving him. Perhaps he too is convinced that Redin has been chosen by Rao, perhaps he harbors more personal motives. In any case, he definitely is deeply involved in the governing of the new Grayington.
- **Do you have any idea who killed Eldried?** No. I am hoping you can get to the bottom of that while I lead your pursuers away. I do not find it coincidence that both Matthew Sarneth and Eldried Sarneth have now been killed. It seems somebody wants Redin to be alone, perhaps so he can be more easily manipulated.
- **Where should we start?** Hopefully you gathered some evidence at the crime scene. Start checking out those leads.
- **Why do you stay here and resist?** Because this is my home, and I think that a sinister force is manipulating events in Grayington. I do what I can to help and pray to St. Cuthbert that the truth will be revealed one day.
- **How can we get in touch with you? Can we help your resistance effort?** You cannot get in touch with me. I will get in touch with you if I need your assistance. For now, I keep my band of men small to avoid detection. It is best that way.

Encounter Six: Investigations

At this point the PCs are free, but will have to clear their names by finding the real killer of Eldried Sarneth. The spirit of the Traveler (the one that previously possessed the sorceress) now possesses the body of Al-Hassani (the assassin). However, as when it possessed the sorceress, the spirit does not have full control of Al-Hassani (yet), but can take control for a few brief moments here and there. Al-Hassani experiences these moments as blackouts, and has no idea that he is possessed. The spirit of the Traveler will use these moments to drop clues to help the PCs discover the assassin.

They will have to keep a low profile while continuing the investigations. The DM can use the stats of the guard patrols to adjudicate the possibility of the PCs being caught after escaping (if they did escape). Remember that Brother Wood made it look like they fled towards Veluna, so the guards are not actively looking for the PCs in Grayington, but if they are spotted and recognized, they will be arrested again (see conclusion for repercussions). The DM should familiarize himself with all the rules on spot and disguise in the *PHB*. Only if they are careless should they get caught. There will be no midnight escape the second time!

The PCs will have to begin tracking down the few clues they do have:

- The fact that the arrow was of Kettish origin (Knowledge (Local-VTF) DC 10).
- The arrow had traces of cinnamon on the fletching (very odd).

Not much to go on. There are a number of possible things the PCs may try:

- There are a number of Baklunish folks in town, but they are all commoners. Nobody knows of any Baklunish archers in town.
- Nobody sells bows or arrows of Kettish design in town. Al-Hassani keeps his equipment in a chest lined with a thin sheet of lead, so a locate objects spell will not pick up his arrows (or other items they may identify).
- There is only one spice merchant in town who sells cinnamon. That is the *Spice of Life*, a small shop near the market square. See **Encounter 6A**.
- It is possible some suspicious PCs will go straight to the Iron Rings Consortium. See **Encounter 6B**.

Encounter 6A: The Spice of Life

The Spice of Life is a small storefront near the market square. The sign out front shows several tipped over jars spilling out various spices. The store windows sport various jars, bags, and hanging dried leaves. Inside, a vast variety of smells greets you, as does a short portly man behind the counter.

This is Aldus Monniker, the spice merchant. He will be friendly and open, and try to sell the PCs various spices. Yes, he does have cinnamon. He knows nothing about any Kettish arrows or Baklunish assassins (or the Dyvers Alliance). If the PCs ask about cinnamon, he can show them his stock. If they don't specifically ask where he gets his cinnamon from, he will eventually tell them he buys it from the Iron Rings Consortium, they have the best prices. It is assumed the PCs will go from here to the Iron Rings Consortium, go to **Encounter 6B**.

Encounter 6B: Iron Rings

The Iron Rings Consortium lies near the warehouse district, close to the river. It consists of a large enclosed yard, storage facility, and office building. The distinctive three rings symbol of their trade guild hangs on a sign out front.

This trade house is a little disorganized and chaotic. Their facilities are a little run down and dirty. They handle low cost, high volume goods. They aim to be the low cost provider.

The PCs can talk to laborers, clerks, or the trade master himself. Unless the PCs disguise themselves appropriately, the trade master will be a little suspicious of armed adventurers poking about. That's always bad news. He will not be terribly interested in answering questions, and if pushed, will not hesitate to call the city guard. If the PCs are escaped from jail, that would not be good. But the PCs can get information from the trade master if they present a reasonable story and their appearance backs it up (for the purpose of Bluff checks, assume he has a Sense Motive of +6).

The PCs can also freely enter most any part of the consortium grounds. The place is so disorganized, nobody stops them.

Anybody they talk to can give them the following information:

- **Do you import cinnamon?** That smelly spice stuff? Sure, but only recently, just in the past 2 months I think. Not a lot of it, but we do handle some.
- **Are there any Baklunish/Kettish people who work here?** Sure, we get all kinds through here. Pay's not so great, so people quit and are hired all the time.
- **Do you recognize this arrow (the Kettish arrow that killed Eldried)?** Ummm, it's an arrow?
- **Any new people hired recently?** Sure, we get all kinds through here. Pay's not so great, so people quit and are hired all the time.

At some point while questioning people at the IRC, someone will ask if one of the PCs is named (the PC's name who the Traveller spoke to in the intro). Assuming one of the PCs says they are that person, or goes and gets that person, they will be taken to see one of the shift supervisors.

You are led to a man wearing heavy duty clothes, probably a laborer. "Hey, Gert, this <guy/gal> is <insert PC name >."

Gert looks up at you. "You a friend of Rami's? He's gonna get fired if he don't show up soon!"

Rami is the alias Al-Hassani used while working at the IRC as a common laborer for cover (a Baklunish man). Regardless of what the PCs tell Gert, he will hand them **Player Handout #2**. The DM will have to adjust the text based on the relative time frame of when the PCs finally reach this point.

"Rami has been acting strange for the last <however long it has been since the assassination> day(s). Sometimes he would just stop working for a few minutes and just start walking away. Then he would stop, shake his head to clear it, then get back to work."

He leans in closer and lowers his voice to a conspiratorial whisper. "I think he's been drinking too much or something, but that's none of my concern as long as he does his job."

"This time, he was supposed to be moving some crates, when he drops one, goes over to my desk and scrawls this note. Then he knocks it on the floor, looks all confused, and leaves. Weird."

“So, does that mean anything to you?”

Basically, the spirit of the Traveler realized she couldn't control Al-Hassani long enough to force him to turn himself in, so she took over, wrote this note, then knocked it to the floor when she was losing control again. Al-Hassani has no idea he wrote the note, was confused as to why he was at the supervisor's desk, and left and didn't come back. This all would have happened only a matter of hours before the PCs got here, but the DM will have to determine the time frame depending on circumstances.

Gert can tell the PCs the following about Rami:

- He was a Baklunish man, he worked at another IRC office somewhere and was transferred here. No I don't know where, we don't keep records of stuff like that.
- He started working here 2 months ago.
- He was a common laborer, mostly loading and unloading.
- Yes, he commonly unloaded the cinnamon shipments from Dyvers. He requested that job specifically; said he liked the smell, it reminded him of home.
- He kept to himself, didn't really make friends with anybody.
- No, nobody knows where he lives in town. We don't keep records on that kind of stuff.

The PCs should attempt to track down Al-Hassani. Go to **Encounter 7**.

The Encounter Seven: Following Breadcrumbs

Following the south road out of town, you go for about a mile. Sure enough, the road forks, one fork going west, the other southeast.

The PCs don't know which way to go. A Search check DC 10 will allow them to find traces of cinnamon sprinkled at the southeast fork. Tracking will do no good here, they are on a road, of course there are tracks! Assuming they go southeast:

About a half-mile down the road, you come to a dirt trail leading up a low hill. On the crest of the hill you can see the ruins of an old church. It looks like the

roof has collapsed and the door is gone, but the fading holy symbol of St Cuthbert can just be made out above the entrance.

A Search check DC 10 here will find an arrow scratched into the dirt, pointing towards the old church. A DC 20 Track check can show that the dirt trail has some traffic in recent days.

The cultist rogue will be on the lookout at all times. If the PCs try to hide on approach, assume there is enough cover/concealment to allow hide/move silent checks on approach. If they don't specify they are trying to hide, he automatically spots them. If they are spotted, the cultists will be prepared for an attack.

Encounter Eight: Bones of a Saint

The cultist rogue will be on the lookout at all times. If the PCs try to hide on approach, assume there is enough cover/concealment to allow hide/move silent checks on approach. If they don't specify they are trying to hide, he automatically spots them. If they are spotted, the cultists will be prepared for an attack.

This was a relatively small church of St Cuthbert, but it looks long abandoned. The foundations and parts of the walls still stand, including the remains of the bell tower at the front. The roof collapsed long ago, weeds overrun the entire area, and the main doors are long gone. A set of cracked stone stairs leads up to the gaping maw of the doorway.

If the rogue did not spot or hear any approaching enemies, he will be up in the bell tower. The bell is long gone, but there is a new rope hanging down (the rogue uses it for climbing the bell tower).

The rest of the cultists are hiding in the basement of the old church. The stairs down have been cleared of rubble and are in the back of the church. There is simply a square hole in the floor with stairs leading down. The floor just in front of the stairs is trapped, and the cultists use this as a warning that someone is approaching the stairs (the sound of the trap triggering alerts them). The cultists all know the location of the trap and step up to the side rather than right in front of the steps.

If the PCs linger for a long time in the church without going down the stairs, Al-Hassani will lead the cultists up to attack.

See **DM Aid #2** for a map of the church.

Trap: The 5 ft by 5 ft section of floor at the top of the stairs is trapped. The trigger is an *alarm* spell trigger. The *alarm* spell only covers the 5 ft by 5 ft area of the trap. Somebody jumping down onto the stairs (or jumping up off the stairs to the side) can avoid the trap area. All area effect spells in the traps below originate in the corner of the church and are aimed in a 45 degree angle out from the corner.

APL 2 (EL 3)

⚡**Burning Hands Trap:** CR 3; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 5th level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

APL 4 (EL 5)

⚡**Lightning Bolt Trap:** CR 5; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 8th level wizard, 8d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 6 (EL 7)

⚡**Chain Lightning Trap:** CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*chain lightning*, 11th level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

APL 8 (EL 9)

⚡**Chain Lightning Trap:** CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*chain lightning*, 16th level wizard, 16d6 electricity to target nearest center of trigger area plus 8d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

Creatures:

The PCs will have to fight the cultists, either in the church (if they linger) or down in the basement.

When the combat is about to start, read the following:

Leading the enemy is a swarthy Baklunish man with shoulder length greasy black hair and a pointed goatee. As he sees you, he pulls a pair of wicked looking curved daggers and twirls them in his fingers.

In a deeply accented common he speaks: "Know that you will be killed by Al-Hassani, master slayer. You are honored." He smiles wickedly as he orders his men to attack.

Before he can move though, he launches into a series of spasms. Then he drops the daggers and says "I can

hold him while you deal with the others!" He has now completely lost his accent, and stands completely still looking at you.

Note that there are only abbreviated statistics for Al-Hassani here because he will not take part in the combat. The spirit of the Traveler will take control of him enough to keep him from fighting the PCs, but not enough to have him assist them, either (in effect he will be helpless). Should the PCs attack the helpless Al-Hassani, use the abbreviated statistics here:

♣**Al-Hassani:** Male Baklunish Human Rog5/Asn5; hp 60; AC17 (helpless; +4 to hit with melee attacks); Saves For +6, Ref +5, Wil +7.

APL 2 (EL 5)

♣**Rogue:** Male Halfling Rog2; hp 12; See Appendix 1.

♣**Fighter:** Male Human Ftr2; hp 18; See Appendix 1.

♣**Evoker:** Male Tiefling Wiz(Evo)3; hp 14; See Appendix 1.

♣**Warriors (3):** Male Human War1; hp 11 each; See Appendix 1.

APL 4 (EL 7)

♣**Rogue:** Male Halfling Rog3; hp 18; See Appendix 1.

♣**Fighter:** Male Human Ftr3; hp 27; See Appendix 1.

♣**Evoker:** Male Tiefling Wiz(Evo)5; hp 23; See Appendix 1.

♣**Warriors (3):** Male Human War2; hp 18 each; See Appendix 1.

APL 6 (EL 9)

♣**Rogue:** Male Halfling Rog5; hp 30; See Appendix 1.

♣**Fighter:** Male Human Ftr5; hp 45; See Appendix 1.

♣**Evoker:** Male Tiefling Wiz(Evo)7; hp 32; See Appendix 1.

♣**Warriors (3):** Male Human War4; hp 33 each; See Appendix 1.

APL 8 (EL 11)

♣**Rogue:** Male Halfling Rog7; hp 42; See Appendix 1.

♣**Fighter:** Male Human Ftr7; hp 63; See Appendix 1.

♣**Evoker:** Male Tiefling Wiz(Evo)9; hp 41; See Appendix 1.

♣**Warriors (3):** Male Human War6; hp 48 each; See Appendix 1.

Tactics: The fighter and warriors will maneuver to set up flanks for the rogue. The wizard will take to the air and attack with spells. He will focus on neutralizing any threats to himself first (archers and spell casters). The fighter will also act to protect the wizard. All of them will be very confused by Al-Hassani's lack of action, but they will assume he is simply testing them. They are fanatical cultists of Marduk and will use Marduk's name as battle cry's ("For the glory of Marduk", "Your soul belongs to Marduk", etc.). If the battle occurs in the basement, they will use the pillars as cover while starting with missile fire.

Development: After the battle, the PCs can disarm and tie up Al-Hassani (if he is still alive). The Traveler will talk to them in short, strained sentences (she is struggling to hold him) and plead with them to tie him up quickly. Once he is subdued, the Traveler will exit his body, once again becoming a glowing ball of insubstantial light (she cannot speak in this form). She will then move to the person she spoke to in the introduction and attempt to possess them. They can make a DC 17 Will save to resist if they wish. If they resist, she will go to the next person with the next highest Charisma until she either possesses someone or she just floats away. Give the possessed PC **Player Handout #3** (and let them keep it for future reference). This player will receive the **Possession of the Traveler** on their AR, all other PCs will receive the **Curse of Marduk** (each PC gets one or the other, never both).

Searching the church, they can find an altar setup in the basement. It contains numerous black candles, skulls, dead animals, etc. Knowledge (religion) DC 15 will indicate it seems to be some sort of demonic altar.

On Al-Hassani, they can find various notes about the area and Eldrieds movements and schedules. They can also find his arrows that match the arrow used to kill Eldried.

They can also find some poison making equipment and a small pouch of cinnamon. All of this should be enough to identify him as the true killer.

Treasure:

APL 2– loot (165 gp), coin- (0 gp), M – *+I buckler* (112 gp per character), *potion cure moderate wounds x2* (25 gp per character each), *+I breastplate* (112 gp per character), *potion bulls strength* (25 gp per character), *ring of protection +I* (166 gp per character), *scroll mage armor* (2 gp per character), *scroll levitate* (12 gp per character).

APL 4– loot (211 gp), coin- (0 gp), M – *+I studded leather* (97 gp per character), *+I buckler x2* (112 gp per character each), *potion cure moderate wounds x3* (25 gp per character each), *+I breastplate* (112 gp per character), *potion bulls strength* (25 gp per character), *ring of*

protection +I (166 gp per character), *cloak of resistance +I* (83 gp per character), *scroll mage armor* (2 gp), *scroll levitate* (12 gp per character), *wand ray of enfeeblement (caster level 2)* (125 gp per character).

APL 6– loot (336 gp), coin- (0 gp), M – *+I studded leather* (97 gp per character), *+I buckler x2* (112 gp per character each), *potion cure moderate wounds x3* (25 gp per character each), *potion cats grace* (25 gp per character), *potion bulls strength* (25 gp), *potion haste* (62 gp per character), *ring of protection +I* (166 gp per character), *cloak of resistance +I x2* (83 gp per character each), *scroll mage armor* (2 gp per character), *scroll fly* (62 gp per character), *scroll levitate* (12 gp per character), *wand ray of enfeeblement (caster level 2)* (125 gp per character), *wand of scorching ray* (375 gp per character).

APL 8– loot (184 gp), coin- (0 gp), M – *+I studded leather* (97 gp per character), *+I buckler x2* (112 gp per character each), *potion cure moderate wounds x3* (25 gp per character each), *potion cats grace* (25 gp), *potion displacement* (62 gp per character), *+I full plate* (220 gp per character), *+I spiked chain* (193 gp per character), *+I amulet natural armor* (166 gp per character), *potion bulls strength* (25 gp per character), *potion haste* (62 gp per character), *ring of protection +I x2* (166 gp per character each), *cloak of resistance +I* (83 gp per character), *cloak of resistance +2* (333 gp per character), *scroll mage armor* (2 gp per character), *scroll fly* (62 gp per character), *scroll levitate* (12 gp per character), *wand ray of enfeeblement (caster level 2)* (125 gp per character), *wand of scorching ray* (375 gp per character), *gloves of arrow snaring* (333 gp per character).

Conclusion

This adventure can end in numerous ways:

Leave town without finding the cultists:

The PCs can always just flee Grayington before they resolve the predicament. The mod simply ends with their flight.

Do something stupid and get caught:

If the PCs are wanted for the murder, and somehow do something stupid and get caught by the guards again after Brother Wood has already broken them out from jail once, they will be out of play until the beginning of year 6 (CY596), rotting in a Grayington jail cell.

Turn Al-Hassani over to the authorities:

If the PCs turn Al-Hassani and the evidence over to the real authorities, they will be detained again and questioned further. This time, however, they will be cleared of all wrong doing and released. They will have exposed that cultists of Marduk that assassinated Eldried, but that's all. They have no proof of any conspiracy as Eldried postulated. They will not be able to do anything further at this time. However, they very well may have some suspicions as to the nature of this supposed conspiracy, just no leads to go on (yet!). The PCs will be thanked by the authorities for exposing this cult of demon worshippers.

Eldried will not be raised from the dead, the PCs will hear rumors that the attempt failed, he must not have wanted to return (yes, this is very suspicious considering what he told the PCs in his meeting).

Neither Redin nor the Bishop will agree to meet with them. Their servants will claim that they are busy with affairs of state. Any messages written to them will be ignored. The PCs should get the feeling they are being given the brush-off.

Reporting the existence of the Marduk cult in Grayington: The DM should ask if the PCs do anything specific with the information they have learned. Please be sure to do this BEFORE handing out the AR! Please be sure to identify which PCs actually are involved in the reporting (some may say they go to the church of Rao while others would not go to the church). If they report the existence of a group of Marduk cultists in Grayington to any official organizations in Veluna, the officials will be concerned about this information. They will grant those PCs that reported the information the **Veluna Meta-Org Boon** on their AR. If a PC belongs to one or more Veluna meta-orgs, the DM MUST have them choose a meta-org for this boon and record it on the space provided on this AR. Note that it is not sufficient to sign up for a Veluna meta-org after seeing this AR and claim the boon.

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

Password: righteous

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 story awards) to each character.

Encounter Four: Secret Rendezvous

Defeat the sorceress.

APL 2 120 xp

APL 4 180 xp

APL 6 240 xp

APL 8 300 xp

Encounter Six: Investigations

Receiving the note left by the Traveler.

APL 2 50 xp

APL 4 70 xp

APL 6 90 xp

APL 8 120 xp

Encounter Eight: Bones of a Saint

Encountering the trap at the top of the stairs. Either setting it off, or by disabling it.

APL 2 90 xp

APL 4 150 xp

APL 6 210 xp

APL 8 270 xp

Defeating the Marduk cultists.

APL 2 150 xp

APL 4 210 xp

APL 6 270 xp

APL 8 330 xp

Discretionary Role-Playing Award

The DM should award these experience points based on how much the table interacted with the NPCs (primarily Eldried and Redin) during the module. This means asking questions, responding in character, etc. Award 0 if they did not interact at all and just expected boxed text to be read to them. Note that the DM can reward these

points independently to different PCs if deemed appropriate.

APL 2	0-40 xp
APL 4	0-65 xp
APL 6	0-90 xp
APL 8	0-105 xp

Total possible experience:

APL 2	450 xp
APL 4	675 xp
APL 6	900 xp
APL 8	1,125 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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Eight: Bones of a Saint

APL 2– loot (165 gp), coin- (0 gp), M – *+1 buckler* (112 gp per character), *potion cure moderate wounds x2* (25 gp per character each), *+1 breastplate* (112 gp per character), *potion bulls strength* (25 gp per character), *ring of protection +1* (166 gp per character), *scroll mage armor* (2 gp per character), *scroll levitate* (12 gp per character).

APL 4– loot (211 gp), coin- (0 gp), M – *+1 studded leather* (97 gp per character), *+1 buckler x2* (112 gp per character each), *potion cure moderate wounds x3* (25 gp per character each), *+1 breastplate* (112 gp per character), *potion bulls strength* (25 gp per character), *ring of protection +1* (166 gp per character), *cloak of resistance +1* (83 gp per character), *scroll mage armor* (2 gp), *scroll levitate* (12 gp per character), *wand ray of enfeeblement (caster level 2)* (125 gp per character).

APL 6– loot (336 gp), coin- (0 gp), M – *+1 studded leather* (97 gp per character), *+1 buckler x2* (112 gp per character each), *potion cure moderate wounds x3* (25 gp per character each), *potion cats grace* (25 gp per character), *potion bulls strength* (25 gp), *potion haste* (62 gp per character), *ring of protection +1* (166 gp per character), *cloak of resistance +1 x2* (83 gp per character each), *scroll mage armor* (2 gp per character), *scroll fly* (62 gp per character), *scroll levitate* (12 gp per character), *wand ray of enfeeblement (caster level 2)* (125 gp per character), *wand of scorching ray* (375 gp per character).

APL 8– loot (184 gp), coin- (0 gp), M – *+1 studded leather* (97 gp per character), *+1 buckler x2* (112 gp per character each), *potion cure moderate wounds x3* (25 gp per character each), *potion cats grace* (25 gp), *potion displacement* (62 gp per character), *+1 full plate* (220 gp per character), *+1 spiked chain* (193 gp per character), *+1 amulet natural armor* (166 gp per character), *potion bulls strength* (25 gp per character), *potion haste* (62 gp per

character), *ring of protection +1 x2* (166 gp per character each), *cloak of resistance +1* (83 gp per character), *cloak of resistance +2* (333 gp per character), *scroll mage armor* (2 gp per character), *scroll fly* (62 gp per character), *scroll levitate* (12 gp per character), *wand ray of enfeeblement (caster level 2)* (125 gp per character), *wand of scorching ray* (375 gp per character), *gloves of arrow snaring* (333 gp per character).

Total Possible Treasure

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

Appendix 1: NPC's

Encounter 1: The Road to Grayington

Each set of stats represents ONE patrol.

APL 2 (EL 4)

Soldier (4): Male Human War1; CR 1/2; Medium Humanoid (Human); HD 1d8+1; hp 7; Init +1; Spd 20 ft; AC 17 (touch 11, flat-footed 16) [+1 Dex, +2 shield, +4 scale mail]; Base Atk +1; Grp +2; Atk +3 melee (1d8+1, longsword) or +2 ranged (1d4+1, Dagger); Full Atk +3 melee (1d8+1, longsword) or +2 ranged (1d4+1, Dagger); AL LG; SV Fort +3, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +4, Ride +5; Endurance, Weapon Focus (longsword).

Possessions: Scale mail, heavy steel shield, longsword, dagger.

Leader: Male Human War3; CR 2; Medium Humanoid (Human); HD 3d8+6; hp 23; Init +1; Spd 20 ft; AC 18 (touch 11, flat-footed 17) [+1 Dex, +2 shield, +5 armor]; Base Atk +3; Grp +5; Atk +7 melee (1d8+2, masterwork longsword) or +5 melee (1d4+2, dagger) or +4 ranged (1d4+2, dagger); Full Atk +7 melee (1d8+2, masterwork longsword) or +5 melee (1d4+2, dagger) or +4 ranged (1d4+2, dagger); AL LG; SV Fort +5, Ref +2, Will +3; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +3, Ride +3, Spot +2, Sense Motive +2; Endurance, Iron Will, Weapon Focus (longsword).

Possessions: Breastplate, heavy steel shield, masterwork longsword, dagger.

APL 4 (EL 6)

Soldier (6): Male Human War2; CR 1; Medium Humanoid (Human); HD 2d8+2; hp 14; Init +1; Spd 20 ft; AC 17 (touch 11, flat-footed 16) [+1 Dex, +2 shield, +4 scale mail]; Base Atk +2; Grp +3; Atk +4 melee (1d8+1, longsword) or +3 melee (1d4+1, dagger) or +3 ranged (1d4+1, dagger); Full Atk +4 melee (1d8+1, longsword) or +3 melee (1d4+1, dagger) or +3 ranged (1d4+1, dagger); AL LG; SV Fort +4, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +5, Ride +6; Endurance, Weapon Focus (Longsword).

Possessions: Scale mail, heavy steel shield, longsword, dagger.

Leader: Male Human War5; CR 4; Medium Humanoid (Human); HD 5d8+10; hp 38; Init +1; Spd 20 ft; AC 19 (touch 11, flat-footed 18) [+1 Dex, +2 shield, +6 armor]; Base Atk +5; Grp +7; Atk +9 melee (1d8+2, masterwork longsword) or +7 melee (1d4+2, dagger) or +6 ranged (1d4+2, dagger); Full Atk +9 melee (1d8+2, masterwork longsword) or +7 melee (1d4+2, dagger) or +5 ranged (1d4+2, dagger); AL LG; SV Fort +6, Ref +2, Will +3; Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +1, Ride +5, Spot +3, Sense Motive +3; Endurance, Iron Will, Weapon Focus (longsword).

Possessions: Half plate, heavy steel shield, masterwork longsword, dagger.

APL 6 (EL 8)

Soldier (6): Male Human War3; CR 2; Medium Humanoid (Human); HD 3d8+6; hp 23; Init +1; Spd 20 ft; AC 17 (touch 11, flat-footed 16) [+1 Dex, +2 shield, +4 scale mail]; Base Atk +3; Grp +4; Atk +5 melee (1d8+1, longsword) or +4 melee (1d4+1, dagger) or +4 ranged (1d4+1, dagger); Full Atk +5 melee (1d8+1, longsword) or +4 melee (1d4+1, dagger) or +4 ranged (1d4+1, dagger); AL LG; SV Fort +4, Ref +2, Will +1; Str 12, Dex 12, Con 12, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +6, Ride +7; Endurance, Weapon Focus (longsword), Toughness.

Possessions: Scale mail, heavy steel shield, longsword, dagger.

Leader: Male Human War7; CR 6; Medium Humanoid (Human); HD 7d8+14; hp 53; Init +1; Spd 20 ft; AC 19 (touch 11, flat-footed 18) [+1 Dex, +2 shield, +6 armor]; Base Atk +7/+2; Grp +9; Atk +11 melee (1d8+2, masterwork longsword) or +10 melee (1d4+2, masterwork dagger) or +9 ranged (1d4+2, masterwork dagger); Full Atk +11/+6 melee (1d8+2, masterwork longsword) or +10/+6 melee (1d4+2, masterwork dagger) or +9 ranged (1d4+2, masterwork dagger); AL LG; SV Fort +7, Ref +3, Will +4; Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +6, Ride +9, Spot +5, Sense Motive +5; Endurance, Iron Will, Power Attack, Weapon Focus (longsword)

Possessions: Masterwork half plate, heavy steel shield, masterwork longsword, masterwork dagger.

APL 8 (EL 10)

Soldier (6): Male Human War4; CR 3; Medium Humanoid (Human); HD 4d8+7; hp 30; Init +1; Spd 20 ft; AC 17 (touch 11, flat-footed 16) [+1 Dex, +2 shield, +4 scale mail]; Base Atk +4; Grp +4; Atk +6 melee (1d8+1, longsword) or +5 melee (1d4+1, dagger) or +5 ranged (1d4+1, dagger); Full Atk +6 melee (1d8+1, longsword) or +5 melee (1d4+1, dagger) or +5 ranged (1d4+1, dagger); AL LG; SV Fort +5, Ref +2, Will +1; Str 13, Dex 12, Con 12, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +7, Ride +8; Endurance, Weapon Focus (longsword), Toughness.

Possessions: Scale mail, heavy steel shield, longsword, dagger.

Leader: Male Human War9; CR 8; Medium Humanoid (Human); HD 9d8+18; hp 68; Init +1; Spd 20 ft; AC 21 (touch 11, flat-footed 20) [+1 Dex, +2 shield, +8 armor]; Base Atk +9/+4; Grp +12; Atk +14 melee (1d8+4, +1 longsword) or +12 melee (1d4+3, dagger) or +11 ranged (1d4+3, dagger); Full Atk +14/+9 melee (1d8+4, +1 longsword) or +12/+7 melee (1d4+3, dagger) or +11 ranged (1d4+3 dagger, 19-20x2); AL LG; SV Fort +8, Ref +4, Will +5; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +9, Ride +13, Spot +7, Sense Motive +7; Cleave, Endurance, Iron Will, Power Attack, Weapon Focus (longsword). *Possessions:* Masterwork full plate, heavy steel shield, +1 longsword, masterwork dagger.

Encounter 4: Secret Rendezvous

Note: EL adjusted by -1 for no equipment

APL 2 (EL 4)

Sorceress: Female Human Sor5; CR 5; Medium Humanoid (Human); HD 5d4+10; hp 23; Init +2; Spd 30 ft; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Base Atk +2; Grp +1; Atk +1 unarmed (1d3-1 non-lethal, unarmed); Full Atk +1 unarmed (1d3-1 non-lethal, unarmed); AL CE; SV Fort +3, Ref +3, Will +4; Str 8, Dex 14, Con 14, Int 10, Wis 10, Cha 18.

Skills and Feats: Concentration+10, Spellcraft +8, Knowledge (Arcana) +8; Combat Casting, Eschew Materials, Spell Focus (Enchantment).

Spells Prepared (6/7/5; Base DC = 14 + Spell Level; 15 + Spell Level Enchantment*): 0th – *acid splash, daze**, *detect magic, mending, ray of frost, touch of fatigue*, 1st – *burning hands, charm person**, *mage armor, shield*, 2nd – *Melf's acid arrow, Tasha's hideous laughter**.

Possessions: None.

APL 4 (EL 6)

Sorceress: Female Human Sor7; CR 7; Medium Humanoid (Human); HD 7d4+14; hp 32; Init +2; Spd 30 ft; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Base Atk +3; Grp +2; Atk +2 unarmed (1d3-1 non-lethal, unarmed); Full Atk +2 unarmed (1d3-1 non-lethal, unarmed); AL CE; SV Fort +4, Ref +4, Will +5; Str 8, Dex 14, Con 14, Int 10, Wis 10, Cha 18.

Skills and Feats: Concentration+12, Spellcraft +10, Knowledge (Arcana) +10; Combat Casting, Eschew Materials, Spell Focus (Enchantment), Still Spell.

Spells Prepared (6/7/7/5; Base DC = 14 + Spell Level; 15 + Spell Level Enchantment*): 0th – *acid splash, daze**, *detect magic, ghost sound, mending, ray of frost, touch of fatigue*, 1st – *burning hands, charm person**, *mage armor, shield, shocking grasp*, 2nd – *Melf's acid arrow, mirror image, Tasha's hideous laughter**, 3rd – *lightning bolt, suggestion**.

Possessions: None.

APL 6 (EL 8)

Sorceress: Female Human Sor9; CR 9; Medium Humanoid (Human); HD 9d4+18; hp 41; Init +4; Spd 30 ft; AC 14 (touch 14, flat-footed 10) [+4 Dex]; Base Atk +4; Grp +3; Atk +3 unarmed (1d3-1 non-lethal, unarmed); Full Atk +3 unarmed (1d3-1 non-lethal, unarmed); AL CE; SV Fort +5, Ref +5, Will +6; Str 8, Dex 18, Con 14, Int 10, Wis 10, Cha 20.

Skills and Feats: Concentration+14, Spellcraft +12, Knowledge (Arcana) +12; Combat Casting, Eschew Materials, Spell Focus (Enchantment), Silent Spell, Still Spell.

Spells Prepared (6/7/7/7/5; Base DC = 15 + Spell Level; 16 + Spell Level Enchantment*): 0th – *acid splash, daze**, *detect magic, ghost sound, mending, open/close, ray of frost, touch of fatigue*, 1st – *burning hands, charm person**, *mage armor, shield, shocking grasp*, 2nd – *glitterdust, Melf's acid arrow, mirror image, Tasha's hideous laughter**, 3rd – *displacement, lightning bolt, suggestion**, 4th – *confusion**, *ice storm*.

Possessions: None.

APL 8 (EL 10)

Sorceress: Female Human Sor11; CR 11; Medium Humanoid (Human); HD 11d4+22; hp 50; Init +4; Spd 30 ft; AC 14 (touch 14, flat-footed 10) [+4 Dex]; Base Atk +5; Grp +4; Atk +4 unarmed (1d3-1 non-lethal, unarmed); Full Atk +4 unarmed (1d3-1 non-lethal, unarmed); AL CE; SV Fort +5, Ref +5, Will +7; Str 8, Dex 18, Con 14, Int 10, Wis 10, Cha 20.

Skills and Feats: Concentration+16, Spellcraft +14, Knowledge (arcana) +14; Combat Casting, Eschew Materials, Spell Focus (Enchantment), Silent Spell, Still Spell.

Spells Prepared (6/7/7/7/7/5; Base DC = 15 + Spell Level; 16 + Spell Level Enchantment*): 0th – *acid splash, daze**, *detect magic, ghost sound, mending, open/close, ray of frost, resistance, touch of fatigue*, 1st – *burning hands, charm person**, *mage armor, shield, shocking grasp*; 2nd – *eagle's splendor, glitterdust, Melf's acid arrow, mirror image, Tasha's hideous laughter**; 3rd – *displacement, dispel magic, lightning bolt, suggestion**; 4th – *confusion**, *fear, ice storm*; 5th – *cone of cold, dominate person**.

Possessions: None.

Encounter 8: The Bones of a Saint

APL 2 (EL 5)

Rogue: Male Halfling Rog2; CR 2; Small Humanoid (Halfling); HD 2d6+4; hp 12; Init +8; Spd 20 ft; AC 20 (+4 dex, +1 size, +3 armor, +2 shield), touch 15, flat-footed 16; Base Atk +1; Grp -2; Atk +4 melee (1d4+1, masterwork rapier) or +7 ranged (1d3+1, thrown dagger); Full Atk +4 melee (1d4+1, masterwork rapier) or +7 ranged (1d3+1, thrown dagger); SA +2 save vs fear, +1d6 sneak attack, evasion; AL CN; SV Fort +3, Ref +8, Will +2; Str 12, Dex 18, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +8 (+10 ropes), Hide +13, Jump +10, Move Silently +11, Spot +6, Listen +8, Tumble +11, Use Rope +9; Improved Initiative.

Possessions: Masterwork small studded leather, masterwork small rapier, +1 *buckler, potion cure moderate wounds.*

Fighter: Male Human Ftr2; CR 2; Medium Humanoid (Human); HD 2d10+4; hp 18; Init +2; Spd 20 ft; AC 19 (+2 dex, +6 armor, +1 shield), touch 11, flat-footed 17; Base Atk +2; Grp +5; Atk +6 melee (2d4+5, masterwork spiked chain); Full Atk +6 melee (2d4+5, masterwork spiked chain); AL CN; SV Fort +5, Ref +2, Will +0; Str 16, Dex 13, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Intimidate +4, Climb +4, Jump +4; Combat Reflexes, Combat Expertise, Improved Trip, Weapon Focus (Spiked Chain).

Possessions: *Breastplate +1*, masterwork spiked chain, masterwork buckler, *potion bulls strength.*

Evoker: Male Tiefling Wiz(Evo)3; CR 3; Medium Outsider (Native); HD 3d4+6; hp 14; Init +3; Spd 30 ft; AC 14 (+3 dex, +1 deflection), touch 14, flat-footed 11;

Base Atk +1; Grp +1; Atk +1 melee (1d4, dagger) or +5 ranged (1d8, masterwork light crossbow) or +5 ranged (ray spell); Full Atk +1 melee (1d4, dagger) or +5 ranged (1d8, masterwork light crossbow) or +5 ranged (ray spell); SA: *Darkness* 1/day; SQ: *Darkvision* 60 ft., resistance to cold 5, electricity 5, and fire 5; AL CE; SV Fort +3, Ref +4, Will +3; Str 10, Dex 16, Con 14, Int 18, Wis 10, Cha 10.

Skills and Feats: Bluff +2, Concentration +8, Hide +5, Knowledge (planes) +10, Knowledge (Arcana) +10, Knowledge (Local VTF) +10, Knowledge (religion) +10, Spellcraft +10; Weapon Focus (ray), Point Blank Shot, Scribe Scroll.

Spells Prepared (5/4/3; Base DC = 14 + Spell Level): 0th – *detect magic, ray of frost x3, touch of fatigue*, 1st – *magic missile x2, ray of enfeeblement, shield*; 2nd – *false life, scorching ray, web.*

Darkness – A tiefling can use *darkness* once per day (caster level equal to class levels).

Possessions: *ring of protection +1*, masterwork light crossbow, 10 bolts, *scroll mage armor, scroll levitate, potion cure moderate wounds.*

Warrior (3): Male Human War1; CR 1/2; Medium Humanoid (Human); HD 1d8+5; hp 11; Init +2; Spd 20 ft; AC 19 (+2 dex, +5 armor, +2 shield), touch 12, flat-footed 17; Base Atk +1; Grp +3; Atk +4 melee (1d8+2, longsword) or +3 ranged (1d8, light crossbow); Full Atk +4 melee (1d8+2, longsword) or +3 ranged (1d8, light crossbow); AL CN; SV Fort +4, Ref +2, Will +1; Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +2, Climb -1, Jump -1; Toughness, Weapon Focus (longsword).

Possessions: Chainmail, heavy shield, long sword, light crossbow.

APL 4 (EL 7)

Rogue: Male Halfling Rog3; CR 3; Small Humanoid (Halfling); HD 3d6+6; hp 18; Init +8; Spd 20 ft; AC 21 (+4 dex, +1 size, +4 armor, +2 shield), touch 15, flat-footed 17; Base Atk +2; Grp -1; Atk +7 melee (1d4+1, masterwork rapier) or +7 ranged (1d3+1, thrown dagger); Full Atk +7 melee (1d4+1, masterwork rapier) or +7 ranged (1d3+1, thrown dagger); SA +2 save vs fear, +2d6 sneak attack, evasion; AL CN; SV Fort +4, Ref +8, Will +3; Str 12, Dex 18, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +9 (+11 ropes), Hide +14, Jump +11, Move Silently +12, Spot +8, Listen +9,

Tumble +12, Use Rope +10; Improved Initiative, Weapon Finesse.

Possessions: +1 small studded leather, masterwork small rapier, +1 buckler, *potion cure moderate wounds*.

Fighter: Male Human Ftr3; CR 3; Medium Humanoid (Human); HD 3d10+6; hp 27; Init +2; Spd 20 ft; AC 20 (+2 dex, +6 armor, +2 shield), touch 11, flat-footed 18; Base Atk +3; Grp +6; Atk +7 melee (2d4+5, masterwork spiked chain); Full Atk +7 melee (2d4+5, masterwork spiked chain); AL CN; SV Fort +5, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Intimidate +5, Climb +5, Jump +5; Combat Reflexes, Combat Expertise, Improved Trip, Improved Disarm, Weapon Focus (spiked chain).

Possessions: *Breastplate* +1, masterwork spiked chain, +1 buckler, *potion bulls strength*.

Evoker: Male Tiefling Wiz(Evo)5; CR 5; Medium Outsider (Native); HD 5d4+10; hp 23; Init +3; Spd 30 ft; AC 14 (+3 dex, +1 deflection), touch 14, flat-footed 11; Base Atk +2; Grp +2; Atk +2 melee (1d4, dagger) or +6 ranged (1d8, masterwork light crossbow) or +6 ranged (ray spell); Full Atk +2 melee (1d4, dagger) or +6 ranged (1d8, masterwork light crossbow) or +6 ranged (ray spell); SA: *Darkness* 1/day; SQ: Darkvision 60 ft., resistance to cold 5, electricity 5, and fire 5; AL CE; SV Fort +4, Ref +5, Will +5; Str 10, Dex 16, Con 14, Int 19, Wis 10, Cha 10.

Skills and Feats: Bluff +2, Concentration +10, Hide +5, Knowledge (planes) +12, Knowledge (arcana) +12, Knowledge (Local VTF) +12, Knowledge (religion) +12, Spellcraft +12; Weapon Focus (ray), Point Blank Shot, Scribe Scroll, Craft Wand.

Spells Prepared (5/5/4/3; Base DC = 14 + Spell Level): 0th – *detect magic*, *ray of frost* x3, *touch of fatigue*, 1st – *burning hands*, *magic missile* x3, *shield*; 2nd – *false life*, *glitterdust*, *scorching ray*, *web*, 3rd – *dispel magic*, *fireball*, *ray of exhaustion*.

Darkness – A tiefling can use *darkness* once per day (caster level equal to class levels).

Possessions: *Ring of protection* +1, *cloak of resistance* +1, masterwork light crossbow, 10 bolts, *scroll mage armor*, *scroll levitate*, *potion cure moderate wounds*, *wand of ray of enfeeblement* (caster level 2).

Warrior (3): Male Human War2; CR 1; Medium Humanoid (Human); HD 2d8+7; hp 18; Init +2; Spd 20 ft; AC 19 (+2 dex, +5 armor, +2 shield), touch 12, flat-footed 17; Base Atk +2; Grp +4; Atk +6 melee (1d8+2, masterwork long sword) or +4 ranged (1d8, light crossbow); Full Atk +6 melee (1d8+2, masterwork long

sword) or +4 ranged (1d8, light crossbow); AL CN; SV Fort +5, Ref +2, Will +1; Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +3, Climb +0, Jump +0; Toughness, Weapon Focus (longsword).

Possessions: Chainmail, heavy shield, masterwork long sword, light crossbow.

APL 6 (EL 9)

Rogue: Male Halfling Rog5; CR 5; Small Humanoid (Halfling); HD 5d6+10; hp 30; Init +9; Spd 20 ft; AC 22 (+5 dex, +1 size, +4 armor, +2 shield), touch 16, flat-footed 22; Base Atk +3; Grp -1; Atk +9 melee (1d4, masterwork rapier) or +9 ranged (1d3, thrown dagger); Full Atk +9 melee (1d4, masterwork rapier) or +9 ranged (1d3, thrown dagger); SA +2 save vs fear, +3d6 sneak attack, evasion, uncanny dodge; AL CN; SV Fort +5, Ref +10, Will +4; Str 11, Dex 20, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +11 (+13 ropes), Hide +17, Jump +13, Move Silently +15, Spot +9, Listen +10, Tumble +15, Use Rope +13; Improved Initiative, Weapon Finesse.

Possessions: +1 small studded leather, masterwork small rapier, +1 buckler, *potion cure moderate wounds*, *potion cats grace*, *cloak resistance* +1.

Fighter: Male Human Ftr5; CR 5; Medium Humanoid (Human); HD 5d10+10; hp 45; Init +1; Spd 20 ft; AC 21 (+1 dex, +8 armor, +2 shield), touch 11, flat-footed 18; Base Atk +5; Grp +8; Atk +9 melee (2d4+7, masterwork spiked chain); Full Atk +9 melee (2d4+7, masterwork spiked chain); AL CN; SV Fort +6, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Intimidate +7, Climb +5, Jump +5; Combat Reflexes, Combat Expertise, Improved Trip, Improved Disarm, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: Full Plate, masterwork spiked chain, +1 buckler, *potion bulls strength*, *potion haste*.

Evoker: Male Tiefling Wiz(Evo)7; CR 7; Medium Outsider (Native); HD 7d4+14; hp 32; Init +3; Spd 30 ft; AC 14 (+3 dex, +1 deflection), touch 14, flat-footed 11; Base Atk +3; Grp +3; Atk +3 melee (1d4, dagger) or +7 ranged (1d8, masterwork light crossbow) or +7 ranged (ray spell); Full Atk +3 melee (1d4, dagger) or +7 ranged (1d8, masterwork light crossbow) or +7 ranged (ray spell); SA: *Darkness* 1/day; SQ: Darkvision 60 ft., resistance to cold 5, electricity 5, and fire 5; AL CE; SV Fort +5, Ref +6, Will +6; Str 10, Dex 16, Con 14, Int 19, Wis 10, Cha 10.

Skills and Feats: Bluff +2, Concentration +12, Hide +5, Knowledge (planes) +14, Knowledge (arcana) +14, Knowledge (Local VTF) +14, Knowledge (religion) +14, Spellcraft +14; Weapon Focus (ray), Point Blank Shot, Precise Shot, Scribe Scroll, Craft Wand.

Spells Prepared (5/6/5/4/3; Base DC = 14 + Spell Level): 0th – *detect magic, ray of frost x3, touch of fatigue*; 1st – *burning hands, enlarge person, magic missile x3, shield*; 2nd – *false life, glitterdust, resist energy, scorching ray, web*; 3rd – *dispel magic, fireball, lightning bolt, ray of exhaustion*; 4th – *dimension door, enervation, ice storm*.

Darkness – A tiefling can use *darkness* once per day (caster level equal to class levels).

Possessions: *Ring of protection +1, cloak of resistance +1*, masterwork light crossbow, 10 bolts, *scroll mage armor, scroll fly, scroll levitate, potion cure moderate wounds, wand of ray of enfeeblement (caster level 2), wand of scorching ray*.

Warrior (3): Male Human War4; CR 3; Medium Humanoid (Human); HD 4d8+11; hp 33; Init +2; Spd 20 ft; AC 19 (+2 dex, +5 armor, +2 shield), touch 12, flat-footed 17; Base Atk +4; Grp +6; Atk +8 melee (1d8+2, masterwork long sword) or +6 ranged (1d8, light crossbow); Full Atk +8 melee (1d8+2, masterwork long sword) or +6 ranged (1d8, light crossbow); AL CN; SV Fort +6, Ref +3, Will +2; Str 15, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +5, Climb +2, Jump +2; Toughness, Weapon Focus (longsword), Dodge.

Possessions: Chainmail, heavy shield, masterwork long sword, light crossbow.

APL 8 (EL 11)

Rogue: Male Halfling Rog7; CR 7; Small Humanoid (Halfling); HD 7d6+14; hp 42; Init +9; Spd 20 ft; AC 23 (+5 dex, +1 size, +4 armor, +2 shield, +1 deflection), touch 17, flat-footed 23; Base Atk +5; Grp +1; Atk +11 melee (1d4, masterwork rapier) or +11 ranged (1d3, thrown dagger); Full Atk +11 melee (1d4, masterwork rapier) or +11 ranged (1d3, thrown dagger); SA +2 save vs fear, +4d6 sneak attack, evasion, uncanny dodge; AL CN; SV Fort +1, Ref +11, Will +7; Str 11, Dex 20, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +13 (+15 ropes), Hide +19, Jump +15, Move Silently +17, Spot +11, Listen +12, Tumble +17, Use Rope +15; Improved Initiative, Weapon Finesse, Iron Will.

Possessions: +1 small studded leather, masterwork small rapier, +1 buckler, *potion cure moderate wounds,*

potion cats grace, potion displacement, cloak resistance +1, +1 ring of protection.

Fighter: Male Human Ftr7; CR 7; Medium Humanoid (Human); HD 7d10+14; hp 63; Init +1; Spd 20 ft; AC 23 (+1 dex, +1 natural, +9 armor, +2 shield), touch 11, flat-footed 22; Base Atk +7; Grp +10; Atk +11 melee (2d4+8, masterwork spiked chain); Full Atk +11/+6 melee (2d4+8, masterwork spiked chain); AL CN; SV Fort +7, Ref +3, Will +2; Str 16, Dex 14, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Intimidate +9, Climb +7, Jump +7; Cleave, Combat Reflexes, Combat Expertise, Improved Trip, Improved Disarm, Power Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: +1 Full Plate, +1 spiked chain, +1 buckler, +1 amulet of natural armor, *potion bulls strength, potion haste.*

Evoker: Male Tiefling Wiz(Evo)9; CR 9; Medium Outsider (Native); HD 9d4+18; hp 41; Init +3; Spd 30 ft; AC 14 (+3 dex, +1 deflection), touch 14, flat-footed 11; Base Atk +4; Grp +4; Atk +4 melee (1d4, dagger) or +8 ranged (1d8, masterwork light crossbow) or +8 ranged (ray spell); Full Atk +4 melee (1d4, dagger) or +8 ranged (1d8, masterwork light crossbow) or +8 ranged (ray spell); SA: *Darkness* 1/day; SQ: Darkvision 60 ft., resistance to cold 5, electricity 5, and fire 5; AL CE; SV Fort +7, Ref +8, Will +10; Str 10, Dex 16, Con 14, Int 20, Wis 10, Cha 10.

Skills and Feats: Bluff +2, Concentration +14, Hide +5, Knowledge (planes) +17, Knowledge (arcana) +17, Knowledge (Local VTF) +17, Knowledge (religion) +17, Spellcraft +17; Weapon Focus (ray), Point Blank Shot, Precise Shot, Iron Will, Scribe Scroll, Craft Wand.

Spells Prepared (5/7/6/5/4/3; Base DC = 15 + Spell Level): 0th – *detect magic, ray of frost x3, touch of fatigue*; 1st – *burning hands, enlarge person, magic missile x4, shield*; 2nd – *false life, glitterdust, resist energy x2, scorching ray, web*; 3rd – *dispel magic, fireball, lightning bolt, ray of exhaustion, wind wall*; 4th – *dimension door, enervation, ice storm, wall of ice*; 5th – *baleful polymorph, cone of cold, wall of force.*

Darkness – A tiefling can use *darkness* once per day (caster level equal to class levels).

Possessions: *Ring of protection +1, cloak of resistance +2*, masterwork light crossbow, 10 bolts, *scroll mage armor, scroll fly, scroll levitate, potion cure moderate wounds, wand of ray of enfeeblement (caster level 2), wand of scorching ray, gloves of arrow snaring.*

Warrior (3): Male Human War6; CR 5; Medium Humanoid (Human); HD 6d8+15; hp 48; Init +2; Spd 20 ft; AC 19 (+2 dex, +5 armor, +2 shield), touch 12, flat-footed 17; Base Atk +6; Grp +8; Atk +10 melee (1d8+2, masterwork long sword) or +8 ranged (1d8, light crossbow); Full Atk +10/+5 melee (1d8+2, masterwork long sword) or +8 ranged (1d8, light crossbow); AL CN; SV Fort +7, Ref +4, Will +3; Str 15, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +5, Climb +2, Jump +2; Toughness, Weapon Focus (longsword), Dodge, Power Attack.

Possessions: Chainmail, heavy shield, masterwork long sword, light crossbow.

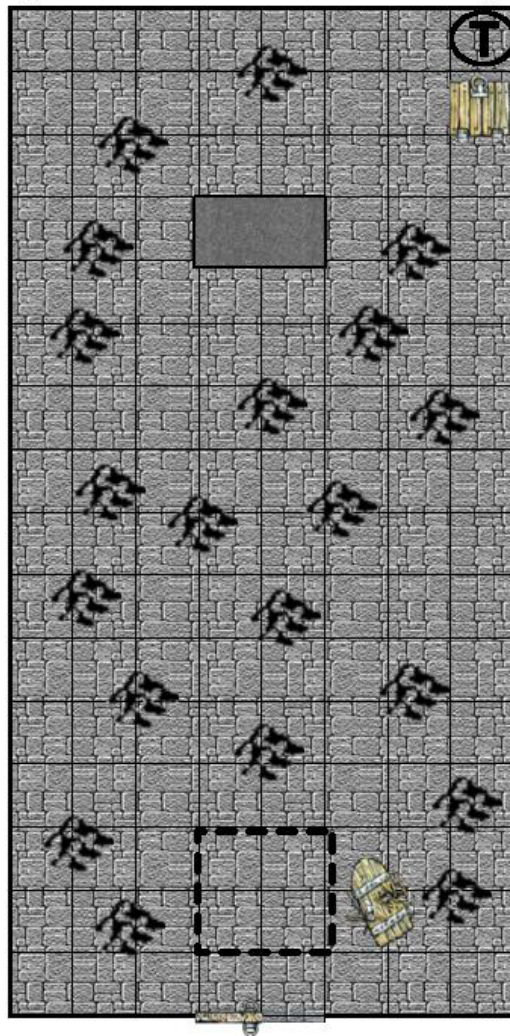
DM Map 1: Grayington



DM Map 2: Ruined Church

Church ground floor

- Door
- Trap
- Destroyed Door
- Trapdoor
- Rubble
- Bell Tower



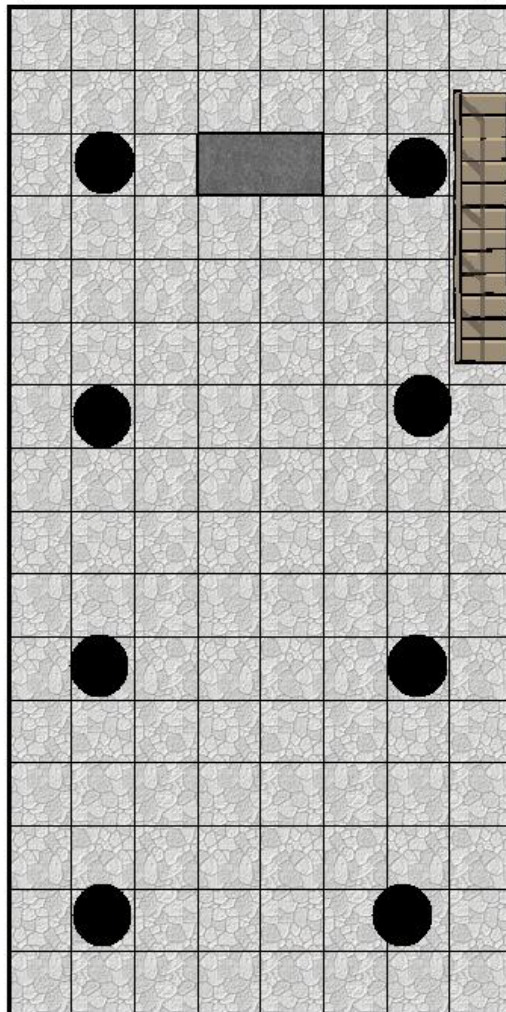
1sq = 5 ft

DM Map 3: Church Basement

Church basement

- Alter
- Stairs
- Column

1sq = 5 ft



Player Handout #1

This note is addressed to you personally, it is unsigned. It is written in a powerful and flowing script.

I have need of the services of one such as you and your associates. I have information in which I believe you might be interested, and I believe you may have information in which I may be interested.

If you are interested in uncovering that which is hidden, I beseech you and all your associates to meet with me in private.

If you follow the north road out of town, past the olive grove, go for about 1 mile. After you pass the tree with the forked trunk, you will come to a dirt road on the right. Follow that road for a short ways and you will come to a farm house. Meet me in the barn at that farm at midnight on the 13th of this month. Please do not bother the occupants of the house, they are not involved.

Tell no one of this meeting. Do not bring anybody other than yourself and your associates who traveled here with you from Veluna City. I will know if you do, and I will not show.

I know your type is always paranoid, and you will likely consider this a trap. I offer you this advice: If this is a trap, what better way to flush your enemies out into the open? I am sure you are confident in your ability to deal with any such likelihood, your kind always are...

This is your only chance. Do not let it go to waste.

Player Handout #2

This note is written on the back of a shipping manifest. The shipping manifest includes a shipment of cinnamon from the Free City of Dyvers.

This note is for <Your name>

I cannot exert full control over this one, only for a short while at a time. You must come get him. Follow the south road about a mile, at the fork g

The text ends suddenly, there is an unintelligible fading scribble at the end, as if the writer was forced to stop writing for some reason.

Player Handout #3

Possessed by the Traveler

As the incorporeal ball of light enters your chest, you feel a warm sensation spread across your entire body which slowly subsides. As the feeling fades, you realize you have some additional vague memories, the details of which elude you. You remember “home” as a warm place of soft hues and serene tranquility. You remember being a lost traveler, far from home, in a very very strange but wonder filled land. You remember meeting many strange and wondrous beings, of experiencing many exciting new things. You remember being taken in by some of these strange beings and of being tied down to an altar in some strange celebration of a being called “Marduk”. You remember the intense pain of the knife plunging into your chest, and a transition from one state of consciousness to the next.

The next memories are even more vague, jumbled, and chaotic. You remember your consciousness somehow occupying a new body, sharing it with one who did not wish you to be there. You struggled long with this second entity, neither being able to gain the upper hand. The two of you lived a confused existence for a long time, as neither yourself nor the other being, but rather a new being with no memories of their previous existence, but only a strong awareness of the one known as “Marduk”. Most of the memories of this period are extremely jumbled and chaotic, but you can recall various tidbits of danger, excitement, and confusion. You also recall some friends who aided you in your time of need.

You recall the recent events more clearly. You see yourself being ripped from your dual existence by some malevolent entity. You fled from this entity, into the body of one you somehow knew you needed to oppose. However, you found yourself weakened and unable to fully control the actions of this new host. Only by suppressing the controlling consciousness could you take any control, and then for only a few brief seconds. The actions of this new host detested you, because you sensed the taint of “Marduk” within him. You longed to be free, but you knew you must stay and do what you could to oppose the activities of your new host and the other followers of Marduk. You recall hoping against hope that your old friends would come soon and rescue you.

Then you recall a mighty struggle for control with the consciousness of your host while your new friends fought to free you. Now you feel warm and at peace for the first time in a long long time. Now you no longer need to struggle for control, you can rest. But the memory of the one called Marduk remains, and you know that you must oppose this Marduk at all costs.

(Note: You cannot contact or communicate with the spirit of the Traveler in any way)