

VELINT₃-02

The Bishop's Gift

A One-Round D&D Living Greyhawk Veluna Regional
Adventure

Round 1

by Jeff Richards

A new bishop is being ordained in Mitrik. Many influential citizens wish to curry the political favor of this new authority figure in the Church of Rao. An introduction to Veluna for first level PCs.

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

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

Reporting

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

Living Greyhawk

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

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the Living Greyhawk *Gazetteer* and Living Greyhawk Campaign Sourcebook (LGCS).

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

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

Time Units and Upkeep

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

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

Adventure Summary and Background

The judge should familiarize himself with the following meta-orgs (from the Veluna Meta-Campaign Sourcebook) before running this module:

- Church of Rao
- Mitrik Temple Guard
- Knights of Salvation
- Knights of Whitehale
- The Pack

All of these organizations play a part in this module, and the judge should be ready to describe these organizations to the players.

The Church of Rao is ordaining a new Bishop, Bishop Relqueth Fallon. Agents of Nerull have caught wind of the ordainment and hope to use it to further their evil plans. Nerull and Rao are old enemies, so agents of Nerull have moved into Veluna and setting up operations.

The Nerullites plan to plant an "amulet of inescapable location" on the new bishop to aid them in magical spying upon the Raons. They plan to do this by offering the amulet as a gift to the new bishop in celebration of his ordainment. They hope to pass the cursed amulet off as

an amulet of proof against detection/scrying, a moderate but decent gift for a new bishop.

To do this a priest of Nerull, Vigo Wallak, disguises himself as an agent of High Roads Trading company and is looking to hire some pawns to deliver the gift to the bishop on his behalf. He sets up a base in a small town in Whitehale Diocese not too far from Mitrik and asks around about hiring adventurers for a simple delivery mission.

The PC's are hired by the false merchant and given the package to deliver and payment up front. He gives them his invitation to the ordainment ceremony (forged) and asks them to attend the ceremony on his behalf, and present the gift to the bishop on his behalf. Simple.

The PC's travel to Whitehale. On the road they run across a goblin worg rider fleeing from a patrol of Knights of Whitehale. They have a chance to help the knights and stop the goblin raider from escaping.

Meanwhile, The Pack (the thieves guild in Veluna), has caught wind that some stranger is passing himself off as an official of High Roads, and has an item of some value in his possession. They have been watching Vigo, and are aware that he has passed this item off to the PC's and that they are travelling to Mitrik with it. The Pack decide that they want to "acquire" this item, since it must be valuable, and begin plotting.

When the PC's arrive in Mitrik, they are ambushed by a group of members of The Pack. They stage a fight between a man and a woman as a distraction while they try to lift the package from the PC's. Eventually the Mitrik Temple Guard happen by to help pick up the pieces of this confrontation. They request that the PC's stay in town for few days while the culprits are being brought up on official charges.

Eventually the PC's make their way to the Grand Cathedral of Rao in Mitrik. They attend the grand ceremony which is attended by many nobles, knights, and priests. They get a chance to meet the priest after the ceremony in a formal reception line for those who attended the ordainment. This is also where he accepts gifts, and the PC's give the false gift to Bishop Fallon.

The PC's leave, thinking their job is done and all went well. They stay in town to deal with the legal issues of the pick-pocket attempt. Meanwhile, Bishop Fallon, learning caution about magic items from his early adventuring days, discovers the true nature of the cursed amulet. Of

course, the church wants to catch whoever tried to plant a cursed item in their midst, and the first lead is the PC's.

The Mitrik Temple Guard show up and bring the PC's in for questioning. They are interrogated by priests using divination spells to extract the truth and discover that the PC's are only pawns. Either the PC's or the church figures out that the attack by the Pack was probably not a coincidence and interrogate the arrested Pack members to find out what they know.

The Pack members are forced to reveal the name of the contact who directed them to steal the amulet. The church asks the PC's to redeem themselves by helping track down the culprits who used them.

The PC's find the Pack contact and question him. They "persuade" him to tell them how they knew about the item. He tells them that he knows where the false merchant has been hiding out, and gives the info to the PC's in exchange for his freedom.

The church then asks the PC's to aid in the apprehension of the agent of Nerull, since they are the only ones who can positively identify him. The PC's are assigned a Paladin from the Mitrik Temple Guard to make things official. Together they travel to the town where the agent of Nerull is hiding and raid his hideout to capture him for the church.

Introduction

The PC's are in Swan Hill, a small town in the northwestern portion of Whitehale Diocese, about 25 miles northwest of Mitrik. It is assumed they are all together and are looking for work (1st level PC's are willing to do just about anything for money!). Have the PC's make introductions and describe their characters to the others.

The DM should note each character's sense motive score before the module begins, it will be needed later.

Encounter 1: A Promising Offer

You are currently resting in the Falling Plum tavern when a middle aged gentleman wearing the clothes of a successful merchant approaches you.

"Greetings! I am journeyman Caleb Mar of the Iron Rings Consortium. I hear you folks may be available for hire? I find myself in need of some capable people. Are you interested?"

This is Vigo Wallak, the priest of Nerull (see Appendix). He is currently in disguise as a journeyman in the Iron Rings Consortium, a merchant house in Veluna.

Since he is not really trying to change his appearance, a disguise roll is not needed, nor will the characters think anything is out of the ordinary about his appearance.

Assuming the characters are interested in Caleb's (Vigo's) offer:

"Good! May I?" Caleb joins you at your table.

"You see, there is a new bishop being ordained in the Church of Rao the day after tomorrow. I had planned on attending, but pressing business matters have arisen that require my direct attention."

"I had planned on currying the favor of the new bishop by presenting him a gift of a very special item I had managed to acquire, one which I believe would make him most appreciative. In business, one can never have too many friends, especially one who wields as much political clout as a bishop in the Church!" Caleb smiles smugly.

"That's where you come in. Since I can't make it, I would still like to have this gift delivered to the bishop at his ordainment ceremony, in my name. I am willing to pay each of you 50 Gold Crooks, if you will carry my gift to Mitrik and see to its safe delivery. Sound good?"

Note that Vigo IS lying to the PC's. However, the lie is believable and the PC's probably WANT to believe the lie, so Vigo gets a +4 circumstance bonus to his Bluff roll. Please do not tip the characters off that something is up by making a bunch of rolls! However, if somebody does have enough Sense Motive to see thru Vigo's bluff, they should be told that they get the feeling there is something he is not telling them.

Vigo needs the item to be delivered, but he is afraid that the protections at the Cathedral would give him away. Thus, he needs patsies to deliver the item for him.

Note that Vigo has cast an undetectable alignment spell upon himself, so detect evil will reveal nothing, but

detect magic would show a faint abjuration spell upon him. This should not be considered unusual.

PC's can haggle with Vigo over the price. Allow them a diplomacy roll, then roll yourself and tell them they were unable to negotiate more payment!

Some probable questions from the PC's:

Who is the Bishop? His name is Relqueth Fallon. He worked as a young man for the High Roads Trading Company Agent before becoming a priest so he understands the ways of business. He has been in the priesthood for 9 years now, finally becoming a Bishop.

Where/When? The ordainment ceremony is day after tomorrow, at 10 bells, in the Grand Cathedral of Rao in Mitrik. The Gallery is open to the public. Mitrik is about a day's walk from Swan Hill.

How can we get the gift to him? New bishops always have a receiving line outside the cathedral. It is customary for those currying favor to the church to provide small gifts at this time. Simply get in line to meet him and present him my gift. Don't forget to mention my name!

This seems important to you, why can't you do it yourself? We are in the process of closing a deal with a supplier here in Swan Hill. I thought we were in agreement, but at the last minute the other party demanded we change the terms of the contract! This deal is too big, I have to stay here to finish the negotiations or I may lose my position in the Consortium! I'm sorry, before the contracts are signed I am unable to reveal details of the negotiations.

What is the gift? It is a magical amulet! It protects the wearer from scrying and divinations! With the current troubles plaguing the church, I hope Bishop Fallon will especially appreciate it!

What makes you think we won't just steal your gift? That would be foolish. This amulet should be considered church property. Only a fool would steal something this valuable from the Church of Rao in Veluna! While I hope you are capable enough to safely deliver the item for me, I doubt you are capable enough to escape the clutches of the church AND of the powerful merchant houses of Veluna. Besides, the box has a very dangerous ward upon it. Only the Bishop or myself can open the box safely. Should any of you try, you would probably not survive.

Why adventurers, why not use Consortium employees to deliver it? This item is a personal gift from me, not from the consortium. If I were to use Consortium resources, I would not gain as much personal political benefit! Besides, the item IS valuable, and I need somebody who can handle themselves should someone try to steal it!

Assuming the PC's agree to the delivery, Caleb (Vigo) will pull out a small wooden box and a pouch of coins. He will give the box to the PC's and count out 50 gold coins (crooks) to each PC. He wishes them good luck, and departs.

The box contains an *Amulet of Inescapable Location*, attached to the box is a letter from Caleb to Fallon congratulating him on his ordainment and asking him to "not forget" his gift in the future. Please note that the Amulet detects to all magical investigations to be an Amulet of Proof Against Detection and Location should the PC's analyze it magically (see the DMG description of this cursed item). The box is protected by a Glyph of Warding cast by a 10th level cleric that will cast Inflict Serious Wounds on the opener (3d8+10 damage Will save DC 19 for half). He WILL tell the PC's about this when he hands over the box.

Should any PC follow Vigo, he will simply return to his Inn and go to his room. He will stay there, appearing to be working on paperwork, until after the PC's leave town.

Should the PC's decide to steal the box and not deliver it, Vigo will hire a group of 6 5th level adventurers to recover his stolen property. Describe to the PC's how this adventuring group tracks them down, and give them one chance to hand over the box. If they don't hand over the merchandise and choose to fight, have them hand over their character sheets as the adventurer's slaughter them (you can use the stock NPC's from the DMG). The DM should explain to them that their 1st level characters should not expect to be able to get away with something like this and give them every chance to reconsider such a foolish action.

Encounter 2: A Hunting We Will Go...

Presumably the PC's will spend the night in town and head to Mitrik the next day. The trip to Mitrik is about 25 miles by road; they will arrive sometime in the afternoon.

Get the PC's marching order along the road. Make sure to note who is carrying the cargo, where they have it stored, and their spot check total. This will be important in Encounter 3, but now is a good time to get it.

You are traveling along the road to Mitrik, which roughly parallels the Fals River to the west. To your back you can still see the imposing peaks of the Yatil Mountains, and get occasional glimpses of the Lorridges across the river to the west. You are on the outskirts of Veluna so the terrain is rolling farmland separated by tracts of unsettled hilly area.

The day is pleasant, and you pass the occasional traveler upon the road. They exchange pleasantries with you as they pass and everything seems peaceful in the bounty of Rao.

You are traveling through one of the hilly regions, in a lightly forested area. The road rises ahead to crest a hill, the sun shines down through the leafy canopy, and birds are singing.

Suddenly, charging over the hill on the road ahead is a massive snarling wolf with feral eyes! It is ridden by a small red goblin that is urging it on at full speed. The wolf and goblin spy you upon the road and charge!

This goblin worg rider is the last member of a raiding party that crossed into Veluna from the Yatil Mountains several days ago. They were caught by a patrol of the Knights of Whitehale. This patrol wiped out the rest of the raiding party and is now chasing this worg rider. They will arrive at the top of the hill at the end of round 3.

Have the PC's roll listen checks [DC14] to hear the sound of hoof beats from over the hill (the Knights). The Worg and goblin start combat 120 feet from the lead PC, at the top of the hill when initiative is rolled. The road is 10' wide.

APL 2 (EL 3)

☛ **Gar'rok:** Male Goblin War3; hp 21, see appendix 1.

☛ **Worg:** hp 30, see *Monster Manual*.

☛ **Sir Demetrius (Knight of Whitehale):** Male Human Pal3; hp 25, see appendix 1.

☛ **Markus, Silvus, Arkin (Squires of Whitehale):** Male Human Fig1; hp 9, see appendix 1.

☛ **Heavy Warhorse (4):** hp 30, see *Monster Manual*

Tactics

The goblin only wants to escape! However, it wants to stay on the road, the forest will slow it down too much, it knows of a cave up ahead it hopes to reach and hide until nightfall. It charges the PC's on the first round, the worg attempting to overrun anybody in its way. The goblin will attack anyone within reach. Should the PC's all get off the road, the worg/goblin will ride right past!

When the Knight Patrol crests the hill they will chase the worg. Should it still be present, the Paladin will charge with his lance on the first round. Should the worg escape before the patrol shows up, the Knights will thunder past chasing it...

Development

Should the PC's stop the worg rider or slow it down enough so that the Knights catch it, the Knights of Whitehale will stop and thank the characters for their help, stating that they have done a brave service for Veluna. They can tell the PC's that raiding monsters from the mountains are not uncommon, and usually the Knight patrols can keep them in check. This particular patrol is based in Castle Sepher, and they were just routinely patrolling the border when they heard reports of goblin raiders. They hunted them down and attacked them in camp, slaying all but this one who tried to flee. They will also tell the PCs that the lands in the North have become quite dangerous this last year. But hopefully with the return of our valorous Knights of Veluna that will change.

If any of the PC's were injured, the Paladin will use all his lay on hands ability to heal the party.

Encounter 3: Packing It In

Mitrik. The Heart of the Theocracy, Jewel of the Archclericy of Veluna. Nestled up against the Fals River and hosting the Great Western Road, Mitrik is the largest city in Veluna. The sunlight glints off her marbled walls and the spires of the great churches and colleges at the heart of the city.

Mitrik is considered the birthplace of Veluna. It was here that the Crook of Rao was found almost 600 years ago. Mitrik is a very old city and shows it. The entire city is almost totally constructed of stone. When walking through its streets you get the feeling of ancient power and the worn roads show the path

that thousands have walked over the past 5 centuries. The city is divided into several wards. Large stonewalls separate each section with gates controlling the flow of traffic. All sections of the city are open to anybody except the temple grounds themselves which are open to authorized members and their guests only. The dock area is very clean and orderly compared to most other cities. It is well patrolled and trouble is not common. Just up the river from the dock area you can see the floating villas of some of the merchant lords of the city rising and falling with the rippling water.

The PC's will probably want to get rooms at an Inn. There are plenty of Inns near the Cathedral of Rao (she gets lots of visitors/pilgrims).

The Pack (Veluna thieves guild) has taken notice that a foreigner posing as a merchant of the Iron Rings Consortium has passed off a valuable magic item to a party of adventurers (the PC's). They have decided they want to "acquire" that package. They have gotten word to the Pack in Mitrik ahead of the PC's with their descriptions. A group of pack members, with a sorcerer in support is shadowing the party. They set up an ambush utilizing a diversion where they try to steal the item.

Their plan is fairly elaborate. The group consists of the sorcerer Rellek, the Halfling pickpocket Shamus, and two rogues (Bilidon and Sera) for the diversion. Rellek will use a *message* spell to coordinate the attack. He will set himself on the street ahead of the ambush, with Shamus, to watch the PC's as they pass. He will have a *detect magic* active as they pass in order to pinpoint the location of the item. He will then use the active *message* spell to communicate this information to the others. Note that he casts both these spells BEFORE the PC's approach, so they will not notice any spellcasting. Rellek and Shamus will follow the PC's as they pass.

When the PC's round the corner past Rellek, Bilidon and Sera will provide a diversion, pretending to be a couple having an argument where the man strikes the woman.

As you round the corner, you hear some yelling up ahead. It seems a rough looking man and a scantily clad young lady are having an argument. He is holding her up against the wall with one hand, and berating her for some perceived indiscretion, punctuating his remarks with vulgarities. As you watch, he slaps the woman hard across the face and she lets out a whimper and starts crying...

It is assumed the PC's will involve them at this point, get their reactions.

Note: This is a pretty free-form encounter. It really doesn't matter if the thieves are completely successful or if they fail. The basic outcome will be the same either way (see Development below).

APL 2 (EL 4)

🐉**Rellek:** Male Human Sor1; hp 4, see appendix 1.

🐉**Shamus:** Male Halfling Rog1; hp 6, see appendix 1.

🐉**Bildon:** Male Human Rog1/War1; hp 12, see appendix 1.

🐉**Sera:** Female Human Rog1/Exp1; hp 9, see appendix 1.

Tactics

Bildon will try to intimidate anyone attempting to intervene into backing off. He will tell them "what's between me and my girl ain't no business of yours". Sera will just hold her face and cry.

Should Bildon be attacked, he will fight back, as will Sera to protect her "man".

While all this is going on, Shamus will try to approach and lift the item. Rellek will hang back in support. Should the pickpocket attempt not work, Rellek will try to *charm person* the bearer and ask him to let him carry the package. If all else fails, all four will attack. They will use saps and sneak attacks to the best of their ability.

Should things go bad for the rogues, they will flee. If they manage to pickpocket the item, they will also flee.

Development

Regardless of the outcome, a patrol of 6 Mitrik Temple Guardsmen will show up on the scene. Should the theft have been successful, they will have nabbed the thieves trying to escape. Should the PC's have defeated all four rogues, the Guard will show up to clean up the situation.

The Guard will recognize the thieves as known trouble makers (they will not know they are members of the Pack). They will question the PC's to find out what happened. If any of the PC's used lethal force, or destructive spells, they will reprimand them, but that's all.

In any case, the package will be returned to the PC's, all the thieves will be arrested, and the PC's will be allowed to continue on their way. The PC's will NOT be allowed

to loot any of the thieves, the Guard will confiscate everything. The Guard will ask them to stay in town for a few days while they "process" the thieves. They will make sure they know how to contact the PC's (this will be important later!).

Encounter 4: Wearing Your Godsdays Best

The PCs can get a room at an Inn and wait for the ordainment ceremony. Nothing will happen in the meantime.

When the PC's are ready to go to the ceremony:

You approach the grounds of the Grand Cathedral of Rao, which sits upon a hill in the center of the city. You pass the churches to St. Cuthbert and Heironeous, and the College of the Divine. These are all grand structures in their own right, but they are dwarfed by the magnificence of the Cathedral to Rao. Its marbled walls glisten, and its spires stretch towards the heavens in a soaring tribute to the Reasoned One.

The church grounds are large and sprawling, most of the grounds are restricted access but the Cathedral itself, as well as the headquarters of the Mitrik Temple Guard beside it are accessible to the public. Many priests and scholars walk the streets here, and Temple Guardsmen can be seen everywhere, keeping a watchful eye.

The double doors to the Cathedral stand open and there are plenty of Mitrik Temple Guardsmen to direct traffic. Note that the Mitrik Temple Guard are trained to be polite and helpful to the flock (they all must have a positive diplomacy total!). The public is allowed to enter through the main entrance (huge double doors), then directed up several flights of stairs to the gallery overlooking the Cathedral proper. Only nobles, priests, and others associated directly with the Church are allowed on the main floor today. Just about the only PC that could sit in the main sanctuary would be a cleric of Rao who lives in Mitrik!

No weapons or spell components will be allowed in the Cathedral today. Guards will politely request that attendees leave anything larger than a dagger at home. They will not necessarily search everybody, but anything obvious and the guards will talk to them at the door.

The Gallery has a Permanent Wall of Force spell (16th level caster) up at the front of the gallery. It does not go all the way to the ceiling (so sound still passes through), but it does go high enough to block missile weapons, leaping barbarians, and spell line-of-effect! PC's sitting in the front row might notice this.

Note: Any PC sporting holy symbols or other accouterments of evil or disliked gods (Beltar, Erythnul, Hextor, Incabulos, Iuz, Nerull, Phyremius, Raxivort, Syrul, Tharizdun, Vecna, Wastri, Kurrell, Ralishaz, Vatun, Wee Jas) will not be allowed to enter! However, all others, even half-orc barbarians will be allowed in, though they may find they have a permanent escort of a temple guardsman following a few respectful feet behind...

The gallery consists of rows of bench seats in a balcony at the rear of the sanctuary overlooking the huge main room.

As you enter and find some empty seats, you see no less than a dozen Temple Guardsmen as well as one Knight of Salvation, fully decked out in his gleaming silver plate armor and flowing white and gold tabard. The knight seems to be scanning the crowd as they enter, while the Guards watch the area and courteously help people find open seats.

The Knight is a Paladin of Rao and is constantly detecting evil. Occasionally he will point to one of the guests and a Guardsman will discretely follow and keep an eye on that person. It is not uncommon or illegal to have a mild evil alignment, even in Veluna, and the church respects citizen's rights regardless of alignment. However, they will take precautions! Only point this out to the players if they specifically state they are watching.

After a while of waiting the ceremony will begin. Five minutes before the ceremony is to start, the main doors will be closed and no one else will be allowed to enter. Also, nobody will be allowed to leave the sanctuary or the gallery (the Guards will politely stop them).

The crowd quiets as the Guards on the temple floor take up positions around the perimeter. Then you hear the blare of many trumpets signaling the beginning of the ceremony. From a side door behind the altar enters Archbishop Rinen Falswop, said to be second only to the Canon himself. Archbishop Falswop is dressed in his full regalia, long flowing robes, sashes of office, and ceremonial hat of the Archbishop. He carries a large ornate staff, and is flanked by two priests carrying smoking censers.

The trumpets blare again, this time in a more martial manner. A solemn procession begins from the back of the cathedral. A group of 6 Knights of Salvation, clad head to toe in gleaming silver armor, sparkling white tabards of office, and plumes of ivory white feathers march down the center of the cathedral. The lead knight carries a large banner emblazoned with the holy symbol of Rao, the others carry various smaller banners of the knighthood.

Following the Knights is a procession of bishops and priests, all wearing formal vestments. The knights and priests array themselves at the foot of the steps leading up to the altar. Finally, entering humbly and alone from the back of the church is a lone priest wearing a plain white robe. The crowd sitting below rises as he passes and approaches the Archbishop, this must be Relqueth Fallon, the priest being ordained today. Fallon kneels before the Archbishop who raises his hands and calls out a short prayer of supplication to Rao, then motions for the spectators to be seated.

The service takes about a half-hour. There are several prayers, sermons, and songs. The ceremony is finished with the actual ordainment of the new bishop by Archbishop Falswop, where he personally places a bishop's hat and sash upon Fallon. Then the bells of the Cathedral ring out in celebration as Bishop Fallon is presented to the congregation amongst thunderous applause.

Finally, Bishop Fallon leads the procession of priests and knights back out of the cathedral sanctuary and the guards then allow the crowd to follow.

The PC's will be allowed to leave the cathedral now. Two Knights of Salvation will at the foot of the steps of the cathedral flank Bishop Fallon. A ring of Temple Guards will be controlling the crowds, allowing those who wish to meet the new bishop to line up, and allowing those who wish to leave access to the street. The PC's will only be able to leave or get in line. The whole thing is very well organized.

When the PC's finally get to the front of the line:

Bishop Fallon appears tired, but smiles graciously and greets each individual in the line ahead of you. You see several people offer him small gifts of congratulations, which he quickly hands to a waiting Guardsman standing behind him.

Bishop Fallon appears to be in his mid forties, slight of build, with thinning brown hair. He speaks with the demeanor of a practiced politician, and has a way of making new acquaintances feel like old friends.

Bishop Fallon will chat with the PC's for a short amount of time and will graciously accept any gift they offer him. If the PC's act inappropriately in any way, several Guards will move in quickly to gently usher them on their way. Assuming the PC's are cordial to the Bishop, he will wish them well and "may Peace and Reason shine upon you."

The PC's are then free to leave (actually the guards will see to it that they do!).

Encounter 5: The Long Arm of the Church

Bishop Fallon is a cautious man. He learned this caution in his long years as a merchant prior to joining the priesthood. In addition, the recent troubles in Veluna have him concerned and a bit paranoid. Thus, rather than trust to the nature of the gift he received, he decides to test it by asking another bishop attempt to scry upon him while wearing the amulet. They quickly find out that the scry is exceptionally easy and the picture received is abnormally clear. This is especially odd considering scrying has become more difficult over the past year. Obviously, the item is not what it was advertised to be...

This takes a couple of days. The PC's have two full nights in Mitrik after the ordainment. Remind them that they have to stick around until the thieves in the street can be brought up on charges. They pass the day of the ordainment and the next day in peace.

Two days after the ordainment, in the early morning, they will receive visitors. The church dispatches 12 Mitrik Temple Guardsmen, led by a Paladin of Rao, Sgt. Malgwyn, to bring the PC's in for questioning.

It has been nearly 48 hours since the ceremony at the Cathedral. You are all gathered for breakfast in the common room of your inn, when in walks a large group of 8 armed men. You immediately recognize their uniforms as those of the Mitrik Temple Guard. One of them, apparently the leader of this group approaches your table while the rest of them fan out around you.

"We are going to have to ask you to come with us. Somebody wants to ask you a few questions."

The other 4 guardsmen are outside watching the other exits. If anybody tries to escape through a window/back door, assume 2 guardsmen are waiting for them.

The Guard does not want trouble. They were told to bring the PC's in to Guard HQ peacefully. They will insist that the PC's disarm immediately. They can either turn their weapons over to the guard or leave them at the Inn. The Paladin will try to be as diplomatic as possible, and will try to convince the PC's that they are simply wanted for questioning. He really does not know why, and cannot give any details. He was only told to bring them in for questioning.

If the PC's try to escape, the guards will try to stop them. They will only resort to lethal force if the PC's do so first. Otherwise, they will use grappling or subdual attacks. If the PC's come along peacefully, they will simply be escorted. If they resist arrest or try to run, they will be manacled and dragged in to HQ.

The guards will insist that the characters either leave their weapons at the Inn or allow the guards to carry them. They will not allow the PC's to go armed.

APL 2 (EL 5)

♣Sgt. Malgwyn: Male Human Pal2; hp 17; see appendix 1.

♣Mitrik Temple Guardsmen (11): Male Human War1; hp 7; see appendix 1.

Encounter 6: We Have Ways of Making You Talk!

The PC's will be taken to Temple Guard HQ. They will be thoroughly searched and divested of all equipment and locked in a comfortable cell.

After about an hours wait, they will be taken as a group to an "interview" room. There, they will be interviewed by a Church Inquisitor while under heavy guard.

You sit in the crowded holding cell for over an hour. Finally a squad of guards comes and opens the cell, escorting all of you down the hall to a small room. This room has nothing but a single table and 6 uncomfortable looking chairs. It is made entirely of stone, and has no windows and only the single door. You are told to sit while the guards stand around the room watching you intently.

Shortly afterwards, a priest of Rao enters the room. He bears the dark blue robes of a Church Inquisitor, and stares at all of you intensely for a few moments.

"I seek the truth. I will find the truth. If you cooperate, things will go much better for you. Do we do this the easy way, or do we do it the hard way?"

He stares at you with a penetrating gaze.

APL 2 (EL 8)

☛ **Inquisitor Nedric:** Male Human Clr5/ChInq3; hp 48; see appendix 1.

The inquisitor will cast several spells during the interrogation. These will include *zone of truth*, *discern lies*, and *detect thoughts*. The inquisitor will ask them if they will submit to his spells. If the PC's cooperate with the questioning, there is no need to roll saving throws, or go through the details of the spells. Simply tell the PC's that the inquisitor is casting a bunch of spells to verify their story. If anyone decides NOT to cooperate, have them make their saving throws against each of the spells the inquisitor casts.

The inquisitor will be all business. He will not answer any questions, he will be the one asking the questions.

The inquisitor will ask the following types of questions:

- Where are you from?
- Who do you work for?
- What god do you worship?
- Why did you give the amulet to Bishop Fallon?
- Where did the amulet come from?
- Who gave you the amulet?
- What do you know of this person?
- Do you know where this person can be found?

Once the inquisitor is done questioning the PC's, they will be escorted back to their holding cells. They will wait for about 7 hours, and will be fed by the guard.

Encounter 7: Making Amends

In the late afternoon, the PC's will be taken to another interview room under guard. There they will be met by Bishop Basier Rinken. He was based in Asnath but recently has been helping out Ellard Rojan in Whitehale with the dire situation up north. He is in his late 40s with

gray hair as this situation has taken a toll on him recently. He kind of limps when he walks because of an injury in the wars against the Temple of Elemental Evil but refuses to get it healed. *NOTE* This happens before Bishop Rinken illness at this time.** He is a humble man who listens to all but takes action when necessary as everything he does is in the best interest for Veluna and Rao.

You are once again escorted from your holding cell to a meeting room. This room is more like a conference room, with comfortable chairs, a large table, and windows overlooking the church grounds.

Waiting for you in the room is a man in the robes of a Bishop. He rises as you enter, the guards following behind.

"Greetings! I am Bishop Basier Rinken. Please be seated. We need to talk."

"I have discussed your case with Inquisitor Nedric. He believes you are telling the truth, and that you are innocent of any wrong doing in this matter, and knew nothing of the true nature of the gift to Bishop Fallon."

"It seems that the gift you gave to Bishop Fallon was not as it was advertised to be... Fortunately Bishop Fallon was a bit suspicious of the gift, and had it checked out. It ends up it does just the opposite of what it was supposed to do! We discovered through experimentation that this amulet makes scrying and detections upon the individual very easy and crystal clear! It seems that somebody is trying to spy upon the church, and used you to do their dirty work."

"Unfortunately, it likely won't be too easy to find the actual culprit in this case. Anybody duplicitous enough to concoct such a scheme is certainly devious enough to not be easy to track down."

"However, I believe we may have a lead that will help us. I didn't believe that the attempted theft of the amulet in the streets was a mere coincidence, so we have looked into it further. It ends up that the thieves that accosted you are members of 'The Pack', an organization of pick-pockets and petty thieves that operate in the shadows of Rao's light." Bishop Rinken looks almost embarrassed to admit the known existence of The Pack.

"They generally are wise enough to never rob from the church and non-violent enough to not warrant

our full attention, so given other high priority threats, we allow them to exist for the time being..."

"Anyways; we still have those that accosted you in custody. We have had serious <ahem> 'discussions' with them and determined that they knew in advance that you would be bringing a magic item into Mitrik that day."

"From what they tell us, The Pack was aware that a foreigner was going about posing as a merchant of the Iron Rings Consortium and was looking to move a valuable magic item. They knew that he had passed it off to you and that you were traveling to Mitrik. This particular group was ordered by a contact here in Mitrik to acquire that item for The Pack."

"I believe that this contact may have further information that might help us locate the enemy agent."

At this point there is the possibility of an optional encounter, depending on the amount of time you have left in the slot. If you have an hour or less remaining in the slot continue with the following, then jump to encounter 9. Otherwise go straight to encounter 8 (optional encounter), and skip the rest of this encounter.

"So, I sent some Guardsmen to round up this contact and had a little talk with him myself. After some persuading, he told me that The Pack has been tracking the movements of this stranger and that he is holing up in the cellar of an abandoned house in Eddystone, a town about 16 miles northeast of here. He said it is the house on the northwest edge of town with the collapsed roof and that he is staying there with 3 other men."

"Since you are the only ones who can positively identify this man, I ask that you help redeem yourselves in the eyes of the Church and help us capture this man. We will be willing to pay you 50 Crooks each for your help. Are you willing to aid Veluna and the Church of Rao?"

If the PC's are not interested in helping, Bishop Rinken will be disappointed, but he cannot force the characters into helping. They will be free to go and end the adventure here.

If they are willing to help, Bishop Rinken will be pleased. He tells them that he will be sending along a Mitrik Temple Guard Sergeant to aid them and to keep things "official". He will bring in Sgt. Malgwyn and introduce

them (they have already met!), then suggest that they leave for Eddystone first thing in the morning. Go to encounter 9.

Encounter 8: Taking Out the Trash (optional)

This is an optional encounter that should only be played out if you have more than 1 1/2 hours left in the slot.

The PC's should still be talking with Bishop Basier Rinken in the meeting room at Guard HQ.

"The ones in custody have given us a description of their contact, and told us that he can usually be found in the evenings at the Lusty Lady Tavern."

"This place is in the poorer section of town, and is frequented by types who would get very nervous if a group of temple guards were to show up. They would see them coming a mile away and we might lose the contact. I would think that your group might be better qualified to round up this contact and get information from him. I will send a Temple Guard Sergeant with you to keep things official. Agreed?"

Bishop Rinken will give them a parchment with a written description of the contact. He will bring in Sergeant Malgwyn and introduce him to the PC's and brief him on his mission. Sgt. Malgwyn is to hang back and allow the PC's to do the dirty work.

The PC's should wait until evening, so they can take a couple of hours for any preparations. When the PC's are ready to travel to the Lusty Lady:

The Lusty Lady is a slightly run-down two-story structure nestled in the heart of the lower-class neighborhood of Mitrik. It is a large building, with double doors in the front and a back door leading to a small fenced backyard with a well, and open sided stable for animals. The windows are leaded glass and are grimy and dark. It is late afternoon when you arrive.

Sgt. Malgwyn will NOT enter the Lusty Lady, he will insist on waiting outside (down the street).

The Lusty Lady sports a large common room in the front of the ground floor. There is a kitchen and servants quarters in the back and a short corridor leads connects

the common room, kitchen, and servants quarters to the back door.

The common room contains rough but sturdy wooden furniture, a large smoke stained fireplace, sawdust covering the floor, and a long wooden bar. There are stairs that lead to the second floor in the back of the common room.

The second floor sports 8 guestrooms with two beds each, a common room filled with 12 cots, and the innkeepers rooms (a sitting room and a bedroom).

The clientele of the Lusty Lady are a little on the rough side. This Inn hosts some rowdy parties in the evenings, and the innkeeper will rent out the rooms by the hour if requested.

The PC's should arrive in the late afternoon. The innkeeper is a large fat man called Tarn Rathnar (Com3). At this time of day there are two serving wenches helping him run things (Com1). None of them are particularly clean, or necessarily have all their teeth.

The tavern is fairly crowded and noisy in the evenings. The PC's will easily be able to pick out the contact sitting at the end of the bar, near the hallway to the back door. The man is Fendrik, a short, thin, mousy type with darting eyes. He sits alone nursing a drink. He is a face man (one who handles deals and does talking) for The Pack, and is here waiting to be approached for business.

APL 2 (EL 3)

☛ **Fendrik:** Male Human Rog3; hp 14; see appendix 1.

☛ **Sgt. Malgwyn:** Male Human Pal2; hp 17; see appendix 1.

Tactics: Fendrick is no fool. He is good at what he does. Since he was the one that passed on the PC's descriptions he would recognize them if they walk in as a group. It is possible he wouldn't recognize them if they entered separately since all he knows is race/gender and a rough description (big guy, pretty human female, etc.). He will not freely give up any information, and will profess complete ignorance if asked pointed questions. Since he is expecting to be contacted by somebody wanting to make a deal with The Pack, it is possible to bluff him if someone pretends to want to cut a deal with the guild (+4 to bluff check). As soon as he feels that the situation is desperate, he will try to flee. If he gets away, assume that he runs right into the waiting arms of Sgt. Malgwyn.

Development: Once caught, Fendrik will squeal in exchange for his freedom. Sgt. Malgwyn will agree to this and make sure that the promise is fulfilled. Fendrick will tell the PC's the following:

- His "associates" were aware of a foreigner pretending to be a merchant in the Iron Rings Trade Consortium.
- They kept an eye on him for "business" reasons.
- They determined that he had a valuable magic item he was trying to move, and that he was looking for someone to transport it for him. This seemed odd, and attracted their attention.
- His "associates" decided they wanted to "acquire" the item for themselves.
- Before they could make a move on the guy, he had passed the item off to the PC's.
- Fendrik was ordered to setup an "acquisition" once the PC's arrived in Mitrik. He contacted some other "associates" and gave them the descriptions of the PC's (which was passed to him through other contacts). That was the end of his involvement.
- He heard about the arrest of the PC's and had heard that the item given to the Bishop was cursed!
- His "associates" are not happy that a foreigner has set up shop in their territory, and that an enemy of Veluna is also an enemy of theirs!
- He will tell them that the foreigner and 3 other men have been hiding out in the cellar of an abandoned house on the northwest edge of Eddystone, about 16 miles northeast of Mitrik. You can't miss the place, its roof has collapsed!

The PC's should let Fendrik go at this point, and Sgt. Malgwyn will hold them to their word. He explains that the only thing he could hold Fendrik on would be conspiracy to commit a robbery, he has done nothing else wrong.

Sgt. Malgwyn will want to report back to Bishop Rinken. Rinken will suggest that Malgwyn and the PC's travel to Eddystone and apprehend the imposter. He will explain that the PC's are the only ones who would recognize him, and that the arrest of this man would clear their names for good. He will offer 50gp each for this man's arrest. They should travel to Eddystone first thing in the morning.

Encounter 9: Fool Me Once, Shame on You...

The PC's arrive in Eddystone with Sgt. Malgwyn sometime in the afternoon. They can easily find the house described by Fendrik.

The abandoned house sits on the northwest edge of Eddystone, just as described. The house is about 20' square and the roof has completely collapsed. It would be impossible to enter the house itself without clearing a lot of debris from the fallen roof.

The outside cellar door is clearly visible on the ground on the east side of the house...

The roof has indeed collapsed, so the only way into the cellar is through the outside cellar door on the side of the old house. The cellar door is not locked, but it does creak noisily when opened. Either the noise of the door opening or the light streaming in will alert the occupants, they won't be surprised.

The cellar itself is 20x20 feet with a 5-foot length of stair leading in. You cannot see into the cellar proper from the outside, so spellcasting and archery from the outside into the cellar is not possible. The PC's and Sgt. Malgwyn will have to enter the cellar and root out the infestation.

APL 2 (EL 5)

☛ **Vigo Wallak:** Male Human Clr3; hp 21; see appendix 1.

☛ **Grodar:** Male Half-orc War2; hp 19; see appendix 1.

☛ **Korg and Lorg:** Male Human War1; hp 8; see appendix 1.

Tactics: The Nerulites will fight to the death. Vigo will stand back and cast spells before wading into melee. His guards will protect him. Sgt. Malgwyn will try to take prisoners, but will use lethal force if necessary. He will even go so far as to lay on hands to stabilize a dying enemy (1 point only) since they are wanted for questioning and need to face justice. This is not to be a slaughter, but rather an arrest.

Development: The PC's will find 4 bedrolls on the floor of the cellar, some food supplies for an extended stay, and a small altar to Nerull set up against the back wall. There will also be a locked iron strongbox (good lock Pick Locks DC30) containing the funding for the spies, a total of 480gp. Sgt. Malgwyn will confiscate all their belongings,

insisting it be turned in for due process. He assures the PC's that they will be rewarded for the efforts.

Conclusion

The PC's should return to Mitrik with Sgt. Malgwyn and what's left of the bad guys. Bishop Rinken will personally thank the PC's for their help and give them a reward of 50gp for their aid in eliminating enemies of the Church, and will let them keep all the confiscated equipment and money (after a few days for the correct lawful processing!). He will see to it that their names are completely cleared of all charges.

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 role-playing) to each character.

Encounter 2: A Hunting We Will Go...

Stop the worg and rider from escaping.

APL 2 – 90 xp

Encounter 3: Packing It In

Not losing the package to the thieves.

APL 2 – 120 xp

Encounter 9: Fool Me Once, Shame on You...

Capturing or killing the Nerulites.

APL 2 – 150 xp

Discretionary Role-Playing Award

APL 2 – 90 xp

Total Possible Experience:

APL 2 – 450 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 treasurer.

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 minute 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 (that is., 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 piece 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 treasures from each encounter add it up and that is 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.

Total Possible Treasure:

APL 2: 400 gp

Encounter 1: A Promising Offer

Payment from the false merchant..

APL 2: L: 0 gp; C 50 gp; M: 0 gp

Encounter 2: A Hunting We Will Go...

Loot from the worg rider.

APL 2: L: 30 gp; C 0 gp; M: 0 gp

Encounter 9: Fool Me Once, Shame on You...

Loot from the Nerulites.

APL 2: L: 170 gp; C 100 gp; M: 0 gp

Conclusion

Reward from the Church of Rao for eliminating a threat to Veluna.

APL 2: L: 0 gp; C 50 gp; M: 0 gp

Appendix 1: NPCs

Encounter 2: A Hunting We Will Go

APL2 (EL 3)

☛**Gar'rok:** Male goblin War3; CR2; Small-size humanoid (Goblinoid); HD 4D8+4; hp 22; Init +3; Spd 30 ft.; AC 19 (Touch 14, flat-footed 16); Atk +5 melee (1D6+1, Short Sword); AL NE; SV Fort +6, Ref +4, Will +1; Str 12, Dex 17, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Handle Animal +2, Hide +8, Listen +3, Move Silently +6, Ride +7, Spot +3; Alertness, Mounted Combat.

Equipment: Chain Shirt, small shield, short sword, exotic military saddle (worg)

☛**Sir Demetrius (Knight of Whitehale):** Male Human Pal3; CR3; Medium-size humanoid (Human); HD 3d10+3; hp 25; Init +1; Spd 20 ft.; AC 19 (Touch 11, flat-footed 18); Atk +5 melee (1d8+2, Heavy Lance) or +5 melee (1d8+2, Longsword); SA Aura of Courage, Detect Evil, Divine Grace, Divine Health, Lay on Hands 6 hp/day, Remove Disease 1/week, Smite Evil 1/day, Turn Undead 5/day; AL LG; SV Fort +6, Ref +4, Will +4; Str 14, Dex 12, Con 13, Int 11, Wis 12, Cha 15.

Skills and Feats: Diplomacy +4, Handle Animal +5, Knowledge (Nobility and Royalty) +2, Knowledge (Religion) +3, Ride +7; Mounted Combat, Ride-By Attack, Spirited Charge.

Equipment: Banded Mail, Heavy Lance, Longsword, Large Steel Shield, Bit and Bridle, Horse (Heavy War), Saddle (Military), 2 Potion of Cure Light Wounds, Saddlebags, Holy Symbol (Silver).

☛**Markus, Silvus, Arkin (Squires of Whitehale):** Male Human Ftr1; CR1; Medium-size humanoid (Human); HD 1d10+2; hp 9; Init +1; Spd 20 ft.; AC 18 (Touch 11, flat-footed 17); Atk +4 melee (1d8+2, Heavy Lance) or +3 melee (1d8+2, Longsword); AL LG; SV Fort +4, Ref +1, Will +0; Str 14, Dex 13, Con 14, Int 10, Wis 11, Cha 11.

Skills and Feats: Handle Animal +4, Knowledge (Nobility and Royalty) +1, Knowledge (Religion) +1, Ride +5; Mounted Combat, Ride-By Attack, Weapon Focus (Heavy Lance).

Equipment: Chain Mail, Heavy Lance, Longsword, Large Steel Shield, Bit and Bridle, Horse (Heavy War), Saddle (Military), Saddlebags.

Encounter 3: A Hunting We Will Go

APL 2 (EL 4)

☛**Rellek:** Male Human Sor1; CR1; Medium-size humanoid (Human); HD 1d4+1; hp 4; Init +1; Spd 30 ft.; AC 11 (Touch 11, flat-footed 10); Atk +0 melee (1d4, Dagger); AL N; SV Fort +1, Ref +3, Will +2; Str 10, Dex 12, Con 12, Int 11, Wis 10, Cha 16.

Skills and Feats: Concentration +5, Innuendo +1, Knowledge (Arcana) +2, Spellcraft +4; Lightning Reflexes, Spell Focus (Enchantment).

Spells Prepared: (5/4; Base DC = 13 + spell level; 15 + spell level for enchantment spells) 0-Daze, Detect Magic, Mage Hand, Open/Close; 1st -Charm Person, Message.

Possessions: Dagger

☛**Shamus:** Male Halfling Rog1; CR1; Small-size humanoid (Halfling); HD 1d6+1; hp 6; Init +4; Spd 20 ft.; AC 17 (Touch 15, flat-footed 13); Atk +1 melee (1d6 subdual, Sap) or +1 melee (1d4, Dagger) or +6 thrown (1d4, Dagger); SA +1 on all saves (included), +1 to hit with thrown weapons (included), +2 morale bonus vs. fear, sneak attack +1d6; AL CN; SV Fort +2, Ref +7, Will +2; Str 10, Dex 18, Con 12, Int 13, Wis 12, Cha 8.

Skills and Feats: Bluff +3, Climb +2, Escape Artist +7, Hide +12, Innuendo +5, Jump +2, Listen +6, Move Silently +10, Pick Pocket +10, Sense Motive +4, Spot +4, Tumble +8; Skill Focus (Pick Pocket).

Possessions: Leather armor, 2 daggers, sap.

☛**Bildon:** Male Human Rog1/War1; CR1; Medium-size humanoid (Human); HD 1d6+1d8+2; hp 12; Init +2; Spd 30 ft.; AC 17 (Touch 12, flat-footed 15, 18 w/ Dodge); Atk +4 melee (1d6+3 subdual, Sap) or +4 melee (1d6+3, Club) or +3 thrown (1d6+3, Club); SA sneak attack +1d6; AL CN; SV Fort +3, Ref +4, Will -1; Str 16, Dex 14, Con 12, Int 10, Wis 8, Cha 12.

Skills and Feats: Bluff +5, Climb +5, Hide +2, Innuendo +3, Intimidate +8, Jump +5 Move Silently +2, Open Lock +6, Search +2, Tumble +5 (armor check penalties for armor and shield included!); Dodge, Skill Focus (Intimidate).

Possessions: Studded Leather, Sap, Club, Large Wooden Shield.

☛ **Sera:** Female Human Rog1/Exp1; CR1; Medium-size humanoid (Human); HD2d6; hp 9; Init +2; Spd 30 ft; AC 12 (Touch 12, flat-footed 10); Atk -1 melee (1d6-1, Sap); SA: sneak attack +1d6; AL N; SV Fort +0, Ref +4, Will +3; Str 8, Dex 14, Con 10, Int 11, Wis 12, Cha 16.

Skills and Feats: Appraise +4, Bluff +9, Diplomacy +8, Disguise +7, Gather Information +8, Innuendo +6, Intimidate +5, Knowledge (Local) +2, Knowledge (Streetwise) +2, Profession (Courtesan) +5, Read Lips +4, Sense Motive +7; Persuasive*, Skill Focus (Sense Motive).

Possessions: Sap.

* See Appendix 2: New Rules

Encounter 5: The Long Arm of the Church

☛ **Mitrik Temple Sergeant Malgwyn:** Male Human Pal2; CR 2; Medium-Size Humanoid (Human); HD 2d10+2; hp 17; Init +0; Spd 20; AC 19 (flatfooted 19, touch 10); +6 melee (1d8+2, masterwork longsword); SA Detect Evil, Divine Grace, Lay on Hands 4 hp/day, Smite Evil 1/day; AL LG; SV Fort +6, Ref +2, Will +2; Str 14, Dex 10, Con 12, Int 10, Wis 11, Cha 15.

Skills and Feats: Concentration +3, Diplomacy +5, Handle Animal +3, Heal +2, Knowledge (Religion) +3, Ride +2, Sense Motive +1; Alertness, Weapon Focus (Longsword).

Possessions: Half-Plate, Large Steel Shield, Masterwork Longsword, 2 *Potions of Cure Light*

☛ **Mitrik Temple Guardsman (11):** Male Human War1; CR 1; Medium-Size Humanoid (Human); HD 1d8+1; hp 7; Init +1; Spd 30; AC 17 (flatfooted 16, touch 11); +2 melee (1d8+1, longsword); AL LG; SV Fort +3, Ref +1, Will +2; Str 13, Dex 12, Con 12, Int 10, Wis 11, Cha 12.

Skills and Feats: Climb +0, Diplomacy +2, Jump +0, Knowledge (Religion) +2, Listen +2, Spot +3; Alertness, Iron Will.

Possessions: Chain Shirt, Large Steel Shield, Longsword

Encounter 6: We Have Ways of Making You Talk

☛ **Inquisitor Nedric:** Male Human Clr5/ChInq3; CR8; Medium-Size Humanoid (Human); HD6d8; hp 48; Init +0; Spd 30 ft; AC 11 (Touch 11, flat-footed 11); Atk +6/+1 melee (1d3 subdual; Unarmed); SA Detect Evil, Immune to Charms, Pierce Illusions; AL LG; SV Fort +7, Ref +2, Will +12; Str 10, Dex 10, Con 10, Int 13, Wis 20, Cha 12.

Skills and Feats: Bluff +5, Diplomacy +6, Gather Information +4, Intimidate +9, Knowledge (Arcana) +9, Knowledge (Religion) +9, Sense Motive +12, Spellcraft +9; Persuasive*, Skill Focus (Sense Motive, Intimidate), Spell Focus (Divination).

Possessions: Silver Holy Symbol, Robes of Office, Periapt of Wisdom +2, Masterwork Manacles, Ring of Protection +1.

Spells Prepared: (6/7/5/5/4; Base DC = 15 + Spell Level) Domains: Law, Knowledge, Inquisition; 0-Detect Magicx2, Guidancex2, Resistance, Read Magic; 1st-Bless, Cause Fear, Commandx2, Detect Chaos, Sanctuary, Protection from Chaos; 2nd-Augury, Calm Emotions, Detect Thoughts, Zone of Truthx2; 3rd-Clairaudience/Clairvoyance, Dispel Magicx2, Summon Monster III, Speak With Dead; 4th-Discern Lie, Divination, Sending, Tongues.

* See Appendix 2: New Rules

Encounter 8: Taking Out the Trash (Optional)

☛ **Fendrik:** Male Human Rog3; CR3; Medium-Size Humanoid (Human); HD3d6; hp 14; Init +2; Spd 30 ft; AC 12 (flat-footed 12, touch 12); Atk +2 melee (1d4-1, Dagger) or +5 thrown (1d4-1, Dagger); SA Evasion, Sneak Attack +2d6, Trap Sense +1, Trapfinding; AL N; SV Fort +1, Ref +5, Will +2; Str 9, Dex 14, Con 10, Int 13, Wis 12, Cha 15.

Skills and Feats: Appraise +7, Balance +4, Bluff +10, Diplomacy +14, Disguise +6, Forgery +5, Gather Information +10, Hide +6, Innuendo +7, Intimidate +6, Jump +1, Move Silently +6, Read Lips +3, Sense Motive +7, Tumble +8; Persuasive*, Run, Trustworthy*.

Possessions: Masterwork Dagger.

* See Appendix 2: New Rules

☛ **Sgt Malgwyn:** See Encounter 5.

Encounter 9: Fool Me Once, Shame on You

☛ **Vigo Wallak:** Male Human Clr3; CR3; Medium-Size Humanoid (Human); HD 3d8+3; hp 21; Init +0; Spd 20 ft; AC 19 (touch 10, flat-footed 19); Atk +3 melee (1d6, Masterwork Sickles); SA Rebuke Undead 5/day; AL CE; SV Fort +4, Ref +1, Will +6; Str 10, Dex 10, Con 12, Int 12, Wis 16, Cha 14.

Skills and Feats: Bluff +12, Concentration +7, Diplomacy +6, Disguise +6, Intimidate +4, Knowledge (Arcana) +3, Knowledge (Religion) +5, Spellcraft +3; Persuasive*, Skill Focus (Bluff), Spell Focus (Enchantment).

Possessions: Half Plate, Large Steel Shield, Masterwork Sickles, Silver Holy Symbol, Artisans Outfit, Disguise Kit, 70gp.

Spells Prepared: (4/4/3: Base DC = 13 + spell level; 15 + spell level for enchantment spells); Domains: Evil, Trickery; 0-Detect Magic, Cure Minor Wounds, Guidance, Resistance; 1st- Bless, Command, Doom, Protection From Good; 2nd- Hold Person, Invisibility, Silence;

* See Appendix 2: New Rules

♣ **Grodar:** Male Half-Orc War2; CR1; Medium-Size Humanoid (Half-Orc); HD2d8+6; hp 19; Init +1; Spd 20 ft; AC 17 (touch 11, flat-footed 16); Atk +6 melee (1d12+4, Masterwork Greataxe) or +3 ranged (1d10, Heavy Crossbow); SA: Darkvision 60 ft.; AL: CE; SV Fort +6, Ref +1, Will +0; Str 16, Dex 12, Con 16, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +4; Power Attack.

Possessions: Masterwork Greataxe, Spiked Banded Mail, Heavy Crossbow, 20 Bolts, 30gp.

♣ **Korg and Lorg:** Male Human War1; CR ½; Medium-Size Humanoid (Human); HD 1d8+2; hp 8; Init +2; Spd 20 ft; AC 18 (touch 11, flat-footed 16); Atk +3 melee (1d6+2, Short Sword) or +3 melee (1d4+2, Dagger) or +3 thrown (1d4+2, Dagger); AL: NE; SV Fort +4, Ref +2, Will +0; Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Intimidate +4, Jump +1; Combat Reflexes, Dodge.

Possessions: Chainmail, Large Steel Shield, Shortsword, Dagger, 10gp.

♣ **Sgt Malgwyn:** See encounter 5.

Appendix 2: New Rules

Persuasive (General) as presented in *Song and Silence*

You could sell a tindertwig hat to a troll.

Benefit: You gain a +2 bonus on all Bluff and Intimidate checks.

Trustworthy (General) as presented in *Song and Silence*

Others feel comfortable telling you their secrets.

Benefit: You gain a +2 bonus on all Diplomacy and Gather Information checks