

ONW1-08

RASHTA'S BROTHER

A One-Round D&D LIVING GREYHAWK®

Onnwal Regional Adventure

Version 1

by Jim Brown

An ancient menace returns to Onnwal, but in whose hands? An adventure for characters level 1-6.

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

PREPARATION

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

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

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

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

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

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

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

SCORING

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

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

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

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

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will 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, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

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

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

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

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

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

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

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

When the Suel known as the Omnwi came to the Dragon Peninsula it was to be under a banner of war. The break up of their own empire had led to fragmented survivals expanding into peripheral areas of Flanaess.

Upon arriving they found the land to be inhabited by halfling folk, dwarves, gnomes and Men. Those decades became a war over territory and resources.

Early conflicts were concentrated towards the coastlines and lowland areas as the nomadic Flan tribes withdrew from the summer pastures and woodlands up into the more remote and defensible upland areas where more sedentary tribes inhabited great hilltop enclosures.

Word spread swiftly across the Dragon Peninsula about this new enemy's arrival, for the Flan maintained an oral tradition that is as fast to travel as the gossip of the halfling folk. It was said that their army was marching, a

huge river of fire winding its way up into the hills day by day and that the lowlands had fast become the focus of logging and great camps.

The Bards took up the song and the priesthood gathered. Soothsayers met in the most sacred places, answering to Beory's cry of anger as Great Chieftains sharpened their war spears ready to aid their nomadic brethren. Warriors had been seen within the hinterland of the foothills and their ways were not like unto the ways of the Flan.

It was then that Beory's breath covered the land, a mist that did issue from the tomb of the ancestors and rolled out in a thick haze across the valley floor at that most sacred place. The fires of the soothsayers did grow hot in the timber circles and beyond them the cold stone megaliths of the ancestral dead grew thick with the fog. In that moment between life and death, between daylight and night came their vision and the spirit of the bear was with them. A flashing, arcing, wheeling spiral of light that arose into the arena of the sky, framed by the crossbeams. There was a sigh across the assembly and the soothsayers did lie upon Her breast, as the spectacle unfurled. Around them the whoops, howls, cries and snarls of the dead ancestors echoed in the darkness beyond the firelight.

From the vision the Grand Soothsayer learned of the enemy and learned of their god, a huge golden cat not unlike to the ancestor spirit, Rashta, King of the Beasts and Beory's Son. So said the ancestors bring Rashta's Brother unto the Sacred Mounds to dwell amongst the ancestral dead and whilst he resides there the enemy will be no more.

One autumn, as the land signalled the waning of the cycle, came they from the lowlands. A great host borne in wrath against Caerhyggor, a mighty fortress of the Flan now lost to the cartographers of Scant. There assembled many of the Flan Chieftains and Warriors, and amongst them the Soothsayers. 'Tis said even the Dwarves had a part in that killing, for the sun glinted off polished iron war spears as the blessed eagle feathers of Father Sky fluttered in the breeze at the hafts. The battle that followed, the Flan do not tell to those outside their tribe, but it is remembered in the songs of the homesteaders of Onnwal today. That mighty host marched into the mists of the Headlands on the eve of the new sunset and it seemed, did march into another world, never to return, nor Rashta's brother with them.

With that mighty defeat, it seems that a line had been grudgingly drawn. The Suel had not expected so fierce a rebuke and, whilst hungry for revenge, they were sorely beaten, Beory would not nurture their crops and already events in other parts of Flanaess had overtaken them. The generations of conflict had left them weakened and introspective, unaware that a new rising power had been born by the dawn of the fifth. So the Flan left them alone. As Beory had promised, with the capture of the enemy god, their strength had been lost."

- Jeremiah Sagius Aquilla

INTRODUCTION

You are gathered together at a small farmstead some miles from the nearest major roadway and on the edge of the Headland foothills. For the last hour you have been sat around a large wooden table on benches in the main room of the house. A warm fire is burning in the hearth and before you on the table lay the empty wooden bowls from the meal your host has provided. A woman in a simple blue dress and apron is tending an iron cauldron of hot water with which to wash the dishes that her daughter is gathering from the table. Under the table, a couple of hounds gnaw at the discarded bones of your meal on the reed floor. Your host smiles, pouring each of you a flagon of ale, "Now, to business."

In the last little while, the players have become recognized amongst some of the resistance in Onnwal as "folk with skills, as what we can use in these troubled times". Already some few of them may even have gained a little renown, but the resistance is cautious of spies.

The host is a man called Otto Britzen, his wife is Una and he has a daughter Lisa. Otto is a homesteader, he owns by right of occupation, a smallholding with a number of enclosed paddocks in which he grazes a herd of cattle. He also has a field of root crops and a couple of ponies. They live simply and comfortably, although Otto is not a wealthy man, he is a man of some local importance. He is also the local watcher for the resistance and a month ago sent a message to Sornhill, informing them of irregular activities and questions from strangers in the area regarding a place called Caerhyggor. Otto suspects that the Scarlet Brotherhood may be up to something using their agents again, so the players have been sent along to investigate the occurrence.

This is border country. Beyond the farm lies the rough upland scrub, and beyond that the far hills of the Headlands themselves. There is a trail in that direction that the strangers took, two of them on horses, dressed for the road. They had an odd speech of their own, spoken softly when they thought folks weren't listening and the larger man wore an eye patch. They visited all of the surrounding homesteads asking questions before they parted company. The men were gruff, but paid their way.

Otto will show them a gold coin with the Scarlet Crest.

The trail leads over a pass into the next valley, but where it goes beyond that, I do not know. That is heading into Flan territory. Folk over that way don't think right.

Although the entire peninsula west of Irongate is technically Onnwal, its inhabitants do not necessarily adhere to modern political boundaries. There is little contact across the border country except to exchange goods at the drover's fair each Brewfest when the Flan move the herds down to winter pastures. Otto knows that there are shielings in the next valley that the herdsmen use in the summer on the higher slopes, so there is a good chance that the Flan will be resident. They are not unlike the folk in other parts of Onnwal being bronze-skinned,

and some of their folk have even adopted the local ways and live as they do. However, they have ancient beliefs and customs, traditions that bridge many centuries. They are altogether heathens. This is a typical homesteader's view of the Flan.

Otto does not know anything about Caerhyggor, neither did his neighbors, except that the name derives from a Flan word meaning, "Stronghold-on-the-pigs-back". He will provide the PCs with food and water, together with one pony as a pack animal and bid them to intercept these men and find out their purpose for Free Onnwal. He will ask them to report back within one week or he will assume they have befallen some ill fate in the mountains.

ENCOUNTER 1: MOUNTAIN LIONS

The trail is a rough one and winds randomly into the foothills, giving splendid panoramic views across the parched scrubland, down onto the lowlands. As the ground becomes rocky, the path approaches a small gorge and joins the course of a rivulet stream that runs between steep craggy sides from a set of springs high on the watershed.

Any PC making a successful Wilderness Lore (Track) (DC 12) along the way may pick up the trail of the two horsemen that follows this path and runs up into the gorge.

A successful Spot check (DC 15) may reveal to players the presence of a discarded and broken pottery water flask, together with some half eaten trail rations.

As players move up the gorge ask them to make a Listen check (DC 21). As they are moving they suffer a severe penalty for the noise they make on the gravel streambed. If successful they may notice a small shower of stones from above. Make a Listen check for the pony as well.

The two mountain lions are a breeding pair with young in the area and will not attack unless provoked, but they are very interested in the pack pony and wary of the players. A successful display of aggression may deter the beasts from attacking if handled cleverly, but if not careful may enrage them needlessly. The female is above the gorge looking down fourteen feet onto the players. Her mate is only a short distance behind them at the gorge entrance, sniffing at the rations curiously. If the pony is at the rear he may try to take the beast down and his mate will almost certainly drop from above.

Handle this situation as it transpires and remember the pony will almost certainly panic and begin to buck and rear in the enclosed space. The gorge itself is eight feet across.

🦁 **Lions (2):** hp 32 each; see *Monster Manual* page 198.

🐎 **Pack Pony:** hp 11, see *Monster Manual* page 200.

Should the players realize the lions are a pair, they may go in search of the cubs who are hidden in a den a short distance from the gorge. They will need to use their hunting skills to find them. The den has only room for one man to enter and certainly the cubs will not want to come out into the open. They will fight only to defend themselves.

🦁 **Lion Cubs (Cats) (4):** hp 4 each; see *Monster Manual* page 195.

The pelts of the two adults are worth 25gp each. Cub pelts are worth 10gp each, although a live cub may fetch 40gp. Of course how the players transport the cubs is another problem entirely.

ENCOUNTER 2: THE HUNTSMAN

Emerging from the top end of the gorge you come out onto a small plateau, which looks down into the valley beyond. There is a steep path here, narrow, with room for one to walk between the sheer stone side and the precipice. It winds down the scarp of the plateau to join the rocky scree below you.

As the players descend allow them a Spot check (DC 16) to see the figure in the valley below as he ducks behind a boulder out of sight.

The path is quite treacherous and there is a risk to each party member of slipping. Each PC should make a Climb check (DC 13) to avoid falling. Should they fall, the drop to scree is 20 feet (2d6 Damage) and any attempt to rescue, or climb back, requires a second Climb roll (DC18) or the PC falls a further 10 feet (1d6 Damage). Taking 20 will of course be safer, but will allow the figure to escape.

The figure in the valley below is one of the Flan; a lone huntsman in search of pelts. If the players are held up on the ledge he will dart from cover and sprint away down the valley leaping from stone to stone until he is out of sight again. He will doubtless warn other Flan in the area.

The huntsman's name is Klavius and he is more curious rather than aggressive. He does not intend to waylay the players, but he certainly watches them. If approached he raises his spear and shouts out them boldly in his own tongue. He is not afraid and stands his ground, prepared to fight if he must. Flan culture prevents him from withdrawing once a confrontation has been set so should he fight it is to the death unless his life is spared, which would be the greater shame for him. He is naturally very suspicious of these strangers.

A bold young warrior stands before you, bare-chested and covered across his body with tattoos. Dark brown hair cascades across his

shoulders. He wears a pair of brown cross-weave treads with a leather belt and knife. The treads run down his legs and tuck into the top of his fur boots. Beaver pelts are slung across his back and he is holding a long hunting spear with heron feathers at the neck. The spear is leveled in your direction. His expression is wary and he has not yet moved.

Communication will be difficult. He is interested in trade, especially for furs, he has some of his own. No he does not speak good common. Basic communication methods may establish names, but about the only word the PCs and Klavius both have in common is *Caerhyggor*, to which his response will be to level his spear tip again. To the Flan the site is a sacred battleground, guarded by the "New Spears" who died there in the "Time of Rashta's Brother". He may even refer to the lion pelts as Rashta's Sons, should they be offered for trade. If the players can gain confidence then he may show it to them, but he will also emphasize they are not to go there and that he would never go there himself. Yes he has seen strangers recently, two men on horses. If asked where they went he points to a hill in the distance with many tumbled rocky stones and several huge banks and ditches, which is, incidentally *Caerhyggor* if they did not know this by now. If Klavius is asked what happened to the men, he shrugs and indicates that he hopes they are dead. As to why this is he will take them to an abandoned campsite where debris are strewn about and the fire has been allowed to burn out, torching the dry scrub plants. This certainly gives PCs a hint on how to approach Flan society. Once satisfied that the PCs pose no threat Klavius departs.

🦁 **Klavius, Flan Huntsman:** Male human Ftr3; CR 3; Medium-size Humanoid; HD 3d10+9; hp 31; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 13, (touch 13, flat-footed 10); Atks +6 melee (1d8/x3, shortspear) or +6 ranged (1d4/19-20, dagger); AL NG; SV Fort +6, Ref +4, Will +3; Str 17, Dex 16, Con 16, Int 14, Wis 15, Cha 13

Skills and Feats: Handle Animal +4, Hide +4, Intimidate +4, Jump +5, Move Silently +5, Spot +5, Swim +4, Wilderness Lore +5; Alertness, Endurance, Improved Bull Rush, Improved Initiative, Power Attack.

Possessions: 2 beaver pelts (10 gp each), plain bronze bracelet (9 gp), copper wire ring (1 gp), dagger, shortspear.

ENCOUNTER 3: RUINS OF CAERHYGGOR

A high and impressive hilltop rises across the boulder-strewn valley. At its summit you see a flat plateau with ditches and banks curving along the contours of the slope. Tumbled stone lies scattered from an old revetment and the signs of an old ruin overgrown with grass and scrub can be just be made out.

These are the ruins that the Scarlet Brotherhood agents were asking about and sure enough the tracks (Wilderness Lore, DC12) of their horses lead in that

direction, although both men have dismounted, presumably because of the rocky terrain.

Should the PCs choose to investigate they arrive at the old ramparts close to dusk. There they will find the place completely windswept and empty apart from the body of one of their quarry staked out in the middle of the old entrance.

As you round the side of the slope there is a sudden clamor and flapping of wings as a dozen crows take flight from the ruin. Before you, lies the entrance to the ruin. Huge embankments rise up on either side of you capped with piles of fallen stone. On the path before you, lies a man, garbed in familiar clothing similar to the merchantmen of Scant. He has been staked out, spread-eagled fashion on his back. His empty eye sockets staring vacantly up at the emerging stars, entrails and flesh decorate the floor.

This corpse is now quite mature and reeks. Naturally he has become food for scavengers and the gory sight is likely to provoke a reaction from the PCs who must make a successful Fortitude save (DC 14) or be shaken (-2 to attack and weapon damage rolls, and saving throws for 30 minutes).

Searching this grisly find reveals a tattered notebook, into which has been scrawled some lines in common (see *Player's Handout 1: Notebook*). Also a pouch containing a small candle, sealing wax, a silver signet ring with the scarlet eye (12 gp) and a small amber pendant on a leather thong (*Talisman of Understanding: Allows the user to cast comprehend languages as a 3rd level sorcerer once. The talisman vanishes after being used; value 150 gp*). There is no sign of an encampment here, horses or any equipment. Flan culture dictates you do not loot the dead, although they have taken everything else.

Regardless of whether the players choose to camp here, elsewhere, or keep moving through the night proceed to the ambush wherever they are by the time the moon is fully raised.

ENCOUNTER 4: MOONLIGHT MAYHEM

How this encounter is handled is largely up to the DM. It is a key turning point in the scenario that is dictated by the player's behavior towards the Flan and the local environment so far. Take note of any Lycanthropes in the party, it is a "Full Moon," Flan believe these creatures to be ancestor spirits and will flee at the first sight of them whilst the soothsayer will prostrate himself before the creature. On this night of all nights, it is a powerful omen and Caradawg will wish to bring the council of seers before the spirit to cast an Augur. Such a ceremony would take place in the timber circle of life.

The players may be camping or on the move, but regardless of this the speed the attack will be frightening. Allow the PCs to make a Listen check (DC 18) before the first round of engagement. If the players are on the move

the difficulty increases (DC 22). The numbers involved in the ambush vary according to APL. They may take one of three stances towards the players. In the event of an engagement this should prove a very hard contest tactically. If the soothsayer is present he does not spare any time in using his most effective incapacitating spells. Circumstances for tactics depend entirely upon the manner in which the Flan consider the players, judged upon their previous behavior. In general the scout, Liscus, will attempt to protect the soothsayer, Caradawg, while he is casting, and the warriors close in to harass and distract the players. They know the value of magic well and will target the healers and casters first. The warriors are each armed with spears and round shields, with a dagger ready should it be needed. They are dressed in a similar fashion to the huntsman, but each is wearing armor made from pelts. The soothsayer wields a hefty cudgel and wears a bearskin headdress signifying his affinity to the totem of the Mother, Beory. He wears a white cloth smock and sandals, rather than fur boots.

ACTIVE HOSTILITY

This may be a result of having attacked Klavius whose body will have been found by now unless they hid it very well or somehow disposed of it. Attack to kill.

HOSTILE

If Klavius escaped and informed the Flan while the players were still climbing they assume natural suspicion. Similarly, if players have left outward signs of their passing strewn carelessly about, maybe a couple of dead mountain lions clearly not killed for their skins or a den of butchered cubs. Certainly they are not impressed by any apparent intrusion into sacred Caerhyggor. Attack to incapacitate, wound and capture.

UNFRIENDLY

Players have demonstrated caring for their surroundings. They approached and dealt with Klavius in an even-handed and noble fashion. They have approached Caerhyggor but have not intruded upon it. The attack is aimed to capture them unharmed.

Note: The only way the Flan are able to tell if they have been into Caerhyggor is either if they are still camped there or someone is wearing the amber talisman and has not made a point of hiding it.

APL 2

➤ **Liscus, Flan Scout:** Male human Rgr2; CR 2; Medium-size Humanoid; HD 2d10+2; hp 18; Init +4 (Dex); Spd 30 ft; AC 17, (touch 14, flat-footed 13); Atks +4 melee (1d8+2/x3, shortspear) or +6 ranged (1d4+2/19-20, dagger); SQ Favored enemy (goblinoids); AL N; SV Fort +4, Ref +4, Will +1.

Str 15, Dex 18, Con 13, Int 9, Wis 13, Cha 7

Skills and Feats: Animal Empathy +1, Climb +3, Hide +5, Intuit Direction +2, Jump +2, Listen +4, Move Silently

+8, Ride +5, Spot +2, Wilderness Lore +2; Combat Reflexes, Dodge, Track.

Possessions: dagger, leather armor, small wooden shield, shortspear.

➤ **Flan Warriors (5):** Male human Ftr1; CR 1; Medium-size Humanoid; HD 1d10+1; hp 11 each; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft; AC 14 (touch 11, flat-footed 13); Atks +3 melee (1d8+2/x3, shortspear) or +2 ranged (1d4+2/19-20, dagger); AL LN; SV Fort +5, Ref +1, Will +1.

Str 15, Dex 12, Con 13, Int 11, Wis 12, Cha 10

Skills and Feats: Climb +4, Craft (leatherworker) +1, Craft (weaponsmith) +1, Jump +4, Ride +4, Swim -2; Endurance, Great Fortitude, Improved Initiative.

Possessions: dagger, leather armor, small wooden shield, shortspear.

APL 4 (AS APL 2 PLUS THE FOLLOWING)

➤ **Caradawg, Flan Soothsayer:** Male human Drd5; CR 5; Medium-size Humanoid; HD 5d8; hp 28; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft; AC 11 (touch 11, flat-footed 10); Atks +6 melee (1d6+2, masterwork club) or +4 ranged (1d4/19-20, dagger); SQ Nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wild shape (1/day); AL LN; SV Fort +4, Ref +2, Will +6; Str 14, Dex 13, Con 11, Int 10, Wis 15, Cha 14.

Skills and Feats: Alchemy +2, Animal Empathy +4, Concentration +10, Diplomacy +4, Gather Information +3, Handle Animal +4, Heal +4, Intimidate +3, Knowledge Nature +3, Perform +5, Ride +2, Sense Motive +4, Spot +3, Wilderness Lore +6; Blind-fighting, Combat Casting, Improved Initiative.

Possessions: bearskin headdress, masterwork club, dagger.

Spells Prepared (5/4/3/1; base DC = 12 + spell level): 0 – cure minor wounds (2), detect magic, light, resistance; 1st – cure light wounds (2), entangle, obscuring mist; 2nd – barkskin, flaming sphere, summon swarm; 3rd – call lightning.

APL 6

➤ **Liscus, Flan Scout:** Male human Rgr4; CR 4; Medium-size Humanoid; HD 4d10+4; hp 32; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft; AC 17, (touch 14, flat-footed 13); Atks +7 melee (1d8+3/x3, shortspear) or +8 ranged (1d4+3/19-20, dagger); SQ Favored enemy (goblinoids); AL N; SV Fort +5, Ref +5, Will +2; Str 16, Dex 18, Con 13, Int 9, Wis 13, Cha 7.

Skills and Feats: Animal Empathy +3, Climb +5, Hide +7, Intuit Direction +2, Jump +2, Listen +4, Move Silently +8, Ride +5, Spot +4, Wilderness Lore +4; Combat Reflexes, Dodge, Improved Initiative, Track.

Possessions: dagger, leather armor, small wooden shield, shortspear.

Spells Prepared: (1; base DC = 11 + spell level): 1st – entangle.

➤ **Flan Warriors (5):** Male human Ftr3; CR 3; Medium-size Humanoid; HD 3d10+3; hp 25 each; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft; AC 14 (touch 11, flat-footed 13); Atks +5 melee (1d8+2/x3, shortspear) or +4 ranged (1d4+2/19-20, dagger); AL LN; SV Fort +6, Ref +2, Will +2.

Str 15, Dex 12, Con 13, Int 11, Wis 12, Cha 10

Skills and Feats: Climb +6, Craft (leatherworker) +2, Craft (weaponsmith) +2, Jump +5, Ride +5, Swim -1; Cleave, Endurance, Great Fortitude, Improved Initiative, Power Attack.

Possessions: dagger, leather armor, small wooden shield, shortspear.

➤ **Caradawg, Flan Soothsayer:** Male human Drd8; CR 8; Medium-size Humanoid; HD 8d8; hp 43; Init +6 (+1 Dex, +4 Improved Initiative); Spd 30 ft; AC 12 (touch 12, flat-footed 10); Atks +9/+4 melee (1d6+2, masterwork club) or +8/+3 ranged (1d4+2/19-20, dagger); SQ Nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wild shape (3/day, large); AL LN; SV Fort +6, Ref +4, Will +8.

Str 14, Dex 14, Con 11, Int 10, Wis 15, Cha 14

Skills and Feats: Alchemy +3, Animal Empathy +6, Concentration +10, Diplomacy +6, Gather Information +3, Handle Animal +6, Heal +6, Intimidate +3, Knowledge (nature) +5, Perform +5, Ride +2, Sense Motive +4, Spot +4, Wilderness Lore +8; Blind-fighting, Combat Casting, Improved Initiative, Maximize Spell.

Possessions: bearskin headdress, masterwork club, dagger

Spells Prepared (6/5/4/3/2; base DC = 12 + spell level): 0 – create water, cure minor wounds (2), detect magic, light, resistance; 1st – cure light wounds (2), entangle, goodberry, obscuring mist; 2nd – barkskin, flaming sphere, heat metal, summon swarm; 3rd – call lightning, cure moderate wounds, protection from elements; 4th – flame strike, freedom of movement.

The only items of real value here are the bearskin headdress (35gp) and the masterwork club (302gp).

If the players engage in combat and kill all their opponents, they are in very big trouble. Should this arise all Flan will treat them as hostile enemies from this point onwards. Allow them to find their own way to the Flan ceremonial ground, stumbling upon the light of the fires in the darkness, or allow them to turn back now should they so wish.

Otherwise the players are either dead (end of adventure) or they have been captured. Unconscious captives will be carried on ponies, hidden nearby, while conscious captives will be roughly bound and taken at spear point. Only their weapons are removed from them and any other items left where they lay. It should be made clear by their captors that any further attempts to escape would result in death. Although the soothsayer, Caradawg can speak fluent common, he chooses not to do so at this time.

DO NOT SPLIT THE GROUP IF IT CAN BE AVOIDED.

ENCOUNTER 5: DANCE OF THE NEW SPEARS

One of two things happens now. Either the PCs are captives or they have stumbled upon the ceremonial ground seeing the burning lights of the fires in the distance. If it is the latter they will be able to approach undetected provided they do not alert the Flan.

The Feast of New Spears is a ceremonial gathering of the men folk amongst the Flan, when new young warriors are brought into the tribe. It is a time for a right of passage over which the ancestor spirits preside. No women are allowed at the ceremony, only the men folk of fighting age and those to be initiated. The ceremony begins at dusk and will already be well under way when the PCs arrive. It ends when the feasting is done and dawn's rays emerge on the horizon.

Due to the variable nature of this encounter, a map of Broathden Creg y Bedw and description of the ceremony is provided for the DM so that circumstances can be handled appropriate to the player situation.

THE CEREMONY

As dusk draws in, the young men of the Flan slip into the hills, away from their homes and loved ones, heading towards the sacred enclave. In this part of the headlands the enclave is Broathden, meaning "Wide Valley", a point of confluence between two tributaries, the waters upon which all life in the valley depends. There they meet with the Grand Soothsayer in the timber circle of life. As they gather they may build two to three pyres and will paint themselves a death mask in black and red, as they prepare for the journey into the underworld.

When daylight is gone, the Grand Soothsayer, in a great display of magical prowess opens the portal into the sacred tomb, Creg y Bedw, the Birth Stone. Once the seal is broken the youth of the Flan proceed from the timber circle, along the avenue, to the tomb, before going inside. They carry with them the war spears decorated by the eagle feathers of Tael the Father of the sky and given to them that afternoon by their own fathers. Then as the last one enters, the tomb is sealed shut behind them.

Back at their former homes, the women gather together both old and young and set up a great wailing in grief. Fathers and older brothers set forth for Broathden with their own war spears ready to challenge the guardians of the netherworld and bring back the youth of the Flan. As they gather in the timber circle they begin a war chant that gathers momentum as more of the Flan arrive until a wild and furious dance is in progress. The Chief is the last to arrive, calling forth the Grand Soothsayer, who appears as if summoned magically by the Chieftains word. The Chief then commands him to open the portal into the underworld.

With a bow of homage and much display of magical prowess the tomb is unsealed and spirits of the dead ancestors burst forth, surging along the avenue to the timber circle and begin a wild dance about the fires. The

ancestors are in truth soothsayers wearing the totemic headdresses of the Flan, for which there are 13 including the Bear herself.

The warriors of the Ventonii enter the dance almost as the ancestors arrive, as if battle had been joined (the Ventonii are the local Flan tribe in this part of the headlands). It is a furious dance symbolizing conflict between the world of the living and of the dead. Yet it also shows a continual communion between both realms. As the Dance of the Ancestors draws to a close, the first of the New Spears emerges from the tomb bearing the ancient totem that is the Battle Standard of the Omnwi Suel called by the Flan, Rashta's Brother and the goal of the Scarlet Brotherhood's search. The New Spears proceed gradually along the avenue pausing briefly three times. First as they leave the standing stones that surround Creg y Bedw and enter the avenue, second as the avenue stones become timber monoliths, third as they enter the timber circle of life at Broathden. Then they join the dance and as they do so the ancestors gradually withdraw from the circle to watch the Dance of the New Spears begin.

When the last of the ancestors has withdrawn the older warriors draw back to the circle edge and the ancestors begin to move slowly backward towards the tomb, while the Dance of the New Spears begins in earnest. It is a dance of youth, of joy and of victory. As the last ancestor drifts out of sight of the timber circle, the Grand Soothsayer heads toward the tomb to join his fellows. The warriors begin to file off towards the dwellings shortly thereafter to join the Feast of the New Spears that the women have been preparing all night long. There, the Chief welcomes the young warriors back to the Ventonii as men and tells a tale of a great victory won by the New Spears at Caeryhggor in the time of Rashta's Brother. This is why the Suel war god has become a totemic ancestor spirit that is the symbol for the young warriors of the Flan.

CAPTIVES

After the darkness of your capture the bright firelight is a harsh contrast to your eyes. Huge pyres rise high before you, sending their flames roaring up into the night sky. Around the fires you can see a huge timber circle constructed from the trunks of ancient trees, felled in times long since past and the aura of magic is strong in this place. Around the fires dance many warriors, maybe fifty or more, to the sound of the pounding rhythm of the drums, the play of the pipes and the deep throated booming of the horns. Stood around you are five guards. Two warriors come to tend your wounds with salves of some kind (heals 1d6 hp). But it is clear that there are no women folk here. A fantastically decorated figure strides into the light from outside the circle and the music ceases abruptly. He is an imposing figure covered in tattoos and with many gold and silver torcs and bracelets. His headdress is that of a mountain lion although the kilt and boots are the same as those of his fellows. Flanking him on each side are two spear-bearers, also with gold finery. He stands before the pyre facing a gap on the far side of the timber circle while raising both arms dramatically and calls out into the darkness.

The players will be brought before the Flan Chieftain and questioned. One of the soothsayers, Caradawg, if he is alive will translate for them. Chief Mortitasgus can speak perfectly fluent common, but since he is Chief and these are prisoners, they are not fit for such honor. There is complete silence when the Chief speaks and whilst his soothsayer translates, although when the players speak there may be heckling from amongst the Ventonii who understand common.

The questions are simple:

- 1) *Who are you?*
- 2) *Why have you come here?*

If one of the PCs wears the emerald talisman openly:

- 3) *Who are you to disturb our sacred battleground?*

Allow a bit of flexibility for the exchange. The players may learn something of Flan custom here, certainly they may learn about the agents they were following if they reveal that much to their captors and it is likely if they portray themselves in the right light they may earn some respect. If Klavius was well treated he will step forward during the exchange to speak up for them, but they will learn nothing of the item that the Scarlet Brotherhood seeks. If the players answer well they will become guests at the ceremony, for the Ventonii Chief is more concerned with proceeding with the Dance of the New Spears, than in exacting retribution upon them just yet. If this does happen then any female party members of the group are taken to join the womenfolk and children elsewhere where a feast is being prepared to honor the New Spears. Male party members are allowed to watch the ceremony and may even be able to move about freely if they use some caution.

In the event they do not prove worthy the PCs are taken from the ceremonial ground and barred in a small thatched wattle and daub roundhouse with two guards. One guard will be inside and one outside the door. They are bound and must engineer an escape at which point the Ventonii should be treated as hostile.

APL 2

➤ **Flan Guards (2):** Male human Ftr1; CR 1; Medium-size Humanoid; HD 1d10+1; hp 11 each; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft; AC 14 (touch 11, flat-footed 13); Atks +3 melee (1d8+2/x3, shortspear) or +2 ranged (1d4+2/19-20, dagger); AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 12, Con 13, Int 11, Wis 12, Cha 10

Skills and Feats: Climb +4, Craft (leatherworker) +1, Craft (weaponsmith) +1, Jump +4, Ride +4, Swim -2; Endurance, Great Fortitude, Improved Initiative.

Possessions: dagger, leather armor, small wooden shield, shortspear.

APL 4

➤ **Flan Guards (2):** Male human Ftr2; CR 2; Medium-size Humanoid; HD 2d10+2; hp 18 each; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft; AC 14 (touch 11, flat-

footed 13); Atks +4 melee (1d8+2/x3, shortspear) or +3 ranged (1d4+2/19-20, dagger); AL LN; SV Fort +6, Ref +1, Will +1; Str 15, Dex 12, Con 13, Int 11, Wis 12, Cha 10

Skills and Feats: Climb +5, Craft (leatherworker) +1, Craft (weaponsmith) +1, Jump +5, Ride +4, Swim -1; Endurance, Great Fortitude, Improved Initiative, Power Attack.

Possessions: dagger, leather armor, small wooden shield, shortspear.

APL 6

➤ **Flan Warriors (2):** Male human Ftr3; CR 3; Medium-size Humanoid; HD 3d10+3; hp 25 each; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft; AC 14 (touch 11, flat-footed 13); Atks +5 melee (1d8+2/x3, shortspear) or +4 ranged (1d4+2/19-20, dagger); AL LN; SV Fort +6, Ref +2, Will +2; Str 15, Dex 12, Con 13, Int 11, Wis 12, Cha 10.

Skills and Feats: Climb +6, Craft (leatherworker) +2, Craft (weaponsmith) +2, Jump +5, Ride +5, Swim -1; Cleave, Endurance, Great Fortitude, Improved Initiative, Power Attack.

Possessions: dagger, leather armor, small wooden shield, shortspear.

Intruders

You approach the firelight with caution, but there do not appear to be any guards. The fires rise high into the night sky, huge flaming pyres that cast shadows over the great ancient timber circle surrounding them. Something eerie strikes you about this place; it reeks of ancient magic, like mothballs in an old wardrobe. Around the fires dance many warriors, maybe fifty or more, to the sound of the pounding rhythm of the drums, the play of the pipes and the deep throated booming of horns. You see no womenfolk here. As you watch, a figure enters the firelight and the music stops. He is imposing, covered in tattoos and wearing many gold and silver torcs and bracelets. His headdress is that of a mountain lion although the treads and boots are the same as those of his fellows. Flanking him on each side are two spear-bearers, also with gold finery. He stands before the pyre raising both arms dramatically and calls into the darkness. There is a great flash from the far side of the timber circle a soothsayer appears, a man garbed in a bearskin headdress, white smock and sandals, similar to the one you had seen earlier. The Chief bellows a command at the priest, who bows reverently and walks through a larger gap between two of the great pillars, into the darkness. There is a cold silence across the firelight, broken only by the sound of the breeze and a very distant rumble as of the earth opening.

Here the players have a dilemma, while they do nothing they are able to observe events. However, to disrupt the ceremony will doubtless bring the entire Ventonii tribe down upon their heads and against fifty or more armed warriors they would stand little chance. There are times when it is better to do nothing. They could of course sneak away now or perhaps even try to capture someone for questioning if they have the ability to communicate with the Flan.

In the event of any conflict arising, the ingenuity of the players is what may win them through. The Flan are a

warrior race and have a code that PCs would do well to learn about. By this time, however it should be abundantly clear to them that nothing short of a miracle will get them out alive, should they disturb the ceremony. Here are some basic statistics should they be needed. It is unlikely the Ventonii will notice them unless they are blatantly obvious, or try to enter the ceremonial areas. Their entire attention is focused on the ritual ceremony being performed.

To be quite frank the players are not meant to fight the Ventonii and if they do, then they have already done something very wrong. There is a full opportunity for DM creativity here. It is important to remember that of the three surviving Flan tribes in Onnwal, the warriors and soothsayers here represent the entirety of the male population for one tribe, the Ventonii. Treasure values are provided for reference only and are not counted in the total for the whole adventure, as this is not a standard encounter.

Should the DM feel the need to refer to the appropriate statistics for tribal members at any time these may be acquired from Appendix 1.

ENCOUNTER 6: THE PRISONER OF THE TOMB

For an hour or so following the dance of the New Spears the soothsayers will be changing and preparing something inside the tomb. After that they return to join the rest of the Ventonii Flan for the festivities leaving the tomb in the care of the ancestors. There is no light inside and players must bring their own light source.

A great, sealed portal stands before you like a huge dolmen, the frame of the entrance made from massive slabs of natural rock. A gigantic boulder blocks the entrance. Etched across the sealed passage are a series of ancient runic symbols obscured by the flickering light of the fires behind you. Most of the Flan have gone to the feast now, and all is silent. The stone monoliths that surround the tomb stand an eternal guard over the monument; their presence can be felt by the sheer stature of the stones.

The runes across the door are *explosive runes*, a simple and lethal trap for the unwary or ill informed.

✦ **Explosive Rune Trap:** CR 3; 10 ft. spread (6d6); Reader takes full, others get Reflex save to halve damage (DC 15); Disable Device (DC 28).

While the boulder itself takes considerable effort to move aside (Strength check DC 25). Immediately beyond the entrance is a simple non-magical trap. The activation is by a pressure pad on the floor of the entry corridor and will fire a short volley of poison darts.

✦ **Poison Dart Trap:** CR 2; +8 ranged (1d4) plus spider venom (1d4 Str/1d6 Str); Fort save resists (DC 14); Search (DC 22); Disable Device (DC 20).

A successful Alchemy or Knowledge (nature) check (DC 12) will tell PCs what type of poison it is. This may give clues as to the tomb occupants.

Laid out within, is a magic circle made from vines. It lies at the center of a circular chamber. All around the walls are alcoves containing the disarticulated remains of the ancestral dead and in some places the ceremonial headdresses have been hung up as if watching over the chamber. Against one wall is the Golden Tiger, a large cumbersome standard attached to a wooden shaft. Ancient runes are carved along its length and a decoration in gold around the Tigers feet sparkles in the light briefly, illuminating a brief movement in the recess of its alcove.

The players have become subject to a *darkness spell*. Indeed if they had the sense to *detect magic* or use some similar divination then the whole area would be gleaming with wards. That is, before the darkness snuffed out their light. The majority of the magic here is of a non-lethal nature, but hampers the PCs if they intend to retrieve the Golden Tiger. All spells are cast as a 12th-level Sorcerer; apart from the *snare* that is cast as an 8th-level Druid.

Wards inside the Tomb

Upon grabbing the staff:

✦ **Glyph of Warding:** CR 2; 20 ft. radius *darkness*; Search (DC 28); Disable Device (DC 28); Duration 20 minutes or until dispelled.

Center of the floor:

✦ **Snare Trap:** CR 3; 18 ft diameter; Victim suffers -2 penalty to attack rolls, -4 penalty to their effective Dexterity and is strung upside down in the center of the chamber; Search (DC 23); Disable Device (DC 28); Escape Artist or Strength check (DC 23) to escape; the snare has 5 hps and AC 7.

On each mask:

✦ **Glyph of Warding:** CR 2; 20 ft. radius *spread web*; Search (DC 28); Disable Device (DC 28); Duration 20 minutes or until dispelled or destroyed.

The guardians of the tomb are quite deadly and are, in Flan lore, the guardians of the underworld. It is they who inhabit the many small tunnels and passages that stretch throughout the catacomb of passages beyond the sealed alcoves and piled bones. Even the soothsayers treat them with respect and it was against these whom the New Spears tested themselves to gain the right of manhood as warriors within the Ventonii tribe. The tomb has been cleaned up since that last bloody battle a few hours ago, but the surviving spiders are still agitated from their disturbance earlier. They will attack the moment that the light goes out, these are hunting spiders and their natural predatory habitat is darkness, so this should not hamper them.

Bear in mind also, that the standard is very heavy and cumbersome to carry. It can be used as a weapon, and indeed will function as a +2 *quarterstaff*. The combat bonus

is not its only power, as it is in fact far more sinister than that. However, for the purpose of this encounter, only the Scarlet Brotherhood knows its additional powers. It is wholly *evil*.

If the Wraith of the undead Suel standard bearer is present in this encounter, he certainly makes use of the staff as a weapon. The Wraith is bound to the staff, so it continues to harass the players even if they leave the tomb. Being an intelligent creature, however, it *wants* the staff to be removed from the tomb. Its initial reaction depends upon the alignment of the player lifting the staff. It attacks immediately if the player lifting the staff is of any *good* alignment. Bare in mind it never communicates with the players nor does it make its presence known save to attack. If it does not attack now then it attacks when it realizes the staff is going to fall into *good* hands again.

Note: A successful turn destroys the Wraith if the turning priest is holding the staff, since the Wraith cannot leave the staff, nor can it flee the holy symbol.

At APL 6 there is a huge Earth Elemental standing guard in the recess of the staff's alcove. It is commanded to defend the burial chamber from all living adversaries. It attacks once players have entered the central chamber and disturb its rest by approaching within 12 feet. In the darkness of the tomb, even if the magical inky blackness has been lifted, any attack by the Wraith may be misconstrued as that of the Elemental by the uninformed. It certainly adds to confuse the players until they work out there is more than one enemy here. The Elemental is bound to the tomb and cannot pass beyond the doorway of Creg y Bedw. Should the players leave the tomb, the elemental returns to its place within.

There is plenty of opportunity for someone to accidentally step on the snare. But remember the Elemental is as blind in the darkness as the PCs are. A small map is included for the DM's benefit.

APL 2

🔥 **Monstrous Spiders, Medium-size (6):** hp 11 each; see *Monster Manual* page 210.

APL 4; as APL 2 but add the following

🔥 **Wraith:** hp 32; see *Monster Manual* page 185.

APL 6; as APL 4 but add the following

🔥 **Earth Elemental, Large:** hp 68; see *Monster Manual* page 82.

Treasure in the tomb is minimal in terms of real value and varies according to tier. The New Spears used most of the good stuff. The sun mask is stored in here. It is used for a different ceremony during the summer and winter equinoxes.

Treasure

4 potions of cure light wounds
Golden Sun Mask (worth 30 gp)

ENCOUNTER 7: PARTING COMPANY

Congratulations! You are out, into the fresh clean upland air and out of the dark interior of the tomb. In the distance you can see the campfires still burning and catch the sound of music on the wind. However, dawn is fast approaching, in a matter of hours the sun will rise. There is little time to be wasted.

As the players hurry to leave the scene of the crime, they have about an hour before the Grand Soothsayer returns to find the sacred mound at Creg y Bedw plundered and Rashta's Brother absent. He will immediately cast *locate object* to divine the staff's whereabouts, then summon and command an air elemental to waylay the thieves until he can apprehend them.

Interestingly enough you would think that the Grand Soothsayer would be out to kill them, especially since they have stolen a sacred artifact and desecrated the tomb. However, Flan culture is a strange creature and they do not think quite like that. Unwittingly, the players have just proved themselves worthy of tribal status. They have passed the Ventonii right of passage by entering the tomb slaying the guardians and capturing the standard. They have in fact repeated the exact confrontation that the New Spears underwent hours before their arrival. Providing that they return the items they have taken, they will be treated with all the honor and respect due to them as Warriors of the Flan regardless of earlier transgressions and will receive a point of Flan Influence each.

The air elemental is commanded to defend itself if attacked and to obstruct the passage, without harming, the players. That is unless they attack it of course.

APL 2

🔥 **Air Elemental, Medium-size:** hp 26; see *Monster Manual* page 81.

APL 4

🔥 **Air Elemental, Large:** hp 26; see *Monster Manual* page 81.

APL 6

🔥 **Air Elemental, Huge:** hp 26; see *Monster Manual* page 81.

Allow some time to pass as the elemental attempts to obstruct the players' journey. If they attack it then they are about to receive an unexpected ally. Otherwise he will cast two spells, *dancing lights* and *ghost sound*, before approaching the players.

A heavy set man, alone, and garbed in the familiar attire of an Onnwalion, steps into the path ahead of you. His face is scarred and he has an eye patch. He holds his dexter hand up, palm facing you and shouts: "Peace brothers, well met. I see you have

stirred up a hornets nest and here they have sent something to watch you".

He will gesture to the elemental and to the many blazing torches visible in the early dawn light on the hills in the distance. The faint sound of angry voices and war cries can be heard approaching them.

The agent's name is Azee and his trick is a simple one. He proposes to save the players lives, help them slay the elemental, and get them out of the valley before the Flan catch up with them. His price is the Golden Tiger off the top of the staff.

If the players ask him why, he shrugs saying that it is a beautiful thing of value and that it has many legends attached to it. While it has no magical properties, it would fetch a high price to a collector. His master was an art dealer for the aristocracy and he has continued the business. If pressed about his errand he will deny any involvement with the Scarlet Brotherhood, but admits that his companion, a hireling called Sartee, who is now dead always seemed suspicious to him. He will even go so far as to suggest that when he first pinpointed the location of the staff from long years of research, he had to be most careful that the Scarlet Brotherhood did not try to take it from him. They are interested in all things ancient and his master was killed in Scant for speaking out against them.

These are all half-truths. His master was indeed killed in Scant for speaking out against them. He was trying to depose his seniors' position for self-betterment. In any event he pushes the story as far as he can until the players either attack him, attempt to push past him or agree to the deal.

If they agree to the deal, he holds true to the bargain and gets them out of the valley. He is lawful after all. Should they fight him and the wraith is not yet dealt with, now will be its time to come to Azee's aid. It knows a future master when it sees one and has no desire to fall into good hands. Resolve the encounter as seems appropriate.

Assuming that Azee and the wraith are both slain, the Grand Soothsayer will appear at the end of the battle, finishing the job with a tremendous and almost disdainful jet of flame (*burning hands*). It will now be clear that the lights and sound were an illusion. He is dressed in the bearskin headdress and with a white smock and sandals, but carries no weapon.

The Grand Soothsayer hails them as warriors. His second, a young warrior, steps forward and give each of them a (perfectly ordinary) spear with eagle feathers tied about the haft. He will speak to the ancestors first in his own tongue staring at the sky and then in broken common to the players.

Though the other spirits sleep, Tael, Father Sky and Beory, the Mother have seen this. I speak for all of my kinsmen. You are as sons to Beory and as brothers to Rashta. (He points to the Golden Tiger standard). *Welcome to the Ventonii, New Spears. Know now as you have died in youth, so you have been reborn as warriors to our tribe. Let Rashta sleep for now and he*

will be with you when Beory's sons need their kin, so says Chief Mortitasgus. (He will hold out his hand expectantly).

The Grand Soothsayer does not stay to chat. Nor does he attempt to stop them if they take the standard anyway. After all, who is he to argue with Rashta, the Warriors Spirit.

Ultimately if they turn in the staff, they gain one point of Flan influence each. The Grand Soothsayer marks each of them in tribal fashion and with much ceremony. He draws a blue line from one ear, under the eye, across the bridge of the nose, under the other eye, to the other ear. It will not wash out and marks them permanently as warriors of the Ventonii. When he is done, he points them on their way and smiles.

➤ **Azee:** Male human Wiz5; CR 5; Medium-size Humanoid; HD 5d4+5; hp 21; Init +6; Spd 30 ft; AC 12 (+2 Dex); Atks +3 melee (1d6+1, Quarterstaff) or +3 ranged (1d4+1/19-20, dagger); AL LE; SV Fort +2, Ref +3, Will +5.

Str 12, Dex 14, Con 12, Int 18, Wis 12, Cha 10

Skills and Feats: Alchemy +7, Appraise +8, Bluff +4, Concentration +4, Disguise +1, Knowledge (arcane) +10, Knowledge (engineering) +5, Knowledge (history) +10, Knowledge (religion) +10, Pick Pocket +3, Scry +9, Spellcraft +8, Spot +2; Combat Casting, Improved Initiative, Scribe Scroll, Spell Focus (necromancy), Spell Mastery (3).

Spells Prepared (4/4/3/2; base DC = 14 + spell level): 0 – *dancing lights, detect magic, ghost sound, ray of frost*; 1st – *cause fear, comprehend languages, charm person, detect undead*; 2nd – *invisibility, minor image*; 3rd – *blink, lightning bolt*.

Possessions: dagger, quarterstaff, 4 scrolls with *change self*, *color spray*, *mage armor*, *shield*.

CONCLUSION

Your journey has been a strange one. Your experiences still fresh in your minds strike a vivid contrast between two cultures, living in the same place, and in the same time. Yet that valley is like a world away now. It would take a master to find the secret way unless they knew it was there. People like yourself, with the same technology and the same basic way of life, but so very different.

You crest a rise on the upland trail and Otto's farmstead comes into sight.

Otto listens to their story and provides them with another meal. He also offers a bath to try and wash off the blue staining (which fails of course). He congratulates them on a job well done and tells them that the information they have brought back will doubtless be of great interest to the future of Free Onnwal.

The End.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter One

Defeat or Drive off Mountain Lions	50 XP
Capture & Recover Cubs safely	25 XP

Encounter Two

Defeat or Capture Klavius	50 XP
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Encounter Three

Recover the Scarlet Brotherhood notes	25 XP
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Encounter Four

Survive the Ambush	50 XP
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Encounter Five

Gain the respect of the Chief	50 XP
or	
Avoid or Escape capture safely	25 XP

Encounter Six

Avoid the traps on the entrance	25 XP
Defeat the guardians of the tomb	75 XP

Encounter Seven

Take the staff back to Otto	50 XP
or	
Returned the staff to the Ventonii	50 XP
Defeating Azee	50 XP

Total Experience for Objectives	450 XP
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Role-playing Award

Total Possible Experience	0-50 XP
	500 XP

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.

2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things, which it later finds unreasonable but which were allowed at the time.

Encounter 1:

Two adult lion pelts, (25gp each).
Four lion cub pelts, (10gp each) OR
Four lion cubs, (40gp each).

Encounter 2:

Two beaver pelts (10gp each).
Plain bronze bracelet (9gp).
Copper wire ring (1gp).

Encounter 3:

Silver signet ring, (12gp)
Talisman of understanding: Allows the user to cast comprehend languages as a 3rd-level sorcerer once. The talisman vanishes after being used; value 150 gp.

Encounter 6

Golden sun mask (30gp)
4 Potions of cure light wounds

Encounter 7

Arcane scroll of *mage armor* (25gp)
Arcane scroll of *shield* (25gp)
Arcane scroll of *color spray* (25gp)
Arcane scroll of *change self* (25gp)

APPENDIX 1: VENTONII TRIBE STATS

☛ **Chief Mortitasgus:** Male human Ftr10; CR 10; Medium-size Humanoid; HD 10d10+40; hp 104; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft; AC 19 (touch 13, flat-footed 16); Atks +15/+10 melee (1d8/x3, battleaxe) or +13 ranged (1d4/19-20, dagger); AL LG; SV Fort +13, Ref +6, Will +6; Str 20, Dex 16, Con 18, Int 13, Wis 16, Cha 14

Skills and Feats: Appraise +3, Bluff +4, Climb +6, Craft (armorer) +2, Craft (weaponsmith) +2, Diplomacy +5, Gather Information +4, Handle Animal +7, Innuendo +4, Intimidate +3, Knowledge (religion) +2, Listen +6, Perform +3, Ride +5, Search +2, Sense Motive +4, Spot +6, Wilderness Lore +4; Alertness, Ambidexterity, Blind-fighting, Combat Reflexes, Dodge, Endurance, Great Fortitude, Improved Critical (battleaxe), Improved Initiative, Mobility, Spring Attack.

Possessions: battleaxe, dagger, scalemail, large steel shield, 3 gold torcs (30 gp each), 2 gold bracelets (15 gp each) and 4 silver bracelets (10 gp each).

☛ **Grand Soothsayer:** Male human Sor12; CR 12; Medium-size Humanoid; HD 12d8+24; hp 61; Init +3 (Dex); Spd 30 ft; AC 13, (touch 13, flat-footed 10); Atks +7/+2 melee (1d6, masterwork club) or +10/+5 ranged (1d4/19-20, dagger); AL N; SV Fort +6, Ref +7, Will +10; Str 11, Dex 16, Con 15, Int 20, Wis 14, Cha 18

Skills and Feats: Alchemy +7, Appraise +7, Bluff +6, Concentration +5, Craft (bookbinding) +6, Craft (calligraphy) +6, Craft (painting) +6, Diplomacy +7, Disable Device +6, Gather Information +7, Handle Animal +6, Heal +5, Innuendo +5, Intimidate +7, Intuit Direction +3, Jump +1, Knowledge (arcane) +7, Knowledge (religion) +8, Listen +4, Perform +7, Pick pocket +4, Ride +4, Scry +8, Search +6, Sense Motive +5, Spellcraft +6, Spot +3, Wilderness Lore +4; Armor Proficiency (Light), Craft Wand, Empower Spell, Quicken Spell, Silent Spell, Still Spell.

Spells Known (6/7/7/7/7/5/3; base save = 14 + spell level): 0 – arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, resistance, light, mage hand; 1st – alarm, burning hands, cause fear, comprehend languages, nystul's undetectable aura; 2nd – alter self, locate object, blindness/deafness, resist elements, web; 3rd – dispel magic, explosive runes, fireball, haste; 4th – arcane eye, bestow curse, hallucinatory terrain; 5th – contact other plane, dismissal; 6th – geas/quest.

Possessions: bearskin headdress (worth 35gp), masterwork staff, masterwork dagger.

☛ **Flan Soothsayer (12):** Male human Drd8; CR 8; Medium-size Humanoid; HD 8d8; hp 43 each; Init +6 (+1 Dex, +4 Improved Initiative); Spd 30 ft; AC 12 (touch 12, flat-footed 10); Atks +9/+4 melee (1d6+2, masterwork club) or +8/+3 ranged (1d4+2/19-20, dagger); SQ Nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wild shape (3/day, large); AL LN; SV Fort +6, Ref +4, Will +8; Str 14, Dex 14, Con 11, Int 10, Wis 15, Cha 14.

Skills and Feats: Alchemy +3, Animal Empathy +6, Concentration +10, Diplomacy +6, Gather Information +3, Handle Animal +6, Heal +6, Intimidate +3, Knowledge (nature) +5, Perform +5, Ride +2, Sense Motive +4, Spot +4, Wilderness Lore +8; Blind-fighting, Combat Casting, Improved Initiative, Maximize Spell.

Possessions: bearskin headdress, masterwork club, dagger

Spells Prepared (6/5/4/3/2; base DC = 12 + spell level): 0 – create water, cure minor wounds (2), detect magic, light, resistance; 1st – cure light wounds (2), entangle, goodberry, obscuring mist; 2nd – barkskin, flaming sphere, heat metal, summon swarm; 3rd – call lightning, cure moderate wounds, protection from elements; 4th – flame strike, freedom of movement.

☛ **Flan Champions (12):** Male human Ftr5; CR 5; Medium-size Humanoid; HD 5d10+10; hp 44 each; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 17 (touch 13, flat-footed 14); Atks +9 melee (1d8+4/x3, battleaxe) or +8 ranged (1d4+4/19-20, dagger); AL LG; SV Fort +6, Ref +4, Will +1; Str 18, Dex 16, Con 14, Int 10, Wis 11, Cha 10.

Skills and Feats: Climb +6, Craft (leatherworker) +3, Craft (weaponsmith) +3, Jump +6, Ride +6, Swim +1; Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Initiative, Power Attack.

Possessions: battleaxe, dagger, studded leather armor, small wooden shield.

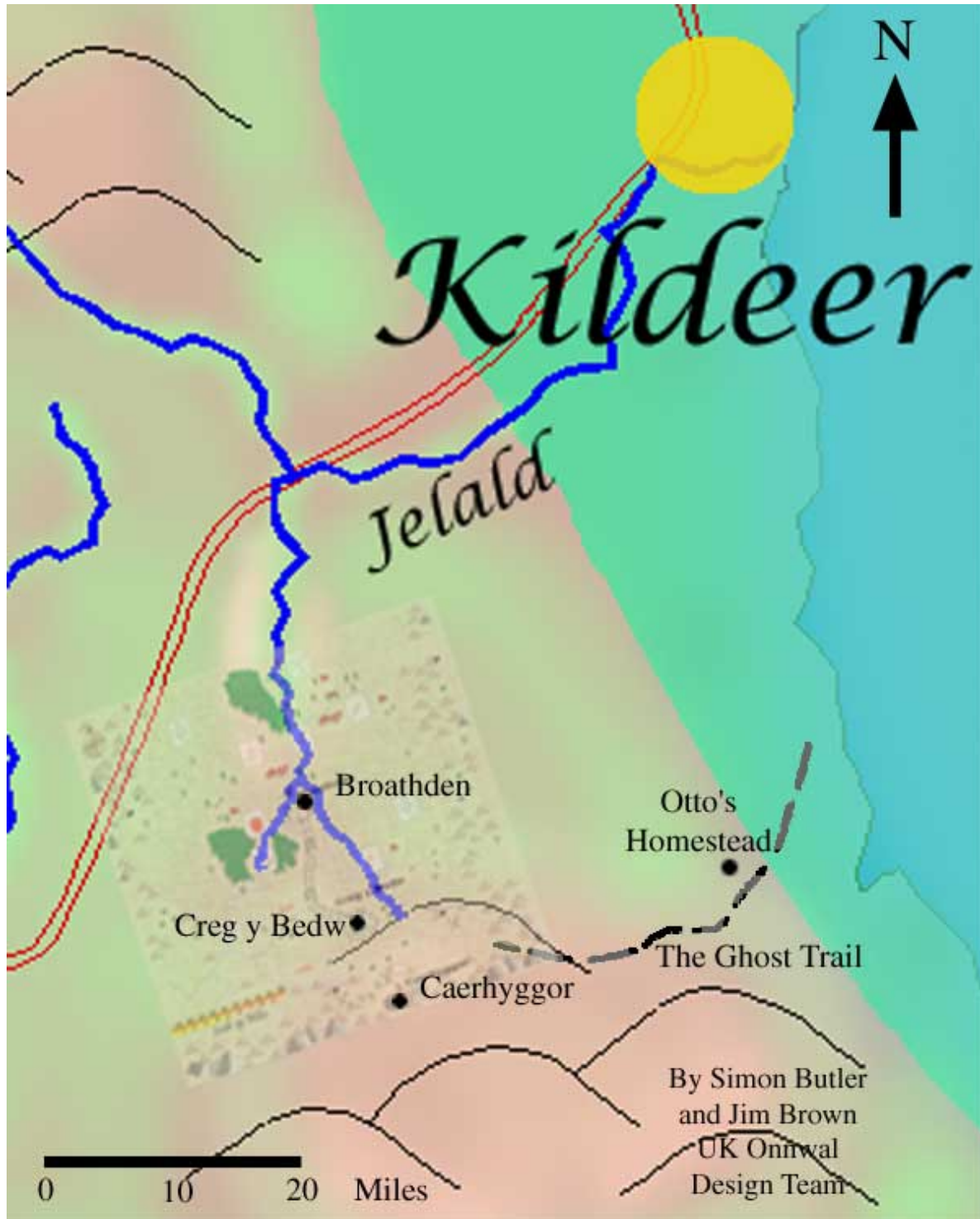
☛ **Flan Warriors (78):** Male human Ftr1; CR 1; Medium-size Humanoid; HD 1d10+1; hp 11; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft; AC 14 (touch 11, flat-footed 13); Atks +3 melee (1d8+2/x3, shortspear) or +2 ranged (1d4+2/19-20, dagger); AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 12, Con 13, Int 11, Wis 12, Cha 10.

Skills and Feats: Climb +4, Craft (leatherworker) +1, Craft (weaponsmith) +1, Jump +4, Ride +4, Swim -2; Endurance, Great Fortitude, Improved Initiative.

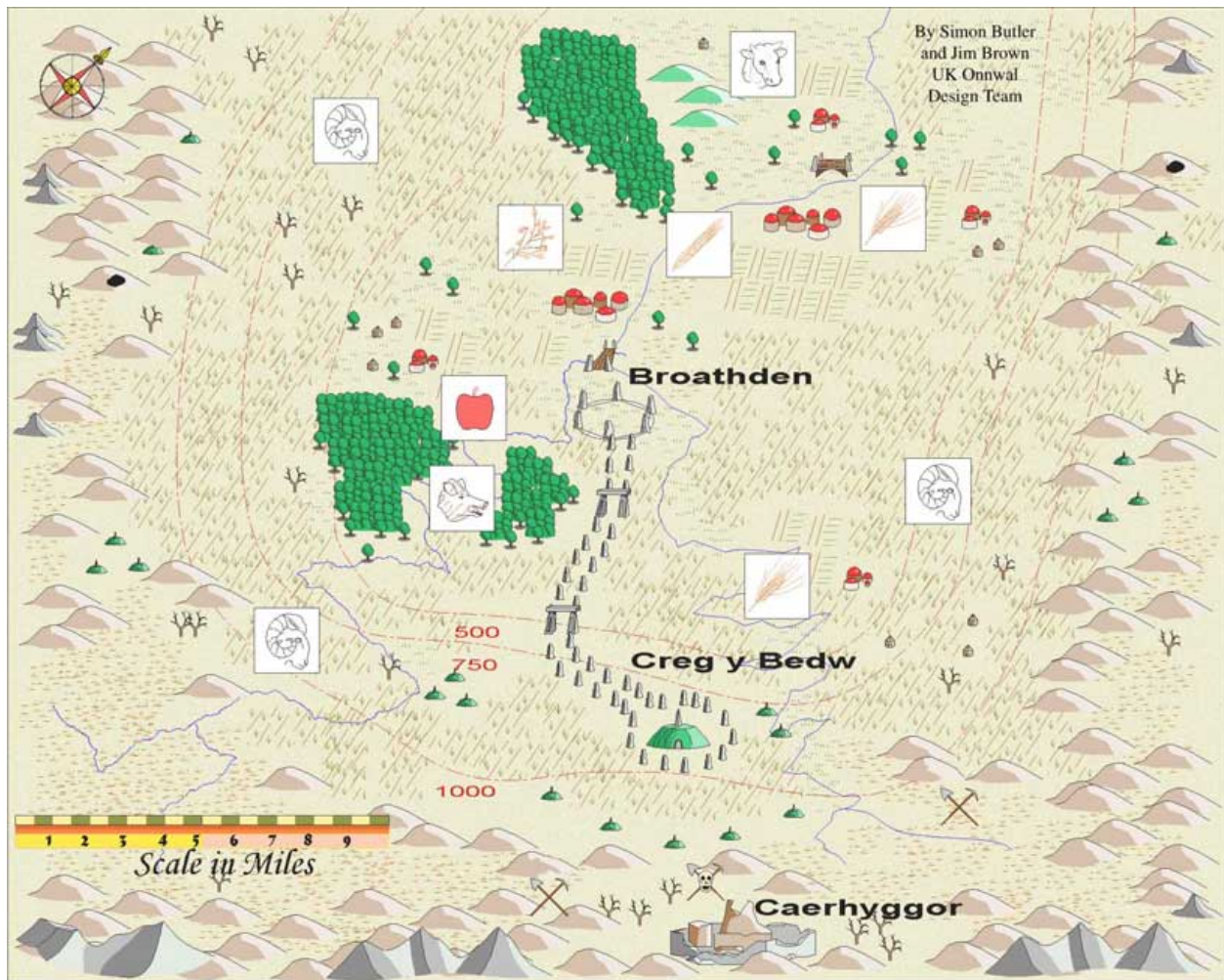
Possessions: dagger, leather armor, small wooden shield, shortspear.

APPENDIX 2: MAPS AND DIAGRAMS

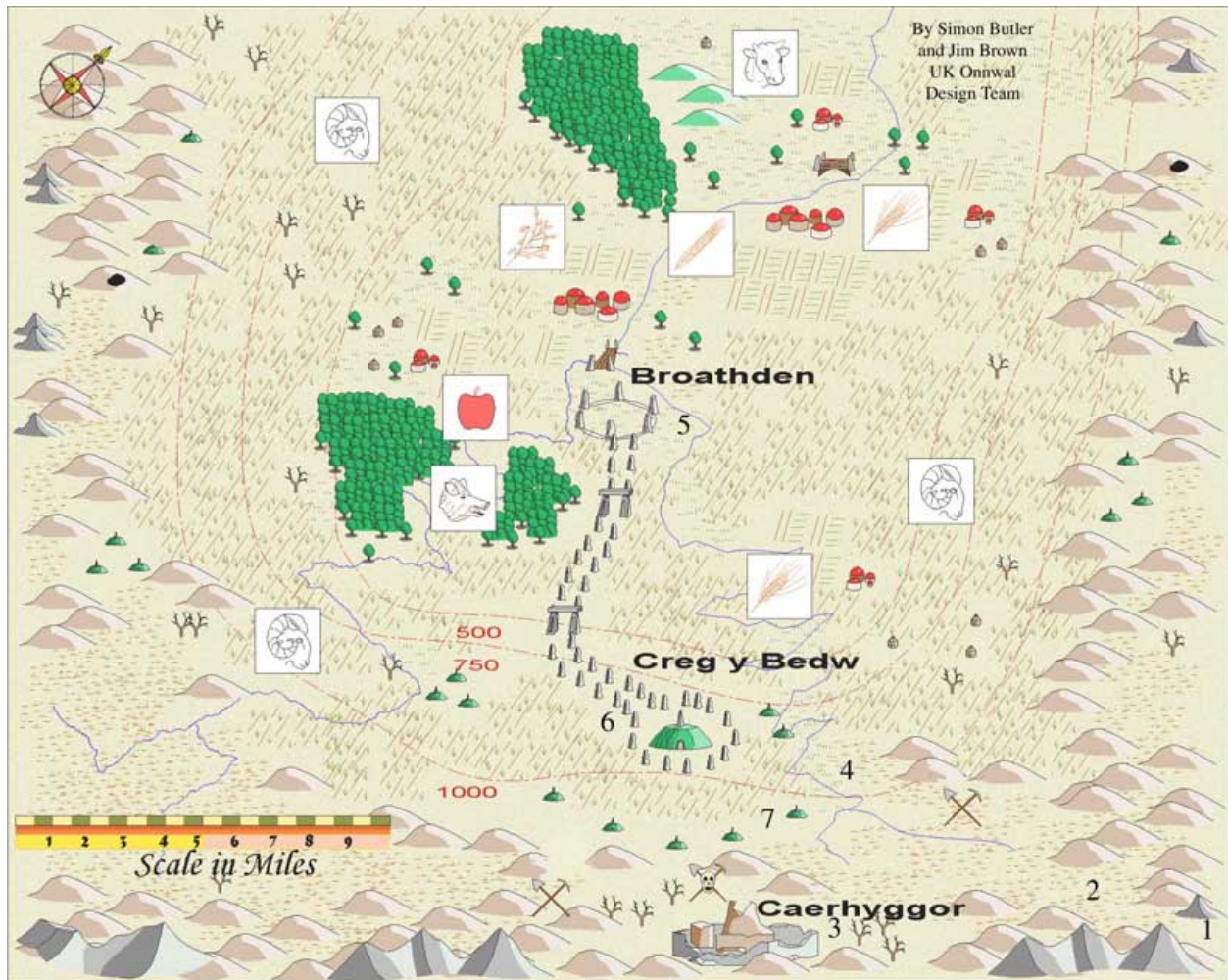
GENERAL ONNWAL LOCATION MAP



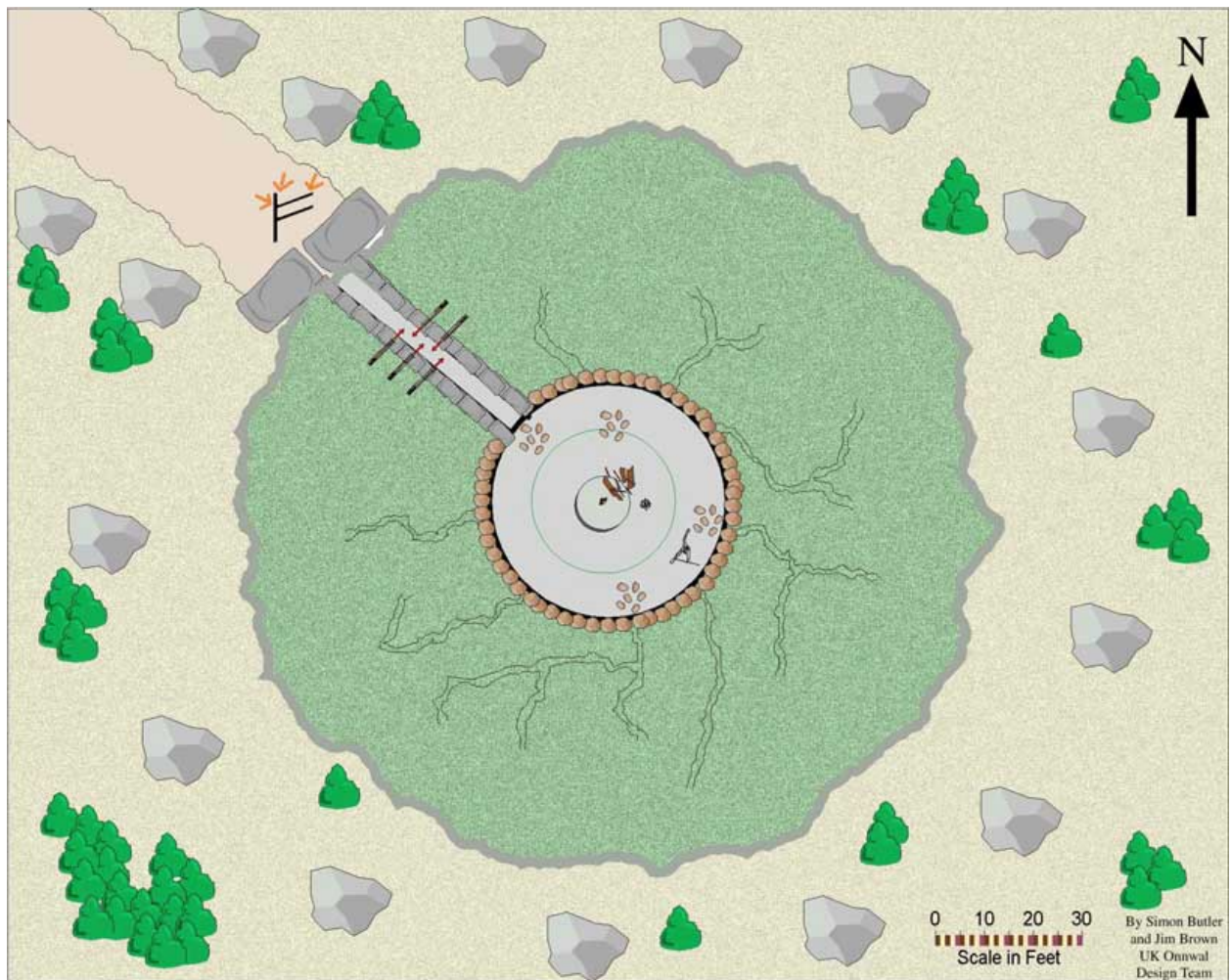
PLAYERS' VENTONII TERRITORIAL MAP



DM'S VENTONII TERRITORIAL MAP



CREG Y BEDW SACRED MOUND



PLAYER HANDOUT 1: NOTEBOOK

Arrived in the Headlands, locals consider Flansmen to be civilized if a little rough around the edges. Population believed to be in the heart of the upper foothill region, south of Kildeer; the tribe known as the Ventonii. Caerhyggor is a name that means Stronghold on the Pig's Back. Location unknown. The Headlands do not have regular contact with the Flan except at Brewfest trade fayre. It seems there is an annual stock market in exchange for finished goods.

The Ventonii are reported to be suspicious of strangers and may act with hostility. There is a tale amongst the Headland farms about a ghostly, lost legion, a description fitting that of the Suel. Supposedly they marched into the hills near here and were lost to history. Yet every year at this time, the tramp of their feet can be heard on the upland trail.

It has taken a day's journey into the hills following the trail. Signs of habitation have become scarce; there is neither sign of life nor even of the ghosts. Many ancient burial mounds and standing stones survive here. There are numerous hidden valleys in these hills, it could take months to fully explore and chart. The area is a tactical nightmare.

We have discovered an abandoned hillfort; perhaps this is the fabled Caerhyggor where the Omnwi and Ventonii held their final conflict. It will serve as a place to camp. The nearest habitation is some distance down the valley. If the Golden Tiger Standard survives, it must surely have been taken near here.

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level): 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.