

FUR6-04

When First We Practice...

A one-Round D&D LIVING GREYHAWK[®] Furyondy Regional Adventure

Version 1.0

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In the dead of winter, the PCs receive a summons to assist Baron Jemian in a little matter that is of some interest to them. But as usual, not everything goes according to plan when dealing with magic or politics. An intense Furyondy regional adventure for PCs level 3 to 12 (APL 4 to 10). Part 2 of the *Intrigue in Littleberg* Cycle.

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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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at poc@furyondy.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by

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

virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

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

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on

an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Furyondy. Characters native to Furyondy 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

Adventure Background

What came before:

In *FUR4-10 Set in Stone*, the PCs were asked (in the service of Baron Jemian) to investigate a new tunnel found in Claw Gorge. While there, they discovered clues about those that created the ancient tunnel system. They also discovered the current occupants of the tunnel. They returned with what they believed was an item that was requested. That item is the reason for the start of this adventure...

Lord Lucian Malhaara is a very ambitious noble in the Barony of Littleberg. He and Lady Ydarra Kinlassi are the heads of the Littleberg Council of Nobles. He is always looking for the advantage in any situation or piece of information. When he was approached by a man representing a "secret organization" he decided that the potential for political gain outweighed the risks of associating himself with powers (both political and otherwise) that he did not know in detail. Throughout the course of his dealings with his contact in this organization (which he has come to know is referred to as the *Seekers of the Light*) he has found many useful tidbits of information on various members of the nobility. But it seems that the Seekers' primary concern is Baron Jemian. Lucian has not yet puzzled out the reasons why, but he believes that Jemian may be involved in some plot that would be deeply frowned upon by King Belvor. If this is so, then by helping the Seekers find out what is going on, Lucian might be able to topple Jemian and possibly even take his place as Baron of Littleberg.

As a result of *FUR4-10 Set in Stone*, Baron Jemian came into possession of an interesting magical stone (nicknamed the Summoner's Stone) that defies his attempts to gain information about it. He made arrangements for more powerful wizards in Chendl to investigate the item. However, he needs some people that have proven trustworthy in the past to help in its delivery.

Littleberg is abuzz with rumors about some recent events at Claw Gorge and that something has been taken from it. It is exactly this type of rumor that perks the ears of organized crime bosses. One such person has made arrangements to "acquire" whatever it is that is so exciting and to sell it to an out-of-town buyer.

One fateful night, two powers in Littleberg unexpectedly met. Lord Lucian Malhaara used his position and influence as a member of Baron Jemian's inner circle to gain access to the Summoner's Stone. While in the process of stealing the stone (with the intention of investigating it himself and then turning it

over to the *Seekers of Light* as evidence of Jemian's wrongdoings), Lucian was accosted by several members of the local thieves' guild. They, too, intended to steal the stone that night. How fortuitous it was that Lucian had done their job for them. They quickly disabled Lucian and took both him and the stone to their hideout. There, they planned to keep the stone safe for three days until it could be sold to a buyer who plans to take the stone downriver and out of the country. The day after the theft, the PCs arrive in Littleberg.

The Troubles in Claw Gorge

At some point, the PCs may ask about the troubles in Claw Gorge. Successful Knowledge (Local: Iuz's Border States) checks reveals information from the following table.

DC	Result
10	Claw Gorge is not running at full production
13	There is only a minimal staff present at Claw Gorge. It's been that way for years. The workers left because of the curse.
16	The troubles started shortly after the war with Old Wicked began. Strange things started happening and miners kept dying.
19	Pockets of poisonous gas were "discovered" on a regular basis. Mine shafts collapsed for no good reason. And vicious creatures kept popping up in the mines, attacking the workers. People believed it was some sort of curse from Old Wicked and the mine was closed down for a while. When they re-opened it, it's been with only a minimal staff. Production has never been at 100% since.

Temples and Shrines in Littleberg

The following temples and shrines are available in Littleberg: Rao (6), Boccob (8), Garl Glittergold (6, in Claw Gorge, only), Corellon Larethian (6) and Yondalla (6). The numbers in parenthesis indicate the highest available caster level for the associated deity.

The Seekers of Light

The Seekers of Light are an organization devoted to rooting out evil in the kingdom of Furyondy. They value their secrecy highly. Their members join the organization through invitation only. It is extremely unlikely that any PCs have knowledge that such an organization exists. However, if a PC specifically asks for a Knowledge check about such a thing, allow a DC 40 Knowledge (Local) check to recognize the name "Seeker of Light."

Adventure Summary

The PCs begin this adventure by arriving in Littleberg after responding to a letter from Baron Jemian.

Introduction: The PCs receive a letter, individually addressed, asking for assistance by escorting the delivery of an object.

Encounter One: The PCs arrive at the Baron's estate and are informed of the current situation. They are asked to, instead, aid in the investigation of the theft.

Encounter Two: The PCs are allowed to investigate the theft. Various important NPCs (all of whom were given the classified knowledge of the Summoner's Stone's existence) are available for interrogation.

Encounter Three: The PCs gain enough information to lead them to a private warehouse. Upon their arrival, a beastly creature bursts forth from the building and begins laying waste to the surrounding buildings and their populations.

Encounter Four: After exploring the demolished warehouse, the PCs discover an old tunnel. Within the tunnel they find an ancient temple to Incubulos, where some or all of them may contract a vicious disease.

Encounter Five: The cure to this disease is found in the healing waters of a magical temple.

Encounter Six: The PCs reach the end of the tunnel. The local thieves' guild has trapped the exit/entrance.

Encounter Seven: The PCs arrive in time to see a figure exiting the building on the far side. In addition, they see the nearly dead figure of Lord Lucian lying nearby. They must choose whether to follow the fleeing rogue or to save Lucian.

Encounter Eight-A: If the PCs attempt to save Lucian, they need to bring him back to the fountain that they found earlier. A denizen of the underground occupies the fountain area. He is not too happy about the intruders.

Encounter Eight-B: If the PCs choose to follow the fleeing rogue, he runs out onto the docks and hides behind a large crate and attempts to make a final stand by activating the Stone and creating a mishap.

Preparation for Play

Determine what meta-organizations the PCs belong to. In particular, see if any PCs are members of the Twilight Hunters or the Furyondy Military.

Any PC that actually has possession of the Summoner's Stone from *FUR4-10 Set In Stone* is assumed to not have it during the course of this adventure. This is due to the official results of *FUR4-10*, as reported in the Critical Event Summaries. Officially,

Baron Jemian is in possession of the Summoner's Stone. If PCs insist they have possession of the stone, they should be informed that it was confiscated for military investigation some two months ago and has been on loan to the Baron for that purpose since that time. This happens regardless of how many PCs have the *summoner's stone* on their AR. In any case, there is only one stone in existence during this adventure.

In addition, any PC that has the Criminal of Littleberg cert from *FUR4-10 Set in Stone* must go to great lengths to disguise himself. Assume that the PC is "taking 10" throughout the adventure on a Disguise check. Apply the PC's Disguise modifiers and any magical or mundane modifiers as applicable. Have every military and/or legal NPC encountered roll an opposed Spot check against the PC's Disguise check. If recognized, the PC is arrested and punished according to the *Furyondy Laws and Punishments* document. (An excerpt from this document appears in *Appendix Four*.) Any such PC that does not disguise himself will be recognized. (An example of a suitable punishment for such a crime would be five hundred gold wheatsheaves (500 gp) and 10 weeks (TUs) service at Castle Greylode.) Prior to the start of the adventure, please give the players an opportunity to pick more suitable PCs. If any player chooses to proceed with a "questionable" PC, apply the above guidelines as necessary.

If any of the PCs have the Favor of Baron Jemian from *FUR4-10 Set In Stone*, make a note of those PC's Sense Motive modifier. You will use those modifiers in the Introduction to determine what, if anything, the PCs can learn from the handout.

Introduction

The PCs who have the favor of Baron Jemian from *FUR4-10 Set in Stone* receive a letter from Calip. (Pass out Handout Number One.) Inform the PCs that only the individual PCs that have the favor of Baron Jemian from *FUR4-10 Set In Stone* are receiving this letter. If no one at the table returned the Summoner's Stone to Calip or Baron Jemian, instead pass out Handout Number Two to each PC that is not a member of a Furyondy Military meta-organization and pass out Handout Number Three to each PC that is a member of a Furyondy Military meta-organization. Handout Number One is intentionally cryptic. Each PC receiving Handout Number One should roll a d20. Apply that PC's Sense Motive modifier (See the chart, below) to determine what, hidden messages he can discern from the note. Anyone that did not receive Players' Handout One may not make this check since

they would not have the knowledge of prior events to draw upon and consequently would be unable to determine the hidden message.

DC	Result
< 16	A servant of a merchant named Brendigund wants to hire you to take a necklace to Greyhawk City.
17	There is a hidden message in the letter.
20	The letter is from Calip, a servant of Baron Jemian in the city of Littleberg.
22	Calip wants you to protect a shipment of something.
24	Calip wants you to guard the Summoner's Stone on a journey.

Make sure that at least one of the players realizes that they need to travel to Littleberg, and that the estate mentioned in the letter belongs to Baron Jemian.

If the table received Handouts Number Two and/or Three, then Calip meets the PCs at the Silver Gauntlet Inn and escorts them to the estate of Baron Jemian. You may role-play this encounter as much as you like, but be sure to leave enough time for the events of Encounter Two.

The letter (or letters) arrives with enough time for the PCs to travel to Littleberg from wherever they currently wish to be. The day of their arrival is expected to be Fireseek, 19. This is in the heart of winter. It just so happens that there is a winter storm in effect throughout the day, reducing visibility. By the end of the day, there is a good seven to eight inches of snow accumulated on the ground. Please ad-lib appropriately, where necessary.

Encounter One

The PCs arrive at either the Baron's estate or the Silver Gauntlet tavern. There, they find that their escort mission has turned into a search and recovery operation. If the PCs did not receive Handout Number One (and consequently have gone to the Silver Gauntlet) read the following. Otherwise skip the next section of read-aloud text.

The Silver Gauntlet Inn and Tavern is an upscale establishment in a finer section of Littleberg. After a short... discussion with the doorman a slightly heavysset man with dirty blonde hair, blue eyes and somewhat angular features (hidden to some degree by a little extra fat) approaches and whispers quietly in the doorman's ear. The doorman takes a small step

back, making room for the new arrival. "Greetings," he says, "By any chance are you here because of a letter that you may have received?"

This is Calip. Any PCs that played *FUR4-10 Set in Stone* but did not successfully finish it most likely recognize him as the second servant of Baron Jemian to offer them a job. If the PCs refuse to show him the papers, he politely excuses himself and the doorman refuses them entrance. At this point, the adventure is over for them. Otherwise, he peruses the letter, introduces himself as Calip and escorts them to a private dining room, set for eight. After a brief interview and an exceptional meal, Calip asks the PCs to meet him at Baron Jemian's estate in the morning (barring any glaring reasons that they should not be allowed to proceed. For example, PCs expressing a strong dislike for Furyondy or Baron Jemian, in particular, or displaying a *mark of justice* are not allowed to proceed.)

If any PC is removed from the adventure at this time, allow the player to choose another PC to play instead (one who would be allowed to proceed). After this point, however, players are stuck playing the PCs that they have chosen.

When the PCs arrive at the estate of the Baron, please read or paraphrase the following:

You arrive at the estate of Baron Jemian of Littleberg in the early morning light of an overcast day. It looks to be a very chilly day, indeed and the Baron's many stable hands are out early giving his horses their daily allotment of exercise before the expected storm hits. The guards at the outer gates appear to be expecting you. They escort you right away to a waiting chamber within the estate. It is lavishly decorated with expensive tapestries, furniture made from exotic woods, plush winter rugs and a mural hanging above the marble fireplace depicting an ancient ceremony whereby a Furyondian king is appointing his Grand Marshal. On the mantle rests two holy symbols. One is of Pelor and the other of Rao. The room is lit by the early morning light filtering in through the grandiose arched window that takes up most of the south wall.

After a wait of about twenty minutes, an obviously upset Baron Jemian enters the room. The Baron is a stocky man, a couple inches shy of six feet with well-tanned olive skin, dark eyes and deep brown, shoulder-length hair that has more than a little gray in it. He is escorted by a tall, lanky man dressed in his livery quickly taking notes on a small stack of parchments in his arms. Behind them walk a

pair of men-at-arms who meticulously examine you and your belongings, their eyes obviously sizing you up in an instant. They move to flank the doorway, standing at attention without orders. The last to enter the room is none other than Calip.

The Baron looks up at you and greets you, "Well met, friends of Furyondy. Calip tells me that once more I shall be placing my trust in you. It is quite a shame that it will not be for the reasons that you were summoned here. But before I continue, I must ask each of you to swear to secrecy all that you are about to learn. In addition, you must swear that you intend to protect Furyondy and its citizens whenever you are able...and you must do so while holding this." The Baron extends his arm towards you and in his hand is a small rod. Jemian continues, "It is enchanted such that it prevents the bearer from knowingly speaking a lie."

The rod is enchanted with a *zone of truth* spell and a *discern lie* spell so that if anyone that manages to overcome the *zone of truth*, the rod jolts them with a small electrical charge. This effect makes enough noise that anyone nearby can easily hear it. In addition, anyone who swears an oath while holding the rod is enchanted with a *geas* (caster level 11) spell, binding them to their oath. Any PCs that refuse to swear (or are jolted more than once) are escorted from the estate under guard, and are effectively done with the adventure. When all the (remaining) PCs swear, the Baron continues. Any suitable oath suffices. However, the Baron is an intelligent man and looks for any loopholes that a PC's oath may contain. If he is not happy with an oath, he asks the PC to reswear using more binding language.

"Late, last night, the stone that [you recovered for me/was recently recovered] from Claw Gorge was found to be missing. I believe that it has been stolen. Aside from the people in this room, only four other people know that I was in possession of it...and one of them is missing as well. Lord Lucian Malhaara was recorded as having entered the restricted wing where I have been conducting research on the stone. This is not unusual. He has taken a keen interest in the properties of the stone. This morning, when Peros went in to prepare the stone for travel, both the stone and Lucian were missing. None of the magical wards were set off; but Lucian knew the passwords to bypass them. It is very important that this stone be found. What research we have been able to accomplish hints at a vast untapped potential. The stone, if awakened, could be very powerful. It may well have been responsible for much of the chaos in Claw Gorge. In

the name of King Belvor, I task you with recovering this stone. Find it. Find Lucian. Find out who stole the stone, how it was stolen and anything else you can discern. But foremost, you must recover the stone and return it to me personally. Do you have any questions?"

The room's current occupants are: Baron Jemian, Calip, Siris (the Baron's majordomo), Quosas Rivensmith and two of the Baron's elite guardsmen. Siris is always respectful of the Baron and his guests. He is very uptight and meticulous to a fault. He speaks with a slightly nasal sound. The guardsmen will not speak unless given permission by the Baron. If questioned, they will answer with short but to the point answers. All of the NPCs in this room and the three NPCs mentioned below (Peros, Lucian and Ydarra) have all been sworn to secrecy about the stone. All of them know the information listed below (unless otherwise noted). If asked an appropriate question, they answer to the best of their abilities.

Who knows about the Stone? The list of people that know about the stone are as follows:

- Lord Lucian Malhaara and Lady Ydarra Kinlassi. They are the heads of the noble council of Littleberg and they have both taken a keen interest in the stone. It was not unusual for them to assist Peros in his research. (Or, more accurately, to look over his shoulder and try not to bother him too much.)
- Peros Losili is a trusted advisor to Baron Jemian. They have been friends for over twenty years. Jemian's children often referred to Peros as, "uncle Peros." He is a scholar and practitioner of the arcane arts.
- Finally, Quosas Rivensmith is the head of the Baron's guard. He was informed of what he was protecting so that he could obtain suitable protection. He is conducting an internal investigation of the crime.

Can we have a writ?

- Jemian has a writ that he gives to the PCs that gives them authority to investigate anyone they think may be connected to the crime. It is a very powerful writ.
- It expires in three days.
- The PCs are required to swear (while holding the truth rod) that they will not abuse the privilege. Any PCs that act inappropriately during this conversation with the Baron are not given a writ. (But the other PCs can still allow the offending PC(s) to tag along, if they are willing to take accountability onto themselves.)

What can you tell us about the area the stone was kept?

- Aside from the usual protective spells on the area, the stone has been kept in a lead-lined box, inside of a bag of holding to prevent the magical locating of the object.
- The bag and box are gone, as well.
- The box is a simple wooden box, made from oak. It is just large enough to fit the stone (which is about the size of a man's fist.)
- The PCs are allowed to examine the room where the stone was stored when it was not being studied.
- This room is protected with the following spells: *alarm*, *arcane lock* and *mage's private sanctum*. All of them were still functioning, this morning and nothing appears disturbed in the storage room or the research laboratory.
- In addition, a pair of guards searches everyone that enters or leaves the laboratory.

What will you be doing?

- Peros continues to attempt to divine the location of the stone. He intends to contact the PCs via a *sending* spell if he learns anything. However, he must first meet the PCs. Jemian recommends that they talk to him, first.
- Quosas will continue heading the investigation. He has been interrogating his guards all evening and intends to examine his notes at his home (and get a little rest as well.)

How did Lucian arrive/plan to leave the estate?

- Lucian always travels in his private carriage. The driver usually waits for him in the servant's quarters of the estate when he intends to stay for a while. The carriage is still here, now. It is being investigated for clues.

Encounter Two

This is a Free-Form encounter. The PCs are free to explore any avenues that they feel may gain them the information that they need. The following people and places are of possible interest or connection to the crime. PCs with the writ granted by Baron Jemian may use this writ to gain access to various places. If they abuse this writ, feel free to ad-lib an encounter with members of the Baron's guard that have orders from the Baron to confiscate the writ. At this point, the adventure is at an end for the PCs, so provide ample warnings before taking such actions.

For simplicity's sake, assume that there is a ten to fifteen minute walk between any two of the locations listed below with the exception of Quosas' home. Since

he cannot afford an estate in this area of the city, assume an additional fifteen minutes to reach his home.

The Laboratory

This is where Peros Losili has been performing his studies of the stone. The Lab is in a private wing of Baron Jemian's estate. It would take nothing less than a master thief to even have a chance at breaking in to the estate (Much less the lab). Here is some information about the laboratory:

- Aside from the usual protective spells on the area, the stone has been kept in a lead-lined box, inside of a bag of holding to prevent the magical locating of the object. The bag and box are gone, as well.
- This room is protected with the following spells: *alarm*, *arcane lock* and *mage's private sanctum*. All of them were still functioning, this morning and nothing appears disturbed in the storage room or the research laboratory.
- The Lab contains several tables, three chairs, various pieces of alchemical equipment, Peros' spell book, a half-eaten sandwich (belonging to Peros, from last night's dinner), no windows, two ever-burning torches on each wall, a chalk board with many notes, a bookshelf filled with various books ranging from a history of the Flanaess to magical theory, and a feather pillow and wool blanket (folded neatly in one corner.)

PCs may make a Knowledge (arcana) check to decipher the notes on the chalkboard. Consult the following table.

DC	Result
20	A section of the notes deals with planar alignments.
25	The specific planes in question appear to be the lower, outer planes.
30	Another section of notes looks like it relates to magical energy, Oerth energy and some other type of energy.
35	The third type of energy is personal or life energies.

Creatures:

Peros Losili: male Human Wiz7, Loremaster4; *See Appendix 1 for details.*

Peros is a well-dressed, spindly, almost sickly looking man and appears to be in his early 50's. He is a bit absentminded, and constantly seems to lose track of his

current line of thought; especially during a conversation. He is kind and his outward mannerisms hide his intelligence. Although he may take some time to get to his point, usually by way of a story or parable, his message is usually quite clear and meaningful. He is an expert in the history of the Flanaess, and very knowledgeable in matters of Arcana. He has been studying the Summoner's Stone 'round the clock, almost from the moment that it was returned to Jemian's estate. When meeting the PCs, he is sure to shake every one of their hands (or make contact in some other way). He does not mention the *sending* spell, but he knows that it may be necessary in the future.

What Peros Knows:

- The stone resists attempts at divining its true nature or origin.
- The stone has been in Claw Gorge at least since 587 CY.
- The stone has some sort of affinity with the outer planes.
- The stone can "attune" to its possessor and augment magic that summons creatures to this plane.
- Peros believes that the stone may be unstable. Exactly what that means, he's not sure.
- Lucian and Ydarra have both been much more helpful with Peros' studies than Peros could have imagined. Their willingness to study not only the stone, but to research volumes of arcane texts has saved Peros much time.
- Neither Lucian nor Ydarra have shown any sign that they may be up to no good.

Lady Ydarra Kinlassi's Estate

The PCs are not admitted without an appointment, unless they allow Lady Ydarra to examine the Baron's writ. If they choose to search her estate, the following information may be gained. Lady Ydarra insists on following the PCs during their search.

Study:

- DC 17 Search: A statement of tax revenues for the Lady's estates. An appropriate DC 12 check (ex: Knowledge (Nobility and Royalty) or Profession (Bureaucrat) or the like) shows that the amounts indicate a fairly large, well-to-do estate.
- DC 20 Search: A letter from General Bemedor discussing military morale and a bill regarding military funding that is currently in debate by the Noble Council in Chendl. If the PCs ask, they may attempt a DC 18 Knowledge (local – Iuz's Border States) check to learn that it is likely that General

Bemedior is calling in a favor owed to him by Lady Ydarra to persuade Baron Jemian to back the bill.

Bedroom:

- DC 20 Search: A bundle of old letters about one inch thick, written on parchment, tied with a pink ribbon and sealed within a wooden box that is inlaid with roses. A quick examination will determine that they are love letters, signed with only terms of endearment (not names.) If the PCs linger in their examination of the letters or attempt to read any of them, Lady Ydarra insists that the PCs stop invading her privacy, and threatens actions with the Baron for allowing such an intrusion to occur. If the PCs persist, she sends a servant to the Baron's estate. The letters are standard fare love letters and no additional information can be gained from them at this time.
- DC 21 Search: Player's Handout Number Four. This is a letter, planted by one of Lady Ydarra's servants, who is a member of the local thieves' guild. It is an attempt to frame Lady Ydarra and Lord Silvus (see below) for Lord Lucian's disappearance. Due to the unexpected circumstances of the evening's robbery, this forgery was hastily made, and consequently, not very good. If checked against any of Lord Silvus' documents, it only takes a DC 18 Forgery check to identify it as such. NOTE: Unless one of the PCs has a sample of Lord Silvus' handwriting, this check is not possible for them. In addition, any divination spells cast upon the letter must beat a DC 27 caster-level check or they automatically fail. (See *nondetection*.)

Lady Ydarra Kinlassi Female human Exp2/Ari6. See *Appendix 1* for details.

Ydarra is a strong-willed woman in her early 30's. She grew up the daughter of a powerful noble in Littleberg. As a result, she knows how to handle herself in political arenas. She enjoys dressage and equestrian competitions of all kinds, and is an accomplished rider. Baron Jemian trusts her and holds her opinion in high regard. Ydarra is bold and always willing to state her opinion. She always begins a conversation with a tactful elegance. But she is easily perturbed and makes her distaste known to anyone that offends her. Since she learned of the stone's arrival, she has spent much time assisting Peros however she could. She very much wants to know what it is and how it can be used to reverse Furyondy's ill fortunes in Claw Gorge.

Initially, Ydarra is helpful to the PCs, but if their investigations become too intrusive, her temperament

shifts. If so, she complies with only the demands that she feels that she must to avoid angering the Baron. In the last few years, she has developed an interest in alchemy and the arcane.

What Ydarra Knows:

- She, Lucian and Quosas all met with Jemian nearly a fortnight ago (thirteen days, to be exact) to discuss the stone's arrival. Since then, guards have been diligent in their duties, and magical protections have been set. She and Lucian have been helping Peros in any way that they could.
- Peros has been acting a bit obsessed with the stone. She's known him for several years and has never seen him "quite like this before," but it is in his nature to be a bit obsessive.
- For the first week, Peros slept in his lab but only when he was so tired that he couldn't work any more. For the last week, he has been going home at night.
- Lucian was also keenly interested in the stone. Ydarra doesn't understand why. To her knowledge, he has never been interested in the arcane arts before. However, he may be interested in what it was worth, or what it could do for his pocketbook.
- Ydarra considers Lucian a politically powerful man who is only interested in his own affairs, and his coffers. (She grudgingly admits that they do not see eye-to-eye on many political points but states it's always because he isn't thinking of the big picture.)
- Lucian would sometimes go into the lab at night to assist Peros but that was fairly uncommon.
- Quosas never went into the lab. At least, not as far as Ydarra knows about. He is very diligent about his duties and is probably overworked although she believes that he would never admit it.
- Any additional security measure that was asked of Quosas was implemented fully and swiftly. He is a good man. Any PCs discussing Quosas, or a topic related to Quosas, such as the security measures, with Lady Ydarra for at least one minute get the impression that Ydarra harbors feelings for Quosas. If questioned about this, she denies it.
- Ydarra was last in the lab yesterday morning. She performed some small amount of research and then was required to tend to matters of state.

If PCs chose to question her servants while on the estate. The servants begin as Indifferent and must, at a minimum, become friendly in order to disclose any information. More information can be gathered, of course, should they become helpful. The DCs and information available are noted below:

- DC 15: I heard that Lord Lucian has run away. Good riddance. He's always causing Lady Ydarra headaches, anyway. [PCs receive a circumstance bonus of +5 to this check given observed interaction with the Lady of the estate].
- DC 15: Lady Ydarra has been in a very good mood for the last two weeks. Whatever it is, I hope it continues.
- DC 30: Lady Ydarra has been spending a lot of time at the Baron's estates – more so than usual.

Lord Silvus' Estate

Lord Silvus Briennus Male human Exp2/Ari6.

There is no information to be gained here. Lord Silvus is completely unaware of what is currently transpiring. His name was fraudulently used in the letter to frame both him and Lady Ydarra. The intent was to delay any investigation for a short time. Silvus allows the PCs access to a handwriting sample to compare the signatures, if requested and shown the writ. He accompanies the PCs if necessary and does what he can to exonerate his good name.

Peros' Home

Peros' home is cluttered beyond belief but it's an organized chaos. Peros knows right were everything is. The stacks of books and piles of scrolls are arranged in whatever method was most helpful for his last stint of research. Bottles of ink and loose pieces of parchment litter just about every horizontal surface in the building. Dirty plates and trays (some with either very old food or current science experiments still on them) occupy the few chairs or benches available. Finally, the beakers and tubes of all sorts of alchemical trials are on display in every room. (Some still bubble or smoke away, looking quite dangerous and smelling awful).

Only one thing of interest can be found here since searching the home thoroughly would take an entire day, if not more. If any PC succeeds at a DC 30 Search check or rolls a natural 20 on their Search check, they discover a note from Lucian to Peros, asking Peros for a favor. Lucian wants Peros to perform a few divinations for him regarding Claw Gorge. If questioned and shown the letter, Peros' memory is jogged and he tells the PCs that Lucian did have him perform the divinations several weeks ago. Now that he's thinking about it, Lucian mentioned something about "Seekers." He then followed up with some questions about limestone and *mithral*.

Lucian Malhaara's Estate

The PCs are not admitted unless they allow Lucian's majordomo to examine the Baron's Writ. If they choose to Search his estate, the following information may be gained.

Study:

- DC 16: Notes about Claw Gorge output from Growfest 1, 595CY through Fireseek 1, 596CY. A DC 14 Knowledge (Local) or DC 18 Knowledge (Nobility and Royalty) reveals that Claw Gorge is part of Baron Jemian's holdings, not Lucian's.
- DC 20: Notes about locations of limestone shipments. Several items are circled. Most of them are, "Duchy of the Reach." Handwritten in the margin is "Bennal." A DC 11 Knowledge (Nobility & Royalty) allows the PCs to realize that the Duke of the Duchy of the Reach is Bennal Tyneman.
- DC 26: A list of deposits into some account labeled "Rao." [If the PCs specifically ask about and succeed at a DC 20 Int check, or a DC 15 check of any appropriate profession, such as accountant or bookkeeper, they discern that Lucian's notes depict these deposits as coming from two sources: The first is Baron Jemian's personal accounts. The second is inconclusive.]
- DC 20: Various disparate notations of parchment that initially appear irrelevant but, when deciphered (DC 25 Decipher Script), indicate a sizable deposit has recently been made into Lucian's private accounts. A second set of books indicates Lucian has not been paying his fair share of taxes collected from his estates. If the Decipher Script attempt is failed, then these items appear to be ordinary documents, with no special interest so the PCs would not have noticed anything unusual.

Bedroom:

- DC 30: Player's Handout Number Five: A letter from Juilin.

If PCs chose to question his servants while on the estate, they discover automatically that Lucian's private carriage is still waiting at Baron Jemian's estate. They assume the Baron must want to search it for clues. (There are none.) Further information can be obtained with a successful Diplomacy check. The servants begin as Indifferent and must, at a minimum, become friendly in order to disclose any information. More information can be gathered, of course, should they become helpful. The DCs and information available are noted below:

- DC 15: Lucian is a good man. He's strict and very particular. He doesn't tolerate disobedience – none! – but he means well. [PCs receive a +5 circumstance bonus on this check if they identify themselves as investigating Lucian's disappearance].
- DC 15: No one knows where Lucian is. His majordomo doesn't even know of any meetings or trips that he was planning...and if anyone knew, he would.
- DC 30: Lucian and Ydarra don't get along very well. Oh, they make a good show of it in public but when he comes home after meeting with her, you should hear some of the curses that fly. Don't tell anyone that I told you!

Quosas Rivensmith's Home

Quosas Rivensmith male Human Rgr2/Ftr4. *See Appendix 1 for details.*

Quosas is a military man, a retired sergeant. On the inside, he is a kind-hearted softie but while on duty, or in any official arena, he is as stone. He follows orders as indicated, but would not hesitate to disobey an obviously immoral order. However, his loyalties to those who have earned his trust sometimes conflict with his duties. In nearly every case, duty comes first. He obeys the writ to the letter. He understands the need to investigate anyone associated with the stone. His home is a small, brick house, near the merchant district of Littleberg. It is neat and tidy in every respect. Quosas has no wife, nor children. His family is from Chendl, originally. After his tour of duty in the war against Iuz was up, he retired here and quickly moved into his current position.

Successful Search checks of his home reveal the information below.

Kitchen/Dining Room/Living Room:

- DC 12: A locked Journal. (Quosas keeps the key on his person. If the PCs insist on having Quosas open it, he reluctantly yields the key). The contents are personal accounts of his wartime exploits up through his current position. They are neatly organized notes. (Quosas intends to publish a book when he retires from the Baron's service.) Not a single scrap of the notes appears to contain any kind of Top Secret information. Quosas did use a personal cipher to keep track of a few things that should not have been written down. A DC 30 Decipher Script and two hours of work are necessary to come to this conclusion. Most of this information is related to top-secret missions that he undertook during his

stint in the military. If the PCs successfully decipher the notes then Quosas offers them, "a big favor" if they swear to "forget" what they have just read. This gives them "a Favor of Quosas" on the AR.

Bedroom:

- Nothing of interest.

What Quosas knows:

The guards on-duty last night were each questioned, separately and in detail, while under the effects of a *discern lies* spell. Here is what he discovered from them:

- Peros and Ydarra were in the lab when they started their shift.
- Ydarra left later that morning. She was searched, as usual, and nothing was found.
- Lucian entered the lab after dinner, at approximately one bell (hour) past sunset.
- About another bell after that, Peros left the lab. He was searched, as usual. Nothing out of the ordinary was found.
- Around midnight, Lucian left the lab. He was also searched, as usual, and nothing unusual was found.
- No one else was seen entering the lab until dawn, when Peros entered and found that the stone was missing.
- The guards reluctantly admitted that they were not as diligent in their searches as they probably could have been. They are currently being brought up on "Derelict of Duty" charges as a result.
- Quosas is at a loss to figure out how someone could have entered. He believes that someone must have disabled the magical wards temporarily but he doesn't know enough about magic to know if that is even possible.

The Local Thieves Guild

It is very unlikely that the PCs have any way of contacting the thieves' guild [Note that this is a local thieves guild, not the Twilight Hunters (TH)]. Assuming they were able to contact them, they would still need to find a way to get the information from them. That is, assuming that their contact actually knows anything. But if the PCs can find some creative way of making contact with a potentially knowledgeable member of the guild, they should be rewarded. So, here is what is known within the guild. Use your discretion when giving out this information. It should not be easy to come by. That being said, members of the Twilight Hunters who specifically ask to meet with one of their contacts can make a Gather Information roll with the following bonuses:

Member of the Brute Squad	-1
Member of Acquisitions & Investigations	+4
Member of the Specialist Squad	+1

If the PC succeeds at a Gather Information check, they gain the information noted below. A higher DC of success gains all information found below.

- **DC 20:** The guild knows that Jemian has/had something valuable. A “buyer” informed them of this.
- **DC 25:** They are being paid to get the stone, and bring it to the docks (on the Att River) where it will be delivered on Freeday, Fireseek 21 to the buyer. (Note: if this information is learned and the PCs attempt to intercept the buyer, he will not show up at the appointed time.)
- **DC 30:** A top “Handwriting Specialist” was woken up last night to do a job on a very rush-rush basis. No one seems to know whom it was, or what he was working on. (Also give this information if a second PC in the TH makes a successful DC 20 Gather Information).
- **DC 35:** The package was successfully acquired, and is waiting in a private storehouse in the poor quarter of the city, close to the docks.
- **DC 40:** It is possible for the address to be learned. (If the PCs learn the current location of the stone and decide to get help from the city guards, rather than on their own, then Peros sends them the *sending* to inform them that they need to get to the storehouse right away.)

Encounter Three

To arrive at this encounter, either the PCs found a way to get the location of the stone out of the Thieves’ Guild or they spent the entire day searching for clues and were contacted by Peros (via a *sending* spell) and told to get to this location as quickly as possible. The latest that they should arrive is approximately 10:00 pm. At that hour, the lighting is poor, indeed. Without torches, visibility is reduced to 10 feet. Blowing snow also reduces visibility such that any creatures beyond 60’ have concealment and creatures beyond 120’ have total concealment. If the PCs arrive earlier, make adjustments as necessary. Below are the contents of the *sending* that the PCs may receive from Peros.

Friends, I have located the stone. It is in a storehouse near the docks. Go quickly. Help is on the way.

Just prior to the PCs arrival, the thieves’ guild members that are in possession of the stone have decided to catch a little shut-eye. While two of them are sleeping, the third member (Risin, who isn’t too bright) decided to take a look at the object that he’s been risking his life over. When he takes the stone out of its protective containers, Peros is able to locate it. Risin then spends several minutes examining the stone, getting more and more bold in his attempts to figure out why someone would want this so badly. Moments before the PCs arrival, he attempts an “Activate Blindly” (Use Magic Device) check and suffers a mishap.

Risin accidentally calls a creature from one of the outer planes who is not too happy about being brought here. Risin quickly decides to make himself scarce and exits the storehouse through a secret tunnel to the docks, taking the stone and its protective coverings with him. Once safely away from the creature, he puts the stone back in the protective coverings. His sleeping friends are not fast enough to avoid being a tasty snack for the creature, though. Once its meal is over, the creature busts through the front of the storehouse and begins to rampage through the city, unless the PCs can stop it.

As the PCs approach the storehouse, read or paraphrase the following:

Approaching one of the many storehouses in the poor quarter, an unexpected sight meets your eyes. The front face of the building explodes outward sending snow and debris into the street and revealing a horrible sight. A creature, obviously not meant to be here, slowly exits the building and growls in hungry sort of way, looking around at a score of humanoids all running away as fast as they can.

APL 4 (EL 6)

Achaierai, Advanced: hp 52; see *Appendix One*.

APL 6 (EL 8)

Hellcat (bezekira), Advanced: hp 75; see *Appendix One*.

APL 8 (EL 10)

Noble salamander: hp 112; see *Monster Manual* page 219.

APL 10 (EL 12)

Formian myrmarch, Advanced: hp 136; see *Appendix One*.

Tactics: At all APLs, the magic that brought the creature here expires in 11 rounds. At that time, if the creature has not been destroyed, it dissipates just like any creature summoned by a *summon monster* spell. The outsider is

not a summoned creature, however. It cannot be dispelled. Treat it as though it were *gated* to this plane for spells and effects. The outsider does not use any of its *summon* abilities, if it has any.

At APL 4, the achaierai uses one of its Black Cloud uses as soon as it busts through the storehouse (i.e. before initiative. This should aid the PCs slightly). Then it stampedes through the area destroying everything and eating as many people as it can. If the PCs interfere, it defends itself with its melee attacks. If the PCs bring it to about one-half its hit points, it uses its Black Cloud ability again and attacks in the confusion.

At APL 6, the hellcat pounces on obvious melee types (particularly lightly armored ones) and uses its improved grab only to rake its opponents. It keeps moving as much as possible and uses its invisibility and speed to its advantage. It attacks casters last, unless one of them is able to consistently get through its spell resistance. NOTE: Due to the winter storm, and the effects of the blowing snow, and the already trampled-down snowfall, PCs gain a +5 circumstance bonus to Spot checks made to pinpoint the location of the bezekira.

At APL 8, the salamander attacks anyone within its range, but gives preference to casters, since it is vulnerable to cold-based spells. If the PCs become aggressive, it uses its *wall of fire* to divide and conquer the PCs. Note that the heat generated from the salamander melts the snow surrounding it in one round.

At APL 10, the formian is detecting Chaos as it leaves the storehouse. It is not happy at being here, wherever here is, and in its anger is taking the opportunity to destroy as much chaos as possible. If any of the PCs detect as chaotic, those PCs are the creature's primary targets. If not, then chaotic bystanders are targeted. The formian does not attempt to kill anyone that does not detect as chaotic, unless it is attacked. (Which is likely, considering that the PCs see it attacking townspeople). It does not use its *dictum* power until the PCs bring it below half its hit points.

Development: After the PCs defeat the outsider, they are free to look around the storehouse. Any Search check reveals two dead bodies (or parts of the bodies, depending on the outsider that arrived) with some minor loot. A DC 15 Search finds the now slightly damaged secret door leading into the passage below the city. Risin fled down this passage and has put the stone back into its box and bag. In addition, the city guards make their presence known and take over the crowd control. They also search the area and question the PCs. If the PCs

show their writ, the guards allow them to take whatever reasonable actions they choose.

At APL 4, if any of the PCs failed their saving throw against the Black Cloud, then they catch a small break. Since the insanity lasts for three hours, and the PCs don't have that much time, nor the ability to cure it, here's what happens. When the guards show up, one of them is carrying a *heal* scroll from Peros. It still costs the party the usual amount (1,650 gp) but it allows them to remove the insanity from one person, if the party cleric can make the caster-level check (See DMG p. 238).

After the PCs Search the now ruined storehouse, it is likely that they discover the secret passage through which the guild member retreated. If, for some reason, the PCs are unable to find the secret passage, have the city guards find it on their search check and inform the PCs that, "It looks like someone went this way, recently."

Treasure:

APL 4: Loot: 0 gp, Coin: 3 gp, Magic: *bag of holding, type I* (208 gp).

APL 6: Loot: 0 gp, Coin: 3 gp, Magic: *bag of holding, type II* (416 gp).

APL 8: Loot: 0 gp, Coin: 3 gp, Magic: *bag of holding, type III* (616 gp).

APL 10: Loot: 0 gp, Coin: 3 gp, Magic: *bag of holding, type IV* (833 gp).

Encounter Four

The tunnel through which Risin escaped begins with a set of stairs. After about 500 feet, there resides an ancient temple to Incabulos. There is a map of this tunnel area in Appendix Two. As the PCs enter the tunnel, read or paraphrase the following.

The now not-so-secret door opens to reveal a small landing and an ancient-looking set of stone stairs descending downward into the darkness. A damp & musty smell emanates from the tunnel.

If the PCs have a method to see and they proceed, then continue with the following.

The stairway descends downward about forty feet. There is a well-used floor mat at the base of the stairs. After that, the tunnel proceeds onward. The carved-stone walls are spaced anywhere from four to six feet apart, with a ceiling height of about seven feet. The walls and ceiling are coated with a slick, glossy

substance, and puddles of mud and wet clay coat the stone floor.

The slick, glossy substance is simply water. Littleberg is on the Att River. Consequently, the water table is quite high. The ancient craftsmanship of the tunnel and the solid rock through which it was carved help to prevent the water from rushing in. Over time, the seals have degenerated and moisture seeps in and gathers on the floor. The clay through which it travels causes the water to take on a glossy appearance and the walls are lightly coated with wet clay. If the party continues, read or paraphrase the following. A Track (DC 12 Survival) check determines that someone went down this passage within the last hour.

After traveling around a thousand feet or so, the tunnel changes slightly to reveal an opening to one side. Although the main tunnel continues onward, a passage leads to your right. It has two wooden boards attached to the walls in an "X" pattern across it; obviously a feeble attempt to discourage anyone from entering. Beyond the barricade the tunnel seems to open up into some sort of room.

At this point, the PCs have been exposed to the magical effects of the temple/shrine to Incabulos. Any PC that is not immune to magical disease needs to make a DC 25 Fort save or contract an ancient disease known as, "The Gift of the Black Rider." This disease requires a *remove disease* spell cast by a 15th level caster, or a *limited wish*, *wish* or *miracle* in order to remove it (or a drink from the fountain just down the tunnel). Those infected begin to feel flush and warm immediately. After one hour per point of Con modifier (minimum one hour), an infected person develops a full fever and becomes exhausted and delusional. Every hour thereafter, the infected person must succeed on a Fort save or receive 1d4 Con damage. The DC begins at 10 and increases by one, every hour. This disease is not contagious. To be clear, the DC 10 Fort save to avoid Con damage occurs one hour after the full effects set in. For example, a PC with a +2 Con modifier fails the DC 25 Fort save and contracts the disease. Two hours later, the full effects set in. One hour after that (for a total of three hours) that PC needs to make a DC 10 Fort Save. One hour after that, he needs to make a DC 11 Fort save. This continues until the PC is healed or until the PC dies from the Con damage.

A DC 30 Knowledge (Religion) or Heal check allows a PC to identify the disease from the symptoms, but only after the full effects have set in on someone. This includes Lucian in Encounter Seven.

If the PCs attempt to enter the room, read or paraphrase the description, below.

This 20' by 20' room has a thick layer of muck and grime coating nearly every surface. Mold grows on a statue of what appears to be a mounted rider set in the center of the opposite wall from your entrance. A stone altar resides below the statue, apparently untouched by the passage of time and the filth of the tunnel. Various carvings and symbols decorate the sides of the altar slab. The smell of pestilence and decay hang heavy in the still air.

A DC 15 Knowledge (Religion) indicates that this is some sort of shrine to Incabulos, god of Plague, Sickness, Famine, Nightmares, Drought and Disasters. A DC 15 Knowledge (Architecture and Engineering) check (which requires cleaning off a good portion of the muck and grime) reveals that this place was built hundreds of years ago. No tracks can be found in this area. If the PCs cast *detect magic*, a lingering aura of abjuration can be detected with a DC 15 Spellcraft check.

Encounter Five

When the PCs continue down the tunnel read or paraphrase the following.

After another fifty feet or so, the tunnel opens up into a small, 15 by 15 room. The south and west walls are made from hard-packed earth and clay. The north and east walls are made from stone blocks, as is the floor. The carved ceiling is 15 feet up. Protruding from the north wall is a small stone fountain with an interesting carving flowing across it. What looks to be fresh, pure water flows from a simple spout, set into the wall. The fountain gives off a faintly sweet aroma. Hanging from a hook to the right of the fountain is a wooden ladle. A set of pitons is pounded into the wall in a ladder-like fashion to the right of the ladle. Above them, a tunnel rises upward.

At APLs 4 and 6...

Opposite the piton ladder, on the west wall, there appears to be a sealed up hole, about four feet above the floor.

At APLs 8 and 10...

The room also shows signs of some sort of scuffle. There are scratch marks on some of the walls and chips in several places on the fountain.

If the PCs can see fifty feet upward, they see that a wooden cover blocks the tunnel. A DC 8 Spot notes that

the ladle is wet and that there is a small puddle of muddy water beneath it, as if it was used recently. DC 20 Spot shows traces of wet clay on the pitons. This wet clay needs to be wiped off in some way or DC 15 Balance checks are needed to climb the pitons. A *detect magic* spell reveals Conjunction magic radiating from the water in the fountain. The carving around the edge of the fountain is in Flan and says, "With longing we release the blessing of the black rider so that we may continue to spread his gifts."

At APLs 4 and 6, there is a large hole in the west wall (opposite the ladder) that has been plugged up. A DC 15 Survival check reveals that some sort of very large burrowing creature has recently found this room, then sealed up the tunnel (ankheg: See Encounter Eight-A). A DC 13 Knowledge (arcana) check reveals that it is consistent with the traces left behind when a creature such as an ankheg burrows through.

At APLs 8 and 10, there was a short fight here between an ankheg and an earth elemental. The earth elemental will be back the next time the PCs come this way and it's out to get them. ("Why" is out of the scope of this adventure). A DC 15 Survival check reveals that two large and powerful creatures caused the marks. A DC 13 Knowledge (arcana) check reveals that one of the creatures was a burrowing creature, such as an ankheg.

If the PCs make an attempt to determine the nature of the fountain, inform them that it appears as though someone has recently drunk from this fountain using the ladle on the wall. The fountain radiates conjuration, if magic is detected. The intent here is not to kill any PCs, but to inform them that this awful disease from the shrine can be cured here. This is important for Encounter Seven.

The same people that built the shrine to Incubulos built the Fountain. They knew that they would also be exposed to the effects of the shrine. Indeed, they welcomed the divine disease, and the "visions" that came with it. However, they eventually needed to remove the disease, so they used the fountain to do so. By drinking from the fountain, the drinker is subjected to a *remove disease* spell, as if cast by a 15th level caster. The water is only effective for about twenty seconds before losing its magical ability. So the only way to be affected is to drink the water right away, or to drink directly from the fountain. Even placing the water into an extra-dimensional storage space or some sort of stasis spoils the effect.

Encounter Six

As the PCs climb the piton ladder, there is a hidden switch bypass that can be detected with a DC 25 Search check about ten feet from the top of the ladder, which is forty feet above the tunnel. If the catch is not set, then one of the pitons (about five feet above the catch) triggers a trap. There is another hidden switch bypass (DC 25 Search) inside the dock house, near the trap door. Both bypass switches disable the traps for one minute. At the top of the ladder is a trap door. It is made of wood, and locked with a "good" lock (DC 30 Open Locks). The lock can be opened from either side. Looking through the keyhole shows a faintly lit room. From this direction, only the wooden ceiling can be seen. This area is detailed with a map in Appendix Two.

Wooden Trapdoor: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; Open Locks DC 30.

APL 4 (EL 5)

ungol dust vapor trap: CR 5; mechanical; location trigger; manual reset; gas; multiple targets (all targets within twenty feet of the top of the tunnel); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16.

APL 6 (EL 7)

burnt othur vapor trap: CR 7; mechanical; location trigger; repair reset; gas; multiple targets (all targets within 20 feet of the top of the tunnel); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 21; Disable Device DC 21.

APL 8 (EL 9)

Loose Piton "Pit" Trap: CR 7; mechanical; touch trigger; manual reset; DC 30 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (all targets within 10 feet of the top of the tunnel and anyone climbing underneath them, as necessary.); Search DC 28; Disable Device DC 29.

Evard's black tentacles Trap: CR 7; magic device; triggered by above trap; no reset; spell effect (*Evard's black tentacles*, 7th-level wizard, 1d4+7 tentacles, Atk +7 melee [1d6+4, tentacle]); multiple targets (up to six tentacles per target in each of two adjacent 5-ft. squares at the base of the piton ladder); Search DC 29; Disable Device DC 29.

APL 10 (EL 11)

energy drain trap: CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

bestow curse trap: CR 4; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*bestow curse*, 5th-level cleric, DC 14 Will save negates, -6 to a random ability score); Search DC 28; Disable Device DC 28.

bestow curse trap: CR 4; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*bestow curse*, 5th-level cleric, DC 14 Will save negates, -6 to a random ability score); Search DC 28; Disable Device DC 28.

Tactics: If the PCs do not look for and find the bypass, then they are subject to the traps as normal.

At APLs 4 and 6, the vapors emanate from 10 feet below the trap door at the top of the passage.

At APL 8, the idea is for the “pit” trap to fire causing the PCs on the ladder to fall. [There is no actual pit. The pitons within 10 feet of the top of the tunnel fall out of the wall causing the PCs in that area to fall the remaining 40 feet.] If someone above a PC falls, then that PC must also make a save to avoid falling. Immediately after the pitons fall, the second trap fires, causing the area immediately below the ladder to be affected by the tentacles.

At APL 10, the three traps fire, mostly in order. The *energy drain*, then the *bestow curse*, targets the area 10 feet below the top of the ladder. The second *bestow curse* targets the area immediately below the trap door. (i.e. at the top of the ladder.) Note that these traps are automatic reset. Unless disabled, they target someone every round, if a target is available.

Development: If the PCs manage to completely bypass the door and the traps without making any noise, and in a timely fashion, (such as using a *dimension door* spell) then they may be able to both save Lord Lucian and recover the stone. The noise from this encounter normally alerts Risin that the PCs are following him. Risin is currently resting under the assumption he is safe here. If the PCs make reasonable attempts at stealth,

proceed with Encounter Seven as normal. However, if the PCs make enough noise that Risin would reasonably be able to hear them, (i.e. shouting, combat or bashing through the trap door) he starts packing his things and after two rounds, he runs away as normal.

Encounter Seven

If the PCs completely bypass the trap door in Encounter Six via *teleport* or *dimension door* or something similar, then Risin is caught by surprise; ad-lib the encounter. Risin’s first action is to run away, if possible. He also believes that attempting to use the stone for a distraction might be a good idea, but that takes one round to retrieve it, and one to attempt to activate it. He is confident in his ability to activate it, thinking that what happened minutes before was not a mishap, but a successful activation. This area is detailed with a map in Appendix Two. As the PCs open the trap door, read or paraphrase the following.

The trap door opens to reveal a small storehouse, filled with crates, ropes, canvas and other equipment, obviously meant for naval utility. In addition, two things stand out among the clutter. The first is the sound of footsteps running away from you down a passage at the far end of the building. The second is the body of a man, dressed in fine (if very dirty) clothing. The man looks feverish, is mumbling incoherently and is obviously very sick. He fits the description of Lord Lucian.

The man is Lord Lucian. He is in the advanced stages of “The Gift of the Black Rider.” If not tended to immediately, he dies. Should the PCs attempt to save him, in most cases he must be taken down to the fountain. If the PCs have some other method of saving him (GM discretion of what would work) that is great. However, very few, if any, PCs will be able to save him without bringing him to the fountain. If PCs take him to the fountain, it is likely that the person running away escapes with the stone. If PCs decide to split the party, determine which party members travel where as this means only a portion of the PCs are present for Encounters 8A and 8B and they have effectively made both combats more difficult for themselves.

A DC 15 Heal check indicates that the semi-conscious person is alive and on the brink of death. If any of the PCs contracted the disease, then a DC 15 Int check indicates that the symptoms are likely to be an advanced

stage of the illness. Lucian was left here to die. The guild intended to use his body for another job, later on.

The footsteps are from the guild member, Risin, running away from the PCs. He heard the PCs picking the lock, bashing down the trap door or setting off the traps, below. He then decided to flee with the stone. He runs outside to the docks. Then he hides for a couple of rounds to see if anyone is following. If not, he drinks his potion of invisibility and sneaks away into the night. What becomes of the stone is then a matter for a future adventure. If someone does follow him, he panics and again attempts to Activate Blindly the stone and, wouldn't you know it, he has another mishap. If anyone attempts to follow him, proceed to Encounter Eight-B.

Risin: male Human Rog4; *See Appendix I for details.*

Development: If the PCs manage to completely bypass the door and the traps in Encounter Six without making any noise, and in a timely fashion, then they may be able to kill two birds with one stone. More than likely, this is the only way that the PCs can both recover the stone and save Lucian's life. Most groups will have to choose to either attempt to save Lucian or to go after the stone. If the PCs indicate that they want to save the life of Lord Lucian, proceed to encounter Eight-A. If they indicate that they want to try to recover the stone, proceed to encounter Eight-B. As noted above, PCs may attempt to split the party with some of the group moving to each encounter. In that case, run Encounter 8A for those PCs who take Lucian to the fountain to be healed and Encounter 8B for those PCs who pursue Risin. Begin with initiative and run both Encounters in rounds, reminding players they are unaware of what is happening with the other group in most cases (use your best judgment) but this makes it clear that the situations are occurring simultaneously and the PCs have some very real choices to make here. Keep in mind requirements of familiarity for spells such as *teleport*, etc, if PCs desire to use these.

Encounter Eight—A

Run this encounter only if the PCs are attempting to save Lucian's life. It is expected that the PCs bring Lucian's body down the piton ladder (possibly through the traps, if they have not bypassed or disabled them) and to the fountain.

As the PCs approach the fountain, have them make Spot and Listen checks. A creature of some sort has decided that now would be a good time to check out its

favorite watering hole to see if any tasty morsels have chosen to make an appearance.

APL4 (EL 7)

Ankheg (2): hp 28; see *Monster Manual* p. 14.

APL6 (EL 9)

Advanced ankheg: hp 96; see *Appendix I*.

Ankheg: hp 28; see *Monster Manual* p. 14.

APL8 (EL 11)

Earth elemental, Greater, Advanced: hp 218; see *Appendix I*.

APL10 (EL 13)

Earth elemental, Elder, Advanced: hp 265; see *Appendix I*.

Tactics: At APLs 4 and 6, the ankhegs burrow through the west wall and attack the PCs as normal for ankhegs. If an ankheg manages to eat two PCs, it retreats with a full belly. Note: the EL of this encounter reflects an additional +2 for the terrain advantage that the ankhegs receive. The ankhegs do not receive any cover bonuses for the conditions. Due to space constraints, they fight from within their burrowed tunnels in the south and/or west walls. Remember creatures are allowed to occupy the same squares as creatures at least two size categories different than theirs.

At APLs 8 and 10, the earth elemental rises up out of the ground, in front of the fountain and fights the PCs unless they retreat all the way back down the tunnel. Note: the EL of this encounter reflects an additional +2 for the terrain advantage that the creatures receive. Remember creatures are allowed to occupy the same squares as creatures at least two size categories different than theirs.

Treasure: The listed treasure is a gift from Lord Lucian for saving his life. The conditions for distribution are given in the treasure summary.

APL 4: Loot: 0 gp, Coin: 0 gp, Magic: *necklace of fireballs*, Type IV(450 gp).

APL 6: Loot: 0 gp, Coin: 0 gp, Magic: *necklace of fireballs*, type V(487 gp).

APL 8: Loot: 0 gp, Coin: 0 gp, Magic: *necklace of fireballs*, type VII(725 gp).

APL 10: Loot: 0 gp, Coin: 0 gp, Magic: *ioun stone*, *iridescent spindle*(1500 gp).

Development: If the PCs defeat the creatures, they can revive Lucian with a drink of water, although he is still very weak and needs time to rest and recover his

strength. He thanks the PCs and asks that he be taken to Baron Jemian. On the way, he'll have to figure out what to say to the Baron. If the PCs question him, he insists on speaking to the Baron, and the Baron, alone. If the PCs succeed at a DC 20 Intimidate check or a DC 25 Diplomacy check, he tells them that he was in the lab, just closing up for the night when everything went black. The next thing he remembers is waking up to see the PCs (and lots of strange visions). He has a large bump on the back of his head from mistreatment by the guild members. This helps him to sell his story. His story is a lie with some basis in truth (taking ten with circumstance modifiers, his Bluff is DC 24). If the PCs call him on his bluff, then he gets indignant and insists on speaking with the Baron, only.

Encounter Eight—B

Run this encounter if the PCs opt to go after the Summoner's Stone.

The PCs come up into the dock house via the trap door on the eastern side. The guild member, Risin, has run from the approaching PCs. He rounded the barrels and went out through the northeastern door. But before exiting, he knocked over the case of barrels on his way. The resulting mess of wet and dry goods and barrels reduces the PCs speed through the area by one half, but the area is passable. Risin also has taken the stone out of its hiding place, in case he needs to make one last, desperate attempt at saving himself.

Risin hides in a pile of crates near the edge of the docks. If no one comes out of the dock house within the next 30 seconds, he puts the stone back into its special storage devices, and sneaks away with the stone. If the PCs exit the dock house and appear to be looking for him, he blindly activates the stone, again, when they get close. The result is another mishap. Another outsider is "generated." This time, Risin, hiding in a pile of crates, has no time to run.

All APLs

Risin, Thieves' Guild member (1): hp: 26; see *Appendix 1*.

APL4 (EL 7)

Chaos beast: hp 44; see *Monster Manual* pg 33.

APL6 (EL 9)

Night hag: hp 68; see *Monster Manual* pg 193.

APL8 (EL 11)

Barbed devil (hamatula): hp 126; see *Monster Manual* pg 51.

APL10 (EL 13)

Glabrezu: hp 174; see *Monster Manual* pg 43.

Tactics: The outsider dissipates after APL+4 rounds. Once again, the outsider is not a summoned creature so it cannot be dispelled. Treat it as though it were *gated* to this plane for spells and effects. Also, the outsider does not use any of its *summon* abilities, if it has any. Since the outsider is momentarily disoriented, it delays until the end of the first round. If it is not attacked and forced to defend itself, it begins attacking Risin (or whoever currently possesses the stone). If it has to, it starts moving boxes and crates out of its way to get to the bearer of the stone. Risin intends to use whatever distraction or opportune moment he can to try to escape. If the outsider attacks him, he attempts to withdraw and run.

Treasure: If the PCs have custody of the guild member (or his body) at the end of this encounter, they may take these items from him (or his corpse.)

APL 4: Loot: ogp, Coin: 0 gp, Magic: *ring of counterspells* (333 gp).

APL 6: Loot: 0 gp, Coin: 0 gp, Magic: *ring of counterspells* (333 gp), *adamantine dagger* (250 gp).

APL 8: Loot: 0 gp, Coin: 0 gp, Magic: *+1 spell storing dagger* (692 gp).

APL 10: Loot: 0 gp, Coin: 0 gp, Magic: *+1 blurstrike dagger* (1525 gp).

Development: After defeating the outsider, Risin cracks and begs the PCs for his life. All he knows is that some other members (now dead in the storehouse) told him to come along and to stand watch because they were tired after an "all-nighter." Apparently, things went much better than expected.

(Optional) Encounter Nine

After the PCs heal and search the area, if any of them possess the Summoner's Stone (that is, if they bought it from *FUR4-10 Set in Stone*), then they may partake in this optional encounter, if they so choose. Playing this optional encounter costs the PCs an additional Time Unit. If the PCs want to participate, read or paraphrase the following.

The Summoner's Stone is once again safely in the hands of heroes when it begins to glow with an inner light. The soft amber color slowly increases in

brightness and the stone begins to vibrate. Just as suddenly as it began, it is over. The glow fades. The vibrations stop and a quiet popping sound, almost like lips smacking, emanates from in front of you. There stands a menacing-looking creature, ready to devour your essence.

APL4 (EL 6)

Megaraptor: hp 79; See *Monster Manual* pg 60.

APL6 (EL 8)

Dire tiger: hp 120; See *Monster Manual* pg 65.

APL8 (EL 10)

Fire giant: hp 142; See *Monster Manual* pg 121.

APL10 (EL 12)

Basilisk, greater abyssal (1): hp 189; See *Monster Manual* pg 24.

Tactics: Destroying the creature unlocks some hidden potential within the stone. The creature fights until it is killed or until two minutes pass, at which time it dissipates into an amber-colored mist. The mist then disperses and fades away. If the PCs feel overmatched, give them ample excuses to run away, either by running into the warehouse or by jumping into the river. There should be plenty of dock supports to hold onto to stay afloat, even in armor. If the PCs run, describe the creature rampaging the area until it dissipates.

Treasure:

All APLs: Loot: ogp, Coin: o gp, Magic: *summoner's stone* upgrade (1050 gp).

Development: The creature was created by a power surge in the stone. By destroying it, the raw power coalesces and returns to the stone. This includes the creature's body and equipment, if any. This allows any PCs that own the stone to upgrade it. If the creature is not killed, then this option is not available.

Conclusion

Once you have completed the conclusion, if this event occurs at its premier, then please complete the critical event summary at the end of the event and return it to RPGA HQ. While you do not need to advise the players of the questions (and it is preferable you do not), please make them aware you ARE completing this bit of paperwork and that their actions do make a difference. Any PC actions that are not adequately covered by the questions but may become relevant in future adventures

or for the region in general should be explained on the backside of the paper.

The Baron asks the PCs what they have been able to find. Please note what hypotheses they are able to come up with, prior to proceeding to the appropriate conclusion. **NOTE: It is possible for individual PCs to receive differing conclusions. If one or more PCs attempt to steal the stone and one or more other PCs turn them in, then run individual conclusions based on each PC's outcome.** (That is, don't punish the whole table for one bad PC.)

All Conclusions

Unless the PCs deciphered Quosas' letters and promised to keep them a secret, cross off the Favor of Quosas.

Conclusion 1

Read this conclusion if the PCs recovered the stone for the Baron, but did not save Lord Lucian's life. Remember, as noted above, any PCs attempting to keep the stone for themselves, are read Conclusion 5 instead.

Baron Jemian is obviously in a state of mixed emotions over the news. You succeeded in your task to recover the stone and for that you should be rewarded. Jemian thanks you each for your part and says, "Although I cannot publicly reward your efforts, know this; you have done a great service for Furyondy this day. I am convinced that this stone has not only played a part in the history of Furyondy, but that it will continue to do so in the future. I have some heavy thinking to do in the upcoming weeks; but I expect that I shall have need of your services, once again.

"You have my gratitude. And you are welcome to pick any animal from my private stock of steeds. You will find that they are unequalled in all the Flanaess."

If the PCs accuse Lord Lucian of treachery and can provide any evidence to back up that accusation, read or paraphrase the following.

Jemian continues, "What you say about Lord Lucian is troubling. I will have my best men look into the matter further. There may be more to this than I first thought. Thank you, again, my friends. May Rao's serenity wash over you in your travels.

Cross off the following rewards on the PCs ARs before passing them out:

- Stigma of the Thief
- Favor of Lucian Malhaara
- Summoner's Stone Upgrade (unless the PCs defeated the optional encounter).

If the PC is not a member of the Furyondy military, also cross off the Special Services Medal.

Conclusion 2

Read this conclusion if the PCs saved Lord Lucian's life, but did not recover the stone.

Baron Jemian is obviously in a state of mixed emotions over the news.

If the PCs accused Lucian of treachery and have some sort of evidence to back it up, read or paraphrase the following.

Although you failed to recover the Summoner's Stone, you saved the life of Lord Lucian Malhaara. If, as you say, he is involved in the theft of the stone, his presence will, no doubt, aid in the recovery of it. If he is an innocent who was unintentionally caught up in the machinations of a sinister plan, then your efforts to save his life were a great service to Littleberg. Either way, Baron Jemian is in debt to you.

If the PCs did not accuse Lucian of treachery, read or paraphrase the following.

Although you failed to recover the Summoner's Stone, you saved the life of Lord Lucian Malhaara. Lucian is recovering in his manor house. Both he and Baron Jemian have personally thanked you for saving his life. Jemian vows that he will do whatever is necessary to recover the stone, while Lucian has offered you more than simply his gratitude. You may claim your gift anytime you are in Littleberg.

For either outcome, read or paraphrase the following, as well.

Baron Jemian continues: "Thank you, again. You may expect to hear from me again, once the stone is recovered. I am certain that not only has this thing played a part in the history of Furyondy but that it will continue to do so in the future."

Cross off the following rewards on the PCs ARs before passing them out:

- Stigma of the Thief
- Baron's Gift

- Summoner's Stone Upgrade (unless the PCs defeated the optional encounter.)
- If the PCs also accused Lucian of Treachery, cross out the Favor of Lucian Malhaara.
- Special Services Medal

Conclusion 3

Read this conclusion if the PCs managed to both recover the stone and save Lord Lucian's life. Remember that any PCs attempting to keep the stone for themselves are read Conclusion 5 instead.

Baron Jemian is obviously elated at your resounding success. Not only did you complete your mission to recover the stolen Summoner's Stone, but also you saved the life of Lord Lucian Malhaara...

If the PCs accuse Lord Lucian of treachery and can provide any evidence to back up that accusation, read or paraphrase the following.

...who is under guard until he can be properly questioned. If, as you say, he is involved in the theft of the stone, his presence will, no doubt, aid in the investigation that is to come. If he is an innocent who was unintentionally caught up in the machinations of a sinister plan, then your efforts to save his life were a great service to Littleberg. Either way, Baron Jemian is in debt to you.

If the PCs did not accuse Lucian of treachery, read or paraphrase the following.

...who is recovering in his manor house. Both he and Baron Jemian have personally thanked you for saving his life.

For either outcome, read or paraphrase the following, as well.

In a private meeting, the Baron offers you both his gratitude and a special gift. Jemian speaks, "It is well known that Littleberg breeds the finest heavy horses in all the Flanaess. Although I cannot publicly reward your efforts, you have done a great deed. You have both my thanks and my gift of a steed. You are welcome to pick any animal from my private stock of horses. Thank you, again. I am convinced that this stone has not only played a part in the history of Furyondy, but that it will continue to do so in the future. I have some heavy thinking to do in the upcoming weeks. But I expect that I shall have need of your services, once again.

Cross off the following rewards on the PCs ARs before passing them out:

- Stigma of the Thief
- If the PCs accused Lucian of Treachery, cross out the Favor of Lucian Malhaara on the PCs Adventure Records.

If the PC is not a member of the Furyondy military, also cross off the Special Services Medal.

Conclusion 4

Read this conclusion if the PCs failed to recover the stone and did not save Lord Lucian's life.

It is a sad day for Littleberg, although its citizens are mostly unaware. Not only has an important and powerful piece of its history been stolen but also a powerful noble with an uncertain past has been found dead, apparently of natural causes. The city mourns its loss, but a few individuals know that the death was not natural.

Baron Jemian thanks each of you for your efforts, even though they were not enough. Perhaps the stone can be recovered, someday. With any luck it will be. With any luck, the stone will not be used against the people of Littleberg.

Cross off the following rewards on the PCs Adventure Records before passing them out:

- Stigma of the Thief
- Baron's Gift
- Access to Peros' spell book
- Favor of Lucian Malhaara
- Summoner's Stone Upgrade
- Special Services Medal

Conclusion 5

Read this conclusion if the PCs recover the stone but attempt to keep it for themselves, instead.

This is a little bit tricky, however, since we may be dealing with a paradoxical situation. If the PCs began the adventure in possession of the stone and managed to complete the adventure without getting caught, then read the appropriate conclusion from Conclusions 1 through 4, instead. (This represents the fact that Baron Jemian never actually had the stone because it was stolen in the prior adventure). Otherwise read or paraphrase the following.

You were part of a group that stole a valuable item from the Baron of Littleberg; a powerful man in the kingdom of Furyondy. Unfortunately for you, Baron Jemian is now aware of the value of this item and has taken extreme measures to recover it. Days after your departure with the Summoner's Stone you were found by the Baron's diviner, Peros Losili. A contingent of troops, including several Shining Blades of Heironeous, magically appears to apprehend you and return you to Littleberg for trial. The trial begins immediately upon your return and you have been found guilty of the crime of Theft, but innocent of the crime of Treason. You have been sentenced to six months of imprisonment in the dungeons of Littleberg. In addition, you have been banished from the County of Littleberg. As you are being taken from the courtroom, a sigh and but a single, disappointed word can be heard coming from the Baron's lips... "Heroes."

Any PCs involved in stealing the stone (i.e. not turning his fellow party members over to the Baron) pay 24 TUs to represent their time spent in the dungeons and receive none of the special items/favors listed on the AR except the Stigma of the Thief. Cross off all other favors.

The End

Experience Point Summary

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

Encounter Three

Defeating the outsider	
APL4	180 xp
APL6	240 xp
APL8	300 xp
APL10	360 xp

Encounter Six

Defeating and/or surviving the trap(s)	
APL4	150 xp;
APL6	210 xp;
APL8	270 xp;
APL10	330 xp.

Encounter Eight-A or Eight-B

Defeating the outsider

APL4	210 xp;
APL6	270 xp;
APL8	330 xp;
APL10	390 xp.

(Optional) Encounter Nine

Defeating the creature before it dissolved.

APL4	180 xp;
APL6	240 xp;
APL8	300 xp;
APL10	360 xp.

Story Award

Learning that Lucian was involved in the theft:

All APLs	25 xp.
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Learning that the thieves' guild was involved in the theft:

All APLs	25 xp.
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Saving Lucian or recovering the stone:

All APLs	25 xp.
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Discretionary roleplaying award

APL4	60 xp;
APL6	105 xp;
APL8	150 xp;
APL10	195 xp.

Total possible experience:

APL4	675 xp
APL6	900 xp
APL8	1125 xp
APL10	1350 xp

Total possible experience for Optional Encounter AR:

APL4	180 xp
APL6	240 xp
APL8	300 xp
APL10	360 xp

Treasure Summary

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

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

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

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

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

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

Encounter Three: First outsider

APL 4:	Loot: 0 gp, Coin: 3 gp, Magic: 208 gp.
APL 6:	Loot: 0 gp, Coin: 3 gp, Magic: 416 gp.
APL 8:	Loot: 0 gp, Coin: 3 gp, Magic: 616 gp.
APL 10:	Loot: 0 gp, Coin: 3 gp, Magic: 833 gp.

Encounter Eight-A: Fountain Guardian

This treasure is only rewarded if the PCs rescue Lucian and do not openly accuse him of any crimes.

APL 4:	Loot: 0 gp, Coin: 0 gp, Magic: 450 gp
APL 6:	Loot: 0 gp, Coin: 0 gp, Magic: 487 gp
APL 8:	Loot: 0 gp, Coin: 0 gp, Magic: 725 gp
APL 10:	Loot: 0 gp, Coin: 0 gp, Magic: 1500 gp

OR

Encounter Eight-B: Second outsider

The treasure from this encounter is only rewarded if the PCs loot Risin's belongings.

APL 4: Loot: 0 gp, Coin: 20 gp, Magic: 333 gp

APL 6: Loot: 0 gp, Coin: 0 gp, Magic: 583 gp

APL 8: Loot: 0 gp, Coin: 0 gp, Magic: 692 gp

APL 10: Loot: 0 gp, Coin: 0 gp, Magic: 1525 gp

Total Possible Treasure

APL 4: Loot: 0 gp, Coin: 23 gp, Magic: 658 gp - Total: 679 gp (maximum 650 gp)

APL 6: Loot: 0 gp, Coin: 3 gp, Magic: 999 gp - Total: 1002 gp (maximum 900 gp)

APL 8: Loot: 0 gp, Coin: 3 gp, Magic: 1341 gp - Total: 1344 gp (maximum 1300 gp)

APL 10: Loot: 0 gp, Coin: 3 gp, Magic: 2358 gp - Total: 2361 gp (maximum 2300 gp)

(Optional) Encounter Nine, Total Treasure:

All APLs: Loot: 0gp, Coin: 0 gp, Magic: *summoner's stone* upgrade (1050 gp).

Special

Baron's Gift: For recovering valuable stolen property that rightfully belongs to Baron Jemian of Littleberg, this PC is granted a single choice of Heavy Warhorse from the Baron's private stock. The Barony of Littleberg is known across the Flanaess for breeding the finest of Heavy Warhorses. The Baron's Gift is the best of the best. The Baron's Gift is equivalent to a standard Heavy Warhorse with an additional +2 Str and +4 Con. This horse requires additional upkeep (minimum 10 gp per TU; cannot "live off the land") and, as a special gift of the baron, cannot be sold. If the horse is slain, this favor should be marked out, as it cannot be replaced. Once the horse has been claimed, its name should be filled in here:

_____.

Access to Peros' Spellbook: For assisting the Barony of Littleberg in its time of need, the PC is granted access to a limited number of spells in Peros Losili's spellbook. The PC may scribe (at the usual costs) any of the following spells into his spell book after a Furyondy regional adventure: 1st: *detect secret doors*, *appraising touch* (SC); 2nd: *locate object*; 3rd: *arcane sight*, *circle dance*; 4th: *scrying*; 5th: *prying eyes*; 6th: *legend lore*.

Favor of Lucian Malhaara: Lucian has offered to reward you with a precious gift of magic. You may claim it any time you are in the city of Littleberg, or by spending one TU to travel there. This item is dependent upon APL and is marked below with an asterisk*. Only one such item may be purchased. At that point, mark this favor as "Used."

Stigma of the Thief: For stealing that which rightfully belongs to another, Baron Jemian will never again trust you to aid him. He will not allow you to work for him or any member of his court. Any favors from him that you have received but not yet claimed are now void. Any future rewards from him are denied to you as well. Finally, you have been banished from the County of Littleberg.

Special Services Medal: This Medal of Honor displays the Furyondy Crest engraved in silver over a golden sunburst. It is given to members of the Furyondy Military in recognition of distinguished service to the crown.

Favor of Quosas: Quosas Rivensmith has promised "a big favor" to you as part of an agreement made with him. This may come into play in a future adventure.

Special (Optional Encounter AR)

Cross off the "Summoner's Stone Upgrade" certification unless the PC in question possesses the "Summoner's Stone" certification from FUR4-10 Set In Stone and the PCs successfully defeated the optional encounter in this adventure.

Summoner's Stone Upgrade: The Summoner's Stone now pulses with an inner light that syncopates with your heartbeat. This light is enough to provide faint illumination up to 5 feet. In addition to its current abilities, the stone also provides the following benefits.

Caster

Level Ability

9+ *Summon monster/summon nature's ally*
durations increase by 5 rounds

13+ Summoned creatures gain +4 enhancement
bonus to Dexterity

Price: Additional 12,600 gp (cannot be crafted).

Items for the Adventure Record

Item Access

APL 4:

- Bag of Holding, type I (Adventure, DMG; 2,500 gp)
- Ring of Counterspells (Adventure, DMG; 4,000 gp)
- *Necklace of Fireballs, type IV (Regional, DMG; 5,400 gp)

APL 6: (all of APL 4 plus the following):

- Bag of Holding, type II (Adventure, DMG; 5,000 gp)
- *Necklace of Fireballs, type V (Regional, DMG; 5,850 gp)
- Adamantine Dagger (Adventure, DMG; 3,002 gp)

APL 8 (all of APL 4 to 6 plus the following):

- Bag of Holding, type III (Adventure, DMG; 7,400 gp)
- *Necklace of Fireballs, type VII (Regional, DMG; 8,700 gp)
- +1 Spell Storing Dagger (Adventure, DMG; 8,302 gp)

APL 10 (all of APL 4 to 8 plus the following):

- Bag of Holding, type IV (Adventure, DMG; 10,000 gp)
- *Ioun Stone, Iridescent Spindle (Regional, DMG; 18,000 gp)
- +1 Blurstrike Dagger (Adventure, RotW; 18,302 gp)

Appendix One – All APLs

Encounter Two

Peros Losili: male human Wiz7, Loremaster4; CR 11; Medium humanoid (human); HD 11d4-11; hp 26; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk/Grp: +5/+5; Atk +5 melee (1d4/19-20, dagger); Full Att +5 melee (1d4/19-20, dagger); Lore, “The Lore of True Stamina”, “Secret Knowledge of Avoidance”; AL LG; SV Fort +4, Ref +6, Will +10; Str 10, Dex 12, Con 9, Int 18, Wis 12, Cha 11.

Skills and Feats: Concentration +14, Craft (Alchemy) +15, Decipher Script +10, Gather Information +5, Heal +4, Knowledge (Arcana) +18, Knowledge (History) +21, Knowledge (Nobility and Royalty) +9, Profession (Politician) +6, Spellcraft +18; Eschew Materials, Extend Spell, Scribe Scroll, Silent Spell, Skill Focus: Knowledge (History), Spell Mastery (*locate object, comprehend languages, locate creature, mage’s private sanctum*), Widen Spell.

Possessions: Dagger, Spellbook, spell component pouch, signet ring, ink and parchment, charcoal.

Peros is a well-dressed, spindly, almost sickly looking man and appears to be in his early 50’s. He is a bit absentminded, and constantly seems to lose track of his current line of thought; especially during a conversation. He is kind and his outward mannerisms hide his intelligence. Although he may take some time to get to his point, usually by way of a story or parable, his message is usually quite clear and meaningful. He is an expert in the history of the Flanaess, and very knowledgeable in matters of Arcana

Lady Ydarra Kinlassi: female human Exp2, Ari6; CR 6; Medium humanoid (human); HD 6d8+2d6; hp 41; Init +1; Spd 30 ft.; AC 14, touch 14, flat-footed 13; Base Atk/Grp: +5/+5; Atk +5 melee (1d4/19-20, dagger); Full Att +5 melee (1d4/19-20, dagger); AL LG; SV Fort +2, Ref +3, Will +10; Str 10, Dex 12, Con 11, Int 14, Wis 14, Cha 16.

Skills and Feats: Bluff +14, Diplomacy +14, Handle Animal +9, Knowledge (Arcana) +9, Knowledge (Nobility & Royalty) +13, Knowledge (Local [Iuz Border States]) +9, Ride +9, Sense Motive +13, Spot +12; Animal Affinity, Leadership, Mounted Combat, Quick Draw.

Possessions: Dagger, signet ring, ink and parchment, *ring of protection* +3.

Ydarra is a strong-willed woman in her early 30’s. She grew up the daughter of a powerful noble in Littleberg. As a result, she knows how to handle herself in political arenas. She enjoys dressage and equestrian competitions of all kinds, and is an accomplished rider. Baron Jemian trusts her and holds her opinion in high regard. Ydarra is bold and always willing to state her opinion. She always begins a conversation with a tactful elegance but is easily perturbed and makes this distaste known to anyone that offends her.

Quosas Rivensmith male human Rgr2, Ftr4; CR 6; Medium humanoid (human); HD 2d8+4d10+6; hp 43; Init +3; Spd 30 ft.; AC 20, touch 13, flat-footed 17; Base Atk/Grp: +6/+7; Atk +11 melee (1d6+4/19-20, *+1 shortsword*); Full Att +9/+4 melee (1d6+4/19-20 *+1 shortsword*) and +9/+4 melee (1d6+1/19-20, MW silver shortsword); Favored Enemy (Human), Wild Empathy, Combat Style (melee); AL LN; SV Fort +8, Ref +7, Will +3; Str 13, Dex 17, Con 12, Int 12, Wis 14, Cha 13.

Skills and Feats: Handle Animal +6, Heal +4, Hide +8, Intimidate +7, Knowledge (Dungeoneering) +4, Knowledge (Geography) +6, Knowledge (Nature) +6, Listen +7, Ride +10, Spot +7, Survival +9; Combat Expertise, Improved Two-Weapon Fighting, Quick Draw, Track, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (shortsword), Weapon Specialization (shortsword).

Possessions: *Mithral Breastplate* +1, *+1 shortsword*, MW Silver shortsword.

Quosas is a military-type. On the inside, he is a kind-hearted softie while on duty, or in any official arena, he is as stone. He follows orders as indicated and will not hesitate to disobey an obviously immoral order. However, his loyalty to those who have earned his trust sometimes conflicts with his duties. In nearly every case, duty comes first.

Encounter Eight–B

Risin, Littleberg Thieves’ Guild Member: male human Rog4; CR 4; Medium humanoid (human); HD 4d6+8; hp 26; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk/Grp: +3/+4; Atk +5 melee (1d4+1/19-20, MW dagger) or +5 ranged (1d4+1, sling); Full Att +5 melee (1d4+1/19-20, MW dagger) or +5 ranged (1d4+1, sling); SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge; AL NE; SV

Fort +3, Ref +7, Will +0; Str 12, Dex 16, Con 14, Int 12, Wis 9, Cha 10.

Skills and Feats: Climb +5, Disable Device +6, Hide +10, Listen +3, Move Silently +9, Open Locks +7, Search +5, Sense Motive +1, Sleight of Hand +4, Tumble +9; Dodge, Mobility, Stealthy.

Possessions: MW Studded Leather, MW Dagger, Sap, Sling, 20 sling bullets.

In addition to the listed equipment, the Thieves' Guild member also has:

APL2+: *ring of counterspells*

APL4+: adamantine dagger

APL6: +1 *spell storing dagger* (*dispel magic* CL6)

APL8: +1 *blurstrike dagger*

Appendix One – APL 4

Encounter Three

Achaierai, Advanced: CR 6; Large outsider (evil, extraplanar, lawful); HD 8d8+16; hp 52; Init +1; Spd 50 ft.; AC 20, touch 10, flat-footed 19; Base Atk/Grp: +8/+17; Atk +12 melee (2d6+5, claw); Full Att +12/+12 melee (2d6+5, 2 claws) and +7 melee (4d6+2, bite); SA Black Cloud; SQ darkvision 60', SR 19; Space/Reach 10ft/10ft; AL LE; SV Fort +8, Ref +7, Will +8; Str 20, Dex 13, Con 14, Int 11, Wis 14, Cha 16.

Skills and Feats: Balance +12, Climb +15, Diplomacy +5, Hide +8, Jump +23, Listen +13, Move Silently +12, Sense Motive +13, Spot +13; Dodge, Mobility, Spring Attack.

Possessions: None.

Combat: In close combat, an achaierai lashes out with two of its four legs and snaps with its powerful beak. It makes frequent use of its Spring Attack feat to strike quickly and then retreat out of range before an enemy can counterattack.

An achaierai's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful aligned for the purpose of overcoming damage reduction.

Black Cloud (Ex): Up to three times per day an achaierai can release a choking, toxic black cloud. Those other than achaierai within 10 feet instantly take 2d6 points of damage. They must also succeed on a DC 15 Fortitude save or be affected for 3 hours as though by an insanity spell (caster level 16th). The save DC is Constitution-based.

Appendix One – APL 6

Encounter Three

Hellcat (bezekira), Advanced: CR 8; Large outsider (evil, extraplanar, Lawful); HD 10d8+30; hp 75; Init +9; Spd 40 ft.; AC 21, touch 14, flat-footed 16; Base Atk/Grp: +10/+20; Atk +15 melee (1d8+6 claw); Full Att +15/+15 melee (1d8+6 claws) and +10 melee (3d8+3 bite); SA Improved Grab, Pounce, Rake 1d8+3; SQ devil traits, DR 5/Good, darkvision 60', invisible in light, Resist Fire 10, scent, telepathy 100'; SR 19; Space/Reach 10ft./5ft.; AL LE; SV Fort +10, Ref +12, Will +9; Str 23, Dex 21, Con 17, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +18, Climb +19, Hide +15, Jump +23, Listen +19, Move Silently +22, Spot +15, Swim +19; Dodge, Improved Initiative, Track, Improved Natural Attack (Bite).

Possessions: None.

Combat: A hellcat can hold its own in combat thanks to sharp claws and wicked fangs. It prefers to leap upon opponents, just as a lion does. A hellcat's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Improved Grab (Ex): To use this ability, a hellcat must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a hellcat charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +15 melee, damage 1d8+3.

Invisible in Light (Ex): A hellcat is Invisible in any area lit well enough for a human to see. In a darkened area, it shows up as a faintly glowing outline visible up to 30 feet away (60 feet if the viewer has low-light vision). Magical darkness smothers the glow and conceals the outline.

Encounter Eight–A

Ankheg, Advanced: CR 6; Huge magical beast; HD 9d10+45+3; hp 96; Init +4; Spd 30 ft., burrow 20 ft.; AC 20, touch 8, flat-footed 20; Base Atk/Grp: +9/+26; Atk +16 melee (3d6+13 plus 1d4 acid bite); Full Att +16 melee (3d6+13 plus 1d4 acid bite); SA Improved Grab, Spit Acid; SQ darkvision 60', low-light vision, tremorsense 60';

Space/Reach 15ft./10ft.; AL N; SV Fort +11, Ref +6, Will +6; Str 29, Dex 10, Con 21, Int 1, Wis 13, Cha 6.

Skills and Feats: Climb +12, Listen +8, Spot +5; Alertness, Improved Initiative, Iron Will, Toughness.

Possessions: None.

Combat: An ankheg usually lies 5 to 10 feet below the surface until its antennae detect the approach of prey. It then burrows up to attack. (Treat this as a charge, even though the ankheg does not need to move 10 feet before attacking.)

Improved Grab (Ex): To use this ability, an ankheg must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

Spit Acid (Ex): 30-ft. line, once every 6 hours; damage 4d4 acid, Reflex DC 16 half. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save DC is Constitution-based. An ankheg does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its full normal hit points or when it has not successfully grabbed an opponent.

Appendix One – APL 8

Encounter Eight–A

Earth Elemental, Greater, Advanced: CR 10; Huge elemental (earth, extraplanar); HD 23d8+115; hp 218; Init -1; Spd 30 ft.; AC 20, touch 7, flat-footed 20; Base Atk/Grp: +17/+35; Atk +25 melee (2d10+10, slam); Full Att +25/+25 melee (2d10+10, slams); SA earth mastery, push; SQ DR 10/-, darkvision 60', earth glide, elemental traits; Space/Reach 15ft./15ft.; AL N; SV Fort +18, Ref +7, Will +10; Str 31, Dex 8, Con 21, Int 8, Wis 11, Cha 11.

Skills and Feats: Listen +15, Spot +15; Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack.

Possessions: None.

Combat: Though an earth elemental moves slowly, it is a relentless opponent. It can travel though solid ground or stone as easily as humans walk on the earth's surface. It cannot swim, however, and must either walk around a body of water or go through the ground under it. An earth elemental can move along the bottom of a body of water but prefers not to.

Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Appendix One – APL 10

Encounter Three

Formian Myrmarch, Advanced: CR 12; Large outsider (extraplanar, lawful); HD 16d8+64; hp 136; Init +8; Spd 50 ft.; AC 28, touch 13, flat-footed 24; Base Atk/Grp: +16/+25; Atk +20 melee (2d4+5 plus poison sting) or +20 ranged (1d8+5 plus poison javelin); Full Att +20 melee (2d4+5 plus poison sting) and +18 melee (2d6+2 bite) or +20/+15/+10 ranged (1d8+5, javelin); SA poison, spell-like abilities; SQ fast healing 2, hive mind, immune to poison, petrification and cold, resist electricity 10, fire 10 and sonic 10, SR 25; Space/Reach 10ft./5ft.; AL LN; SV Fort +14, Ref +14, Will +13; Str 20, Dex 18, Con 18, Int 16, Wis 16, Cha 17.

Skills and Feats: Climb +23, Concentration +22, Diplomacy +24, Hide +19, Knowledge (Planes) +22, Listen +22, Move Silently +23, Search +22, Sense Motive +22, Spot +22, Survival +7 (+5 following tracks); Dodge, Improved Initiative, Mobility, Multiattack, Quick Draw, Spring Attack.

Possessions: 6 Large Javelins.

Combat: Myrmarchs' claws are like hands and thus serve no combat purpose. Myrmarchs occasionally employ javelins for ranged attacks, coated with poison from their own stingers.

They fight intelligently, aiding those under them (if any such are present) and commanding them through the hive mind. If chaotic creatures are present, however, a myrmarch is single-minded in its quest to destroy them. A formian myrmarch's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 20, initial and secondary damage 2d6 Dex. The save DC is Constitution-based.

Spell-Like Abilities: At will—*charm monster* (DC 17), *clairaudience/clairvoyance*, *detect chaos*, *detect thoughts* (DC 15), *magic circle against chaos*, *greater teleport*; 1/day—*dictum* (DC 20), *order's wrath* (DC 17). Caster level 16th. The save DCs are Charisma-based.

Encounter Eight–A

Earth Elemental, Elder, Advanced: CR 12; Huge elemental (earth, extraplanar); HD 28d8+140; hp 265; Init -1; Spd 30 ft.; AC 22, touch 7, flat-footed 22; Base Atk/Grp: +21/+40; Atk +30 melee (2d10+11/19-20, slam); Full Att +30/+30 melee (2d10+11/19-20, slams); SA earth

mastery, push; SQ DR 10/-, darkvision 60', earth glide, elemental traits; Space/Reach 15ft./15ft.; AL N; SV Fort +21, Ref +8, Will +11; Str 33, Dex 9, Con 21, Int 10, Wis 11, Cha 11.

Skills and Feats: Listen +33, Spot +33; Alertness, Awesome Blow, Blind Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack.

Possessions: None.

Combat: Though an earth elemental moves slowly, it is a relentless opponent. It can travel though solid ground or stone as easily as humans walk on the earth's surface. It cannot swim, however, and must either walk around a body of water or go through the ground under it. An earth elemental can move along the bottom of a body of water but prefers not to.

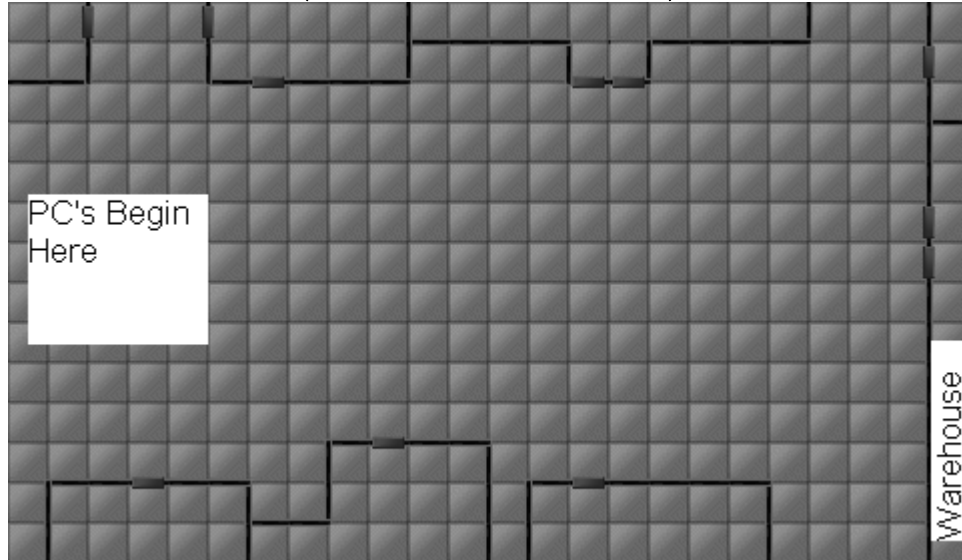
Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

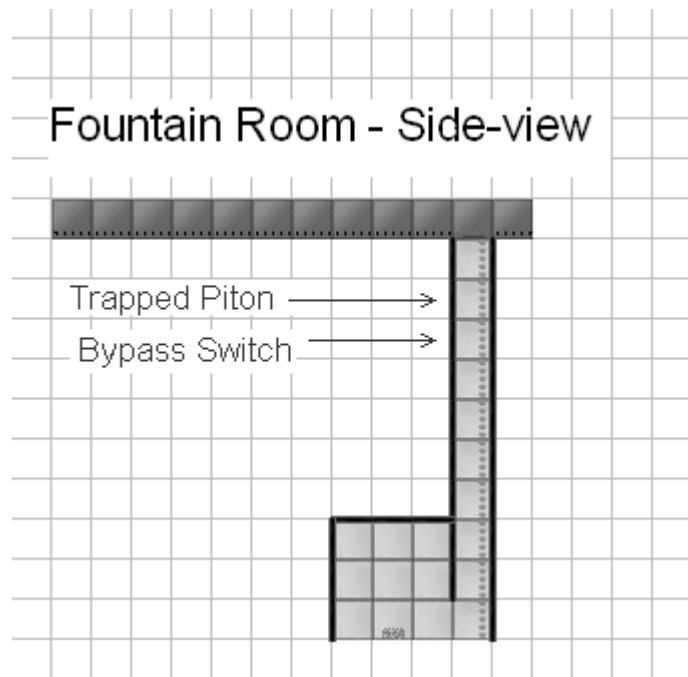
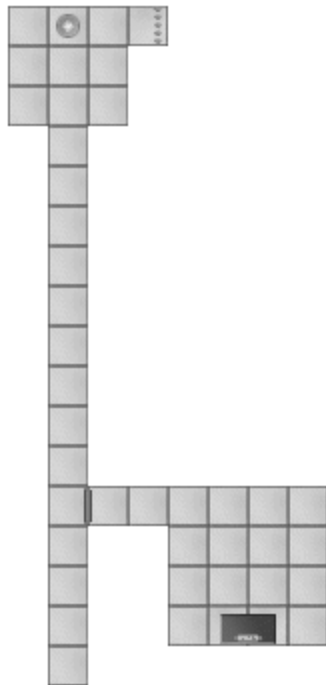
Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Appendix 2: Maps

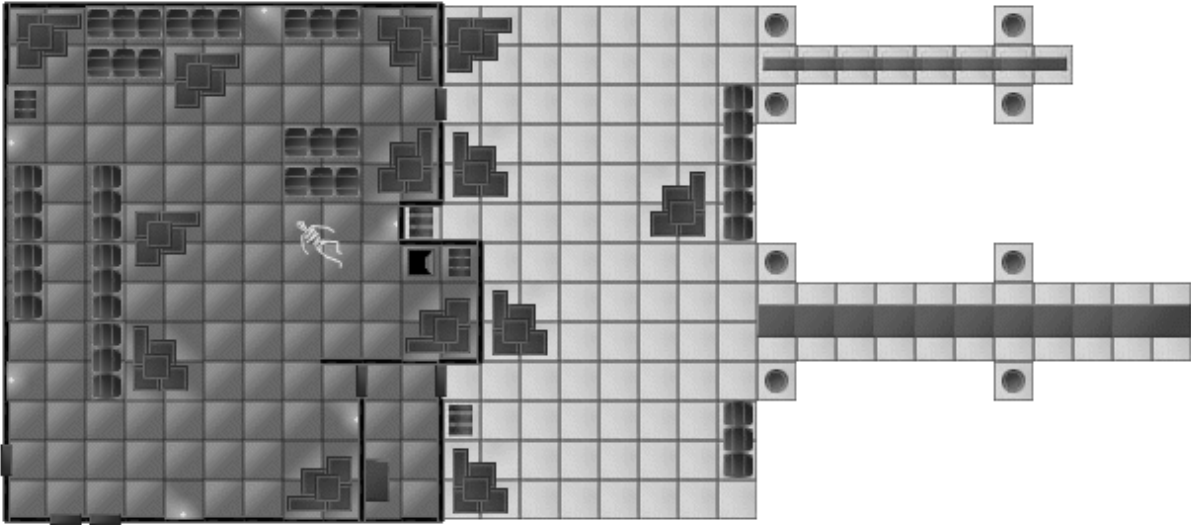
DM's Map #1
(Warehouse for Encounter Three)



DM's Map #2
(Shrine to Incabulos and Fountain area)



DM's Map #3
(The Dockhouse)



Appendix Three: New Rules

Weapon Enhancements

Blurstrike: On command (a free action), a weapon with this special ability fades partially from view, appearing as only a faint outline, though the wielder can see it normally. When used in an attack, an activated blurstrike weapon (along with its wielder's hand and arm) appears as nothing but an amorphous blur near the wielder's body. The blurring effect prevents a foe from knowing exactly where the blow is aimed. The first attack made with a blurstrike weapon each round is made as if the target were flat-footed. Foes that don't rely on sight for combat (such as creatures with the blindsight special quality) and creatures with the uncanny dodge class feature retain their Dexterity bonus and dodge bonuses to AC against the wielder's attacks.

A blurstrike weapon can remain blurry for up to 10 rounds a day. The duration of the effect need not be consecutive rounds; deactivating the effect is also a free action.

This property can be applied only to melee weapons.

Faint illusion; CL 3rd; Craft Magic Arms and Armor, *blur* or *invisibility*; Price +2 bonus.

The Summoner's Stone (as of FUR4–10 Set in Stone)

This fist-sized, oval-shaped, smooth-cut piece of obsidian always feels cold to the touch. If the owner of this stone meets the following criteria and has been in constant possession of the stone for at least 24 hours, her Conjunction [summoning] spells gain the following benefits.

Requirements: Spell Focus (Conjuration)
Augment Summoning
5 or more ranks in Spellcraft

<u>Caster Level</u>	<u>Ability</u>
1+	Summoned Creatures gain +1 HP per HD
5+	Summoned Creatures gain DR 1/-. (Does not stack with any existing DR.)

Price: 11,200GP (Cannot be crafted)

Appendix Four: Excerpt from Furryondy Laws and Punishments

Crimes of Disrepute

Theft: *Any person who stands accused of stealing property from another person shall stand trial before the local or regional magistrate or a panel of judges. If convicted, the sentence shall be chosen as is suitable from banishment, a fine as appropriate to the crime or similar punishment as deemed appropriate by the local lord. If a fine cannot be paid, the personal property or estate of the convicted, if any, will be confiscated to pay the fine. If no estate exists or the estate is not of sufficient value to pay the fine in full, then the convicted shall be imprisoned until such time as the remainder of the fine can be paid. In addition, any property stolen must be returned to its rightful owner in a condition acceptable to the owner. If the stolen property cannot be properly returned due to loss, destruction or other similar conditions then the convicted shall be imprisoned until such time as a reasonable compensation for the property can be made.*

Appendix Five – Divination Results

These are some answers that the PCs receive if they ask various questions using spells such as *divination*. This is a general guide and is designed to cover the most common questions that the PCs may ask. Use your best judgment if the PCs stray from these questions. Any questions about Lord Lucian or his whereabouts automatically fail due to his *ring of mind shielding*. Using *locate object* to find the *summoner's stone* fails until late evening when Risin removes the stone from its protected bag and case to study it.

Where is the bag of holding that has been in the lab recently?

In the den of thieves of the little town there is a house where it is found.

Was the theft an inside job?

A traitor sought is a traitor found. Friend or foe is perception-bound.

Who hired the thief?

Seekers of truth you look through night, searching in shadow for traces of light.

Players' Handout #1

A Personal Letter

(Received by each PC that received the favor of Baron Jemian in FUR4-10 *Set in Stone*)

My Dear <PC Name>,

When last you were employed in the service of my master, you retrieved something valuable and returned it to my master's little estate. My lord was quite satisfied with your employment and would like to discuss further employment. If you would be willing to escort my master's belongings on a capital journey, please consider yourself summoned to my master's estate on Waterday, Fireseek 19. Use your discretion when bringing companions. My master is quite selective about the company he keeps.

Yours in service to the Kingdom,



Players' Handout #2

A Personal Letter

(Received by each non-military PC if no one at the table received Handout #1)

My Dear <PC Name>,

My master humbly requests your services in a matter of some importance to himself and the kingdom of Furyondy. If you would be willing to escort my master and some of his belongings on a small journey, please meet me in the Silver Gauntlet tavern in the city of Littleberg on Waterday, Fireseek 19. Bring this letter with you.

Yours in service to the Kingdom,



Players' Handout #3

Military Personnel Special Orders

<PC's Rank and Name>

You have been selected to perform a special mission in the county of Littleberg. You will receive further instructions on Waterday, Fireseek 19 at the Silver Gauntlet tavern in the city of Littleberg.

Captain Silvertree

Players' Handout #4

Letter Found in Lady Ydarra's Bedroom

My Sweet,

It has come to pass that our meddling friend has discovered too much. Due to my current status, I am not in a position to reliably have him dealt with. Please do so at your discretion.

*Yours,
Silvus*

Players' Handout #5

Letter Found in Lord Lucian's Bedroom

Lucian,

Old friend, it was very good to hear from you again. Word about your family was, indeed, most joyous to mine ears. It would be most unfortunate to hear that Jay was in financial trouble. Perhaps that little mine of his will produce some nuggets, soon. Maybe you should help in the digging sometime. Everyone knows that he hates to let anyone see his hands get dirty. And wouldn't that be something to hear about? Well, I really must get back to my duties. Please write me again, soon. I do so enjoy hearing from you.

*Sincerely,
Julian*

Critical Event Summary

FUR6–04 – When First We Practice...

*If this is the premiere, return to Michelle Sharp or RPGA HQ
Please be sure to answer all questions. Thanks.*

- | | |
|--|----------|
| 1. Did the PCs recover the stone? | Yes / No |
| 2. Did the PCs save Lucian's life? | Yes / No |
| 3. Did the PCs accuse anyone of the theft? | Yes / No |
| → If so, who? | |
| → And did they provide any evidence? | Yes / No |
| a. What evidence? | |
| 4. Did the PCs discover the letter in Lady Ydarra's bedroom? | Yes / No |
| → Did they recognize it as a forgery? | Yes / No |
| 5. Did the PCs defeat the optional encounter? | Yes / No |
| → Did anyone get a powered-up Summoner's Stone? | Yes / No |
| 6. Did the PCs tell anyone about the underground temple? | Yes / No |
| 7. Did the PCs tell anyone about the magic fountain? | Yes / No |
| 8. Did any of the PCs abuse the Baron's writ? | Yes / No |
| → Who? (PC Names, please.) | |
| 9. Did the PCs discover the thieves' guild's involvement? | Yes / No |
| → Did they learn that there was a buyer for the stone? | Yes / No |
| 10. What other/interesting conclusions did the PCs come up with? | |

Did anything of interest or out of the ordinary happen during the adventure?
