

NYR4-04

Heironeous Assumptions

A One-Round D&D LIVING GREYHAWK®
Kingdom of Nyrond Regional Adventure

Version 1.4

by Bradley Hawks

Who knows what the future holds... Apparently the Lord inquisitor does. The priests of Hextor have been causing many problems throughout the kingdom and now the Lord Inquisitor of the church of Heironeous has a mission for you... As well as a dire prediction if you fail. A module for APLs 2-12.

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

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Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

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

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

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

Tracking

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

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or

heavy, with him in the adventure and it will not count toward the APL calculation.

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

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

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

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

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted

each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

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

Adventure Background

The church of Heironeous in Nyrond has been having trouble with the followers of Hextor for many months now. In response the church of Heironeous has recently called an inquisition to root out the infiltrators in their own midst, and to locate and bring to civil

authorities all of the followers hiding within the borders of Nyrond.

So far the inquisition has seen a great deal of success, they have discovered many infiltrators and brought dozens of followers to justice. There have also been a substantial number of public executions of heretics found within the ranks of the church.

Things have been quiet in Rel Mord for some weeks now. After the initial chaotic months of the inquisition things have settled down substantially. It looks as if the church of Heironeous may have rooted out the majority of the Hextorites and things have settled back down to the usual business.

The characters in this module will be called upon to serve the church of Heironeous in rooting out the last of the Hextorite infiltrators in its ranks. The Lord Inquisitor has foreseen the future and it is the characters that will find this final cancer within the church and help destroy it. They will travel to a small town in Almor called Wereville, and along the way they will meet people who will be crucial in uncovering the final Hextorite plot, an assassination attempt on the Glaive Valorous himself.

There will be many encounters along the way meant to slow and harass the characters so that they will not be able to make it back to Rel Mord in time to warn of the assassination attempt. If they do not make it back to Rel Mord within one week then they will have failed.

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

Adventure Summary

Introduction – The PCs get an invitation from the Lord Inquisitor of Heironeous to meet with him about something terribly important.

Scene One: No one suspects... – The PCs arrive at the Temple of Heironeous and meet the Lord Inquisitor.

Scene Two: On the Road Again – The PCs set off for Wereville, find a caravan and a great number of distractions. Some are good, some bad, and some are parties?

Scene Three: Wereville – The PCs arrive at Wereville and begin to explore. Sinister deeds come to light, as does an even more sinister plan.

Scene Four: And Back Again – The PCs start their return to Rel Mord, knowing far more than they did before. They need to hurry to make it in time. But what of their traveling companions? Who did they bring, and whom did they leave behind?

Scene Five: The Tale – The PCs arrive in Rel Mord and try and tell their tale. Did they make it in time, and do they have what they need to finish their mission?

Conclusion – The wrap up.

Preparation for Play

Much of this module is left to the discretion of the GM. Although the timeline, NPCs, and certain events are set, most of the module is left to the best judgment of the GM as far as encounters and specific strategies.

Certain events need to take place in order for the plot to advance but many other events are left to the GM as to exactly when, where, and how they take place. Similarly NPCs are provided with motivations and goals but it is largely left up to the GM to determine the best method for accomplishing these goals in the game. As such it is very important that the GM carefully read this module before hand and have a good idea about the combat encounters, and the NPCs prior to running it (taking a few notes would probably be a good idea as well).

Important Reading: This module revolves around priests of Heironeous, Hextor, and Pelor and their basic beliefs. As such the GM should be familiar with these gods and be generally familiar with the beliefs of their followers, if possible the information in the Living Greyhawk Gazetteer and Deities and Demigods should be read as well.

It is also important to understand the Greyhawk calendar, its months, and its festivals. Information is available in the Greyhawk Gazetteer, or try online at <http://tinyurl.com/34kdr>

Pacing is very important in this module since there are a lot of encounters, so it is important to keep things

moving along. Keeping things going quickly should also help set the mood of urgency for the players.

The encounters in this module are intended to prevent the characters from finding the information they need in Wereville and then returning to Rel Mord in time to interfere with the assassination attempt. They are meant to delay, harass, and hinder the party. Every encounter except for the main encounter should be kept as short as possible.

Only location encounters are listed in the main body of this module. All combat encounters are left entirely up to the GM as to when and where they happen except that no combat encounters should take place the first day. Choose those encounters that you feel are the most interesting, challenging, confusing, disruptive, and/or most appropriate for the character levels/classes and use them against the party wherever they fit best (some suggestions for encounters will be listed throughout the module). Only the main combat encounter must be done at some point, others may be skipped if necessary (with loss of experience of course).

Regular combat encounters are listed in Appendix B. Although there are six combat encounters listed for each APL only four should be used in the module (in addition to the main combat encounter). Remember that they are mainly meant to harass and delay, not kill. Where possible make these combats as short as possible to save time, opponents may simply run away when things look bad and not fight to the death. (Think of it as Hextor meddling just enough to prevent the party from spoiling his priests' plans)

No two regular combat encounters should take place on the same day unless absolutely necessary. Undue situational advantage should also not be given to the creatures. The module has been written assuming that the characters will have plenty of time to rest and recover between combats and that there will be no inherent advantages for either side. So do not stack the combat encounters or give the creatures any real advantage in terrain or environment.

The main combat encounter in Appendix C can take place at any time that the GM feels appropriate, although some suggestions for appropriate times will be listed throughout the module (this encounter is in addition to the four regular encounters chosen by the GM). Remember that the main protagonists are simply trying to stop the characters and will only fight to delay the party when it is obvious that they are going to get back to Rel Mord in time.

All players should be warned that merely starting this module might have repercussions for their character. If any player is uncomfortable with this then they should be allowed to leave the table or switch characters after hearing the introduction, but before ever meeting the Lord Inquisitor. Once they have met the Lord Inquisitor

it is too late and they must take an AR with appropriate information.

Although this is a continuation of the plotline from Heironeous Impressions, it is in no way necessary to have played that module in order to enjoy this one (although playing them in order would make more sense).

Introduction

It is one week before the Richfest festival and wherever you are, whomever you are with, and whatever you are doing you notice a messenger who seems to be waiting for you, as he immediately seems to recognize you and he walks over to you. He hands a sealed letter to each character, which is addressed to that character including all appropriate titles.

The seal is a derivation of the holy symbol of Heironeous (those familiar with the church will recognize it as the seal of the Lord Inquisitor of the church of Heironeous).

Give the players handout #1

If the players question the messenger he will tell them that he was given the message several days ago by the temple of Heironeous in Rel Mord and that he was told to meet the character here on this day at this place at approximately noon. He was instructed to arrive early and wait until you arrived. He knows nothing more.

If anyone refuses to meet with the Lord Inquisitor at the appointed time, then the module is over for him or her. They do not receive an AR nor do they get any other benefit or detriment for playing the module.

Scene One: No One Suspects...

Encounter 1: The Temple

You have arrived at the gates of the temple of Heironeous in Rel Mord on the morning of the first day of Richfest, as the entire city is preparing for the week of celebrations surrounding the summer solstice. The day is overcast, humid, and rain seems possible at any moment. Not a good omen for the midsummer solstice festival most holy to the sun gods.

Oddly enough the guards react to you as if they knew you were coming. After making a cursory examination of your letters of invitation an acolyte and two guards immediately escort you to a receiving chamber where you are instructed to make yourself comfortable in one of the various chairs scattered about the room.

"The Lord Inquisitor will be with you shortly, he is aware of your arrival and has been expecting you."

With that the Acolyte exits, leaving you in the room with the two guards.

The guards are not particularly interested in the characters, nor do they know anything about what is going on so they will simply stand there stoically.

This is a good opportunity for the characters to introduce themselves if they do not already know each other.

Encounter 2: Umberre

As you sit waiting for the Lord Inquisitor a simple scribe in white robes enters the room carrying several sheaves of paper, ink, quills, and other tools of his trade. He carefully sets them on the table and seats himself.

After a few moments you realize that the unassuming scribe is actually the Lord Inquisitor himself. The Lord Inquisitor is probably in his early forties and of average height and healthy build with simply cut brown hair and brown eyes, probably of Oeridian descent. All in all he is a very unimposing figure except for a certain quality in his eyes. His penetrating gaze seems to look deep into your mind and possibly into your very soul. You get the impression that this quiet man can read your thoughts desires and even your future when you look into his eyes. The only indication of his rank is the symbol of his office that hangs from a simple chain about his neck.

"Welcome, I'm glad that all of you could make it, for what I have to discuss with you is of the utmost importance to the kingdom, the church of Heironeous, and to yourselves. The Hextorite cancer that has infected the land has largely been cleansed thanks to the efforts of the faithful of many churches and with the support of the king himself, but Heironeous has revealed to me that one last hurdle still exists before us though I know not what it is.

I was instructed to gather you all together for you are fated to suffer the most at the hands of the Hextorites if they succeed. Only success in this quest will free you from the fate that lies in wait for you at the hands of the followers of Hextor. However if you are successful then the blessings of Heironeous will be yours, and this is why you were chosen and why it is so important for you to follow this quest. Although I have foreseen many things, much is also still hidden from me, and I know only this."

The Lord Inquisitor suddenly gets a slightly distant look in his eyes as if repeating words that are not his own, but instead are imprinted on his mind as indelibly as his holy prayers

"They must travel the road from Rel Mord to the village of Wereville, for on that path they will meet those who hold the keys to the preservation of the soul of the church, and the salvation of those who travel the road.

Their way will be beset with danger and difficulty, for salvation for all must come at a cost. The way will be guarded jealously by those who follow the Herald of Hell, for it is his hands that seek to topple both kingdom and church that he may rule in tyranny.

The days of the festival of the sun shall be the time of decision, at the first rise of the sun all shall be set in motion and at it's final setting the future shall be set and time idly spent will deliver the victory to the enemy."

A look of clarity returns to the Lord Inquisitors face and his penetrating gaze again scans the faces of those gathered at the table.

"This is what the Arch-paladin has revealed to me, and it is you who are destined to follow this quest and succeed or fail for the good of all.

I must go soon to a meeting of the high council of Heironeous which will last the entire festival week, but before I go I would answer any questions that you have."

The Lord Inquisitor will attempt to answer the questions from the characters.

Some likely questions and their answers:

- **Where is Wereville?** It is roughly 80 miles south southeast of Rel Mord, just inside the boundaries of Almor. (3 days travel)
- **Why us?** Heironeous has chosen you, and because you are fated to suffer greatly at the hands of the Hextorites so you are the best candidates.
- **What About Rewards?** This is in the characters best interests because if they fail they will suffer at the hands of the Hextorites. Of course the church will be extremely thankful as well, which can take many forms. If they want money then appropriate thanks can be given in coin.
- **What about equipment?** The characters can purchase whatever equipment they feel is necessary from the church stores (access to the usual equipment from the LGCS at the normal prices)
- **When should we start?** That is up to the characters but time is passing and all must be resolved before the end of the festival week
- **Why is the high council meeting?** The council is meeting to discuss the future and what must be done

to preserve the kingdom and the church. They may not be disturbed until the week has passed.

- **What was that prophecy again?** If the characters ask or if one of them writes it down then give the players handout #2.

The Lord Inquisitor doesn't know anything else for sure and isn't inclined to guess when he does not know. He knows almost nothing about Wereville except it's location. If the characters have proceeded to this point then they must take an AR for the adventure even if they refuse the quest, and if they fail the quest (i.e. refusing the quest) then they receive the blessing of Hextor.

Scene Two: On the Road Again

This is the main part of the adventure and many things will happen along the way to distract and delay the characters in their quest. The party is assumed to be traveling at roughly 24-28 miles each day, which will bring them to Wereville after three days of travel. This is based on a base movement of roughly 30' and the rough average travel speed of walking humans, ponies, riding dogs, mules, and warhorses. This should also be the base rate because the NPCs the characters pick up cannot realistically move any faster than this.

The module itself is broken into half-days to keep things simple (each numbered encounter represents a half-day, sub encounters like 10a may also cost a half day) and characters are assumed to travel 12-14 miles per half-day. If the GM wishes they could break things down further using the rules in the Movement section of the Players Handbook but it is not recommended. It is best to assume that the characters have 14 half-days in which to complete their quest and that each distraction costs them a half-day of travel (usually sub encounters like 4a). No time descriptions are given in the flavor text since all but the first day's encounters may come at any time. Assume every numbered encounter begins at either morning or noon. Players may stay in Rel Mord and delay hitting the road, in such cases the GM should begin marking off time since the characters must complete their quest before the end of the festival week.

If desired the characters can make a forced march and accomplish one additional numbered encounter in a day. In order to do this they must make FOUR Constitution checks of increasing difficulty (DC 12, DC14, DC16, DC 18) and for each check they fail they take 1d6 nonlethal damage and become fatigued (see PHB for more on the forced march rules).

Remember that no combats should occur during the first day (or night). Characters should be allowed to get to know the NPCs, who should have joined them in their travels.

Encounter 3: It could be worse

As your party prepares to leave Rel Mord ominous clouds loom on the eastern horizon, the storm that has been threatening all morning seems to be coming in. Soon after leaving the city a light rain begins to fall quickly dampening the landscape and your mood.

A few hours outside of Rel Mord you come upon a caravan heading along the same road as you are following. Traveling with the caravan are a human priest of Pelor, a gnome riding a pony, and strangest of all a man on foot carrying a statue on his back. The man who appears to be the caravan leader hails you "Ho there, how about this weather."

The caravan leader Adenar will hail the characters asking if they would like to travel together because there is safety in numbers. Propheus, Diseus, and Philate are already traveling with the caravan, one of the NPCs could approach the characters if that would make more sense or perhaps the characters might become interested in talking to one of the NPCs based on their appearance and/or holy symbols (see Appendix A). In any event it is important to have the characters join the caravan at least for a little while.

The caravan is traveling to the nearby Aurora Commons just off the main road. They are delivering several wagonloads of wine, ale, and other goods for the festival. By royal decree there are no villages in Justcrown province, but during festivals the local farmers are allowed to gather at designated commons to celebrate with their neighbors and conduct trade. Almost overnight a tent village of farmers and merchants will appear for the week of the festival.

Propheus and Diseus are traveling together since they are both going to Wereville for their own reasons. Philate has decided to follow along hoping to compose an interesting story. If detected for both Propheus and Philate have slight auras of evil about them. (See Appendix A)

It is important for these NPCs to join the party in their travels since they are the keys spoken of in the prophecy. So make sure that they express interest in joining up with the characters and hopefully find some way to join up. Nothing should attack the caravan to allow for the NPCs and PCs to get to know each other and discuss traveling together.

If the characters do not allow the NPCs to join them then assume that both Propheus and Diseus are killed soon after the characters leave them. This will make it nearly impossible for the characters to finish the quest but they can still get some experience if they wish to continue playing.

Encounter 4: Come again some other day

After nearly an entire day of travel in the rain you come upon the turn off to the Aurora Commons and Adenar speaks. "You should come with us to the commons, if you've never been to a commons festival you're really missing out. These Farmers work hard all year in near isolation thanks to the royal decree so they really tend to cut loose during festival. There will be all kinds of contests and festivities to enjoy."

Philate pipes in "It would be awfully nice to get out of the rain, and get a warm meal. Besides maybe we could find some farmers daughters who are in need of some companionship."

Philate will of course be interested in going off to the festival in order to distract the party. Propheus and Diseus are both wet and tired so they wouldn't mind a break, although they also wouldn't mind pressing on.

If the characters go off to the festival go to encounter 4a and lose a half-day, otherwise go to encounter 5.

Encounter 4a: It's just to wet to play

What lies before you is an incredible sight, a town of canvas on a slight hill in the middle of the fields. Thousands of people must have come to the commons for the festival. Temporary stables, several tent markets, blacksmiths, tanners and everything else that you would expect to see in a large town seem to be here. It's almost as if one of legendary tent cities of the Baklunish had been transported here for this event. The hill is busy and teeming with life like an anthill of humanity.

The characters have a good time at the festival, but nothing more exciting happens. There are no attacks on the festival, and nothing of particular interest happens except for the usual festival activities. They will lose one half-day of travel by diverting off the main road to get to the commons (A 12-14 mile round trip detour).

The GM may want to give some flavor descriptions but don't drag things out unless you have lots of time.

Encounter 5: My feet are too big for my bed

Traveling down the main road again, you make steady if wet progress towards Wereville. Mercifully after several hours of travel the rain finally lets up, although clouds still fill the sky.

This might be a good time for a random monster attack like an air elemental, or you could allow the characters to role-play and get to know each other.

Encounter 6: Build it up with wood and clay

As you crest a rise you see the result of all of the recent rain. What would normally be a shallow ford

on a small river has become swollen and impassable. A few locals seem to be aware of the problem however and they man rafts for crossing the river.

The locals are very willing to help the party across the river, but they will ask for some small amount of money for the crossing. They will express uncertainty about transporting large animals on their rafts and will recommend that the characters might want to travel a few miles upriver to where there is a bridge (in the end they will give it a try though). If the characters express any reservations about crossing on the rafts then the locals will also point out that they could always use the bridge upstream.

If the characters decide to cross the river here, you can describe the rush of the river and the insecurity of the footing on the rafts, but they end up crossing the river uneventfully. Only three people or one person and one large animal can cross at one time though.

If they go upstream to the bridge go to encounter 6a and they lose a half-day, otherwise go to encounter 7. In either case, just after a successful crossing, on the way to the bridge, or after crossing the bridge could be a good time for a random Hydra or reptilian folk attack. DO NOT attack characters while crossing the river; the encounters are not balanced for environmental factors.

Encounter 6a: Wood and clay will wash away

After several hours fighting your way along the bank of the river you finally come to the bridge that the locals told you of. Although it was once a finely built wooden bridge, time and the elements have taken their toll. You begin to question the wisdom of choosing the "safer" bridge route.

Although a bit rickety the bridge is actually sound. A Knowledge (architecture and engineering) check DC 15 will confirm this. However in taking the longer route the party loses a half-day of travel.

Encounter 7: Pocket full of posies

As you continue your journey on what is finally a fairly pleasant day, you see a rider approaching at full gallop. It is a young boy pushing his mount for everything it is worth. As he approaches he begins shouting, "Help! Help us we've been attacked!"

The boy is from a nearby farm. They have been attacked by one of the regular combat encounters in Appendix B (GMs choice, goblinoid or reptilian might be good). The combat is over and many people have died, but many also got away. Now the creatures are looting, pillaging, and destroying the large farmstead. The boy pleads with the characters to come help save their farm from being razed, and preserve the bodies of the fallen. The Farm is several miles off the road up ahead. Philate and Diseus will probably argue that the group should go help.

This is again another distraction; if the characters follow the boy go to encounter 7a and they lose a half-day of travel, otherwise go to encounter 8

Even if the characters do not go to the farmstead this may be a good opportunity for a random attack.

Encounter 7a: Ashes, Ashes

Up ahead you see a small group of trees in the middle of vast fields. Rising from the trees is a giant plume of smoke. Obviously this is the farmstead, several outbuildings have already burnt to the ground and several more are ablaze. The main farmhouse and barn still stand but are being looted and damaged.

If one of the regular encounters is done here then it counts as one of the four regular encounters. The characters will also lose a half-day travel saving the farmstead.

Encounter 8: There Wolf

Heironeous finally seems to be smiling on you. You are nearing the town of Wereville and the weather seems to be holding, at least for the moment.

This would be an excellent spot for the lycanthrope encounter (if it was chosen as one of the encounters) since it should take place during the full moon of both Luna and Cellene. This is also a potentially good spot for any regular combat encounter like possibly the wolves.

Philate may also decide that he wants to try and take down the party before they arrive at Wereville; though this is unlikely and left entirely up to the GMs judgment.

Scene Three: Wereville

The following encounters in Wereville (9, 9a, 9b, & 9c) should take about one half-day total, but may take more depending on how long the characters take investigating. Parties who drag their feet should be penalized with time loss.

Encounter 9: Wereville

You have finally arrived in the village of Wereville. There are dozens of these little border villages scattered around the edges of Justcrown Province since no villages are allowed within the province itself. The entire town plus all of the surrounding farmers seem to be gathered to celebrate the festival.

There are large pavilions erected everywhere, and several large fields have been cleared for competitions and gatherings. All kinds of contests of skill in hunting, farming, crafting, animal husbandry, and cooking are in progress throughout the town.

It is almost perfect weather as well. The recent storms have cooled things down and there was just enough rain to knock down the dust and quench the parched earth, but not enough to turn everything into mud.

If the characters are interested in the festival, think of it as a typical county fair in atmosphere. There are two inns in town, the Dire Duck whose merchant tile bears the image of a rampant red dragon, and the Trumpeting Swan whose merchant tile bears a black swan with its head and neck raised high. Both have space in their common rooms at a reasonable price. There are also plenty of places to pitch a tent thanks to the festival.

There are prominent temples to Beory, Pelor and Heironeous in town and there are probably shrines to Fharlanghan and Ehlonna if the characters look.

The re-opened temple of Pelor is deserted because all of the brethren are busy at the festival since this is the most important festival for the followers of the sun god. They have setup an outdoors temple in the center of the festival for the occasion. The priests are very busy ministering to the crowds and will not have any time to talk to the characters. The flurry of activity will make it extremely hard to figure out that the Pelorians are not who they claim to be.

The temple of Beory is staffed and the temple of Heironeous is also staffed. Characters may investigate these temples but there is nothing out of the ordinary going on.

Allow the characters to investigate as much as time allows but absolutely nothing seems to be wrong here. The locals are more than willing to gossip, but they are very much in a festival frame of mind (especially since the first days of the week had bad weather). Nothing unusual seems to have happened of late, and unless the characters are interested in what Widow Brown's daughters are up to and whom they all think makes the best roast pig there is little news either.

Encounter 9a: And you shall Have Some Pie

As you make your way around town you suddenly see Diseus walking quickly in your direction. He looks a quite agitated about something. As soon as he is within easy speaking distance he blurts out.

"Come quickly there is something interesting in my apartment. I was washing up after our long journey and I knocked over my washbasin. As I knelt to clean up the water I noticed that it was running underneath the wall of my chamber. I think there is some kind of secret tunnel or chamber.

Being seasoned adventurers I was hoping that you could help me investigate what it is. I've never heard of such a thing from when I was here before, and I figured that it might be dangerous."

This encounter should take place soon after the characters arrive in Wereville and does not in itself cost any time (though the GM may penalize the party for taking too much time)

There are a lot of places this might lead so the GM will probably have to do a bit of improvising. As long as the characters find Sephone in the Temple of Pelor and get the important information from her exactly how events play out isn't really important.

The Priests of Pelor really aren't, they are a handful of Hextorite adepts and a half-dozen hired "actors". They are also not a combat encounter so they will either surrender to the party or quickly make their way out of town if they think they are discovered. In any event, all they know is that they were sent here to re-occupy the Temple as a base of operations for the Hextorite cause. A half-orc dropped Sephone off three days before the start of the festival and they put her in the secret room. None of them knew the person who dropped her off. They have been keeping her alive as that is what they were instructed to do.

Sooner or later the characters should make it to the temple and check out Diseus' room.

Encounter 9b:

The old stone temple of Pelor is an impressive sight, probably once the home for nearly a hundred priests, it now lies nearly abandoned. Although still in relatively good shape it has certainly seen almost a century of use. Diseus quickly leads you through the maze of hundreds of chambers and connecting corridors.

"When I first arrived I didn't find anyone around because they were all out ministering to the crowds at the festival. In a moment of arrogance I took my old headmasters quarters, and that is where I found the secret panel."

Diseus shows you a simple chamber containing a cot a table and desk. On the floor is small pool of water that has run into a seam along the bottom of the wall.

This is of course a secret door. Search DC 20 to discover the door and it's opening mechanism because of the clue of the pool of water (DC 30 under normal circumstances).

Encounter 9c:

The secret door leads into a short dark corridor and a steep narrow staircase. At the bottom of the stairs is a damp and stale room. Although what purpose the room may have once served is a mystery it now obviously acts as a prison. A woman dressed only in torn rags lies bound and gagged in a corner of the room.

The bound and gagged woman is Sephone (See Appendix A). She was ambushed on her way to Rel Mord and the meeting of the High council. She has been here since three days before the festival and has no idea what is going on, except that a couple of half-orcs and someone who looked just like her ambushed her, took her armor and weapons, put the collar on her, and then brought her here.

Remember that she is exhausted and under the effects of a Geas from the collar. She is in no condition to travel and will not want to do so.

Philate may decide that this is a good time to try and stop the party, now that they know that there is a plot afoot, however he is more likely to bide his time until he is sure that the party will make it back to Rel Mord before the end of the festival.

Scene Four: And Back Again

At this point it should be clear to the characters that someone (probably an assassin) has infiltrated the high council meeting and that they need to get back to Rel Mord to warn them, but there are complications. The characters should know, or be able to figure out, that they can't just get in to see the council by themselves. The guards will be under strict orders to let no one in (and Heironians never disobey strict orders) and the council rooms will be heavily warded. The only person who could get them in is Propheus since he is a member of the council. Sephone would have a hard time because first of all she is only a guard, second she is in pretty bad shape, third she is under a geas not to leave, and fourth because if the council were faced with two Sephone's it would take too long to sort out which one was the real Sephone.

The most logical solution is to take Propheus back to Rel Mord. This is complicated by his heavy load and slow rate of travel. Higher-level parties may wish to try teleporting but Propheus will refuse since that will ruin his atonement. Also splitting the party by using teleport would give Philate the perfect opportunity to strike.

Thus this section should run very much like the previous one in nearly all respects (using half-days of travel for each numbered encounter) except that the characters will likely be in much more of a hurry and more likely to want to do a forced march.

Remember that characters can make a forced march and accomplish one additional numbered encounter each day. In order to do this they must make FOUR Constitution checks of increasing difficulty (DC 12, DC14, DC16, DC 18) and for each check they fail they take 1d6 nonlethal damage and become fatigued (see PHB for more on the forced march rules). A fatigued and already damaged party would make for an excellent target for Philate.

Encounter 10: Hey Diddle Diddle

Fortunately the weather is holding as you head out from Wereville and you are making fairly good time back down the road to Rel Mord.

This again might be a good time for the lycanthrope or the wolf encounters since the moons are full.

Sometime during this encounter or one of the following two encounters it should be nighttime and encounter 10a should take place during the night (preferably during a late or early watch).

Encounter 10a: The goat and the fiddle

This encounter should take place right after encounter 10, 11, or 12 during the night (preferably during a very late watch).

Off in the darkness you can just make out lights shimmering in a grove of trees. You're not sure what might be going on but there is definitely activity of some kind going on.

If the characters investigate

In a clearing in the grove you are greeted with a wondrous sight. You see dozens of fey creatures frolicking around a fire and all kinds of swirling lights and fairies dance with them. A Satyr playing a violin looks in your direction and motions for you to come into the clearing and join them.

If the characters go inside the clearing and interact with the fey creatures they slip into a strange magical world slightly out of sync with the Prime Material. While characters are inside the clearing nothing that anyone does outside of the clearing affects them, and no matter how long the characters spend in the clearing it is the next morning when they emerge and they have lost a half-day.

The fey creatures interact in a friendly way with the characters and will not attack or menace the characters in any way. If attacked the fey creatures will flee, but in any event the time distortion will still happen and the characters lose a half-day.

You are certain that you didn't spend that much time in the clearing, but as you leave the clearing the bright sun of noonday greets you and not the darkness of night.

Encounter 11: Jumped over the moon

Although dark clouds gather on the eastern horizon, the weather seems to be holding for now. Traveling is fairly easy but you still have a long way to go before you reach Rel Mord.

If it is nighttime the party should encounter the fey in Encounter 10a (unless of course they already encountered them).

This may also be a good place for a random creature encounter. Philate may also be getting nervous enough about the characters progress that he may try to stop them here.

Encounter 12: The Little Dog Laughed

Although the gods have blessed you with good weather for the last few days, that appears to be changing as Dark clouds now loom overhead. You have again reached the ford through the small river, but fortunately you have arrived before the storm this time and not after it and the crossing looks easy.

If it is nighttime the party should encounter the fey in Encounter 10a (unless of course they already encountered them).

This would be an excellent place for any random creature attacks that have not been done up to this point especially the hydra or the reptiles. Philate is also likely to try and stop the party now that they are halfway back to Rel Mord and may be exhausted from doing forced marches.

Encounter 13: Ring Around the Rosie

As you reach the intersection of the road to Wereville and the main highway into Rel Mord a gristly sight greets your eyes. A few wagons sit next to the road as if stopped for the night, but only corpses sit in the simple camp and the fire has long burnt out. There are more than a dozen corpses littered around the campsite, around the fire, in the wagons, and several lie some distance from the camp as if they had crawled there.

There are no undead here and the people all died from the Kiss of Incabulous, the plague that has been ravaging the kingdom for some months now.

If the party stops to deal with the bodies go to encounter 13a and they will lose a half-day of travel blessing and/or disposing of the bodies, otherwise go to encounter 14. At this point it should be obvious whether the characters will arrive in time, and if it looks like they will then Philate will act soon to try and stop them.

Encounter 13a: All fall down

After several hot and grueling hours of tending to the dead, you finally resume your journey to Rel Mord.

Caring for the dead here costs the characters a half-day of travel.

Encounter 14: It's Pouring

The storm that has been threatening for some time now has finally arrived, and it is quite a storm. The

tearing winds drive the rain into your clothing and drench everything in minutes. Thunder and lightning crash overhead and in the distance.

If Philate has not attacked yet he should attack at this point before characters get too close to Rel Mord. This would also be a good time for any last regular encounters, and a good time for the air elemental attack if you have chosen that encounter.

Encounter 15: Couldn't get up in the morning

In the last few hours the thunderstorm has turned severe. The sky is almost constantly bright with lightning and the driving rain is now interspersed with occasional hail. Making progress against this onslaught is increasingly difficult.

This is a severe thunderstorm (DMG thunderstorm with severe winds, do not use any lightning strikes) small characters must be assisted by a medium or larger creature (like a mount) in order to make reasonable progress. Spot and listen checks are at a -8 penalty and ranged weapon attacks are made at a -4 penalty. Visibility is poor and progress is difficult, characters must make DC 15 fortitude saves or become fatigued. Characters can wait until the storm dies down to avoid these effects, but they will lose a half-day in the process (and characters are unlikely to want to do that at this point).

Philate should have made his attack before now, but if he has not then he must do so now. This would also be an excellent time for the air elemental encounter if you chose that encounter.

Scene Five: The Tale

The characters should arrive back in Rel Mord hopefully in time to foil the assassination attempt. Only read the section appropriate to whether they made it back in time or not.

Encounter 16: Sat on a Wall

Finally the walls of Rel Mord lie before you, glistening wet from the rain even in the dim light. Things look peaceful and quiet in the ancient capital city, everyone seems to have taken shelter from the storm.

As you make your way through the main gates, past the guards and through the city streets to the temple of Heironeous the clatter of your own movement and pattering sounds of rain fills the air as if the entire city is holding its breath for what might happen next.

If the characters have arrived before the end of the last day of the festival week then go to Encounter 17a, and if they have arrived too late then read Encounter 17b.

Encounter 17a: Humpty Dumpty

You arrive at the gates of the temple and everything seems quiet and peaceful after the long festival. Your hurried entrance, as you drip water on the elaborate mosaic floors, is the only disturbance to the serenity of the scene. You begin looking for the Lord Inquisitor or someone else in authority but the entire council is in conference and the priests and guards have explicit orders to let none enter the private chambers under any circumstances except for members of the council and their personal guards.

The assumption is that the characters will have brought Propheus with them; if they did not then the GM will have to improvise. The guards may be willing to let Sephone pass but they will not allow anyone else to enter as they have given their sacred vow to the Glaive Valorous that they will guard the door and that none but the council members may pass. The council chambers are heavily warded against magic, and unauthorized entrance. Any characters attacking the guards of the temple will be subdued by the Herionians, arrested and put in jail.

As Propheus finally puts down his heavy burden and stands straight for the first time in a week he reassures you that he will take care of things from here and enters the private chambers alone.

After a short time the sound of raised voices echoes to your ears through the stone halls. This is quickly followed by the distinct sounds of combat and spell casting, but only for a few moments.

After what seems like a much longer time, the Lord Inquisitor appears from inside the private chambers. He appears to be slightly shaken by something, and motions for you to follow him into a side room.

"Well met, I see you made it back in time and it is very fortunate that you did so. As I'm sure you know now the servants of Hextor managed to impersonate one of our most trusted guards but thanks to Propheus' timely arrival we were forewarned. The assassin tried to murder the Glaive Valorous anyway but since her deception was revealed she was forced to try and do so in front of the entire council.

The Glaive was wounded anyway but we believe that he will recover. Who knows how things would have turned out though if you had not arrived when you did. The church of Heironeous owes you a great debt of gratitude for what you have done here and we never forget those who have done great favors for us. You are truly blessed by the Arch-Paladin."

The characters have successfully completed the module and should receive the Blessing of Heironeous, the favor

of the church, and the favor of Umberre but not the Blessing of Hextor.

Encounter 17b: Humpty Dumpty

You arrive at the gates of the temple and everything seems astir as if a pebble had been tossed into the quiet pool of the city. As you enter the temple, you get the impression of an anthill that has been disturbed by an unruly child. Priest and paladins stride through the halls in confusion as if trying to find the source danger. In the mild chaos, the Lord Inquisitor notices your arrival and comes over to speak with you.

"It seems that the Herald of Hell was successful in delaying you in your mission. Would that you had been able to arrive in time. Right after the council was ended and all were heading off on their own business, an assassin attacked the Glaive Valorous and gravely wounded him. In the confusion that followed the Assassin seems to have made good her escape as well.

We do not know if the Glaive will recover but it seems unlikely as there seems to have been poison or magic or both involved as well.

This is indeed a dark day for the followers of the Arch-Paladin and a foul blessing for those who follow Hextor. I hope that you may yet escape the fate that I foresaw for you should you fail, but I fear that it you will yet suffer at the hands of his followers."

The characters have failed in their quest and the will not receive the favor of the church, The Favor of Umberre, or the Blessing of Heironeous but instead receive the Blessing of Hextor.

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.

Each regular combat encounter (times 4)

Defeat or overcome creatures

APL 2	60 xp
APL 4	90 xp
APL 6	120 xp
APL 8	150 xp
APL 10	180 xp
APL 12	210 xp

Main combat encounter:

Defeat Philate and gang

APL 2	120 xp
APL 4	180 xp
APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp

Complete mission:

Return before the end of festival:

APL 2	60 xp
APL 4	90 xp
APL 6	120 xp
APL 8	150 xp
APL 10	180 xp
APL 12	210 xp

Role-playing award:

Optional role-playing awards:

APL 2	30 xp
APL 4	45 xp
APL 6	60 xp
APL 8	75 xp
APL 10	90 xp
APL 12	105 xp

Total possible experience

APL4	450 xp
APL6	675 xp
APL8	900 xp
APL8	1125 xp
APL10	1350 xp
APL12	1575 xp

Treasure Summary

The following list details the possible treasure from each encounter. It is divided by APL, so be sure to look at the appropriate value for your PCs. In some cases, the PCs may have needed to take specific actions to acquire the treasure, while in other cases, some of the items could have been used during the scenario (by the players or the NPCs). Take the total amount of treasure recovered, convert to the listed gold piece value (value listed is the correct resale value) and divide by the number of players present. Should only part of the available treasure from an encounter be collected, refer to the appropriate NPC description for further details.

If the characters returned to Rel Mord in time with Propheus and stopped the assassination attempt then they receive the Favor of the Church of Heironeous, The Favor of Umberre, and the Blessing of Heironious but not the Blessing of Hextor.

If the characters fail to stop the assassination attempt then they do not receive the Favor of the Church of Heironeous, The Favor of Umberre, and the Blessing of Heironious but do receive the Blessing of Hextor.

Reward:

Reward for attempting quest

APL 2	50 gp
APL 4	100 gp
APL 6	150 gp
APL 8	200 gp
APL 10	250 gp
APL 12	300 gp

Main Combat Encounter:

Equipment from Philate and gang

APL 2	350 gp
APL 4	500 gp
APL 6	650 gp
APL 8	1050 gp
APL 10	1850 gp
APL 12	2700 gp

Total possible Gold

APL2	450 gp
APL4	650 gp
APL6	900 gp
APL8	1300 gp
APL10	2300 gp
APL10	3300 gp

Appendix A: NPCs – All APLs

Diseus, Human, Clr3 (Pelor), LG

Description: An adult man of average height and slightly heavy, he looks to be of typical Flan mix with bronze skin black hair and brown eyes. Dressed in high quality chainmail and a nice heavy mace with a white tabard bearing the golden sun of Pelor.

Personality: Fairly meek and mild but very talkative, he will eagerly engage in conversation with anyone who is willing to talk with him (this trip is a bit of an adventure for him).

Important notes: It is important for the party to protect Diseus since he is the key to finding Sephone.

Combat: Diseus should be considered a non-combatant and he will actively avoid combat. He is a healer and a minister, not a fighter. He will cast what spells he can to aid and to heal where appropriate. He has the good and healing domains, and his spells are o- cure minor wounds, guidance, light, purify food & drink; 1st – bless, cure light wounds* x2, protection from evil; 2nd- aid, cure moderate wounds* x2 (*domain spells)

Motivation: Diseus is waxing nostalgic about his home temple and the recent news that it has been reopened is a wonderful excuse for a homecoming and he is very anxious about seeing his old home again. He is a bit unsure of traveling alone so he is very eager for traveling companions.

Goals: Diseus simply wants to go home again and see the sights, he is a healer and minister though so he will spend a lot of time talking to others and ministering to the common people.

Propheus, Human, Clr7 (Heironeous), LN

Description: A very tall, burly, and muscular middle aged man of Oeridian descent with olive skin, brown hair, and brown eyes. He is dressed in simple monks robes; although he has very high quality boots, and carries a large statue of Heironeous with him at all times.

Personality: A bit reclusive and melancholy mainly because of his regrets over his recent transgressions. He is normally an outgoing and boisterous man but the characters are unlikely to see this side of him unless someone takes the time to learn his story.

Important notes: Propheus will detect as faintly evil, if asked about it he will explain that he used to be an adventurer and that during that time he fell under a curse that he has never been able to lift. He is a member of the High Council of the church of Heironeous and is a slightly out of favor bishop from Almor, this makes him critical to finishing the adventure. He is at present an ex-cleric of Heironeous since he destroyed a holy statue of Heironeous at Wereville, his atonement is to commission a replacement statue and then carry it to Wereville on his back without any assistance and then return the broken statue to Rel Mord in the same fashion. He will refuse any help in carrying the statue or in any way lightening his burden because the difficulty of the journey is part of his atonement.

Knowledge religion DC 25 (DC 15 for followers of Heironeous) Bardic Knowledge DC 20: Although he has a seat on the high council of Heironeous and is a bishop in Almor, Propheus has never been the best follower of Heironeous. He is far too fond of drinking and partying to not stray from the path sometimes, but he is nonetheless a great warrior and a wise man who is an asset to the council.

Combat: Propheus should be considered a non-combatant and combat ineffective. He is heavily encumbered by the statue he carries on his back at all times, wears no armor, is carrying no weapons, and has no spells until he has completed his atonement. He will refuse any offers of armor and weapons since it requires all of his strength and concentration to carry his burden.

Motivation: At the moment he has only one motivation, completing his atonement to Heironeous for his transgressions. He of course wants to protect the church, uphold the law and help others but he must complete his journey and he realizes that it is important to finish it so that Heironeous will again bless him with spells and abilities to fight evil.

Goals: His only real goal at the moment is to complete his atonement; all other goals should be secondary at best.

Philate Yorri Blackshoe Twiddlebottom

Dandelion Gaster, Gnome, Brd, AL NE

Description: He is a very average looking gnome quickly approaching middle age with tan skin, blonde hair, blue eyes, and a well trimmed goatee. He dresses in very serviceable clothing but he nonetheless looks impeccably dressed.

Personality: He has a quick smile and clever wit about him and always seems at ease in any situation, except in combat where he seems to fall apart. He is the consummate bard and is always playing his flute, humming, and/or composing some bit of a new song.

Important notes: Philate will of course detect as faintly evil, if questioned he will explain that he grew up in Almor and that ever since a foolish adventure into the outskirts of Chathold with some friends as a youth he has detected as such. This is not a lie since it is essentially the truth, and he does not consider himself evil (merely a bit morally flexible and looking out for himself). He also carries a letter from Bernar in a secret pocket (player handout #3).

Combat: He will try to help out in any combat, but will be quite inept until he turns on the party (intentionally missing targets, failing spells and the like). The most help that he will ever be is to possibly use inspire courage (after a round of dropping his flute, fumbling with his fingering, or just plain stuttering). See Appendix C for stat blocks, and remember he has a huge bluff skill.

Motivation: Philate has been paid by Bernar (and paid well) to stop the characters from returning to Rel Mord before the end of the festival (Philate and his group specializes in blackmail and kidnapping). He will try to accomplish the goal in the easiest way possible since he gets the same money in any event as long as the characters fail to return. He will not kill characters if at all possible since he has no desire to be wanted for murder. Above all he is always looking out for number one however; himself.

Goals: His only real goal is to stop the characters from returning to Rel Mord before the end of the festival week. He will not cross Bernar because he knows how powerful he has become and how powerful those who he serves are (plus he takes perverse pleasure in his work).

Sephone, Human, Pal 6, LG

Description: Looking much like an amazon warrior, Sephone is young strong and able, she is of mixed blood with tan skin, sandy blonde hair, and green eyes. The party finds her dressed only in the

padding of her armor with a collar around her neck and she is dirty and pale.

Personality: Really the quintessential paladin she is direct and unflinching in everything.

Important notes: Sephone is wearing the collar of Hextor; a steel collar that is locked on with a good lock (DC 30 open lock), breaking the collar off without severely injuring Sephone would be very difficult. The collar acts as an Amulet of Proof Against Detection and Location (DMG) but also has other effects that are not apparent (detect magic reveals moderate abjuration and illusion, see the Magic Item Appendix for more information). In addition she is exhausted from her imprisonment and other magical effects, only healing rest and recovery will remedy this. She is also under the effects of a geas spell to stay in the temple of Pelor in Wereville. All of this makes Sephone a poor choice of traveling companion; although she will accompany the characters if they insist.

Combat: She should be considered combat ineffective; the exhaustion, lack of armor, lack of weapons, and the other spells and affects she is under will make her a less than capable fighter in most situations.

Motivation: She desperately wants to find out what is happening, who has replaced her, and what is going on back in Rel Mord but she is realistically incapable of doing much and she realizes that.

Goals: She wishes to ensure that someone makes it back to Rel Mord in time to warn the council, but she also knows that none of the characters will be allowed to disturb the council while they are in session.

Appendix B: Regular Combat Encounters – All APLs

Six encounters are listed here but only **four** should be used during the module (in addition to the Main combat encounter in Appendix C). The GM should choose which encounters they wish to use and then find a time during the module to use them. These encounters should be kept as short as possible to keep the module from going over time.

Reptilian Encounter

APL 2 (EL2):

🐉 **Kobold (8)**: hp 3, 5, 6, 3, 5, 7, 6, 3; see Monster Manual

APL 4 (EL 4):

🐉 **Lizardfolk (4)**: hp 10, 15, 14, 9; see Monster Manual

APL 6 (EL 6):

🐉 **Troglodytes (8)**: hp 15, 11, 14, 14, 11, 14, 11, 17; see Monster Manual

APL 8 (EL 8):

🐉 **Troglodytes (8)**: hp 15, 11, 14, 14, 11, 14, 11, 17

🐉 **Monitor Lizard (4)**: hp 25, 26, 21, 26; see Monster Manual

APL 10 (EL 10):

🐉 **Lizardfolk Barbarians (8)**: hp 55, 52, 53, 51, 54, 50, 53, 49;

Lizardfolk Bbn 3; CR 4; Medium Humanoid (Reptilian); HD 2d8+6 + 3d12+9 + 3; hp (see above); Init +2; Spd 40 ft.; AC 19, touch 12, flat-footed 17; Base Atk +4; Grp +8; Full Atk +9 melee (1d6+4, masterwork club) and +3 melee (1d4+2, bite) or +6 ranged (1d6+4, javelin); SQ Hold Breath, Fast Movement, Illiteracy, Rage 1/day, Uncanny Dodge, Trap Sense +1; AL N; SV Fort +6, Ref +6, Will +1; Str 18, Dex 14, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +7, Climb +5, Jump +14, Listen +3, Survival +2, Swim +7; Power Attack, Toughness

Rage: While raging (lasts 8 rounds), adjust statistics as follows: hp +10; AC 17, touch 10, flat-footed 15; Grp +10; Full Atk +11 melee (1d6+6, masterwork club) and +5 melee (1d4+3, bite) or +6 ranged (1d6+6, javelin); SV Fort +8, Will +3; Str 22, Con 20; Climb +7, Jump +16, Swim +9.

APL 12 (EL 12):

🐉 **Dark Naga (4)**: hp 60, 56, 57, 59; see Monster Manual

NOTES: None of these creatures is terribly interested in laying down their lives; they are just looking for easy prey. They will probably choose to retreat if things

start going badly. The GM should look at Naga tactics and spells if they intend to use those creatures.

Goblinoid Encounter

APL 2 (EL2)

🐉 **Goblins (6)**: hp 9, 4, 7, 8, 9, 3; see Monster Manual

APL 4 (EL 4)

🐉 **Hobgoblin (8)**: hp 4, 7, 8, 4, 9, 5, 10, 6; see Monster Manual

APL 6 (EL 6)

🐉 **Bugbear (4)**: hp 19, 13, 14, 19; see Monster Manual

APL 8 (EL 8)

🐉 **Bugbear (8)**: hp 19, 13, 14, 19, 13, 19, 15, 16; see Monster Manual

APL 10 (EL 10)

🐉 **Ettin (4)**: hp 61, 61, 66, 66; see Monster Manual

APL 12 (EL 12)

🐉 **Ogre Mage (2)**: hp 35, 39

🐉 **Ogre (6)**: hp 32, 26, 27, 32, 27, 29; see Monster Manual

NOTES: None of these creatures is terribly interested in laying down their lives; they are just looking for easy prey. They will probably choose to retreat if things start going badly.

Wolf Encounter

APL 2 (EL2)

🐾 **Wolf (2)**: hp 16, 12; see Monster Manual

APL 4 (EL 4)

🐾 **Wolf (4)**: hp 16, 12, 16, 10; see Monster Manual

APL 6 (EL 6)

🐾 **Wolf (8)**: hp 16, 12, 16, 10, 16, 11, 17, 14; see Monster Manual

APL 8 (EL 8)

🐾 **Worg (8)**: hp 33, 27, 27, 28, 33, 28, 29, 30; see Monster Manual

APL 10 (EL 10)

🐾 **Dire Wolf (10):** hp 43, 45, 42, 44, 48, 45, 45, 45, 48, 45; see Monster Manual

APL 12 (EL 12)

🐾 **Winter Wolf (10):** hp 54, 51, 52, 50, 53, 49, 52, 52, 48, 51; see Monster Manual

NOTES: None of these creatures is terribly interested in laying down their lives; they are just looking for easy prey. They will probably choose to retreat if things start going badly.

Lycanthrope Encounter

APL 2 (EL2)

🐾 **Wererat (1):** hp 13; see Monster Manual

APL 4 (EL 4)

🐾 **Wereboar (1):** hp 32; see Monster Manual

APL 6 (EL 6)

🐾 **Werewolf (3):** hp 18, 23, 20; see Monster Manual

APL 8 (EL 8)

🐾 **Weretiger (3):** hp 50, 51, 48; see Monster Manual

APL 10 (EL 10)

🐾 **Weretiger (5):** hp 50, 51, 48, 48, 53; see Monster Manual

APL 12 (EL 11)

🐾 **Hill Giant Dire Wereboar (1):** hp 200; see Monster Manual

NOTES: All of these creatures are newly infected (afflicted) and are half-mad from the process, thus all the lycanthropes will aggressively attack the party in their rage and will stay in their animal form. It is important to note that there is a high probability that the moon is full and that if any characters are infected they must be cured very quickly. If none of the party has any fresh belladonna (wolfsbane) or another way to cure the infection then the party must lose a half-day getting a cure; although it is assumed that they can find an herbalist or healer to cure the infection in time.

Air Elemental Encounter

APL 2 (EL1):

🐾 **Air Elemental, Small (1):** hp 10; see Monster Manual

APL 4 (EL 3):

🐾 **Air Elemental, Medium (1):** hp 28; see Monster Manual

APL 6 (EL 5):

🐾 **Air Elemental, Large (1):** hp 60; see Monster Manual

APL 8 (EL 7)

🐾 **Air Elemental, Huge (1):** hp 140; see Monster Manual

APL 10 (EL 9)

🐾 **Air Elemental, Greater (1):** hp 182; see Monster Manual

APL 12 (EL 11)

🐾 **Air Elemental, Elder (1):** hp 204; see Monster Manual

NOTES: These creatures will likely fight to the death since death will only return them to their native plane.

Hydra Encounter

APL 2 (EL2)

🐾 **Hippogriff (1):** hp 24; see Monster Manual

APL 4 (EL 4)

🐾 **Minotaur (1):** hp 40; see Monster Manual

APL 6 (EL 5)

🐾 **Six-Headed Hydra (1):** hp 66; see Monster Manual

APL 8 (EL 7)

🐾 **Eight-Headed Hydra (1):** hp 87; see Monster Manual

APL 10 (EL 9)

🐾 **Ten-Headed Hydra (1):** hp 108; see Monster Manual

APL 12 (EL 11)

🐾 **Twelve-Headed Hydra (1):** hp 129; see Monster Manual

NOTES: This is probably the toughest of the regular encounters and should not be used against underpowered parties. They are likely to fight to the death since they are unlikely to be able to flee.

Appendix C: Main Combat – All APLs

This encounter should take place in addition to the regular combat encounters included in Appendix B

Notes: Philate and his gang can wait and plan exactly when to attack and/or ambush the party because he is using message, whispering wind, animal messenger and his ability to talk with burrowing animals to keep in touch with his brother Phollux. Remember that it is never their intention to kill, only to stop the party, none of them desires to be wanted for murder. The gnome brothers will also surrender or flee if things start going badly against them, they are always looking out for themselves first and foremost.

General Tactics: Philate will always start off using Enthrall or similar spells and his bardic fascinate ability to distract/disable the party while the rest of the group closes, then he will use his whip to disarm and his other spells to hinder the party. His brother Phollux will use his bow to good effect and will avoid getting too close. The thugs will close with intent to subdue and distract, mainly concentrating spell casters.

APL 2

Tactics: Philate will start by using a disguised enthrall to immobilize as many characters as possible, and then use fascinate to ensnare any who made their save then probably use inspire courage on his allies. The thugs will close and subdue while Phollux uses his bow to pick off likely targets.

Philate, Male Gnome Brd 4; Small Humanoid (Gnome); HD 4d6+4; hp 22; Init +2; Spd 20 ft.; AC 17, touch 13, flat-footed 15; Base Atk +3; Grp -1; Atk +7 melee (+9 disarm) (1d2, masterwork whip) or +6 melee (1d4/18-20, rapier or 1d3/19-20, dagger); Space/Reach 5 ft./5 ft. (15 ft. with whip); SQ Gnome traits, spell-like abilities (1/day – *Speak with animals* (burrowing mammals only), *dancing lights*, *ghost sound*, *prestidigitation*), Bardic knowledge +5, Bardic music 4/day (countersong, *fascinate*, inspire courage +1, inspire competence); AL NE; SV Fort +2, Ref +6, Will +4; Str 10, Dex 14, Con 12, Int 13, Wis 10, Cha 17.

Skills and Feats: Bluff +10, Concentration +8, Craft (alchemy) +3, Diplomacy +9, Disguise +7, Escape Artist +8, Gather Information +6, Hide +5, Listen +2, Perform (wind instruments) +12, Sense Motive +4, Sleight of Hand +6, Speak Language 3 (Gnome, Common, Elf, Draconic, Orc, Goblin); Combat Expertise, Weapon Finesse.

Bard Spells Known (3/3/1; save DC 13 + spell level): 0–*daze*, *detect magic*, *light*, *mage hand*, *message*, *read magic*; 1st–*charm person*, *grease*, *Tasha's hideous laughter*; 2nd–*enthrall*, *whispering wind*.

Possessions: 2 masterwork whips, rapier, dagger, masterwork chain shirt, Flute of Deception.

Phollux, Male Gnome Rgr 2; Small Humanoid (Gnome); HD 2d8+4; hp 17; Init +3; Spd 20 ft.; AC 18, touch 14, flat-footed 15; Base Atk +2; Grp -1; Atk +7 ranged (1d6+2/x3, +1 composite longbow (+1 Str bonus)) or +4 melee (1d4+1/18-20, rapier or 1d4+1, sap or 1d4+1/19-20, short sword); Full Atk +5/+5 ranged (1d6+2/x3, +1 composite longbow (+1 Str bonus)); SQ Gnome traits, spell-like ability (1/day – *Speak with animals* (burrowing mammals only)), favored enemy (elves +2), wild empathy; AL NE; SV Fort +5, Ref +6, Will +1; Str 12, Dex 16, Con 14, Int 12, Wis 12, Cha 8.

Skills and Feats: Craft (alchemy) +3, Hide +11, Knowledge (nature) +8, Listen +8, Move Silently +7, Ride +8, Spot +6, Survival +6; Point Blank Shot, Rapid Shot, Track.

Possessions: +1 composite longbow (+1 Str bonus), rapier, sap, short sword, masterwork chain shirt.

Thugs (2), Male Half-orc War 2; Medium Humanoid (Orc); HD 2d8+7; hp 20; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +2; Grp +6; Atk +7 melee (1d6+4, masterwork sap) or +6 melee (1d8+4, battleaxe or 1d4+4, dagger); SQ Half-orc traits; AL CN; SV Fort +5, Ref +1, Will +0; Str 18, Dex 12, Con 14, Int 6, Wis 10, Cha 6.

Skills and Feats: Climb -2, Jump -1; Toughness.

Possessions: masterwork sap, battleaxe, dagger, banded mail, heavy steel shield.

APL 4

Tactics: Philate will start by using a disguised enthrall to immobilize as many characters as possible, and use fascinate to ensnare any who made their save then probably use inspire courage on his allies. Phollux may use his entangle spell if appropriate otherwise he will use his bow to pick off likely targets. The thugs will close and subdue; one of the thugs has a shield of blinding and will use it to try and disable as many opponents as possible.

Philate, Male Gnome Brd 6; Small Humanoid (Gnome); HD 6d6+6; hp 32; Init +2; Spd 20 ft.; AC 19, touch 13, flat-footed 17; Base Atk +4; Grp +0; Atk +8 melee (+14 disarm) (1d2, masterwork whip) or +7 melee (1d4/18-20, rapier or 1d3/19-20, dagger); Space/Reach 5 ft./5 ft. (15 ft. with whip); SQ Gnome traits, spell-like abilities (1/day – *Speak with animals* (burrowing mammals only), *dancing lights*, *ghost sound*, *prestidigitation*), Bardic knowledge +7, Bardic music 6/day (countersong, *fascinate*, inspire courage +1, inspire competence, *suggestion* (DC 16)); AL NE; SV Fort +3, Ref +7, Will +5; Str 10, Dex 14, Con 12, Int 13, Wis 10, Cha 17.

Skills and Feats: Bluff +12, Concentration +10, Craft (alchemy) +3, Diplomacy +10, Disguise +8, Escape Artist +10, Gather Information +7, Hide +5, Listen +2, Perform (wind instruments) +14, Sense Motive +5, Sleight of Hand +7, Speak Language 4 (Gnome, Common, Elf, Draconic, Orc, Goblin, Dwarven); Combat Expertise, Improved Disarm, Weapon Finesse.

Bard Spells Known (3/4/3; save DC 13 + spell level): 0–*daze*, *detect magic*, *light*, *mage hand*, *message*, *read magic*; 1st–*charm person*, *disguise self*, *grease*, *Tasha's hideous laughter*; 2nd–*enthrall*, *hold person*, *whispering wind*.

Possessions: 2 masterwork whips, rapier, dagger, +1 chain shirt, amulet of natural armor +1, Flute of Deception.

Phollux, Male Gnome Rgr 4; Small Humanoid (Gnome); HD 4d8+8; hp 31; Init +3; Spd 20 ft.; AC 18, touch 14, flat-footed 15; Base Atk +4; Grp +1; Atk +9 ranged (1d6+2/x3, +1 composite longbow (+1 Str bonus)) or +6 melee (1d4+1/18-20, rapier or 1d4+1, sap or 1d4+1/19-20, short sword); Full Atk +7/+7 ranged (1d6+2/x3, +1 composite longbow (+1 Str bonus)); SQ Gnome traits, spell-like ability (1/day – *Speak with animals* (burrowing mammals only)), favored enemy (elves +2), wild empathy, animal companion; AL NE; SV Fort +6, Ref +7, Will +2; Str 12, Dex 17, Con 14, Int 12, Wis 12, Cha 8.

Skills and Feats: Craft (alchemy) +3, Hide +13, Knowledge (nature) +10, Listen +10, Move Silently +9, Ride +10, Spot +8, Survival +8; Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Animal companion: Phollux's badger animal companion does not engage in combat. Instead, it acts as a messenger between Phollux and Philate.

Ranger Spells Prepared (1; save DC 12); 1st–*entangle*.

Possessions: +1 composite longbow (+1 Str bonus), rapier, sap, short sword, masterwork chain shirt.

Thugs (2), Male Half-orc War 4; Medium Humanoid (Orc); HD 4d8+11, hp 34; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19; Base Atk +4; Grp +8; Atk +9 melee (1d6+4, masterwork sap) or +8 melee (1d8+4, battleaxe or 1d4+4, dagger); SQ Half-orc traits; AL CN; SV Fort +6, Ref +2, Will +1; Str 19, Dex 12, Con 14, Int 6, Wis 10, Cha 6.

Skills and Feats: Climb +0, Jump +1; Power Attack, Toughness.

Possessions: masterwork sap, battleaxe, dagger, banded mail, +1 blinding heavy steel shield.

APL 6

Tactics: Philate will start by using a disguised enthrall to immobilize as many characters as possible, and then use fascinate to ensnare any who made their save then cast silence on a willing thug who will close with enemy spell casters and use probably inspire courage on his allies. Phollux may use his entangle spell if appropriate otherwise he will use his bow to pick off likely targets. The thugs will close and subdue; one of the thugs has a shield of blinding and will use it to try and disable as many opponents as possible and one of the thugs will likely have silence cast on him and he will try to interfere with enemy spell casters.

Philate, Male Gnome Brd 8; Small Humanoid (Gnome); HD 8d6+8; hp 42; Init +2; Spd 20 ft.; AC 19, touch 13, flat-footed 17; Base Atk +6; Grp +2; Full Atk +10/+5 melee (+16/+11 disarm) (1d2, masterwork whip) or +9/+4 melee (1d4/18-20, rapier or 1d3/19-20, dagger); Space/Reach 5 ft./5 ft. (15 ft. with whip); SQ Gnome traits, spell-like abilities (1/day – *speak with animals* (burrowing mammals only), *dancing lights*, *ghost sound*, *prestidigitation*), Bardic knowledge +9, Bardic music 8/day (countersong, *fascinate*, inspire courage +2, inspire competence, *suggestion* (DC 19)); AL NE; SV Fort +3, Ref +8, Will +6; Str 10, Dex 14, Con 12, Int 13, Wis 10, Cha 20.

Skills and Feats: Bluff +15, Concentration +12, Craft (alchemy) +3, Diplomacy +12, Disguise +11, Escape Artist +12, Gather Information +10, Hide +5, Listen +2, Perform (wind instruments) +18, Sense Motive +6, Sleight of Hand +8, Speak Language 5 (Gnome, Common, Elf, Draconic, Orc, Goblin, Dwarven, Halfling); Combat Expertise, Improved Disarm, Weapon Finesse.

Bard Spells Known (3/5/4/2; save DC 15 + spell level): 0—*daze*, *detect magic*, *light*, *mage hand*, *message*, *read magic*; 1st—*charm person*, *disguise self*, *grease*, *Tasha's hideous laughter*; 2nd—*enthrall*, *hold person*, *silence*, *whispering wind*; 3rd—*confusion*, *crushing despair*, *slow*.

Possessions: 2 masterwork whips, rapier, dagger, +1 chain shirt, amulet of natural armor +1, cloak of charisma +2, Flute of Deception.

Phollux, Male Gnome Rgr 6; Small Humanoid (Gnome); HD 6d8+12; hp 45; Init +7; Spd 20 ft.; AC 18, touch 14, flat-footed 15; Base Atk +6; Grp +3; Full Atk +11/+6 or +9/+9/+4 ranged (1d6+2/x3, +1 merciful composite longbow (+1 Str bonus)) or +8/+3 melee (1d4+1/18-20, rapier or 1d4+1, sap or 1d4+1/19-20, short sword); SQ Gnome traits, spell-like ability (1/day – *speak with animals* (burrowing mammals only)), favored enemies (elves +4, humans +2), wild empathy, animal companion; AL NE; SV Fort +7, Ref +8, Will +3; Str 12, Dex 17, Con 14, Int 12, Wis 12, Cha 8.

Skills and Feats: Craft (alchemy) +3, Hide +15, Knowledge (nature) +12, Listen +12, Move Silently

+11, Ride +12, Spot +10, Survival +10; Endurance, Improved Initiative, Point Blank Shot, Manyshot, Precise Shot, Rapid Shot, Track.

Animal companion: Phollux's badger animal companion does not engage in combat. Instead, it acts as a messenger between Phollux and Philate.

Ranger Spells Prepared (2; save DC 12); 1st—*animal messenger*, *entangle*.

Possessions: +1 merciful composite longbow (+1 Str bonus), rapier, sap, short sword, masterwork chain shirt.

Thugs (2), Male Half-orc War 6; Medium Humanoid (Orc); HD 6d8+15, hp 48; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +6; Grp +10; Full Atk +11/+6 melee (1d6+4, masterwork sap) or +10/+5 melee (1d8+4, battleaxe or 1d4+4, dagger); SQ Half-orc traits; AL CN; SV Fort +7, Ref +3, Will +2; Str 19, Dex 12, Con 14, Int 6, Wis 10, Cha 6.

Skills and Feats: Climb +2, Jump +3; Cleave, Power Attack, Toughness.

Possessions: masterwork sap, battleaxe, dagger, +1 banded mail, +1 blinding heavy steel shield.

APL 8

Tactics: Philate will start by using Rainbow Pattern to immobilize as many characters as possible, and if he wins initiative he will then use fascinate to ensnare any who made their save then cast silence on a willing thug who will close with enemy spell casters and probably use inspire courage on his allies. Phollux may use his entangle spell if appropriate otherwise he will use his bow to pick off likely targets. The thugs will close and subdue; one of the thugs has a shield of blinding and will use it to try and disable as many opponents as possible and one of the thugs will likely have silence cast on him and he will try to interfere with enemy spell casters.

Philate, Male Gnome Brd 10; Small Humanoid (Gnome); HD 10d6+10; hp 55; Init +2; Spd 20 ft.; AC 21, touch 14, flat-footed 19; Base Atk +7; Grp +3; Full Atk +11/+6 melee (+17/+12 disarm) (1d2, masterwork whip) or +10/+5 melee (1d4/18-20, rapier or 1d3/19-20, dagger); Space/Reach 5 ft./5 ft. (15 ft. with whip); SQ Gnome traits, spell-like abilities (1/day – *Speak with animals* (burrowing mammals only), *dancing lights*, *ghost sound*, *prestidigitation*), Bardic knowledge +11, Bardic music 10/day (countersong, *fascinate*, inspire courage +2, inspire competence, *suggestion* (DC 21), inspire greatness); AL NE; SV Fort +4, Ref +9, Will +7; Str 10, Dex 14, Con 12, Int 13, Wis 10, Cha 20.

Skills and Feats: Bluff +18, Concentration +14, Craft (alchemy) +3, Diplomacy +14, Disguise +12, Escape Artist +14, Gather Information +11, Hide +5, Listen +2, Perform (wind instruments) +20, Sense Motive +7, Sleight of Hand +9, Speak Language 6 (Gnome, Common, Elf, Draconic, Orc, Goblin, Dwarven, Halfling, Sylvan); Combat Expertise, Improved Disarm, Spell Focus (enchantment), Weapon Finesse.

Bard Spells Known (3/5/4/2; save DC 15 + spell level): 0–*daze**, *detect magic*, *light*, *mage hand*, *message*, *read magic*; 1st–*charm person**, *disguise self**, *grease*, *Tasha's hideous laughter**; 2nd–*enthrall**, *hold person**, *silence*, *whispering wind*; 3rd–*blink*, *confusion**, *crushing despair**, *slow*; 4th–*dominate person**, *rainbow pattern**.

*save DC 16 + spell level for enchantments or illusions

Possessions: 2 masterwork whips, rapier, dagger, +1 chain shirt, amulet of natural armor +2, ring of protection +1, cloak of charisma +2, Flute of Deception.

Phollux, Male Gnome Rgr 8; Small Humanoid (Gnome); HD 8d8+16; hp 64; Init +8; Spd 20 ft.; AC 19, touch 15, flat-footed 15; Base Atk +8; Grp +5; Full Atk +14/+9 or +12/+12/+7 ranged (1d6+2/x3, +1 merciful composite longbow (+1 Str bonus)) or +10/+5 melee (1d4+1/18-20, rapier or 1d4+1, sap or 1d4+1/19-20, short sword); SQ Gnome traits, spell-like ability (1/day – *Speak with animals* (burrowing mammals only)), favored enemies (elves +4, humans +2), wild empathy,

animal companion, woodland stride, swift tracker; AL NE; SV Fort +8, Ref +10, Will +3; Str 12, Dex 18, Con 14, Int 12, Wis 12, Cha 8.

Skills and Feats: Craft (alchemy) +3, Hide +18, Knowledge (nature) +14, Listen +14, Move Silently +14, Ride +15, Spot +12, Survival +12, Endurance, Improved Initiative, Point Blank Shot, Manyshot, Precise Shot, Rapid Shot, Track.

Animal companion: Phollux's badger animal companion does not engage in combat. Instead, it acts as a messenger between Phollux and Philate.

Ranger Spells Prepared (2; save DC 12); 1st–*animal messenger*, *entangle*.

Possessions: +1 merciful composite longbow (+1 Str bonus), rapier, sap, short sword, masterwork chain shirt.

Thugs (2), Male Half-orc War 8; Medium Humanoid (Orc); HD 8d8+19, hp 62; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +8; Grp +13; Full Atk +14/+9 melee (1d6+6, +1 sap) or +13/+8 melee (1d8+5, battleaxe or 1d4+5, dagger); SQ Half-orc traits; AL NE; SV Fort +8, Ref +3, Will +2; Str 20, Dex 12, Con 14, Int 6, Wis 10, Cha 6.

Skills and Feats: Climb +4, Jump +5; Cleave, Power Attack, Toughness.

Possessions: +1 sap, battleaxe, dagger, +1 banded mail, +1 blinding heavy steel shield.

APL 10

Tactics: Philate will start by using Rainbow Pattern to immobilize as many characters as possible, and if he wins initiative he will then use fascinate to ensnare any who made their save then cast silence on a willing thug who will close with enemy spell casters and probably use inspire courage on his allies. Phollux will already have cast his barkskin and may use his entangle spell if appropriate otherwise he will use his bow to pick off likely targets. The thugs will close and subdue; one of the thugs has a shield of blinding and will use it to try and disable as many opponents as possible (targeting spell casters first) and one of the thugs will likely have silence cast on him and he will try to interfere with enemy spell casters.

Philate, Male Gnome Brd 12; Small Humanoid (Gnome); HD 12d6+12; hp 63; Init +6; Spd 20 ft.; AC 22, touch 15, flat-footed 20; Base Atk +9; Grp +5; Full Atk +13/+8 melee (+19/+14 disarm) (1d2, masterwork whip) or +12/+7 melee (1d4/18-20, rapier or 1d3/19-20, dagger); Space/Reach 5 ft./5 ft. (15 ft. with whip); SQ Gnome traits, spell-like abilities (1/day – *speaking with animals* (burrowing mammals only), *dancing lights*, *ghost sound*, *prestidigitation*), Bardic knowledge +13, Bardic music 12/day (countersong, *fascinate*, inspire courage +2, inspire competence, *suggestion* (DC 22), inspire greatness, *song of freedom*); AL NE; SV Fort +5, Ref +10, Will +8; Str 10, Dex 14, Con 12, Int 13, Wis 10, Cha 21.

Skills and Feats: Bluff +20, Concentration +16, Craft (alchemy) +3, Diplomacy +15, Disguise +13, Escape Artist +16, Gather Information +12, Hide +5, Listen +2, Perform (wind instruments) +22, Sense Motive +8, Sleight of Hand +10, Speak Language 7 (Gnome, Common, Elf, Draconic, Orc, Goblin, Dwarven, Halfling, Sylvan, Infernal); Combat Expertise, Improved Disarm, Improved Initiative, Spell Focus (enchantment), Weapon Finesse.

Bard Spells Known (3/5/4/4/3; save DC 15 + spell level): 0–*daze**, *detect magic*, *light*, *mage hand*, *message*, *read magic*; 1st–*charm person**, *disguise self**, *grease*, *Tasha's hideous laughter**; 2nd–*enthrall**, *hold person**, *silence*, *whispering wind*; 3rd–*blink*, *confusion**, *crushing despair**, *slow*; 4th–*dominate person**, *rainbow pattern**, *shout*.

*save DC 16 + spell level for enchantments or illusions

Possessions: 2 masterwork whips, rapier, dagger, +1 chain shirt, amulet of natural armor +2, ring of protection +2, cloak of charisma +2, Flute of Deception.

Phollux, Male Gnome Rgr 10; Small Humanoid (Gnome); HD 10d8+20; hp 73; Init +8; Spd 20 ft.; AC 22, touch 15, flat-footed 18; Base Atk +10; Grp +7; Full Atk +17/+17/+12 ranged (1d6+2/x3, +1 merciful composite longbow (+1 Str bonus)) or +12/+7 melee (1d4+1/18-20, rapier or 1d4+1, sap or 1d4+1/19-20, short sword); SQ Gnome traits, spell-like ability (1/day

– *speaking with animals* (burrowing mammals only)), favored enemies (elves +4, humans +4, orcs +2), wild empathy, animal companion, woodland stride, swift tracker, evasion; AL NE; SV Fort +9, Ref +12, Will +4; Str 12, Dex 20, Con 14, Int 12, Wis 12, Cha 8.

Skills and Feats: Craft (alchemy) +3, Hide +21, Knowledge (nature) +16, Listen +16, Move Silently +17, Ride +18, Spot +14, Survival +14, Endurance, Improved Initiative, Improved Rapid Shot, Point Blank Shot, Manyshot, Precise Shot, Rapid Shot, Track.

Animal companion: Phollux's badger animal companion does not engage in combat. Instead, it acts as a messenger between Phollux and Philate.

Ranger Spells Prepared (2/1; save DC 12 + spell level); 1st–*animal messenger*, *entangle*; 2nd–*barkskin* (pre-cast, reflected in above statistics).

Possessions: +1 merciful composite longbow (+1 Str bonus), rapier, sap, short sword, +1 chain shirt, gloves of dexterity +2.

Thugs (2), Male Half-orc War 10; Medium Humanoid (Orc); HD 10d8+23, hp 76; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +10; Grp +15; Full Atk +16/+11 melee (1d6+6, +1 merciful sap) or +15/+10 melee (1d8+5, battleaxe or 1d4+5, dagger); SQ Half-orc traits; AL NE; SV Fort +9, Ref +4, Will +3; Str 20, Dex 12, Con 14, Int 6, Wis 10, Cha 6.

Skills and Feats: Climb +5, Jump +6; Cleave, Power Attack, Toughness, Weapon Focus (sap).

Possessions: +1 merciful sap, battleaxe, dagger, +1 banded mail, +1 blinding heavy steel shield.

APL 12

Tactics: Philate will start by using Mass Suggestion to immobilize as many characters as possible, and if he wins initiative he will then use fascinate to ensnare any who made their save then cast silence on a willing thug who will close with enemy spell casters and probably use inspire courage on his allies. Phollux will already have cast his barkskin and may use his entangle spell if appropriate otherwise he will use his bow to pick off likely targets. The thugs will close and subdue; one of the thugs has a shield of blinding and will use it to try and disable as many opponents as possible (targeting spell casters first) and one of the thugs will likely have silence cast on him and he will try to interfere with enemy spell casters.

Philate, Male Gnome Brd 14; Small Humanoid (Gnome); HD 14d6+14; hp 69; Init +6; Spd 20 ft.; AC 22, touch 15, flat-footed 20; Base Atk +10; Grp +6; Full Atk +14/+9 melee (+20/+15 disarm) (1d2, masterwork whip) or +13/+8 melee (1d4/18-20, rapier or 1d3/19-20, dagger); Space/Reach 5 ft./5 ft. (15 ft. with whip); SQ Gnome traits, spell-like abilities (1/day – *Speak with animals* (burrowing mammals only), *dancing lights*, *ghost sound*, *prestidigitation*), Bardic knowledge +15, Bardic music 14/day (countersong, *fascinate*, inspire courage +3, inspire competence, *suggestion* (DC 25), inspire greatness, *song of freedom*); AL NE; SV Fort +5, Ref +11, Will +9; Str 10, Dex 14, Con 12, Int 13, Wis 10, Cha 23.

Skills and Feats: Bluff +22, Concentration +18, Craft (alchemy) +3, Diplomacy +16, Disguise +15, Escape Artist +18, Gather Information +14, Hide +5, Listen +2, Perform (wind instruments) +25, Sense Motive +9, Sleight of Hand +11, Speak Language 8 (Gnome, Common, Elf, Draconic, Orc, Goblin, Dwarven, Halfling, Sylvan, Infernal, Abyssal); Combat Expertise, Improved Disarm, Improved Initiative, Spell Focus (enchantment), Weapon Finesse.

Bard Spells Known (3/5/5/4/4/2; save DC 16 + spell level): 0—*daze**, *detect magic*, *light*, *mage hand*, *message*, *read magic*; 1st—*charm person**, *disguise self**, *grease*, *Tasha's hideous laughter**; 2nd—*enthrall**, *hold person**, *silence*, *whispering wind*; 3rd—*blink*, *confusion**, *crushing despair**, *slow*; 4th—*dimension door*, *dominate person**, *rainbow pattern**, *shout*. 5th—*mass suggestion**, *mislead**, *song of discord**

*save DC 17 + spell level for enchantments or illusions

Possessions: 2 masterwork whips, rapier, dagger, +1 chain shirt, amulet of natural armor +2, ring of protection +2, cloak of charisma +4, Flute of Deception.

Phollux, Male Gnome Rgr 12; Small Humanoid (Gnome); HD 12d8+24; hp 86; Init +7; Spd 20 ft.; AC 25, touch 16, flat-footed 21; Base Atk +12; Grp +9; Full Atk +19/+19/+14/+9 ranged (1d6+2/x3, +1 merciful composite longbow (+1 Str bonus)) or +14/+9/+4 melee

(1d4+1/18-20, rapier or 1d4+1, sap or 1d4+1/19-20, short sword); SQ Gnome traits, spell-like ability (1/day – *Speak with animals* (burrowing mammals only)), favored enemies (elves +4, humans +4, orcs +2), wild empathy, animal companion, woodland stride, swift tracker, evasion; AL NE; SV Fort +10, Ref +13, Will +5; Str 12, Dex 21, Con 14, Int 12, Wis 12, Cha 8.

Skills and Feats: Craft (alchemy) +3, Hide +23, Knowledge (nature) +18, Listen +18, Move Silently +19, Ride +20, Spot +16, Survival +16, Endurance, Improved Initiative, Improved Rapid Shot, Point Blank Shot, Manyshot, Precise Shot, Ranged Disarm (composite longbow), Rapid Shot, Track.

Animal companion: Phollux's badger animal companion does not engage in combat. Instead, it acts as a messenger between Phollux and Philate.

Ranger Spells Prepared (2/1; save DC 12 + spell level): 1st—*animal messenger*, *entangle*; 2nd—~~*barkskin*~~ (pre-cast, reflected in above statistics).

Possessions: +1 merciful composite longbow (+1 Str bonus), rapier, sap, short sword, +2 chain shirt, ring of protection +1, gloves of dexterity +2.

Thugs (2), Male Half-orc War 12; Medium Humanoid (Orc); HD 12d8+27; hp 90; Init +1; Spd 20 ft.; AC 23, touch 11, flat-footed 22; Base Atk +12; Grp +17; Full Atk +18/+13/+8 melee (1d6+6/19-20, +1 merciful sap) or +17/+12/+7 melee (1d8+5, battleaxe or 1d4+5, dagger); SQ Half-orc traits; AL NE; SV Fort +10, Ref +5, Will +4; Str 21, Dex 12, Con 14, Int 6, Wis 10, Cha 6.

Skills and Feats: Climb +6, Jump +7; Cleave, Improved Critical (sap), Power Attack, Toughness, Weapon Focus (sap).

Possessions: +1 merciful sap, battleaxe, dagger, +2 banded mail, +1 blinding heavy steel shield, amulet of natural armor +1.

Magic Item Appendix

Flute of Deception

Three times per day, playing this flute can be used to replace the usual somatic and verbal components of a Bard spell of up to third level. This requires a DC 15 Perform (wind instruments) check, and prevents observers from identifying either the spell or the caster (as if the spell were silent and stilled). This does not change the level of the spell, although the casting time is increased as if the Bard were applying a metamagic feat. Additionally this instrument is of masterwork quality, adding a +2 circumstance bonus to perform checks made with the instrument whether using its special properties or not.

Requirements: Craft Wondrous Item, Disguise Spell; Price 2,750 gp.

Collar of Hextor

This steel collar has a ring for locking it around someone's neck and acts as an Amulet of Proof against Detection and Location (see DMG) but detect magic reveals moderate auras of abjuration and illusion. It is in fact cursed and in addition to its other properties the wearer cannot cast or memorize divine spells while wearing the collar and requires twice as much rest as normal or becomes magically fatigued. This is not available for purchase so does not appear on the AR.

Judge's Aid – Charts and Notes

Choose which **FOUR** of the regular combat encounters you wish to use and what encounter number you want to use them in.

Combats	Reptilian	Goblinoid	Wolf	Lycanthrope	Elemental	Hydra
Encounter #						

Day tracker for events and notes:

List what encounters are done during what half-days for reference

If the characters lose a half-day mark it as lost

Of course only use the Forced March column if the characters are doing a forced march

Day	Morning half-day		Afternoon half-day		Forced March	
	Encounter	Combat	Encounter	Combat	Encounter	Combat
1		NONE		NONE		
2						
3- full moon						
4- full moon						
5- full moon						
6						
7						

Player Handout #1 – The Invitation

Greetings (character name and all appropriate titles),

It is of utmost importance that you come to see me in Rel Mord immediately. An event is about to occur which is of great concern to yourself and to the church of Heironeous. Unless you embark upon a course of action to prevent what I have foreseen you will suffer greatly in the years to come at the hands of those whom would do you harm, and harm to the church of Heironeous.

Events are about to occur which will set you unerringly on a path of future sorrow and destruction. Heironeous has given me a vision so that you might avoid this fate and in return that you might help root out the final vestiges of the malignant disease which has infected his church.

If you wish to avoid this fate or if you are simply willing to help the Holy Church of Heironeous in this time of need, please meet with me at the temple of Heironeous in Rel Mord at first light of the first day of Richfest.

In greatest hope that you might avoid the tragedies which destiny has placed in front of you.

*Lord Inquisitor Umberre,
Faithful servant of the Archpaladin*

Player Handout #2 – The Prophecy

They must travel the road from Rel Mord to the village of Wereville, for on that path they will meet those who hold the keys to the preservation of the soul of the church, and the salvation of those who travel the road.

Their way will be beset with danger and difficulty, for salvation for all must come at a cost. The way will be guarded jealously by those who follow the Herald of Hell, for it is his hands that seek to topple both kingdom and church, that he may rule in tyranny.

The days of the festival of the sun shall be the time of decision, at the first rise of the sun all shall be set in motion and at it's final setting the future shall be set and time idly spent will deliver the victory to the enemy.

Player Handout #3 – Philate's Note

Greetings Philate,

You have done very well for us in your previous mission, and I would engage your services once more for a particular task. A group of adventurers have arrived at the temple of Heironeous this very morning. They are on a mission for the church and I wish to ensure the failure of this mission. Follow them out of the city and make sure that they do not return before the end of Richfest, I will reward you with twice the amount of gold included with this message should you succeed, and of course you will earn the eternal thanks of the church of Hextor when we have risen to our proper status in Nyrond.

Bernar