

ONW4-04

Return to Bigby's Modest Home

A One-Round D&D LIVING GREYHAWK[®] Onnwal Regional Adventure

Version 1.0

by Andy MacPhee, Jeny MacPhee and Stuart Kerrigan

Triad Reviewer: Stuart Kerrigan

Circle Reviewer: Paul Looby

Subtle and quick to anger – such is the way of wizards. So what do you do when two come asking that you retrieve something left behind by their old master?

A one round Onnwal regional module for APLs 2-10.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A five-hour time block has been allocated for each round of this scenario. 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.

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 Website, 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*.

Preparation

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

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

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

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

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

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

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

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

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. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

LIVING GREYHAWK Levels of Play

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

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

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

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

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

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs

Charisma check. 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 Onnwal. Characters native to Onnwal pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Adventure Background

The Greenleaf Society was the name given to the loose group of mages who on occasion gathered at the house of Fraznier of Halmarn, better known to the wider world as the Archmage Bigby. Formed soon after Bigby settled in Scant, the Society consisted of Bigby, his apprentices (past and present), as well as some of the brightest and best of Onnwal's magi including Milos Relaster and Kelen the Grey. The Society had practically no formal structure - though Bigby was generally acknowledged as the leader - and it served as much as a talking shop and opportunity for the members socialise as anything else. Nevertheless, matters of great import were often discussed by the Society and given the members' power, decisions reached by the group often had far-reaching influence in Onnwal and beyond.

For all its knowledge and farsightedness, the Brotherhood's invasion caught the Society by surprise. Bigby withdrew to Mitrik in Veluna, whilst other members fled to Irongate, Nyron, the Urnsts, and the Domain of Greyhawk. The Society has effectively ceased to exist now - though the members do remain in contact, and old ties of friendship remain strong. Many work what means they can to aid the cause of Free Onnwal and the Iron League.

Two members of the society, and former apprentices of Bigby, are interested in certain magical treasures that were left behind when Bigby withdrew. Bigby, under the nom de plume Fraznier of Halmarn

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

to attack must succeed at a DC 10 Handle Animal or

Adventure Summary

Introduction: The PCs are contacted via powerful magics by two former members of the Green Leaf society. Andrui and Celendrenn want the PCs to travel to Halmarn on the outskirts of Scant to retrieve a powerful artifact once belonging to Franzier of Halmarn, better known as Bigby. Failure to do this may allow the Kesh of Scant, Maranafel Toktot, to obtain the item first

Encounter 1 Ambush: In order to get into Halmarn, the PCs need to obtain enchanted discs that will allow them access past the gates. Luckily a small Brotherhood patrol is not far off; if the PCs can ambush them in time than they can get the discs they need.

Encounter 2 Into the Lion's Maw: The PCs must make their way into Halmarn, and avoid detection whilst moving about the town. They will need to locate the house of Fraznier, possibly facing an ethical dilemma en route.

Encounter 3 Bigby's House: The PCs are free to investigate the house, in their search for the black sphere. They must try to be quiet however; otherwise they will draw attention from the wandering patrols. Their search begins on the ground floor, where they may encounter one of Bigby's slightly unusual housekeepers.

As the PCs head up the stairs they trigger one of Bigby's traps, which appears to have already accounted for a Brotherhood patrol.

The PCs can explore the first floor. Most of the rooms are empty, but there are two of interest. One of the Brotherhood troops managed to enter Andrui's room. A large fire elemental pursued him and killed him. The room has been set alight, and clay golems have been teleported in to try and put the fire out. There is an opportunity for the PCs to help them.

The only entrance to the basement can be found in Bigby's room. If the PCs are to get the sphere they will have to enter the secret lift by bypassing the interposing hand left by Bigby. The other problem is that a surviving brotherhood wizard is watching invisibly, waiting to strike.

The lift takes the PCs to the basement library. While they are investigating, the invisible wizard strikes, using his wand of summon monsters to attempt to kill the PCs.

Encounter 4 Laboratory Escape: Within the basement laboratory, the PCs will find the sphere. There is also a

mirror that is their only means of escape from the house. However, depending on the route they take they could end up in even greater peril.

Introduction

To begin this module read aloud or paraphrase the following:-

It is dark. A second ago you were engaged in your daily activities. Then suddenly you were engulfed in impenetrable darkness.

"Do not be alarmed," says a voice.

You find yourself illuminated in a pool of white light. A figure steps from the darkness.

"I am speaking to you telepathically, as is my companion here. We are near you, but we cannot risk contacting you directly."

The figure is dressed in a brown-cowled robe. The hood falls back to reveal a young face crowned with a mane of black hair. The man bows briefly.

"Friends, we bring you greetings, my name is Andrui, and this is my...associate."

Just then on the edge of the darkness, another cowled figure appears.

"We have come to you in haste," the cowled figure says in a deep voice. "A great peril is soon to befall all of Onnwal. With your help we hope to divert the worst and cancel the rest."

Obviously the characters will have some questions. Andrui will do all the talking in his strange tongue. They have no equipment, are dressed solely in white robes, and cannot touch anything – everything including the PCs seem to be incorporeal.

☛ **Andrui:** Male human Wiz 10+: AL N.

Appearance: A man in his early thirties who is both tall and thin as war, study and hardship have meant that the rotund frame Andrui once possessed has faded. Andrui is striking with long black hair which shows only the subtlest hues of grey, and is impeccably clean-shaven.

Character: Andrui met Franzier of Halmarn (Bigby) whilst working as a laborer in Halmarn and impressed the mage sufficiently to be taken on as an apprentice. He tended Bigby's affairs as best he could during the mage's death in 581 CY, but he had been his apprentice for only one month so many of his master's traps and escaped experiments caused him problems. He gained a pathological hatred of stirges. During the Fall of Scant, Andrui was on business in Furyondy for Bigby. He joined his master in Veluna City. He is now a puissant mage in his

own right and has transcended from apprentice to a respected agent of the Circle of Eight.

Where are we?

"This is a visual representation of our conversations in your mind."

Who are you?

"I am Andrui, I thought I had already said? You need more of an introduction? We ultimately have Free Onnwal's best interests in our hearts."

Who is your companion?

"One who knows better than to give out his name. He listens, and will speak if he has anything to say."

What is this peril you spoke of?

"On the outskirts of Scant is a place known as Halmarn. It holds a dangerous secret. One of the townhouses was a secret meeting site for a famous resident of Scant. Whenever he wished to meet others in secret, he met them there. This resident, a former master of ours, who went by the name of Fraznier, made sure that his home would be well protected after he left the city during the night of the Brotherhood's invasion."

"However, in recent days Maranafel Toktot, Kesh of Scant has discovered a token, enchanted by our master, that will afford him entrance to this house. If that were to happen, certain powerful enchantments, items of power and lost magics, hidden for a reason will be in the possession of our enemies. This cannot be allowed."

"You must travel to Halmarn, enter the town, gain entrance to the house, find these items of power, and return them to Killdeer. Then you may have saved your cause, and our master's secrets."

Who is your master? Is it Bigby?

Andrui:

"Fraznier is our master, and one time resident of Scant. If you can come up with another name, then that is well, but keep it to yourself."

Celendrenn:

The mysterious observer speaks.

"It is imperative you do not utter his name. Our enemies have ears everywhere. That is why I will not give you mine, why I cannot meet you in person. Suffice to say it is a name you will have heard."

But Bigby sold out Free Onnwal! He is a traitor!

Andrui:

"Remember who it was who turned upon his own sworn companions, sundering oath and bonds of friendship to take the lives of those closest to him. It was not Bigby that did this, but Rary the Traitor."

"It is curious that you put such a store of blind faith in the words of Rary's Mouthpiece. What proof has the Forked Tongue of the Bright Desert offered you of his accusations? Because a man says a thing, does it make it true? Have these hard years taught you nothing about trust and deception? Has not Onnwal bled enough for its sons' gullibility?"

"For our part, we play on a larger board than Onnwal. The war here is but a candle to the greater war that will one day come. Powerful evil lurks in the Dragonshead, evil that must be dealt with before the Last War comes upon us. Think of it as the lancing of a boil."

"It is better that this evil be drawn out by the blood of your war than the slaughter that will follow. The rivers of blood that shall flow from that War would engorge it so that it would become invincible."

"If the Traitor opposes us, then he must surely be the ally of this deepening shadow. Or perhaps its master?"

Celendrenn:

You hear a sharp intake of breath from the observer:

"This is irrelevant! You cannot refuse this task and still you call yourselves true patriots of Onnwal. Toktot and the Brotherhood stand to gain terrible magical secrets if you stand by and do nothing. That cannot be allowed to happen."

If the PCs continue to persist in denouncing Bigby or Andrui, Celendrenn gives away his identity as spymaster for the Free State of Onnwal and former apprentice of the puissant archmage.

☞ **Celendrenn:** Male human Wiz 10/Mindbender6

Appearance: Celendrenn is obviously not using his true appearance and manifests as a blurred face hovering in the background of this vision.

Character: Thought to be a native of Scant, Celendrenn was known before the Greyhawk Wars to be a talented mage in the service of Fraznier of Halmarn, alias the archmage Bigby. During his time in Bigby's service, he is believed to have shown a particular aptitude for mind-affecting magics, one seemingly encouraged by his master. Celendrenn frequently acted as a messenger for Bigby throughout the lands of the Iron League. When Bigby was forced to flee Onnwal during the Scarlet Brotherhood invasion, Celendrenn remained behind and went into hiding. Firm knowledge of his movements since that time is patchy at best. Given his secretive nature, no clear

account of his physical appearance exists. Popular rumour has it that he is Jian Destron's master of spies.

How do we get into the town?

"In order to get into the town, past the guards you will need entrance discs that I believe look like this," Andrui waves his hands and an image of a copper disc appears in the air. "As you know/may know these discs are worn on the wrists by the agents of the Scarlet Sign in order to get into the town."

Celendrenn:

"You will need to obtain some of these discs. I am sure you can find a patrol, ambush them and capture their discs."

How do we get into the house?

Celendrenn:

"We will give you a token. A scroll left by our master that will allow any who read it to enter the house, and safely leave it again. Do not loose the scroll, or let it get damaged, without it you will never leave the house. To use it simply read the passage on the scroll aloud before entering the house or moving between floors of the house."

What about a disguise?

[Celendrenn] *"I have created a device, that will alter your appearance. We shall arrange for it to come into your possession after we are done with you. When you are close to your destination each of you should hold it and speak the work Ardaranzi. The illusion will last for only 24 hours."*

What is it you want us to retrieve?

"There is a certain item concealed within the house. It is a small black sphere, no bigger than a fist. I cannot say where exactly it is, but it is vital you return it to me."

Why have we been selected for this mission?

The response differs depending on the APL of the module, and whether the PCs have completed the Onnwal regional modules 'ONW2-06 (Prequel) Pilgrims in an Unholy Land' or 'ONW2-06 Blazing Banner'.

For PCs at APL2 – 4 that have not played ONW2-06 (Prequel) Pilgrims in an Unholy Land or ONW2-06 Blazing Banner:

Andrui nods and smiles as you ask that question. It would appear that he have been waiting for you to ask it. "The answer is very simple. You are not known in Halmarn,

and so your faces will be easy to disguise. There will be no posters offering rewards for you; it is unlikely you will encounter anyone you have met before. In other words you are exactly what we need, remarkable individuals who have remarkable talents. We have faith that you will find a way past the gates."

For PCs at APL6 + that have not played ONW2-06 (Prequel) Pilgrims in an Unholy Land or ONW2-06 Blazing Banner:

Andrui nods and smiles as you ask that question. It would appear that he has been waiting for you to ask it. "The answer is very simple. You have already proven your resilience and your daring in countless missions for the forces of Free Onnwal. Who else would we call upon at this our most pressing need? It has been agreed that you have the best chance of victory. You must not let us down."

PCs at all APLs that have played ONW2-06 (Prequel) Pilgrims in an Unholy Land or ONW2-06 Blazing Banner:

Andrui nods and smiles as you ask that question. It would appear that he have been waiting for you to ask it. "The answer is very simple. You have managed to get into the town of Halmarn once already. We are convinced that you can do it again."

Are we getting paid for this?

"I would hope that serving your country would be its own reward. However, if that is not sufficient, you may take for yourselves any minor trinkets you may come across whilst searching for the sphere. That should be ample payment for your services."

Once the PCs have ended their conversation the darkness fades and events resume around the PCs. One random PC, who is currently within a populated area, is approached by a young urchin named Fissif who bears both the scroll to enter Bigby's home and (if the PCs are to be given it) the magical device to disguise themselves, a sphere which enables the spell *seeming* to be cast on the PCs.

Development: Given the importance of the mission it is assumed that the characters meet up to travel to Halmarn as quickly as possible. Roleplay this as time allows and proceed to *Encounter 1: Ambush*.

Encounter 1: Ambush

Using the information provided by Celendrenn, the PCs should be able to move ahead of the Brotherhood patrol and set up an ambush as the patrol is following a discernable path. If the PCs delay setting off, then they will have more difficulty tracking the patrol, and will not have time to prepare an ambush. In this instance, the Brotherhood forces have already set up a camp for the evening, at the top of a low rise. This gives them a +2 circumstance bonus to any Spot checks made to notice the PCs approach.

Assuming the PCs are in time to set up an ambush, have them make DC 15 Survival checks to determine the best location for the ambush site. If the PCs fail the check, they are unable to find a suitable location, and are likely to blunder into the patrol. In this instance, used opposed Spot checks starting at a distance of 200m to determine which group gets surprise.

If the PCs get DC 15 on the Survival checks they locate a small scrub covered hill that provides 25% cover and +4 circumstance bonus to Hide checks to avoid being spotted. PCs that beat the DC by 10 or more locate a small hill with a rocky outcrop overlooking the path taken by the patrol. This provides PCs with 50% cover and +6 circumstance bonus to Hide checks to avoid being spotted.

Once the PCs are in position have them make Hide checks to avoid being spotted by the Brotherhood patrol. As the patrol is not expecting any danger, they make no attempt at concealment. Allow the patrol to make a single Spot check from a distance of 100m to locate the PCs.

If the PCs fail their Survival check or if they were spotted then read or paraphrase the following:

As you are scouting the area, looking for a place to hide, shouts ring out. You see the Brotherhood patrol, comprising a Tilva Suel commander and a squad of Hepmonaland Suel savages, pointing in your direction. The savages are dressed in little more than loincloths, hide capes and crude sandals, but all appear to wear some sort of band around their right wrist, although from this distance, it is impossible to make out its significance.

The commander shouts something in an unfamiliar tongue, and then waits expectantly for a response.

The commander will assume that the PCs are a group of Brotherhood soldiers returning from the front, and is asking them for their report, in Ancient Suloise. As long as the PCs do not act suspiciously (like attempting to avoid the position, speaking Common (as opposed to Ancient

Suloise) or allowing inferior races like halflings, elves, dwarves, gnomes or obviously Oeridian humans to roam free, the Brotherhood troops will not become immediately alarmed. If the PCs do not respond in the correct language without delay, he will give the order to attack. If the PCs speak Ancient Suloise, have them make an opposed Bluff vs Sense Motive check to provide a convincing report, with a discretionary +/-2 for roleplaying. If the PCs succeed, they regain the advantage, and can choose when to press the attack. If they fail, the Suel commander immediately gives the order to attack.

If the PCs made a successful Survival check and were not spotted then read or paraphrase the following:

You have maneuvered yourself into position, and lie concealed at the crest of a small scrub strewn hill. A light drizzle has begun to fall as you wait, unsure exactly where your targets are. Then you notice them - a Tilva Suel commander and a squad of Hepmonaland Suel savages, marching in a ragged troop on the path beneath you. They are vigilant, scanning the area, but their gaze slides past your hiding place. The savages are dressed in little more than loincloths, hide capes and crude sandals, but all appear to wear some sort of band around their right wrist, although from this distance, it is impossible to make out its significance.

The PCs have one surprise round to act before the Brotherhood patrol can respond.

APL 2 (EL 4)

☛ **Tilva Suel Commander:** male human Ftr2; hp 20; see Appendix 1.

☛ **Hepmonaland Savages (3):** male human War1; hp 9,9,9; see Appendix 1.

APL 4 (EL 6)

☛ **Tilva Suel Commander:** male human Ftr2; hp 20; see Appendix 1.

☛ **Hepmonaland Savages (3):** male human Bbn2; hp 23; see Appendix 1.

APL 6 (EL 8)

☛ **Tilva Suel Commander:** male human Ftr3; hp 28; see Appendix 1.

☛ **Hepmonaland Savages (3):** male human Bbn3; hp 32; see Appendix 1

APL 8 (EL 10)

☛ **Tilva Suel Commander:** male human Ftr5; hp 44; see Appendix 1.

🔱 **Hepmonaland Savages (3):** male human Bbn5; hp 55; see Appendix 1.

APL 10 (EL 12)

🔱 **Tilva Suel Commander:** male human Ftr7; hp 60; see Appendix 1.

🔱 **Hepmonaland Savages (4):** male human Bbn7; hp 68; see Appendix 1.

Tactics: The savages will use their bows if possible, but have no fear of closing in melee, moving to envelop and surround the PCs. They will rage as they enter hand-to-hand combat. The commander will hang back if he can, using his bow to disrupt spellcasters, but he will join the fray to rally his men, if they appear to be wavering.

Treasure:

APL 2: Loot 35gp; Magic: *potion of cure light wounds* (4 gp).

APL 4: Loot 58gp; Magic: *potion of cure light wounds* (4 gp).

APL 6: Loot 119gp; Magic: 4 x *potion of cure light wounds* - (4 x 4 gp)

APL 8: Loot 73gp; Magic: +1 *bastard sword* (195 gp), 4 x *potion of cure moderate wounds* (4 x 25 gp), *cloak of resistance +1* (83 gp), 3 x +1 *greataxes* (3 x 193 gp), 3 x *potion of bull's strength* (3 x 25 gp).

APL 10: Loot 110gp; Coin 5gp; Magic: +1 *bastard sword* (195 gp), 3 x *potion of bull's strength* (3 x 25 gp), 3 x +1 *greataxes* (3 x 193 gp), *cloak of resistance +1* (83 gp), 4 x *potion of cure serious wounds* 4 x 62 gp).

Development: Once the PCs have defeated the patrol, they can take the copper discs that are worn on a leather thong around the right wrist. Each has the same symbol carved into one side only. If the PCs cast *detect magic*, they find that each disc glows faintly of divination magic. The PCs should now proceed to Halmarn, where they can use the discs to gain entrance. They are still 6 hours away from Halmarn, and it will be mid-afternoon before they arrive at the city gates.

Troubleshooting: The PCs may already have used the device given to them by Andrui in order to disguise their appearance. This functions exactly like the 5th arcane spell *seeming*, cast by a 14th level caster, and will make the PCs appear to be Suel humans. However, it does not provide the ability to speak Ancient Suloise, so the PCs need to find another way around this difficulty. If the PCs are disguised, they receive a +10 circumstance modifier to the opposed Bluff check against the Suel commander, assuming they have some way to communicate with him.

If the PCs delay before setting off to ambush the patrol, then it may be dark before they reach Halmarn. There is a curfew, so although getting in the gates is possible, it will also look suspicious.

Encounter 2: Into The Lion's Maw

The PCs should have obtained the discs from the Brotherhood patrol, enabling them to gain access to Halmarn. The rest of the journey was uneventful, and the PCs now stand at the gates of Halmarn itself.

Read or paraphrase the following:

You approach the gates of Halmarn. The rain of earlier has stopped, but the leaden grey sky does little to alleviate the ominous mood that surrounds the town like a shroud. There is little activity around the gatehouse, although guards stand attentively at their posts, watching as you approach.

Before the war Halmarn was an attractive suburb of Scant by all accounts. Now a grey and menacing stone wall surrounded by a moat wards the landward side of the town,. The top is lined with steel spikes. The black water in the moat ripples slightly in the breeze, creating shadows that move just beneath the surface. On each side of the great gate, two lion heads are carved into the walls, Maws gaping wide open.

Huddled before the gates are a small group of farmers, clustered around wagons piled high with produce, waiting for permission to enter. Two Brotherhood savages, who loom over the quailing commoners, delighting in their fear, escort them. As you watch, each of the warriors places his right hand into the mouth of the lion, and the gate swings open, granting access to the town beyond.

Assuming that the PCs have activated the device given to them by Andrui, the guards should not stop them. If they have been here before (during ONW2-06 (Prequel) *Pilgrims in an Unholy Land*, they should remember the procedure for getting in). Otherwise, observing the actions of the group in front should show them what to do.

Once inside Halmarn, the PCs have to decide on the best course of action. This encounter can be fairly freeform, depending on how the PCs plan to enter to 68 Greenleaf Avenue. Andrui has told them roughly where it is, although he cannot advise on the best way to get there since the troops moved in. The PCs' disguise will protect them from casual discovery. However, if the PCs choose to wander about Halmarn with no particular goal in mind, feel free to have them encounter a Suel officer wanting to know their business.

The two most likely courses of action are either to head straight to Greenleaf Avenue, or to hole up somewhere and wait for darkness. Any NPC can additionally suggest the Breaking Waves tavern as a possible resting spot if the PCs are rather obviously wandering around aimlessly.

Wandering through Halmarn: The streets are fairly busy, and everyone seems to be moving purposefully; there is little loitering or aimless wandering. Several Brotherhood patrols can be seen as the PCs make their way through the narrow streets. Commoners can be seen running various errands, and there are a few shops open for trade, although business appears to be poor. The farmers from the gate are delivering their produce to a large barracks, closely supervised by a number of troops.

Read or paraphrase the following as the PCs move through the town:

As you wander through the streets, people maintain a distance. None of the common inhabitants meet your gaze as they pass. Keeping to themselves, the downcast population appears frightened and tense. You pass a small group of hochebi heading towards the gates.

The head hochebi salutes you, but doesn't stop, barking orders at his troops in his own guttural language. To your left looms the dark, thick walled tower that serves as the barracks of the town.

A mixture of Suel warriors, Hepmonaland savages and hochebi troops parade in the courtyard in front. One officer standing at the gates calls over to you, speaking Ancient Suloise. Dressed in the loose garb preferred by the Brotherhood, he is a Shoheen, an enforcer of Brotherhood law.

The Shoheen asks the PCs their business outside the barracks. Any believable story offered in Ancient Suloise, will convince him, as he is more interested in sorting out the rabble in the courtyard of the barracks than checking up on what he assumes to be a standard patrol. If the PCs don't understand his words or reply in Common, he is more suspicious, and they will have to do some fast talking, requiring an opposed Bluff vs. Sense Motive check (DC 18). Failure to convince the Shoheen will result in him calling the soldiers from the courtyard, and the PCs will most likely be captured or killed (see Troubleshooting below for details on how to handle this).

All APLs

☛ **Shoheen:** male human Ftr3; hp 24.

The Breaking Waves Inn: This is a solidly built two-storey stone building close to the docks of Halmarn, which looks like it has seen better days.

Read or paraphrase the following as the PCs approach:

As you approach the dockyards you get a clear view of Scant. The majestic city is framed against the overcast sky, looming over the leaden sea like a sentinel. Large ships can be seen in the distance sailing in and out of the Great Harbour on the afternoon tide. The Breaking Wave Inn is on Halmarn's waterfront, a solidly built two story stone building that looks as though it has seen better days.

Where the inn's sign apparently used to swing, a single human skull now hangs as its replacement. Drawing close to the inn, a group of hochebi pushes roughly past you, heading in the same direction. Laughing and jeering in their own language, they smell of stale beer and sweat. They burst through the inn door, briefly revealing a crowded and noisy taproom beyond.

If the PCs want to talk to anyone in order to gain information, the barkeep is their best option. The inn is crowded with off-duty troops, who seem intent on getting drunk as quickly as possible. There are several games of chance going on, accompanied by rowdy shouting and jostling. The barkeep is taciturn, but respectful of the PCs, assuming they are still disguised. He will not outwardly react if the PCs speak to him in Common. He will confirm the location of Greenleaf Avenue. If the PCs are disguised as Suel, he will reveal the information without prompting. If, for some reason they are not, a bribe of 10 gp x APL will get them the information they require.

If asked about the skull outside, he tells them that it belongs to a man named Berdinund. He was a traitor who helped rebel agents sneak into Scant and steal something from the city. In truth he was an agent of Free Onnwal, who helped the PCs enter Scant in the mini-mission ONW2-06 (Prequel) *Pilgrims in an Unholy Land*. PCs who played ONW2-06 (Prequel) *Pilgrims* should remember him well. The barkeep will use the opportunity to profess his admiration for the Scarlet Sign and their regime, but will not dwell on the subject of treason.

Green Leaf Avenue: This is an optional roleplaying encounter that occurs en route to Green Leaf Avenue, which can be dropped if time is an issue.

Green Leaf Avenue was once obviously a high quality area of town, lined with elegant two storey townhouses on either side. These have since fallen into disuse, and several bear signs of looting and disorder. Rotted stumps are the only indication that the now pitted street was originally

tree-lined. Approaching number 68, you spot a cart on the opposite side of the street, piled high with crates and boxes. Two ragged slaves are struggling to load more boxes onto the cart. A Suel overseer watches them intently, scourge in hand. As you draw closer, one of the slaves slips, dropping his heavy burden to the ground. The overseer turns on him, bringing the scourge down onto his already scarred back.

If the PCs draw closer, have them make a DC 15 Spot check to notice a tattoo on the slave's upper arm. Any Hillstalkers in the group will recognize it instantly as marking one of their own. Everyone else will require a DC 20 Knowledge (Splintered Sun) check to identify it.

The PCs can choose to ignore the scene, and continue with their primary mission, or take some action to stop it. Reward players who respond appropriately with discretionary roleplaying XP. If the PCs try to intervene, they risk attracting undue attention from the patrols. The Suel overseer is a non-combatant, and will cower rather than fight. If a fight lasts more than 3 rounds, or there are raised voices, a passing patrol attracted to investigate the noise.

The slave is named Ardalan. He was captured three years ago and has been a slave since. However, he is unable to communicate as his tongue has been removed. He is in no condition to fight, and currently has 4 hit points. If the PCs defeat the overseer, he is still wary of them due to the disguise. However, if they can convince him they are with Free Onnwal, he is profoundly grateful for their intervention. He will attempt to remain hidden until the PCs are ready to leave Halmarn, and will then attempt to leave with them. If they object to this plan, he attempts to make his own way out, and will most likely be captured and killed.

Development: Having successfully navigated their way to 68 Green Leaf Avenue, the PCs are in a position to start searching for the black sphere.

Troubleshooting: As long as the PCs are discreet, they should not have too much difficulty in moving around Halmarn. However, if they are obviously not behaving in an appropriate manner, then they will be found out.

Suspicious behaviour will draw the attention of a Brotherhood officer, who will ask in Ancient Suloise what unit they are from. The PCs will need to pass a successful opposed Bluff/Sense Motive roll (Sense Motive +4 + APL playing at) to allay the officer's suspicions. Feel free to apply modifiers depending on what answers the player's give. If the PCs fail to satisfy the officer, he will call some troops to escort them to barracks to do punishment detail. At this point the PCs really do need to talk fast to avoid being

discovered (another opposed Bluff/Sense Motive roll). If the PCs are arrested, they will be stripped of their weapons and taken to Halmarn barracks - where they will certainly be discovered and imprisoned. The PCs stand little chance of fighting their way out - as they are surrounded by effectively limitless numbers of foes. Their mission will have ended in failure.

If the players insist on trying to fight their way out - keep throwing as many enemies as you want, using the stats in Encounter 1 until they are either killed, captured or have managed to flee by some magical means.

The Brotherhood forces will seek to capture, rather than kill, unless they are given no option. Enemy numbers are effectively unlimited. Feel free to add in spell casters using *Sleep*, *Hold Person*, *Web*, *Tasha's Hideous Uncontrollable Laughter*, *Fireball*, *Lightning Bolt*, *Dispel Magic* etc (use the DMG stats for NPC Wizards, Priests and Sorcerers) as you see fit. The bottom line is that the PCs are more than likely either going to die or be captured if they blow their cover stupidly.

Encounter 3: Bigby's House

The wards surrounding the House on Green Leaf Avenue:

The wards surrounding the house on Green Leaf Avenue are some of the most potent in Oerth. Bigby doubled their magnitude before he departed Scant on the night the Brotherhood invasion. So far these wards have succeeded in keeping out the considerable power of the Kesh of Scant and his apprentices. The PCs are unlikely to have any magic capable of penetrating these wards. Simply put, nothing short of a *wish* spell will bypass the wards, and then only one way.

The wards extend the around the entire house. The ground floor is separate from the first floor and that is separate from the basement. The scroll given to the PCs by Andrui allows them access to each of the different levels in the house. Simply by reading the scroll will allow the PCs to enter the building and again it will allow them to cross the threshold of the different floors. Without reading the scroll before they attempt to enter the house or reach the next level, they will simply be pushed back by a *wall of force*. No type of transportation magic will bypass the wards.

The Brotherhood mage hiding on the first floor has lost his scroll; the Fire Elemental in Andrui's bedroom destroyed it.

Appendix 2 contains the maps of Bigby's house used in this encounter. The *black sphere* is located in the basement,

which can only be accessed from the first floor via a secret room.

However, allow the PCs to search for it throughout the rest of the house, and inform them that their search was unsuccessful.

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

The exterior of this once grand building is now notably rundown. Holes pockmark the exterior walls. Slates from the roof litter the cobbles surrounding the building. The majority of the windows have been smashed. Yet one remains intact, and through it you catch a flicker of light.

The Ground Floor (see Appendix 2: Maps)

G1 Front Entrance: There is a solitary guard on duty outside 68 Green Leaf Avenue, a nervous young Suel by the name of Maren. Maren is not particularly bright and can be convinced the PCs are meant to enter Bigby's home with a successful opposed Bluff vs. Sense Motive roll modified by good roleplaying. He only speaks in Ancient Suloise.

If suspicious of the PCs Maren attempts to wander off and alert a patrol but is capable of blowing a horn to summon additional aid (an attack action). Use the statistics in Appendix 1 to improvise this encounter. The PCs should ideally try talking here, not try to fight past him.

APL 2 (EL 3)

☛ **Maren:** male human Ftr3; hp 20; see Appendix 1.

APL 4 (EL 3)

☛ **Maren:** male human Ftr3; hp 20; see Appendix 1.

APL 6 (EL 3)

☛ **Maren:** male human Ftr3; hp 20; see Appendix 1.

APL 8 (EL 3)

☛ **Maren:** male human Ftr3; hp 20; see Appendix 1.

APL 10 (EL 3)

☛ **Maren:** male human Ftr3; hp 20; see Appendix 1.

If the PCs look through the window read aloud or paraphrase the following:-

As you glance into the window you are shocked to see a beautifully decorated room, with a roaring fireplace, and a well dressed old man smoking a pipe and rocking on a chair. However, the next window, is shattered and

broken, and reveals none of this. Instead a ruined and partly demolished room shows years of neglect.

The lit window was part of the mystery of Bigby's house. Any passing stranger would only see a wealthy merchant's home, and not the residence of one of the most powerful archmages in Oerth. In happier times it served to dissuade curious passers-by, now it is simply a bizarre *illusion* that is out of place.

The PCs can enter the ground floor from any of the doors or windows shown on the map. However, the entrances and the windows are all warded. Anyone passing through the wards without first disabling them triggers an *alarm spell*. This alert Maren if he is not already aware of the party.

Once inside, the PCs will quickly discover that the rooms on the ground floor have been destroyed by the passing of time, and the powerful magics used by the Butcher of Scant - Maranefel Toktot - to attempt to get past the wards. Most of the walls in the ground floor have been partially demolished. The furniture has rotted away from the elements. Carpets are sodden and rotten. The stables and the porch have long since burned to the ground, and are nothing more than charred ruins.

G2 Foyer: The foyer has a low hanging light shade with *continual flame* cast upon it. As the PCs progress through the ground floor, room-by-room, a similar *continual flame* comes on and as they leave a room the light goes off again. The floor was once covered in black tiles, but these have chipped and scratched with the passage of time.

G3 Kitchen: The kitchen is partially flooded, and the wooden floorboards are sodden and mildewed. The cupboards and pantry have long since been emptied. The taps are still functional, courtesy of a *create water* spell.

G4 Dinette: The windows lining the north and east walls of this room have long since cracked and shattered, and paint peels from the window frames. The simple maple furniture is soaked through and fragile to the touch.

G5 Study: The walls of this room are lined with bookshelves, but the contents are gone. The furniture, once of good quality, remains, but has suffered the effects of cold and damp. The desk drawers hold nothing of interest.

G6 Living Room: The white carpet in here is now a dirty grey. A few abstract paintings still hang on the walls, and almost seem to shift as the PCs look. However, the smoke damage they have suffered makes them effectively

worthless. A grand piano stands in one corner, its strings rotted, and its surface pitted and warped.

G7 Dining Room: The table and chairs are rotten to the core, but the display case on the south wall is more or less intact. This is because a small clay golem has been labouring over the years to repair it. The creature is part of the magical defences of the house. Several of them are teleported into the building when they sense any damage. This one is the only one left on this floor. Others are scattered around the dining room, broken apart and rendered lifeless. Each floor has its own golems, and they cannot or will not leave to their own level to assist others.

As you enter what once must have been a particularly fine dining room, a flash of movement catches your eye. On the far wall, across from a ruined table large enough to seat sixteen is a display case. It appears to have suffered catastrophic damage at some point, and resembles a massive jigsaw, that has been patiently glued together over several years. A small clay golem, approximately two feet high is painstakingly Piecing the case back together. Unfortunately, it is hampered by the fact that it is missing one arm and its lower left leg. As you watch it balances itself on its right leg and starts to reassemble one of the shelves.

The PCs can try and interact with the golem if they wish. However, it will ignore them, focusing intently on its task of repairing the display case. Given enough time the golem could possibly make the entire ground floor habitable again. If the PCs wish to attempt to repair the golem, they can find a spare arm and leg from the debris of other broken golems scattered around the house.

If the PCs loiter on the ground floor unnecessarily, they will attract the attention of a Brotherhood patrol. If the PCs are disguised, the patrol will initially assume that they are members of another patrol sent to investigate the house, but which is now several hours overdue. A DC 20 Bluff check will convince the patrol that this is the case. Give a discretionary +/-2 modifier for role-playing. If the PCs fail, the patrol will attack. Whatever the outcome, this event will alert the PCs to the fact that another group may already be in the house.

Development: The PCs have explored the ground floor, and failed to locate the *sphere*. There is no way down to the basement from the ground floor, which only leaves the first floor as a possible location to check out. They may also now be aware of possible opposition in their search.

The Stairs and First Floor

As the PCs make their way to the first floor, they are likely to trigger a trap on the staircase. Reaching the top, they are confronted by the remains of the previous Brotherhood patrol expedition, who have already fallen victim to the same trap.

The stairs leading up to the first floor are covered in faded and torn red carpeting, that continues along the floor of the hallway running the length of the second floor. A metal railing, painted white, runs along the ledge overlooking the stairs, protecting anyone from falling by accident. The beige walls of the upstairs hall have a mildewed wood trim. Four bodies lie on the carpet on the upstairs landing. All are Shoheen guards, and they appear to have been ripped apart, with blood spattered across the carpet and walls.

Trap: The trap has a proximity trigger, and goes off when someone is within 5ft of the upstairs landing. The trap acts like the *summon monster* spell, with the creature summoned dependent on APL. The summoned creatures remain for 18 rounds, and the DC to dispel the creatures is 29. The creatures summoned are listed by APL.

APL 2 (EL 3)

☞ ***summon monster III* trap:** CR 3; magic; proximity trigger; automatic reset; spell effect (*summon monster III*, 18th level wizard); Search (DC 27); Disable Device (DC 27)..

☞ **Fire elemental, small:** hp 9; see *Monster Manual* page 99.

APL 4 (EL 5)

☞ ***summon monster V* trap:** CR 5; magic; proximity trigger; automatic reset; spell effect (*summon monster V*, 18th level wizard); Search (DC 28); Disable Device (DC 28).

☞ **Fire elemental, small (5):** hp 9; see *Monster Manual* page 99.

APL 6 (EL 6)

☞ ***summon monster VI* trap:** CR 6; magic; proximity trigger; automatic reset; spell effect (*summon monster VI*, 18th level wizard); Search DC 30; Disable Device DC 30.

☞ **Fire elemental, large:** hp 60; see *Monster Manual* page 99.

APL 8 (EL 8)

✚ **summon monster VIII trap:** CR 9; magic; proximity trigger; automatic reset; spell effect (*summon monster VIII, 18th level wizard*); Search DC 32; Disable Device DC 32.

✚ **Fire elemental, greater:** hp 178; see *Monster Manual* page 99.

APL 10 (EL 9)

✚ **summon monster IX trap:** CR 9; magic; proximity trigger; automatic reset; spell effect (*summon monster IX, 18th level wizard*); Search DC 34; Disable Device DC 34.

✚ **Leonal:** hp 114; see *Monster Manual* page 142.

Development: Once the PCs have defeated the guardian of the upper landing, they are free to explore the first floor. As before, only certain rooms have pre-determined encounters. Use the map to improvise the rest. Encounter 6 may be run before Encounter 5, depending where the PCs explore first, in which case Encounter 5 may be omitted.

There was one survivor of the Brotherhood patrol – a mage called Valkho. He is currently invisible, and is observing the PCs from a distance. He has been sent by Toktot to find a way into the building, past the wards. He will trail the PCs, allowing them to deal with any dangerous situations that arise before attempting to steal any treasure they find. He will also use charges from his *wand of summoning* to make it appear as though the PCs have triggered further traps, similar to the ones on the stairs. If detected, he will not stand his ground, but will attempt to flee and raise the alarm.

Valkho: male human Wiz; see Encounter 6 and Appendix 1.

The PCs are free to explore the first floor, although only two rooms are of any real interest; Andru's bedroom and Bigby's bedroom. Use the map in Appendix 2 and the descriptions that follow to describe the rooms as the PCs move around.

F1 Guest Bedroom A: The remaining furnishings in this room are gray and white, giving it an austere, somewhat cold appearance. The only furniture is a plain wooden writing desk and chair, and a single bed.

F2 Guest Bedroom B: This room was obviously once decorated in opulent style, with pink being the dominant colour. The large bed is covered in faded and moth-eaten velvet throws, and there is also a comfortable armchair and footrest.

F3 Bathrooms: These are similar in style, with large baths, all resting on iron feet. Turning on the taps will cause water to flow, courtesy of a *create water* spell.

F4 Closets: The closets are mostly empty, with only a few garments remaining in Bigby's and Andru's. The clothes are mostly conservative in style, although Andru's do display a fondness for purple and green.

F5 Andru's room:

One of the fire elementals triggered by the Brotherhood patrol made it as far as this room, and consequently set it ablaze. Several golems, similar to the one downstairs, are currently fighting the fire.

Read aloud or paraphrase the following:

The door to this room is warm, and the paint is peeling in long strips. Smoke tendrils curl lazily upwards from beneath the door. As you push open the door, a rush of superheated air and smoke blasts outwards. The room beyond is on fire, with the furniture and fittings all merrily ablaze. Several clay golems are desperately trying to put out the flames, using blankets and buckets of sand. Several of the clay golems have already cracked and broken beyond repair.

As soon as the door is opened, there is a rush of smoke outwards. All PCs within 10ft need to make a DC 15 Fortitude save or suffer the effects of smoke inhalation. They can take no action that round except choke and cough. Any PC suffering the effects for 2 or more rounds suffers 1d6 points of nonlethal damage. The PCs must make fortitude saves every round they remain in the doorway or go into the room.

The PCs can aid the golems if they wish. If they succeed, the golems disappear, and the PCs get a brief feeling of gratitude in their minds.

Development: If there was anything to find in here, it has been obliterated by the fire. Valkho is still watching the PCs from a distance, and will stay well back, away from the smoke and flames.

F6 Bigby's room: While the investigation of the rest of Bigby's house has revealed nothing of interest, the door to the master bedroom appears to have been forced open.

Read or paraphrase the following when the PCs enter this room.

The walls of this large bedroom are decorated with a faded light blue and white flower pattern that complements the thick blue carpeting on the floor. On the south wall, above a reclining chair, hangs a painting of a group of eight men.

Dressed for the most part in ornate and highly decorated robes, they seem to exude an aura of power as you gaze upon the portrait. Next to the chair stands a small table, and on it stands the partly melted bust of a young man. The double bed is ruffled as though someone has rested upon it recently.

In one corner is a faded patch of carpet. It would appear that a large piece of furniture once stood here.

This is Bigby's personal bedroom. As with most of the other rooms in this house, all Bigby's personal effects went with him when he left Scant. The house has been deserted for years. The only other exit from this room is through the secret door in the south wall that leads to the magical lift linking the room to the basement level.

🛡 **Secret Door:** 4 in. thick; hardness 8; hp 60; AC 5; Search DC 20; DC 38 Break.

However, if the PCs attempt to open the secret door, read or paraphrase the following:

As you approach the secret door, the air in front of you shimmers and a large floating hand, approximately ten feet across from palm to fingertip, appears. The hand, bright green in hue, interposes itself in front of you. Each time you approach the wall the large hand gently pushes you back.

In order to get through the secret door and into the lift, the PCs will first have to get past the *bigby's interposing hand* spell. Unlike the spell, the hand is permanent until it is either dispelled or has been destroyed.

APL 2-10

🛡 **bigby's interposing hand.** AC 20; hp 89; Fort +9; Ref +9; Will +13. It is unaffected by damage caused by magical attacks.

Beyond the *hand*, lies the secret door leading to the lift, which is sealed by enchantments. It can be opened by a *knock* spell. However, if the party is without such an enchantment, they can try and force the door, but the arcane lock adds +10 to the DC.

Once past the door, the PCs can enter a lift that connects the floors. It is large enough to accommodate all PCs easily, even if it does not appear to be at first glance. This also used to contain certain magical items, but these are now gone, having been taken by Bigby.

Development: If the PCs have not detected or killed Valkho at this point, he is still invisible and watching them. He will attempt to follow them into the lift, if possible.

Otherwise, he will wait until they have entered the lift and are on the way down, and then levitate down after them, using his *scroll of levitate*, allowing him to get into the lift after the PCs have left to investigate the library.

The Basement

The lift the PCs found in Encounter 6 travels continuously between the basement, ground floor and the first floor. Inside the lift there are several shelves, mostly empty and dust-covered. However, a few items were left behind when Bigby departed. This includes; 2 *potions of cure light wounds*, a *potion of fly*, and a *potion of invisibility*, a scroll of *protection from evil* and a *wand of detect magic* with 10 charges remaining. Once downstairs, the PCs find themselves in the library (B1 on the map in Appendix 2).

Read or paraphrase the following as the PCs enter the library.

After stepping into the secret room concealed behind the interposing hand, there is a sensation of descent, and the room seemed to shift. Ahead of you now lies a large library, with stacks of books extending the length of the room. Unlike the rest of the house, this room is immaculate; no dust or cobwebs or signs of tarnish mar its appearance. Each of the books is gleaming, and all look brand new. As you move in closer you notice that one of the shelves is empty. Directly opposite the lift is a glass-fronted closet. There are a few odd knick-knacks within, but it seems that most of the objects have been removed.

If the PCs try to investigate any of the books or the closet, a small floating hand will appear and dust the objects that they have touched. This floating hand has spent years keeping the place spotless. The hand does nothing to interfere with the PCs, only tidies up after them.

There are no spell books left here in the library, although the remaining volumes offer tantalizing hints of what may once have been stored here. They are on a variety of subjects, everything from magical history and theory to theology, astrology, science, and general scholastics. If an attempt is made to remove any of the books from this room, they simply crumble into dust.

The closet contains numerous knick-knacks from all over Oerth. Feel free to invent any non-magical items you wish that can be found here. In amongst the trinkets lies a cracked crystal ball.

Now that Valkho has discovered the way to the basement, courtesy of the PCs, he will take steps to eliminate them, remaining hidden and using his *wand of summoning*. He will try to avoid a direct fight if possible. Valkho will spring his main attack whilst the PCs are distracted searching for the *black sphere*.

APL 2 (EL 2)

☛ Valkho: male human wizard 2: see Appendix 1.

APL 4 (EL 4)

☛ Valkho: male human wizard 4: see Appendix 1.

APL 6 (EL 7)

☛ Valkho: male human wizard 7: see Appendix 1.

APL 8 (EL 9)

☛ Valkho: male human wizard 9: see Appendix 1.

APL 10 (EL 12)

☛ Valkho: male human wizard 12: see Appendix 1.

Tactics: Valkho will remain hidden, using either his *potion of invisibility* (at lower APLs) or *ring of invisibility* (at higher APLs), and summon monsters to harass the PCs. Since his party was all but decimated by one of the *summon monster* traps he reasons if he remains invisible and quiet he can use his own *wand of monster summoning* and the PCs will think it is yet more traps.

When he activates the *wand of summon monster*, allow the PCs a Listen check DC 15 + APL to hear it. He will attempt to use the creatures to pick off PCs that have split up, aiming to create as much panic as possible. He will move about a lot to confuse PCs trying to locate him. The PCs may not realize at first they are under attack from a wizard, as they may think they have set off another trap.

If the PCs appear to be winning the fight, then Valkho will retreat in order to search the rest of the basement before the PCs can get to it. In this case, they may have to deal with him later.

Treasure:

APL 2: Loot 1 gp; Coin: 4 gp; Magic: *wand of summoning I* (62 gp), 3 x *potion of invisibility* (3 x 25gp), *scroll of dimension door* (62 gp), *scroll of levitate* (12 gp), 2 x *potion of cure light wounds* (2 x 4gp), *potion of fly* (62 gp), *potion of invisibility* (25 gp), *scroll of protection from evil* (2 gp), *scroll of choke* (16 gp), *wand of detect magic* with 10 charges remaining (6 gp), *helm of comprehend languages and read magic* (433 gp).

APL 4: Loot 1 gp; Coin: 8 gp; Magic: *wand of summoning I* (62 gp), 3 x *potion of invisibility* (3 x 25gp), *scroll of dimension door* (62 gp), *scroll of levitate* (12 gp), 2 x *potion of cure light wounds* (2 x 4gp), *potion of fly* (62 gp), *potion of invisibility* (25 gp), *scroll of protection from evil* (2 gp), *scroll of choke* (16 gp), *wand of detect magic* with 10

charges remaining (6 gp), *helm of comprehend languages and read magic* (433 gp).

APL 6: Loot 1 gp; Coin: 11 gp; Magic: *wand of summoning II* (375 gp), *scroll of dimension door* (62 gp), *scroll of levitate* (12 gp), *potion of cure moderate wounds* (25 gp), *ring of invisibility* (1666 gp), 2 x *potion of cure light wounds* (2 x 4gp), *potion of fly* (62 gp), *potion of invisibility* (25 gp), *scroll of protection from evil* (2 gp), *scroll of choke* (16 gp), *wand of detect magic* with 10 charges remaining (6 gp), *helm of comprehend languages and read magic* (433 gp).

APL 8: Loot 1 gp; Coin: 13 gp; Magic: *wand of summoning III* (937 gp), *scroll of dimension door* (62 gp), *scroll of levitate* (12 gp), 2 x *potion of cure moderate wounds* (2 x 25 gp), *ring of invisibility* (1666 gp), 2 x *potion of cure light wounds* (2 x 4gp), *potion of fly* (62 gp), *potion of invisibility* (25 gp), *scroll of protection from evil* (2 gp), *scroll of choke* (16 gp), *wand of detect magic* with 10 charges remaining (6 gp), *helm of comprehend languages and read magic* (433 gp).

APL 10: Loot 1 gp; Coin: 14 gp; Magic: *wand of summoning IV* (1750 gp), *scroll of dimension door* (62 gp), *scroll of levitate* (12 gp), 2 x *potion of cure moderate wounds* (2 x 25 gp), *ring of invisibility* (1666 gp), *bracers of armour +3* (750 gp), 2 x *potion of cure light wounds* (2 x 4gp), *potion of fly* (62 gp), *potion of invisibility* (25 gp), *scroll of protection from evil* (2 gp), *scroll of choke* (16 gp), *wand of detect magic* with 10 charges remaining (6 gp), *helm of comprehend languages and read magic* (433 gp) 2 x *potion of cure light wounds* (2 x 4 gp), *potion of fly* (62 gp), *potion of invisibility* (25 gp), *scroll of protection from evil* (2 gp), *scroll of choke* (16 gp), *wand of detect magic* with 10 charges remaining (6 gp)

Development: Once the PCs have defeated or driven off Valkho, they will realize that the *sphere* is not in the library (the broken crystal ball is the wrong colour). However, there are a number of exits leading from the library. Most of these go to storage areas, but one leads to the final major location in the house – Bigby's laboratory. They are free to explore all these areas.

Troubleshooting: It may be that not all the PCs choose to enter the lift at the same time. This is fine – it moves constantly, albeit slowly, between the floors. Valkho will wait until all PCs have descended before following them. PCs outside the lift can communicate with PCs inside.

Encounter 4: Laboratory Escape

The PCs should have explored the library and possibly some of the other rooms in the basement level. These are detailed below:

B2 Storage Room A: This room once contained a large supply of spell components, but has long since been emptied by Bigby on his departure. The shelves are empty, although a few jars and boxes still remain. If the PCs search, they may be able to find spell components for a random first level arcane spell.

B3 Storage Room B: This is essentially a repository for junk, and is stuffed full of boxes of useless items, broken furniture etc.

B4 Closet: This is actually a small wine cellar, with a few bottles remaining on the shelves. Most are of uncertain vintage, and appear to be past their best.

B5 Laboratory: The main part of this encounter occurs when the PCs reach the laboratory. They may have previously defeated Valkho, or he may still be alive, in which case he will continue to harass the PCs, whilst looking for any treasure or magic items that may be present.

Read or paraphrase the following when the PCs enter the laboratory:

This room was obviously once used for research into arcane matters. The long, rectangular table by the south wall is covered with vials, beakers, dishes, and other items of alchemical equipment. A second table is covered with reference material, having several open books lying on it, and various papers with hastily scribbled, barely legible notes all over them. On the ground is the frame of what was once large mirror, half covered by rubble. This silver frame has symbols partially covered by the rubble. A final bench along the north wall has a sealed cabinet made of solid iron.

The papers scattered on the desk are notes of new spells being created by Bigby. If the PCs investigate they can find a completed spell scroll screwed up in the scattered rubbish on a successful DC 20 Search check. This is a *scroll of choke* (detailed in Appendix 3), written on the back in Bigby's hand is the following:

"The spell itself was a success. The disembodied hands appeared and did my beckoning. However the spell lacks any subtlety and grace and does not belong beside my other creations."

The iron cabinet contains the *black sphere*. As its name suggests, it is a perfectly smooth black sphere of an indeterminate dense material that is cold to the touch. The *sphere* is 1 foot in diameter and weighing close to 20 lbs. If the PCs cast *detect magic* upon it, they will find that it radiates a strong, but indeterminate magical aura. The *black sphere* is a unique and enigmatic magical item. PCs will not be able to divine much about its purpose or functions.

Although the effects of the *sphere* cannot be determined, the PCs may feel safer taking the whole cabinet rather than just the *sphere* itself. This is fine, but they will likely have to open it first to check that they have the right item. The lock itself has no magical spell cast upon it, as Bigby would not expect anyone to get this far. However it is a good lock, bought in Scant from a master locksmith.

Locked Iron Cabinet: good lock; Open lock DC 22 + APL.

The mirror frame is in fact a portal that Bigby created to allow transit to two locales, his tower in Scant and the Yatil Mountains. If the PCs have attracted too much attention outside by their explorations this is their only way to avoid capture by the forces of the Brotherhood waiting outside due to the warding.

Assuming the PCs decide to have a look at the frame read the following:

The frame is slightly tarnished, but still an amazing piece of craftsmanship. The frame at first glance is silver, but as you look closer you can make out that it is platinum. An intricately carved design runs the entire border of the glass, with one small exception. Halfway down the left hand side is an oval emblem. Carved into the emblem are two reliefs, one of a tower, and the other of a mountain.

There is an obvious toggle underneath the reliefs. You can switch the toggle from the neutral position to either the tower or the mountain.

If the PCs clear all the rubble from the frame **and** flip the toggle to the tower read aloud the following:-

As you do so, an image of a tower overlooking a large cliff appears on the frame.

On the other hand if the PCs clear all the rubble from the frame **and** flip the toggle to the mountain read aloud the following:-

A tall mountain flickers briefly in the glass, which then shimmers and ripples before your eyes.

The toggle switch is easy to move, and shows no sign of wear. If the PCs turn the toggle to the tower, this will open a portal to Bigby's tower in Scant. PCs can then step through the portal and 'escape' the house. However, they will then find out that they cannot step back through again. The Kesh of Scant now lives in Bigby's Tower, as mentioned previously in this module, and he will easily capture them.

Of course if the PCs still have their scroll, they can always use that to escape out of the house. This is assuming they were not spotted getting into Halmarn. If they had to dash for the safety of Green Leaf Avenue then they are now effectively trapped there. Large numbers of Brotherhood soldiers are camped outside and waiting for the party to emerge. If this is the case then the mirror is their only way out. However, those sneaky enough may get out the same way they got in, especially if their disguises still hold. Roleplay their escape if time permits.

Conclusion

Bigby's Tower

If the PCs were foolish enough to enter Bigby's Tower, now the residence of Maranefel Toktot, they are unfortunately captured shortly afterwards. They lose 16 TUs before they escape.

Captured by Toktot: You were experimented on by Maranefel Toktot, the Kesh of Scant. Lose 16 TUs and gain a nervous tick.

The Yatils

A DC 20 Knowledge (Tuflik, Fals, and Volverdyva Trade Route) reveals that the PCs have found themselves in the Yatil Mountains and are not far from Perrenland. The PCs should begin the long, arduous trek from the Yatils to Onnwal with the prize. However, three days later Andrui appears before them, thanking them for finding and reactivating the teleportation device, which he has now destroyed to prevent the Brotherhood from finding it.

"Don't look so downcast," says Andrui. "I and other interested parties have been watching your progress with great interest and amusement. Master Fraznier was convinced he had permanently sundered the gate that

brought you here. It is good it was you who found it rather than... the opposition.

"I shall return you to the shores of the Dragonshead, but first, did you succeed in your mission? Do you have the sphere?"

Skip to the section **Talking to Andrui** below.

Sneak out of Halmarn

Describe the PCs escape from Halmarn. If they travel for twelve hours after they begin their escape they encounter a Free State picket line. Allow the PCs make opposed Hide and Spot rolls (+2 to the Hide and Spot checks for the Free State soldiers). If the PCs fail to spot the pickets then they gain the drop on the PCs.

If the PCs have their disguises up still and have been surprised they need to do some serious talking as the leader, Altern Jherest calls for their immediate surrender:

"Look what we have here boys, strawheads out for a constitutional. Drop your weapons or prepare to die."

An immediate surrender is probably the best thing for the PCs. This takes Jherest and his men by surprise as they are used to the Tilva Suel fighting to the death. After a brief moment of dumbfounded silence tactile contact between the soldiers and the PCs as they are about to be captured reveals the magical nature of their disguises.

Attacking the Free State soldiers is an evil act (and in that case use the statistics for 20 human male War 1 in the *Dungeon Master's Guide*). Any PCs who do so should be removed from play and asked to contact the Onnwal Design Team.

If the PCs do not have their disguises up still then Altern calls for them to declare themselves. If they played ONW2-06 Prelude *Pilgrims in an Unholy Land* he recognizes them, which may lend credibility to their story. He is not a particularly trusting fellow, but if the PCs convince him they are acting on behalf of the Free State he greets them gruffly as follows:-

"It makes a pleasant change to not have to sell the lives of my men so that your kind can sneak past the enemy lines," says the Altern, as he finally seems to accept that you are not spinning lies. "Our camp lies half an hour from here. I will escort you back."

The PCs now have a chance to talk to the Altern as they travel back to the camp.

The Altern

♣ **Kern Jherest**, Altern of the Army of Rebellion: Ftr 6, AL LN.

Appearance: Jherest is in his mid-twenties, though his experiences in the war make him look ten years older. His raw-boned face is gaunt, his jaw unshaven and his grey eyes set in sunken sockets.

Character: Jherest is a fierce Onnwalon patriot, having lost his family in the Occupation. Kern also cares deeply for the soldiers under his command and he is a popular and able commander. He has a distaste for Wreckers.

How goes things?

"Well enough," says the Altern, "but there have been stories that near Arbend and Bergardsbridge those creatures the Brotherhood left are beginning to cause trouble. Now we have more fronts to watch."

What do you mean two fronts?

"The Gates of the Gildenlea have been taken? Haven't you heard? Several of them hochebi beggars managed to escape and warn the strawheads, but one of the Braetern's gambled and won. No thanks to the Lord Marshall. Now we have to watch over the north, west and the undead in the east"

Who is the Lord Marshall?

"That so-and-so, Rakehell Chert."

You don't like the Lord Marshall?

"Never met the man, but then no-one here has. Not one for spending time with the men is Chert."

What do you mean no thanks to him?

"Our boys had to advance on the Gates when the opportunity arose without authorization. It would take too long to get word from the Lord Marshall, tracking him down. He's a damn secretive sort. If our boys hadn't succeeded then they'd be sitting out the rest of the war. Isn't right – professional soldiers having to answer to a man like that."

For their audacity, the PCs earn the respect of Jherest and his superiors within the Free State Army of Rebellion:

☛ **Respect of the Free State Army:** Altern Jherest and his men will help protect your findings from Bigby's Modest Home. Choose on item on this AR that you found during this module. It is now Frequency: Regional instead of Frequency: Adventure.

Once the PCs have spoken to Jherest read aloud the following:-

As you begin to reach the camp one of the sentries calls out the Altern's name and approaches, whispering into his ear. A moment later his eyes move suspiciously to you.

"Speak of the devils. One of those Wreckers wants to speak to you now. I have no idea how the fellow knows you were coming, but it's damn typical he knows more than I do. Don't take any nonsense though, friends."

The sentry motions for you to follow him.

The sentry leads the PCs into one of the command tents, where a man dressed in leathers, sporting a dark Oeridian beard and hair awaits them. Read aloud or paraphrase the following:-

"Dismissed, soldier," says the Wrecker to the sentry. For a moment you almost think the soldier is about to say something but he thinks better and turns on his heel wordlessly, without even a salute.

If the PCs say nothing the "Wrecker" continues as follows:-

"Perhaps you would prefer if I dropped my mask," says the Wrecker. "My apologies for the deception, but my associate told me this disguise would get me into the camp. I suspect he could have suggested something a little less of an annoyance to the soldiers here."

With a wave of his hand he is replaced by the more familiar form of Andrui.

"It feels good to be on the shores of the Dragonshead again. It has been too long" says Andrui, almost permitting himself a smile. "Did you succeed in your mission? Do you have the sphere?"

Skip to the section **Talking to Andrui** below.

Talking to Andrui

If the PCs failed to obtain the *sphere*, Andrui is gravely disappointed. He quickly berates the PCs for wasting his time and *teleports* away, presumably in search of a more competent group.

If the PCs have the *sphere* and can produce it, he smiles.

"Excellent. I must confess that I could have found this out without talking to you, but you have provided the perfect excuse for me to set foot on the Dragonshead, on home, again. I will even indulge a few of your questions, if you will."

Andrui will answer questions as detailed here, and possibly reiterate some answers from the Introduction if they become necessary here.

Did you used to live in Onnwal?

Andrui nods, "Yes – in that very house. All too brief, but I long for home again. Perhaps my next visit to Onnwal will be longer."

Where do you live now?

"Too far from home."

Do you want the *sphere*?

Andrui smiles, "No. It will be of greater use to you in the cause of Onnwal."

What does the *sphere* do?

"Seek out Milos Relaster and bring it sphere to him. He was a friend of ours in happier times. He has seen this sphere before and will know what to do with it. The sphere will be a great boon to scholars, wisemen and even prophets."

What should we do with all this equipment we found in Bigby's home?

"Keep them. They are but trinkets. As long as they are not in the hands of the enemy, I care not."

What did you get out of this then?

"My master's home is secure. That was all this was, a little housekeeping."

If the PCs are in the Yatils, Andrui *teleports* them to the shores of the Storm Coast. He takes a brief look at the shore and *teleports* himself away. If the PCs are in the army tent, Andrui *teleports* away. They have to explain to the Altern where he went. Jherest will take it all in his stride, muttering under his breath about those "tricksy Wreckers".

☛ **Favour of Andrui:** Andrui of Scant owes you a favour. This will become relevant in future regionals.

Milos Relaster

If the PCs do seek out Milos Relaster, they will find him in Killdeer, where he keeps a suite of rooms in one of the more luxurious inns. He will refuse to see them unless they mention Andrui, Bigby or the *black sphere*.

☛ **Baron Milos Relaster**, Baron of Saltirn.

Appearance: Milos is of medium height, slight and graying in the beard and at the temples, his face lined and careworn. He dresses in a fine black tunic and blue trews tucked into a pair of high brown leather boots.

Character: For the most part, Milos is haughty and aloof. However, he will be genuinely friendly to any wizards among the PCs, becoming much more open and talkative. Any who reveal themselves as sorcerers, on the other hand, he refuse to acknowledge as practitioners of the art.

PCs who have played ONW3-04 *Shadow on the Storm* may have met Milos before, however, the mage will have only a dim recollection of them – though any mention of Norland, Wallac Relaster or the House of Car bani will put the mage into a foul humour.

Milos will be very interested in seeing the *black sphere* and hearing about the PCs encounter with Andrui. If the *sphere* is produced, the mage will examine it carefully without touching it.

It is likely that the PCs will have some questions for Milos

What is *the black sphere*?

"It is an item of considerable interest. A great boon indeed!"

Yes, but what does it do?

"Are you familiar with the concept of a spellpool?"

Milos will wait to see if any of the PCs know what he's talking about.

If they do, read aloud the following:

"Ah – excellent! Well, this sphere is just such a thing. Magical energies may be invested into it and then withdrawn at a later time."

If they don't, read aloud the following:

“Ah – never mind. Suffice it to say it will be of great use to the mages of Free State.”

What will you do with it?

“Such a gift will be of great use to the fledgling Academy in Longbridge. The practice of the Art has been neglected too long in this land.”

What do we get for this?

“For the moment, just my gratitude. However, this may be the keystone of a new magical society in Onnwal, the benefits of which will be felt by all in our ravaged land. “

For paranoid PCs out there, a DC 5 Sense Motive check will reveal that Milos is sincere in his motives and beliefs.

Troubleshooting: If the PCs for some reason refuse to give the *black sphere* to Milos and seek to keep it for themselves, then the sphere itself will turn against them. First it will become unbearably heavy - over 500 lbs in weight. If this is not enough to deter the PCs from their course of action, the PC (or PCs) bearing the *sphere* will wake the following day to find that his magical items will not function.

If the PCs decide to deliver the *sphere* to Milos, it will resume its previous weight of 20 lbs. However, if the PCs magical items will not return to normal until the *sphere* is in Milos Relaster's possession.

The End

Experience Point Summary

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

Encounter 1: Ambush

Defeat the Brotherhood Patrol

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP

Encounter 3: Bigby's House

Defeat or otherwise overcome Maren at the entrance to the house

APL2	90 XP
APL4	90 XP
APL6	90 XP
APL8	90 XP
APL10	90 XP

Defeat, disarm or otherwise avoid the summoning trap

APL2	90 XP
APL4	150 XP
APL6	180 XP
APL8	240 XP
APL10	270 XP

Defeat Valkho

APL2	60 XP
APL4	120 XP
APL6	210 XP
APL8	270 XP
APL10	360 XP

Discretionary Role-playing Award

APL2	90 XP
APL4	135 XP
APL6	180 XP
APL8	225 XP
APL10	270 XP

Total Possible Experience:

APL2	450 XP
APL4	675 XP
APL6	900XP

APL8
APL 10

1125 XP
1350 XP

Treasure Summary

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

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

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

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

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

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

Encounter 1: Ambush

APL 2: Loot 35gp; Magic: *potion of cure light wounds* (4 gp).

APL 4: Loot 58gp; Magic: *potion of cure light wounds* (4 gp).

APL 6: Loot 119gp; Magic: 4 x *potion of cure light wounds* - (4 x4 gp)

APL 8: Loot 73gp; Magic: +1 *bastard sword* (195 gp), 4 x *potion of cure moderate wounds* (4 x 25 gp), *cloak of resistance +1* (83 gp), 3 x +1 *greataxes* (3 x 193 gp), 3 x *potion of bull's strength* (3 x 25 gp)

APL 10: Loot 110gp; Coin 5gp; Magic: +1 *bastard sword* (195 gp), 3 x *potion of bull's strength* (3 x 25 gp), 3 x +1 *greataxes* (3 x 193 gp), *cloak of resistance +1* (83 gp), 4 x *potion of cure serious wounds* 4 x 62 gp)

Encounter 3: Bigby's House

APL 2: Loot 1 gp; Coin: 4 gp; Magic: *wand of summoning I* (62 gp), 3 x *potion of invisibility* (3 x 25gp), *scroll of dimension door* (62 gp), *scroll of levitate* (12 gp), 2 x *potion of cure light wounds* (2 x 4gp), *potion of fly* (62 gp), *potion of invisibility* (25 gp), *scroll of protection from evil* (2 gp), *scroll of choke* (16 gp), *wand of detect magic* with 10 charges remaining (6 gp), *helm of comprehend languages and read magic* (433 gp).

APL 4: Loot 1 gp; Coin: 8 gp; Magic: *wand of summoning I* (62 gp), 3 x *potion of invisibility* (3 x 25gp), *scroll of dimension door* (62 gp), *scroll of levitate* (12 gp), 2 x *potion of cure light wounds* (2 x 4gp), *potion of fly* (62 gp), *potion of invisibility* (25 gp), *scroll of protection from evil* (2 gp), *scroll of choke* (16 gp), *wand of detect magic* with 10 charges remaining (6 gp), *helm of comprehend languages and read magic* (433 gp).

APL 6: Loot 1 gp; Coin: 11 gp; Magic: *wand of summoning II* (375 gp), *scroll of dimension door* (62 gp), *scroll of levitate* (12 gp), *potion of cure moderate wounds* (25 gp), *ring of invisibility* (1666 gp), 2 x *potion of cure light wounds* (2 x 4gp), *potion of fly* (62 gp), *potion of invisibility* (25 gp), *scroll of protection from evil* (2 gp), *scroll of choke* (16 gp), *wand of detect magic* with 10 charges remaining (6 gp), *helm of comprehend languages and read magic* (433 gp).

APL 8: Loot 1 gp; Coin: 13 gp; Magic: *wand of summoning III* (937 gp), *scroll of dimension door* (62 gp), *scroll of levitate* (12 gp), 2 x *potion of cure moderate wounds* (2 x 25 gp), *ring of invisibility* (1666 gp), 2 x *potion of cure light wounds* (2 x 4gp), *potion of fly* (62 gp), *potion of invisibility* (25 gp), *scroll of protection from evil* (2 gp), *scroll of choke* (16 gp), *wand of detect magic* with 10 charges remaining (6 gp), *helm of comprehend languages and read magic* (433 gp).

APL 10: Loot 1 gp; Coin: 14 gp; Magic: *wand of summoning IV* (1750 gp), *scroll of dimension door* (62 gp), *scroll of levitate* (12 gp), 2 x *potion of cure moderate wounds* (2 x 25 gp), *ring of invisibility* (1666 gp), *bracers of armour +3* (750 gp), 2 x *potion of cure light wounds* (2 x 4gp), *potion of fly* (62 gp), *potion of invisibility* (25 gp), *scroll of protection from evil* (2 gp), *scroll of choke* (16 gp), *wand of detect magic* with 10 charges remaining (6 gp), *helm of comprehend languages and read magic* (433 gp).

Total Possible Treasure

APL 2: Loot: 36 gp; Coin: 4 gp; Magic: 410gp - Total: 450 gp

APL 4: Loot: 59 gp; Coin: 8 gp; Magic: 583 gp - Total: 650 gp

APL 6: Loot: 120 gp; Coin: 11 gp; Magic: 679 gp - Total: 900 gp

APL 8: Loot: 74gp; Coin: 13 gp; Magic: 1213 gp - Total: 1300 gp

APL 10: Loot: 111 gp; Coin: 14 gp; Magic: 2175 gp - Total: 2300 gp

Items for the Adventure Record

📜 **Scroll of Choke (Tome and Blood)** see Appendix 3 - new rules

👤 **Captured by Toktot:** You were experimented on by Maranafel Toktot, the Kesh of Scant. Lose 16 TUs and gain a nervous tick.

👤 **Favour of Andrui:** Andrui of Scant owes you a favour. This will become relevant in future regionals.

👤 **Respect of the Free State Army:** Altern Jherest and his men will help protect your findings from Bigby's Modest Home. Choose on item on this AR that you found during this module. It is now Frequency: Regional instead of Frequency: Adventure.

Item Access

APL 2

wand of summon monster I (Adventure, CL 5th DMG)

scroll of choke (Adventure, CL 5th, Tome and Blood)

APL 4 (All of APL 2 plus the following)

scroll of dimension door (Adventure, CL 7th, DMG)

APL 6 (All of APLs 2-4 except *wand of summon monster I* plus the following)

helm of comprehend languages and read magic (Adventure, CL 4th, DMG)

wand of summon monster II (Adventure, CL 5th DMG)

APL 8 (All of APLs 2-6 except *wand of summon monster I* and *wand of summon monster II* plus the following plus the following)

ring of invisibility (Adventure, CL 3rd, DMG)

wand of summon monster III (Adventure, CL 5th DMG)

APL 10 (All of APLs 2-8 except *wand of summon monster I*, *wand of summon monster II* and *wand of summon monster III* plus the following plus the following)

wand of summon monster IV (Adventure, CL 7th DMG)

bracers of armour +3 (Adventure, CL 6th, DMG)

Appendix 1: APL 2

Encounter 1: Ambush

Tilva Suel Commander Ftr2: CR 2; Medium humanoid; HD 2d10+4; hp 20; Init +6; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +2; Grp +5; Atk +6 melee (1d6+3/19-20, longsword) or +4 ranged (1d8/19-20, light crossbow) or +5 melee (1d4+3/19-20, dagger); Full Atk +6 melee (1d6+3/19-20, longsword) or +4 ranged (1d8/19-20, light crossbow) or +5 melee (1d4+3/19-20, dagger); Space/Reach 5 ft./ 5 ft.; AL LE; SV Fort +5, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +2, Jump +0, Spot +3; Diehard, Endurance, Improved Initiative, Weapon Focus (longsword).

Possessions: Longsword, dagger, light crossbow, crossbow bolts (20), chainmail, heavy steel shield, *potion of cure light wounds*.

Hepmonalander Suel warriors: War1; CR 1/2: Medium humanoid; HD 1d8+1; hp 9; Init +5; Spd 30 ft.; AC 19, flat-footed 16, touch 13; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/x3, battleaxe) or +4 ranged (1d8/x3, longbow); Full Atk +4 melee (1d8+2/x3, battleaxe) or +4 ranged (1d8/x3, longbow); AL LE; SV Fort +3, Ref +3, Will +1; Str 14, Dex 16, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +3, Intimidate +4; Spot +3; Improved Initiative, Weapon Focus (battleaxe).

Possessions: Chain shirt, large steel shield, longsword, longbow, 20 arrows.

Encounter 2: Into the Lion's Maw

Shoheen Officer: Ftr3; CR 3; Medium humanoid; HD 3d10+6; hp 28; Init +6; Spd 30 ft.; AC 16, flat-footed 15; touch 11; Base Atk +3; Grp +6; Atk +8 melee (1d10+3/19-20, masterwork longsword) or +5 ranged (1d8+3/x3, masterwork mighty composite longbow +3); Full Atk +8 melee (1d10+3/19-20, masterwork longsword) or +5 ranged (1d8+3/x3, masterwork mighty composite longbow +3); AL LE; SV Fort +5; Ref +3; Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and feats: Bluff +3, Jump +1, Spot +2; Diehard, Endurance, Improved Initiative, Power Attack, Weapon Focus (longsword)

Possessions: Chainmail, masterwork longsword, masterwork mighty composite longbow +3, 20 arrows, *potion of cure light wounds*.

Encounter 3: Bigby's House

Valkho, male human Wiz2; CR 2; Medium humanoid; HD 2d4 +4; hp 10; Init + 1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d6, quarterstaff); SA Spells; AL N; SV Fort +2 Ref +1 Will 4; Str 10, Dex 13, Con 14, Int 15, Wis 12, Cha 8.

Skills and Feats: Concentration +6, Decipher Script +6, Knowledge (arcana) +6, Spellcraft. +6, Spot +3; Scribe Scroll, Spell Focus (Evocation).

Spells Known: (4 0 level/3 1st level); base DC = 12 + spell level); 0 –*detect magic, flare, ray of frost, touch of fatigue*, 1st–*colour spray, magic missile, shield*

Possessions: Staff, dagger, pouch with 23 gp, *wand of summoning I, potion of invisibility x2, scroll of dimension door, scroll of levitate*.

APL4

Encounter 1: Ambush

Tilva Suel Commander Ftr2: CR 2; Medium humanoid; HD 2d10+4; hp 20; Init +6; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +2; Grp +5; Atk +6 melee (1d6+3/19-20, longsword) or +4 ranged (1d8/19-20, light crossbow) or +5 melee (1d4+3/19-20, dagger); Full Atk +6 melee (1d6+3/19-20, longsword) or +4 ranged (1d8/19-20, light crossbow) or +5 melee (1d4+3/19-20, dagger); Space/Reach 5 ft./ 5 ft.; AL LE; SV Fort +5, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +2, Jump +0, Spot +3; Diehard, Endurance, Improved Initiative, Weapon Focus (longsword).

Possessions: Longsword, dagger, light crossbow, crossbow bolts (20), chainmail, heavy steel shield, *potion of cure light wounds*.

Hepmonalander Suel warriors: Bbn2; CR 2; Medium humanoid; HD 2d12+4; hp 23; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +2; Grp +5; Atk +6 melee (2d4+4/18-20, falchion) or +4 ranged (1d6+3/x3, mighty composite shortbow +3); Full Atk +6 melee (2d4+4/18-20, falchion) or +4 ranged (1d6+3/x3, mighty composite shortbow +2); SQ Rage 3/day, fast movement, uncanny dodge; AL N; SV Fort +5, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Handle Animal +4, Hide +4, Jump +7, Listen +6, Move Silently +5; Extra Rage, Weapon Focus (falchion).

Rage (Ex): +4 to Strength, +4 to Constitution, +2 on Will saves, –2 penalty to Armor Class for up to 7 rounds

Uncanny Dodge (Ex): The barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker

Possessions: Falchion, mighty composite shortbow +3, 20 arrows, chain shirt

Encounter 2: Into the Lion's Maw

Shoheen Officer: Ftr3; CR 3; Medium humanoid; HD 3d10+6; hp 28; Init +6; Spd 30 ft.; AC 16, flat-footed 15; touch 11; Base Atk +3; Grp +6; Atk +8 melee (1d10+3/19-20, masterwork longsword) or +5 ranged (1d8+3/x3, masterwork mighty composite longbow

+3); Full Atk +8 melee (1d10+3/19-20, masterwork longsword) or +5 ranged (1d8+3/x3, masterwork mighty composite longbow +3); AL LE; SV Fort +5; Ref +3; Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +3, Jump +1, Spot +2; Diehard, Endurance, Improved Initiative, Power Attack, Weapon Focus (longsword)

Possessions: Chainmail, masterwork longsword, masterwork mighty composite longbow +3, 20 arrows, *potion of cure light wounds*.

Encounter 3: Bigby's House

Valkho, male human, Wiz4: CR 4; Medium humanoid; HD 4d4 +8; hp 21; Init +1; Spd 30 ft.; AC 12, touch 12, flat-footed 11; Base Atk +2; Grp +2; Atk +2 melee (1d6, quarterstaff); SA Spells; AL N; SV Fort +3 Ref +2 Will +5; Str 10, Dex 13, Con 14, Int 16, Wis 12, Cha 8.

Skills and Feats: Concentration +9, Decipher Script +8, Knowledge (arcana) +9, Spellcraft. +9, Spot +4; Empower Spell, Scribe Scroll, Spell Focus (Illusion).

Spells Known: (4 0 level/4 1st level, 3 2nd level); base DC = 13 + spell level); 0 – *detect magic, flare, ray of frost, touch of fatigue*, 1 – *cause fear, colour spray, magic missile, shield*, 2 – *blur, bull strength, web*

Possessions: Staff, dagger, pouch with 46 gp, *wand of summoning I, potion of invisibility x2, scroll of dimension door, scroll of levitate*.

APL6

Encounter 1: Ambush

Tilva Suel Commander: Ftr3; CR 3; Medium humanoid; HD 3d10+6; hp 28; Init +6; Spd 30 ft.; AC 16, flat-footed 15; touch 11; Base Atk +3; Grp +6; Atk +8 melee (1d10+3/19-20, masterwork longsword) or +5 ranged (1d8+3/x3, masterwork mighty composite longbow +3); Full Atk +8 melee (1d10+3/19-20, masterwork longsword) or +5 ranged (1d8+3/x3, masterwork mighty composite longbow +3); AL LE; SV Fort +5; Ref +3; Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and feats: Bluff +3, Jump +1, Spot +2; Diehard, Endurance, Improved Initiative, Power Attack, Weapon Focus (longsword)

Possessions: Chainmail, masterwork longsword, masterwork mighty composite longbow +3, 20 arrows, *potion of cure light wounds*.

Hepmonalander Suel warriors: Bbn3; CR 3; Medium humanoid; HD 3d12+6; hp 32; Init +2; Spd 40 ft.; AC 16, flatfooted 14, touch 12; Base Atk +3; Grp +6; Atk +8 melee (1d8+3/18-20, masterwork falchion) or +5 ranged (1d8+3/x3, masterwork mighty composite longbow +3); Full Atk +8 melee (1d8+3/18-20, masterwork falchion) or +5 ranged (1d8+3/x3, masterwork mighty composite longbow +3); SA Rage 3/day; SQ Uncanny dodge, fast movement, trap sense +1; AL CN; SV Fort +5, Ref +3, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and feats: Handle Animal +4, Hide +4, Jump +7, Listen +6, Move Silently +4; Extra Rage, Improved Initiative, Weapon Focus (falchion);

Rage (Ex): +4 to Strength, +4 to Constitution, +2 on Will saves, –2 penalty to Armor Class for up to 7 rounds

Uncanny Dodge (Ex): The barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker

Trap Sense (Ex): A barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps

Possessions: Chain shirt, masterwork falchion, masterwork mighty composite longbow +3, *potion of cure light wounds*.

Encounter 2: Into the Lion's Maw

Shoheen Officer: Ftr3; CR 3; Medium humanoid; HD 3d10+6; hp 28; Init +6; Spd 30 ft.; AC 16, flat-footed 15; touch 11; Base Atk +3; Grp +6; Atk +8 melee (1d10+3/19-20, masterwork longsword) or +5 ranged (1d8+3/x3, masterwork mighty composite longbow +3); Full Atk +8 melee (1d10+3/19-20, masterwork longsword) or +5 ranged (1d8+3/x3, masterwork mighty composite longbow +3); AL LE; SV Fort +5; Ref +3; Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and feats: Bluff +3, Jump +1, Spot +2; Diehard, Endurance, Improved Initiative, Power Attack, Weapon Focus (longsword)

Possessions: Chainmail, masterwork longsword, masterwork mighty composite longbow +3, 20 arrows, *potion of cure light wounds*.

Encounter 3: Bigby's House

Valkho, male human Wiz7; CR 7; Medium humanoid; HD 7d4 +14; hp 36; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 11; Base Atk +3; Grp +3; Atk +3 melee (1d6, quarterstaff); SA Spells; AL N; SV Fort +2 Ref +1 Will +4; Str 10, Dex 13, Con 14, Int 16, Wis 12, Cha 8.

Skills and Feats: Concentration +12, Decipher Script +12, Knowledge (arcana) +12, Spellcraft. +13, Spot +7, Empower Spell, Scribe Scroll, Spell Focus (Evocation) Spell Focus (Illusion), Quicken Spell.

Spells Known: (4 0 level/5 1st level, 4 2nd level, 3 3rd level, 1 4th level); base DC = 13 + spell level): 0 –*detect magic, flare, ray of frost, touch of fatigue*; 1 –*cause fear, colour spray, magic missile x2, shield*, 2 –*bull strength, blur, darkness, web*; 3 –*fireball, hold person, haste*; 4 –*lesser globe of Invulnerability*

Possessions: Staff, dagger, pouch with 68 gp *ring of invisibility, wand of summoning II, scroll of dimension door, potion of cure moderate wounds, scroll of levitate.*

APL8

Encounter 1: Ambush

Tilva Suel Commander, Ftr5: CR 5; Medium-size humanoid; HD 5d10+10; hp 44; Init +6; Spd 20 ft.; AC 19, flat-footed 17, touch 12; Base Atk +5; Grp +8; Atk +10 melee (1d10+6/19-20, *+1 bastard sword*) or +8 ranged (1d8+3/x3, masterwork mighty composite longbow +3); Full Atk +10 melee (1d10+5/19-20, *+1 bastard sword*) or +6/+6 ranged (1d8+3/x3, masterwork mighty composite longbow +3); AL LE; SV Fort +7; Ref +4; Will +3; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and feats: Bluff +4, Jump +1, Spot +3; Exotic Weapon Proficiency (bastard sword), Improved Initiative, Point-Blank Shot, Rapid Shot, Weapon Focus (bastard sword), Weapon Specialisation (Bastard Sword).

Possessions: Chainmail, heavy steel sheild, *+1 bastard sword*, masterwork mighty composite longbow +3, 20 arrows, *potion of cure moderate wounds*, *cloak of resistance +1*.

Hepmonalander Suel warriors: Bbn5; Medium humanoid; HD 5d12+10; hp 51; Init +6; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +5; Grp +8; Atk +10 melee (1d12+6/x3, *+1 greataxe*) or +8 melee (1d4+2/19-20, dagger or +8 ranged (1d8+3/x3, masterwork mighty composite longbow +3); Full Atk +10 melee (1d12+6/x3, *+1 greataxe*) or +8 melee (1d4+2/19-20, dagger or +8 ranged (1d8+3/x3, masterwork mighty composite longbow +3); AL NE; SA Rage 2/day; SQ Improved uncanny dodge, fast movement, trap sense +1; SV Fort +6, Ref +3, Will +2; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and feats: Handle Animal +6, Hide +6, Jump +9, Listen +8, Move Silently +6; Improved Initiative, Point Blank Shot, Weapon Focus (greataxe).

Rage (Ex): +4 to Strength, +4 to Constitution, +2 on Will saves, -2 penalty to Armor Class for up to 7 rounds

Uncanny Dodge (Ex): The barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker.

Improved Uncanny Dodge (Ex): A barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Trap Sense (Ex): A barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps

Possessions: *+1 greataxe*, masterwork mighty composite longbow +3, 20 arrows, shortspear, dagger, chain shirt, *potion of bull's strength*, *potion of cure moderate wounds*

Encounter 2: Into the Lion's Maw

Shoheen Officer: Ftr3; CR 3; Medium humanoid; HD 3d10+6; hp 28; Init +6; Spd 30 ft.; AC 16, flat-footed 15; touch 11; Base Atk +3; Grp +6; Atk +8 melee (1d10+3/19-20, masterwork longsword) or +5 ranged (1d8+3/x3, masterwork mighty composite longbow +3); Full Atk +8 melee (1d10+3/19-20, masterwork longsword) or +5 ranged (1d8+3/x3, masterwork mighty composite longbow +3); AL LE; SV Fort +5; Ref +3; Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and feats: Bluff +3, Jump +1, Spot +2; Diehard, Endurance, Improved Initiative, Power Attack, Weapon Focus (longsword)

Possessions: Chainmail, masterwork longsword, masterwork mighty composite longbow +3, 20 arrows, *potion of cure light wounds*.

Encounter 3: Bigby's House

Valkho, male human, Wiz9; CR 9; Medium humanoid; HD 9d4+18; hp 46; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 11; Base Atk +4; Grp +4; Atk +4 melee (1d6, quarterstaff); SA Spells; AL N; SV Fort +2 Ref +1 Will +4; Str 10, Dex 13, Con 14, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +15, Decipher Script +15, Knowledge (arcana) +15, Spellcraft. +15, Spot +7; Craft Wand, Empower Spell, Scribe Scroll, Spell Focus (Illusion), Spell Focus (Evocation), Quicken Spell.

Spells Known: (4 0 level/5 1st level, 5 2nd level, 4 3rd level, 2 4th level 1 5th level); base DC = 13 + spell level); 0 – *detect magic, flare, ray of frost, touch of fatigue*; 1 – *colour spray, magic missile x2, shield, cause fear*; 2 – *bull strength, protection from arrows, blur, darkness, web*; 3 – *fireball, hold person, haste, slow*; 4 – *greater invisibility, lesser globe of Invulnerability* 5th *feblemind*

Possessions: Staff, dagger, pouch with 80 gp *ring of invisibility, wand of summoning III, scroll of dimension door, potion of cure moderate wounds x2, scroll of levitate.*

APL10

Encounter 1: Ambush

Tilva Suel Commander, Ftr7; CR 7; Medium humanoid; HD 7d10+14; hp 60; Init +6; Spd 20 ft.; AC 21, flatfooted 19, touch 12; Base Atk +7/+2; Grp +10; Atk +12 melee (1d10+6/19-20, *+1 bastard sword*) or +10 ranged (1d8+3/x3 masterwork mighty composite longbow +3); Full Atk +12/+7 melee (1d10+6/19-20, *+1 bastard sword*) or +10/+5 ranged (1d8+3/x3 masterwork mighty composite longbow +3) or +8/+8/+3 ranged (1d8+3/x3 masterwork mighty composite longbow +3); AL LE; SV Fort +7, Ref +4, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10

Skills and feats: Bluff +6, Jump +1, Spot +3; Exotic Weapon Proficiency (bastard sword), Endurance, Diehard, Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Halfplate, heavy steel shield, *+1 bastard sword*, masterwork mighty composite longbow +3, *potion of cure serious wounds*, *cloak of resistance* +1, pouch with 15 platinum sea eagles.

Hepmonalander Suel warriors: Bbn7; CR 7; Medium humanoid; HD 7d12+14; hp 68; Init +6; Spd 40 ft.; AC 16, flatfooted 14, touch 12, Base Atk +7/+2; Grp +10; Atk +11 melee (1d12+4/x3, *+1 greataxe*) or +10 ranged (1d8+3/x3, masterwork mighty composite longbow +3); Full Atk +11/+6 melee (1d12+4/x3, *+1 greataxe*) or +10/+5 ranged (1d8+3/x3, masterwork mighty composite longbow +3) or +8/+8/+3 ranged (1d8+3/x3, masterwork mighty composite longbow +3); SA Rage 2/day, SQ Fast movement, trap sense +2, improved uncanny dodge, DR 1/-; AL: CN; SV: Fort +6, Ref +4, Will +3; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8

Skills and feats: Handle Animal +8, Hide +7, Jump +11, Listen +10, Move Silently +7; Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (greataxe).

Rage (Ex): +4 to Strength, +4 to Constitution, +2 on Will saves, -2 penalty to Armor Class for up to 7 rounds

Uncanny Dodge (Ex): The barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker.

Improved Uncanny Dodge (Ex): A barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him,

unless the attacker has at least four more rogue levels than the target has barbarian levels.

Trap Sense (Ex): A barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Damage Reduction (Ex): A barbarian gains Damage Reduction. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack.

Possessions: Chain shirt, *+1 great axe*, masterwork mighty composite longbow +3, *potion of cure serious wounds*, *potion of bull's strength*.

Encounter 2: Into the Lion's Maw

Shoheen Officer: Ftr3; CR 3; Medium humanoid; HD 3d10+6; hp 28; Init +6; Spd 30 ft.; AC 16, flat-footed 15; touch 11; Base Atk +3; Grp +6; Atk +8 melee (1d10+3/19-20, masterwork longsword) or +5 ranged (1d8+3/x3, masterwork mighty composite longbow +3); Full Atk +8 melee (1d10+3/19-20, masterwork longsword) or +5 ranged (1d8+3/x3, masterwork mighty composite longbow +3); AL LE; SV Fort +5; Ref +3; Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and feats: Bluff +3, Jump +1, Spot +2; Diehard, Endurance, Improved Initiative, Power Attack, Weapon Focus (longsword)

Possessions: Chainmail, masterwork longsword, masterwork mighty composite longbow +3, 20 arrows, *potion of cure light wounds*.

Encounter 3: Bigby's House

Valkho, male human Wiz12 CR 12; Medium humanoid; HD 12d4+24; hp 61; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 14; Base Atk +6/+1; Grp +6; Atk +6 melee (1d6, quarterstaff); SA Spells; AL N; SV Fort +2 Ref +1 Will +4; Str 10, Dex 13, Con 14, Int 18, Wis 12, Cha 8.

Skills and Feats: Concentration +18, Decipher Script +14, Knowledge (arcana) +14, Spellcraft +19, Spot +10; Craft Wand, Empower Spell, Extend Spell, Forge Ring, Scribe Scroll, Spell Focus (Evocation), Spell Focus (Illusion), Quicken Spell.

Spells Known: (4 0 level/5 1st level, 5 2nd level, 5 3rd level, 3 4th level 3 5th level 2 6th level); base DC = 13 + spell level); 0 – *detect magic*, *flare*, *ray of frost*, *touch of fatigue*; 1 – *cause fear*, *colour spray*, *magic missile* x2, *shield*, 2 – *blur*, *bull strength*, *protection from arrows*, *gust of wind*, *web* 3 - *fireball*, *haste*, *hold person*, *slow*,

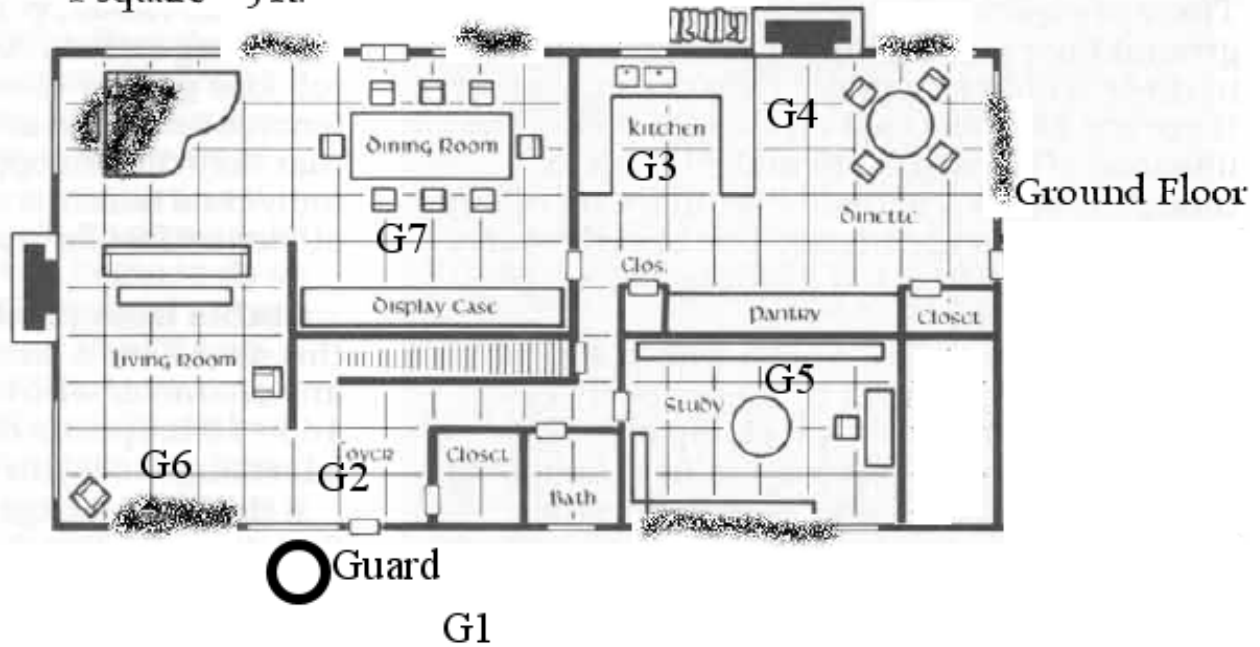
dispel magic; 4 – greater invisibility, ice storm, lesser globe of invulnerability, stone skin; 5th cloud kill, dominate person, feeble mind, 6- disintegrate, mass cat's grace

Possessions. Staff, dagger, Pouch with 85 GP Bracers of Armour +3, *ring of invisibility*, *wand of summoning IV*, *scroll of dimension door*, *potion of cure moderate wounds x2*, *scroll of levitate*.

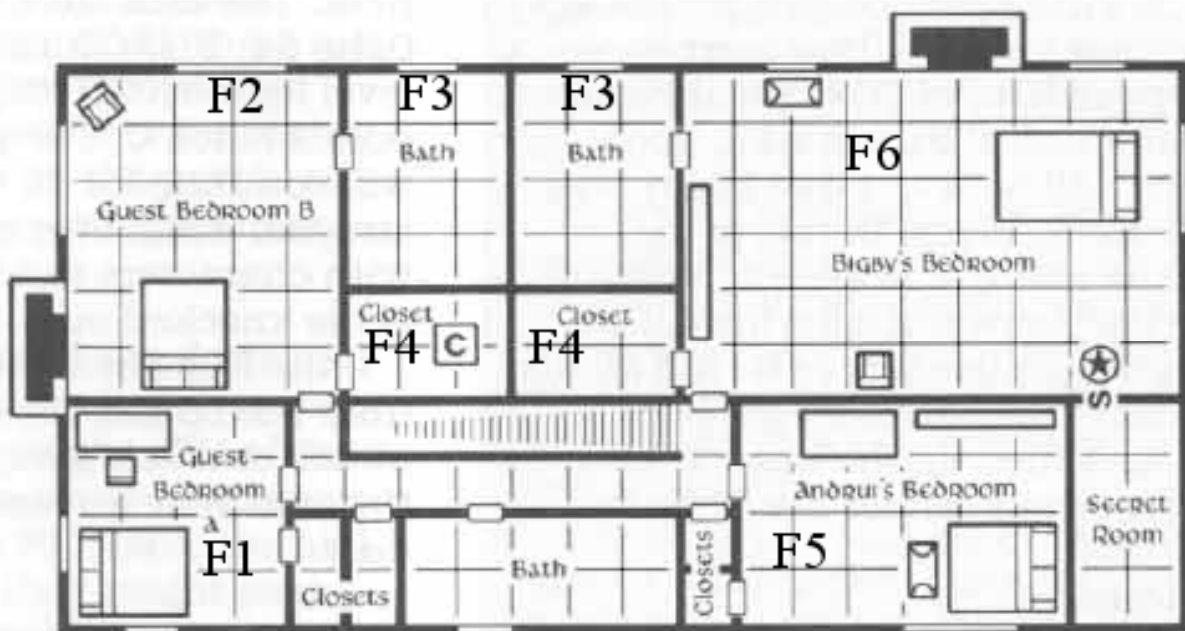
Appendix 2 Maps

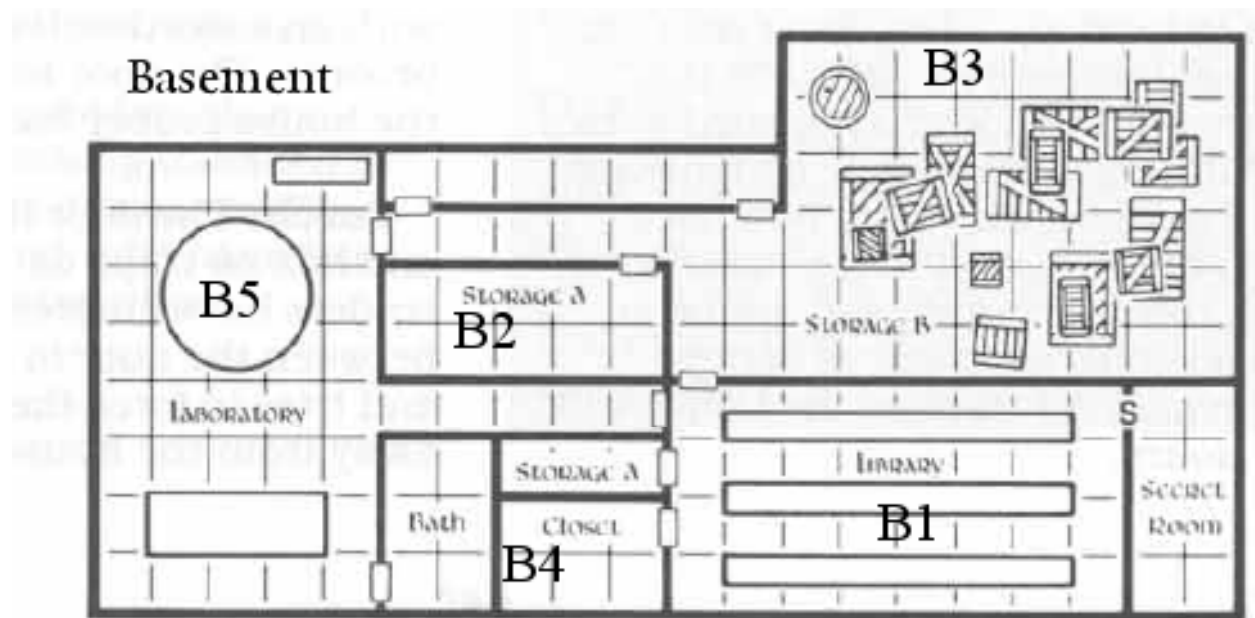
Bigby's Modest Home

1 square = 5 ft.



First Floor





Appendix 3

New Rules Items

Choke (Tome and Blood)

Conjuration (Creation) [Force]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature up to size Large

Duration: 1 round/level

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

A pair of invisible hands made of pure force spring into existence around the target's throat and begin to strangle it. Only aberrations, animals, beasts, fey, giants, humanoids, magical beasts, monstrous humanoids, outsiders and shape changers can be affected. Creatures without necks, such as beholders, cannot be affected. The hands cannot be affected or damaged.

The target takes 1d4 points of damage per round but can make a Reflex save each round for half damage.

All attack rolls and checks the target makes while being choked suffer a –2 circumstance penalty; if the check involves speaking, the circumstance penalty is –4. Spellcasting is possible, but the target must make a successful Concentration check (DC 10 + spell level + ½ the last damage dealt) or lose the spell. The –2 circumstance penalty also applies to the check, or –4 if the spell has a verbal component.

Material Component: A handkerchief or similar-sized piece of cloth that has been tied into a knot.