

ONW 2–06 Prequel



PILGRIMS IN AN UNHOLY LAND

A D&D LIVING GREYHAWK ONNWAŁ MINI-
MODULE ADVENTURE

Version 1

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with assistance from Stuart “Glaive Virtuous” Kerrigan
and the Onnwał Design Cohort.

Undertake a truly heroic quest to allow the flower of chivalry within Onnwał to grow again by entering the
forlorn city of Scant. Only the most careful and heroic shall succeed in this mission.

**This mini-module is an optional add-on to the Onnwał Regional Module The Blazing Banner and
is recommended for heroic Good-aligned PCs, especially those who follow Heironeous.**

**Run this module just prior to running Blazing Banner – do not play any other module than
Blazing Banner after completing this mini.**

An Onnwał regional mini-module for APLs 4-8.
An add-on to the Knights of the Splintered Sun Series.

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RPGA Network.. In other words – ask before you use this!!!

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 actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map, 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 a 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 name tag 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 rule books 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 ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the 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 the DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario.

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

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

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

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a

copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from the 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*.

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 following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 & 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	5	6	7

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given

in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of 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 face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

IS IT A FULL MOON?

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

TIME UNITS AND UPKEEP

This is a mini-module adventure. Upkeep is free for this – however the PCs still have to pay the upkeep for Blazing Banner. This mini-module still costs an addition 1 TU however.

CAMPAIGN CONSEQUENCES

This adventure has campaign consequences. That is the outcome of this mini-module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back-story and campaign all information requested is vital.

Please send your answers to the Living Onnwal Team at woesinger@hotmail.com as soon as possible. General comments about the mini-module are also welcomed at this address.

- 1: Did the PCs make it into Scant undetected?
- 2: Were the PCs captured? If so what are their names?

Adventure Synopsis and Background

Scant: 584 CY

The Bastion of the Golden Sun was the scene of some of the sharpest conflict during the taking of Scant. As night fell on the 18th of Wealsun 584 CY assassins and soldiers of the Scarlet Brotherhood crept from the ships of Lordship of the Isles ships, some of whom sneaked into the catacombs below Scant and entered the Bastion of the Golden Sun. They were directed to these catacombs by a traitor of the Order – one yet to be unmasked.

The assassins struck down the Glaive Superior of the Order of the Golden Sun (also known as the Knights of Azharadian) and slew several of the Glaives and their Cohort before the Knights rose and drove them back and with the valour they are renowned for gained the catacombs and sealed them, preventing the majority of the Brotherhood invaders from entering the Bastion.

Nonetheless the Brotherhood had achieved their goal - the panic and mayhem the Brotherhood had sewn was sufficient to paralyse the Glaives and prevent them from turning the battle elsewhere within the city. The Brotherhood effectively sealed them in the Bastion, and they could do naught but stubbornly struggle to keep the enemy outside their walls. This was a heroic but ultimately futile action as the Brotherhood had the advantage of superior numbers, and eventually the remaining Glaives were driven into the Inner Bastion, the Temple of Heironeous known as Joyous Vanguard.

As the Brotherhood forces gathered for the final assault on the stronghold of the Order the bearer of the scared Banner of Azharadian, the symbol on which all new Knights swore their vows, seeing all was lost

took drastic measures. Glaive Martial Palim Destron prayed swiftly to Heironeous as he fought. As the Brotherhood soldiers cut down the last defender a single golden lightning bolt came from the statue of the Invincible One and struck the Glaive Martial as he bore the Banner in a last act of defiance.

Flames came from the lightning bolt and the Glaive Martial burnt as the Brotherhood troops watched in horror. The flames that licked the flesh from his body never died.

Attacking followers of Pyremius took it to be a sign from their god, until one of them reached to touch it and was immolated by a golden lightning bolt springing from the flames.

The cowards fled, killing every other man, but unable to reach the Banner in the Glaive's arms. No-one attempted to wrest the Banner, save for one warrior in the service of Pyremius, Malax. He too was struck by a bolt of lightning, but did not die for he was one of those who had taken part in the burning of 34 Onnwalion farmers. He was blessed by Pyremius and his burnt and charred body changed form, into a part-demon monster that resembled his malefic deity.

With these bizarre occurrences, only the bravest and most fanatical of the Brotherhood would enter the Bastion. The inner sanctums of the Bastion called Joyous Vanguard and its Temple of Heironeous are given a wide berth by the occupiers of Scant.

The Present Day: 592 CY

Months have passed since the events of the module "Glaive's Gambit" – wherein two assassins tried to claim the life of Sir Halrend Lorendrenn. One was the unwitting brainwashed squire of Duke Gellen Cadwale, Siward, the other a loyal Scarlet Brotherhood agent. Death was meted out to these two, and Halrend was saved.

Siward, before he died, imparted the valuable information to the Knights of Azharadian that the Banner of Azharadian – the most sacred treasure of the Order – was held in Scant.

The Knights desperately called for Sturrend Keldas, senior-member of the Glaive Cohort and a powerful cleric of Heironeous, to divine its location. Alas it lay within Scant, and behind the lines of the Scarlet Brotherhood.

This was not enough to stop men of valour. The Knights dispatched one of their own, but naught has been heard for two weeks. As they number so few they dare not send any more, and thus have called the PCs in to help find it. Portents have indicated they have little time in this endeavour – the Pyremius Priest Malax, believing himself chosen of Pyremius, is close to creating a ritual that will allow the Banner to be

destroyed if the flame is corrupted to Pyremius's glory. The imminent success of his dark rite has been revealed to Sturrend and his fellow priests, and the Knights are now desperate to retrieve their banner.

The Knights of Azharadian still have in their midst a traitor. He contacted the Scarlet Brotherhood upon hearing Sturrend's divinations and alerted them that a force had been dispatched to Scant. The leader of this expedition, a full Glaive of the Order, was seized by Malax. Malax has taken the Glaive to the Inner Bastion, the tower called Joyous Vanguard intending to take sadistic pleasure out of making him watch the Banner fall to the Brotherhood and be destroyed.

What Happens in this Mini-module?

This mini-module is designed as an optional extra adventure to accompany the Onnwal Regional Module "The Blazing Banner". It duplicates the recruitment of the PCs by the Glaives of Azharadian and deals with the PCs sneaking past Brotherhood lines into Scant, which is glossed over in the Regional Module.

"The Blazing Banner" module follows on from the end of "Pilgrims in an Unholy Land", dealing with the PCs infiltrating the Bastion and hopefully recovering the Banner. This mini-module does not have to be played to play "The Blazing Banner", though "The Blazing Banner" must be played after this mini-module. PCs who have played "Pilgrims in an Unholy Land" can skip straight to Encounter 1 of "The Blazing Banner"

Encounter Summary

Introduction:

The PCs are hired by either Duke Gellen or Baron Halrend. This is exactly as the encounter appears in Pilgrims in an Unholy Land and if that interactive has been ran in conjunction with this module do not repeat this encounter.

The PCs must leave behind any magic items they have beyond one-use items such as scrolls and potions, and any animal companions that might give them away (e.g. bears, tigers etc.)

Encounter One: The Altern

The PCs' mission to infiltrate enemy lines begins in the village of Orrin on the frontline of the fighting between the Brotherhood and the Army of Rebellion in western Gilderond. They meet with an army commander and a Wrecker Boss, who brief them on how to best get into Halmarn and Scant

Encounter Two: The Silent Fields

The PCs begin their journey, slipping through the eerily empty lands of the front lines and on in to the hills of the western Volanots. They encounter a Brotherhood patrol, from which they have to get up-to-date passes to allow them to enter Halmarn undetected. This will almost certainly mean a fight.

Encounter Three: Halmarn

The PCs continue on into Halmarn, passing the Brotherhood forces returning from battle and some of their fellow countrymen who remain in thrall to the Scarlet Brotherhood. The PCs must present the correct passes at the gates of Halmarn or they will be captured. They must then avoid getting arrested for brawling with drunken Hepmonaland savages.

Having found the Breaking Wave Inn, they must then make meet their contact and convince him that they are who they say they are.

Encounter Four: Contraband

The PCs are hidden in barrels and smuggled into Scant. If they have any banned magical items - they will be discovered by the Brotherhood and captured or killed. As they are being loaded on the quay in Scant, some Hepmonaland savages will try to prise open one of the barrels. As long as the PCs do not reveal themselves, the savages will be shooed away before they are discovered. The PCs are then taken to a secret location. Here this mini-module ends and Encounter 1 of "The Blazing Banner" begins.

Something to work out: Who is hiring?

Check the PCs log sheets to see if any PCs have played the "Glaive's Gambit", the prequel module o the Blazing Banner. If they have, ask to see their Influence Points certs. Count up the number of certs for the House of Lorendrenn, and the number of certs for the House of Cadwale.

If there are more Cadwale influence certs from "Glaive's Gambit", start at Introduction A. Tiren Farness, a representative of the Duke Gellen Cadwale approaches the PCs for this quest. This also affects the identity of the captured knight.

If there are more Lorendrenn influence certs from "Glaive's Gambit", start at Introduction B. Baron Halrend Lorendrenn himself approaches the PCs for this quest. This also affects the identity of the captured knight.

If there is a tie, or the PCs have not played "Glaive's Gambit", or have no certs, simply **randomly** choose a track, **unless** the PCs show awareness of the political scene and express a preference.

Who is Hiring? The Loyalty of the Party

Fill this in before play begins to determine which track to play in this module.

Number of PCs who received the Favour of House of Cadwale in Glaive's Gambit _____

Number of PCs who are Glaive Cohort sponsored by House Cadwale _____

Number of PCs who are vassals, bannerman etc. in the service of House Cadwale or Longbridge _____

Add these numbers to get Total A:-

Total A: _____

Number of PCs who received Favour of House of Lorendrenn in Glaive's Gambit _____

Number of PCs who are Glaive Cohort sponsored by House Lorendrenn _____

Number of PCs who are vassals, bannerman etc. in the service of House Lorendrenn or Longbridge. _____

Add these numbers to get Total B:-

Total B: _____

If Total A is greater than Total B run Track A where the PCs are hired by Duke Gellen's supporters.

If Total B is greater than Total A run Track B where the PCs are hired by Baron Halrend.

Thank you!

Introduction A: Meeting with Glaive Virtuous Tiren Farness

Once you have determined that the party is to be summoned to meet Duke Gellen Cadwale, read aloud or paraphrase the following text:-

An invitation to attend the Duke Gellen Cadwale in Longbridge is rare in itself, but such a clandestine invitation as was slid under the door of your residence can only be a unique occurrence.

The note, written in hasty scrawl, addresses each of you by name, and asks for your discretion in a matter of urgency.

The secrecy of this correspondence, and the well-known distrust between the Glaives of Azharadian, of which the Duke is the most senior, is well known. It begs two questions, the first: what does the Duke want with you? The second: shall you meet with him?

Ask each of the PCs if their characters attend the Duke. Those who do not cannot proceed further with this scenario.

Once the PCs decide to attend the Duke proceed with the following:-

Your journey to Longbridge is uneventful. You reach the bank of the Fallnos, and from there you follow it south to the spires of the town.

It is close to dusk when the Ducal guard at the gate meet each of you, escorting you to the townhouse of Duke Cadwale. There you are granted access, and led into one of the many private studies.

It is a well decorated room, with books and scrolls arrayed across a broad oak desk. In the distance the sun begins to set, and the figure sat in the chair watches intently.

The man turns his chair to face you, and it is a dapper man with greying hair, lean figure and pale complexion do not present the typical figure of a warrior. "I must apologise if you were expecting to see the Duke, but with the suspicion surrounding him since the gathering in Longbridge he prefers to act through intermediaries.

He coughs momentarily, and continues, "I am the Glaive Virtuous Tiren Farness. I shall be representing the Duke in matters concerning the Order.

"I am sure you are aware of the recent events, concerning the Duke's squire, Sivard Cadwale."

If there are indeed PCs among the group who did not play in Part One of this series, the Glaive's Gambit, or have clearly forgotten Tiren elaborates:-

"At a gathering of the Order, I am sorrowed to say His Grace's squire, Sivard Cadwale, appeared to be in the thrall of the Scarlet Brotherhood. This mental

scarring was done to him by the fiends during the Occupation of Longbridge. A Scarlet Assassin used his hidden programming to get him to try to slay the Duke's rival for the role of Glaive Superior, Halrend Lorendrenn. It seems clear to me that this perfidious rogue aimed to permanently sunder the Order.

"Fortunately the attempt failed, and the unwitting puppet was captured, the puppet master was dispatched by one of Onnwal's finest war companies."

If the PCs did not need to be reminded, simply read the following, or have Sir Tiren continue:-

"While Sivard was executed as a traitor to the Order, he had one valuable shred of information that he imparted to the Order.

"During his capture by the Scarlet Ones, they took him to Scant. There they tried to get him to do what they could not do... destroy the Banner of Azharadian.

"I see you look confused. The Banner is a holy relic of our Order. Without it no new Glaives of the Order can be sworn in, without it our Order will die.

"Our priests tried divinations to locate the Banner to no avail. Wherever it lay it was shielded from our sight. It was only with talking to the departed Sivard, whose tormented soul is now at peace, I learned more.

"The Banner lies in the occupied city of Scant, within the Bastion of the Golden Sun, once the Headquarters of the Knighthood.

"Sivard's shade said the banner lies frozen in some sort of fiery stasis, in the arms of a long-dead Glaive waiting for one who is worthy to pluck it from the flames.

"I sent one of the Duke's loyal Glaives, Baernen Kelldas, a strong and irreproachable man, with a squad of men from the Cohort, to enter Scant and return our Banner. It has been three weeks and I fear them lost... worse yet, our clerics divinations have finally revealed something: the Brotherhood shall soon have researched the means to release the banner and destroy it forever.

"You see my dilemma. I can risk no more Glaives – I must ask for true heroes from Onnwal's patriots to retrieve the Banner and return it to me.

"Will you do this?"

Here are some likely questions and Tiren's responses:-

What is in this for us?

You will have my gratitude, hopefully that of the Glaive Superior of the Order of the Golden Sun.

You shall be heroes of the realm – to have entered Scant and plucked a priceless artefact from the Scarlet Brotherhood.

There are also doubtless other valuable items within the Bastion. Return these and we will let you keep what you wish and pay you more than handsomely for that we wish.

Note: Any PC who rudely demands payment in coin shall be offered the 150gp reward for

themselves. They are labelled “mercenary” and forfeit any IPs and Favours at the end of the scenario.

How shall we get into Scant?

The Resistance have a man in Halmarn – the outskirts of Scant – who runs wine from Halmarn to an alehouse in Scant.

To get into Halmarn you must get behind enemy lines. I have instructed one of the rebel commanders to lead a feinting skirmish to draw away patrols and allow you to pass behind the enemy lines.

Our man in Halmarn is to drop you in a secret location known only to him. His name is Berdinun, and you shall know him when he says, “Courage is the steel of the soul” and by the sign of the axe he wears around his neck. He routinely sends barrels of ale and wine to and from Halmarn – he shall let you hide in his barrels. We have told them to expect a group of your size exactly.

Where he shall take you, and what happens next I cannot tell you – for he would not tell in case you were captured, and because of the reputation our Order has gained.

What of the missing Glaive, Baernen Keldas?

Return him if he yet lives. We shall reward you further for this. We sent Baernen in through Gate Hill in disguise rather than stoop to further subterfuge. Alas this seems a necessary evil now.

How can we expect to get the Banner where others have failed?

Patriots of Onnwal have proven themselves to be of the highest character. Duke Gellen, and I have no doubt you will succeed.

Where is the Banner within the Bastion?

Sinward did not know exactly – but the Bastion is divided into two parts, the Outer Bastion, which is living space and public areas, and the Inner Bastion, which contains the private chapel, library and the Glaive Superior’s quarters and studies. We believe it is in this inner sanctum the last stand of our brethren took place – and thus it is where the Banner lies.

Tiren also provides the PCs with a map, as shown in Handout One of the main module. This map does not show the damage inflicted by the Scarlet Brotherhood.

Final Conditions

Tiren asks the PCs not to take into Scant the following:-

- **Animal companions larger than small** – getting the PCs into Scant alone shall be difficult without additional space required for animal companions. These can be left on the Ducal estate.
- **Magic Items** – the Scarlet Brotherhood has a detection network over Scant that alerts them to any foreign magic items being brought into the city. Items such as minor scrolls and potions (1st level spells, with 1st–3rd level casters) are safe, but “permanent” items such as a +1 battle axe, +1 ring of protection, boots of striding etc. only give the PCs away. Spellbooks and holy symbols are fine (assuming the symbol is hidden when travelling in Halmarn). Tiren gladly offers to keep the items safe for the PCs and in the case of magic weapons, he is happy to supply the PCs with a non-magical version (e.g. swap a +1 battle axe with a loaned ordinary battle axe for the duration of the module). No masterwork replacements are available. This also applies to weapons temporarily enchanted by magical spells. Tiren instructs the PCs to enchant their weapons within Scant if they must.

If the PCs ignore Tiren’s advice and try to smuggle in their magic weapons they are captured after arrival in Scant. This means their character sheets should be handed over to the Onnwal Design Team at the first opportunity. Captured PCs are out of play until such time as they can be rescued. Due to the nature of this campaign this may be years of real time.

There is no provision made for smuggling animal companions or familiars into Scant. PCs who take along larger animals, such as bears, tigers etc. are going to have to leave them in Halmarn permanently.

Introduction B: Meeting with Baron Halrend

Once you have determined that the party is to be summoned to meet Duke Gellen Cadwale, read aloud or paraphrase the following text:-

An invitation to attend the Baron Halrend of Dunbeern is rare in itself, but such a clandestine invitation as was slid under the door of your residence can only be a unique occurrence.

The note, written in hasty scrawl, addresses each of you by name, and asks for your discretion in a matter of the utmost urgency.

The Baron is widely regarded as being the most valiant in the recent campaigns of the Order of the Golden Sun, but the secrecy of this correspondence reminds you of the corrosive distrust that exists between the Knights. It also begs two questions, the first: what does the Baron want with you? The second: shall you meet with him?

Ask each of the PCs if their characters attend the Baron. Those who do not cannot proceed further with this scenario.

Once the PCs decide to attend the Baron proceed with the following:-

Dunbeern lies within the Eastern Marchlands and there has been tell of red trolls and worse about. Your journey was pleasant, and you reached the village of Dunbeern without incident.

It is a small place, with the streets quiet. Those who live here do not care for strangers and in the town there is but one tavern and two temples. At the north end of the village, by the Gearnat Sea, lies a Temple to Procan, the God of the Sea.

Also by the docks is an ornate, but small Temple of Heironeous, and by it the Baron's Keep, part of a line of fortifications that protect the village. Once these were to keep the Aerdi out, but they function just as well to keep the Scarlet Brotherhood's Hochebi at bay, as can be seen by the line of rotting Hochebi heads that lie on spikes along the wall.

It is to the Keep you are directed, and from there guardsmen wearing the gold lightning bolt of the Lorendrenn family allow you in.

After a few hours of waiting, with refreshment provided, you enter the great hall of the Keep, and there at the end of a long table sits Baron Halrend Lorendrenn.

In the dim torchlight, a shadow crosses Halrend's face and he stands, "You came. This is good – for I have need of your help... 'tis to do with the events at Cadvale's manor a few months back."

If there are indeed PCs among the group who did not play in Part One of this series, the Glaive's Gambit, or have clearly forgotten Baron Lorendrenn elaborates:-

"At a gathering of the Order, His Grace's squire, Sivard Cadvale, appeared to be in the thrall of the Scarlet Brotherhood. This mental scarring was done to him by the fiends during the Occupation of Longbridge. Forces unknown, though I suspect we both know who they are, used his hidden programming to get him to try to slay me. It seems clear to me that this perfidious rogue aimed to eliminate me so the auspice of Glaive Superior was open to Duke Cadvale.

"Fortunately the attempt failed, and the unwitting puppet was captured, the puppet master was dispatched by one of Onnwal's finest war companies."

If the PCs did not need to be reminded, simply read the following, or have the Baron continue:-

"While Sivard was executed as a traitor to the Order, he had one valuable shred of information that he imparted to the Order.

"During his capture by the Scarlet Ones, they took him to Scant. There they tried to get him to do what they could not do... destroy the Banner of Azharadian.

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"Our priests tried divinations to locate the Banner to no avail. Wherever it lay it was shielded from our sight. It was only with talking to the departed Sivard, whose tormented soul is now at peace, I learned more.

"The Banner lies in the Bastion of the Golden Sun, once the Headquarters of the Knighthood, but now occupied by the Brotherhood as is all of Scant.

"Sivard's shade said the banner lies frozen in some sort of fiery stasis, in the arms of a long-dead Glaive waiting for one who is worthy to pluck it from the flames.

"I sent one of the Duke's loyal Glaives, Dorlan Maldrenn, a strong and irrefragable man, with a squad of men from the Cohort, to enter Scant and return our Banner. It has been three weeks and I fear them lost... worse yet, our clerics divinations have finally revealed something: the Brotherhood shall soon have researched the means to release the banner and destroy it forever.

"You see my dilemma. I can risk no more Glaives – I must ask for true heroes from Onnwal's patriots to retrieve the Banner and return it to me.

"Will you do this?"

Here are some likely questions and the Baron's responses:-

What is in this for us?

You will have my gratitude, hopefully that of the Glaive Superior of the Order of the Golden Sun.

You shall be heroes of the realm – to have entered Scant and plucked a priceless artefact from the Scarlet Brotherhood.

There are also doubtless other valuable items within the Bastion. Return these and we will let you keep what you wish and pay you for that we wish.

Note: Any PC who rudely demands payment in coin shall be offered the payment, according to the APL of the party, as reward for themselves. They are labelled "mercenary" and forfeit any IPs and Favours at the end of the scenario.

How shall we get into Scant?

The Resistance have a man in Halmarn – the outskirts of Scant – who runs wine from Halmarn to an alehouse in Scant.

To get into Halmarn you must get behind enemy lines. I have instructed one of the rebel commanders to lead a feinting skirmish to draw away patrols and allow you to pass behind the enemy lines.

Our man in Halmarn is to drop you in a secret location known only to him. His name is Berdinun, and you shall know him when he says, "Courage is the steel of the soul" and by the sign of the axe he wears around his neck. He routinely sends barrels of ale and wine to and from Halmarn – he shall let you hide in his barrels. We have told them to expect a group of your size exactly.

Where he shall take you, and what happens next I cannot tell you – for he would not tell in case you were captured, and because of the reputation our Order has gained.

What of the missing Glaive, Dorland Maldrenn?

Return him if he yet lives. We shall reward you further for this. We sent Dorland into Gate Hill in disguise. Alas, he is now lost to us.

How can we expect to get the Banner where others have failed?

Patriots of Onnwal have proven themselves to be of the highest character. I have no doubt you will succeed.

Where is the Banner within the Bastion?

Sivard did not know exactly – but the Bastion is divided into two parts, the Outer Bastion, which is living space and public areas, and the Inner Bastion, which contains the private chapel, library and the Glaive Superior's quarters and studies. We believe it is in this inner sanctum the last stand of our brethren took place – and thus it is where the Banner lies.

Halrend also provides the PCs with a map, as shown in Handout One. This map does not show the damage inflicted by the Scarlet Brotherhood.

Final Conditions

Halrend asks the PCs not to take into Scant the following:-

- **Animal companions larger than small** – getting the PCs into Scant alone shall be difficult without additional space required for animal companions. These can be left on the Baronial estate.
- **Magic Items** – the Scarlet Brotherhood has a detection network over Scant that alerts them to any foreign magic items being brought into the city. Items such as minor scrolls and potions (1st level spells, with 1st–3rd

level casters) are safe, but “permanent” items such as a +1 *battle axe*, +1 *ring of protection*, *boots of striding* etc. only give the PCs away. Spellbooks and holy symbols are fine (assuming the symbol is hidden when travelling in Halmarn). Tiren gladly offers to keep the items safe for the PCs and in the case of magic weapons, he is happy to supply the PCs with a non-magical version (e.g. swap a +1 *battle axe* with an loaned ordinary battle axe for the duration of the module). No masterwork replacements are available.

If the PCs ignore Halrend’s advice and try to smuggle in their magic weapons they are captured after arrival in Scant. This means their character sheets should be handed over to the Onnwal Design Team at the first opportunity. Captured PCs are out of play until such time as they can be rescued. Due to the nature of this campaign this may be years of real time.

There is no provision made for smuggling animal companions or familiars into Scant. PCs who take along larger animals, such as bears, tigers etc. are going to have to leave them in Halmarn permanently.

Lack of Loyalty: Troubleshooting

If the PCs decide to try to switch loyalties at this point (i.e. if they met and irritated Tiren and then went off to hire themselves to Halrend for a higher price) they must cross off an additional 2 TUs to travel from one town to the other.

When they get there the other patron shall not hire them, as he does not need to sponsor people whose only loyalty is to themselves. The PCs who are this mercenary have wasted 2 TUs and can only go back to their original sponsor if they are willing to continue the scenario. They receive no Favour or Influence points on completion of this mission.

Encounter 1: The Altern

Read aloud or paraphrase the following:

Your journey across the plains of Gildenlea, with its ripening grain fields and wide horizons, has been uneventful. You sit now in the village of Orrin, sheltering from the heat of the noonday sun under the dappled shade of a chestnut tree. Across from you Kern Jherest, a grim-faced altern of the Army of Rebellion, sits with his back to the tree trunk, a well used longsword across his knees.

"So - you're the ones we've been expecting. What you're doing must be important if it's worth wasting the life of my men on it."

"Now, friend Kern, don't discourage our brave friends," says a slight man leaning against the tree and

cutting slices from an apple with a knife. "You must forgive the altern, his line of work tends to make him somewhat black of nature. I'm Ordas Rygol. I oversee Wrecker activities around here."

Altern Jherest glares at the grinning Wrecker with undisguised disgust. "We've been ordered to assist you in your mission," he says unfurling a cloth map. "We know that you need to slip though the Brotherhood lines. My men and I will therefore be launching a diversionary attack at the enemy forces concentrated around Myrhill. That should draw in Brotherhood patrols from the surrounding countryside, allowing you to slip through and into the hills."

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

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. He 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 loathes Rygol and his Wreckers with a passion exceeded only by his hate for the Scarlet Brotherhood.

Ordas Rygol, Wrecker Boss: Rog 5, AL CN, Disguise +8.

Ordas Rygol is the Wrecker Boss in this area of Gilderond. He is a thin man in his mid-twenties, with long sandy coloured hair and a large golden earring dangling from his right ear. Rygol is a flamboyant character and this is reflected in his dress. He is committed to the struggle, but doesn't see why he shouldn't get wealthy while he's at it. He knows Jherest hates him and derives some pleasure from riling the, as he sees it, overserious Altern.

Questioning the Altern and Wrecker

At this point the PCs will probably have questions:

How are we going to slip into Halmarn undetected?

Rygol:

"Ah - we've already thought of that one, my friends. We were planning to disguise you as Strawbairs. We managed to..." he purses his lips and smiles - "...procure some uniforms that should allow you to disguise yourself as Stranbhair soldiers."

If there are any Olve, Dwur, Noniz, Half-Euroz or Hobniz PCs, add the following.

"You folk are a bit more of a problem. When's the last time you saw an elf/dwarf/gnome/half-orc/halfling/Strawbair?"

The obvious answer would be to have the demi-humans appear to be prisoners of the "Brotherhood Soldiers". Half-orcs could easily be Pomarji mercenaries.

However, allow the PCs to figure this out for themselves, or concoct a plan of their own. If the PCs become hopelessly stuck for a plan, have Rygol suggest this course of action.

The PCs will have to disguise themselves as Suloise soldiers - therefore hair must either be shorn, hidden or dyed blonde. Dark Oeridian, Flan or Bakluni skin tones must be covered or paled and black/brown eyes hidden. Alternatively overtly non-Suel humans can be disguised as prisoners. However there must be at least two-three "Brotherhood soldiers" to make the ruse seem credible.

Have the party roll a single Disguise Roll (DC 19), using the modifiers on page 67 of the PHB. Rygol will use his Disguise skill (+8) if none of the PCs have the skill. For Bluff rolls for the duration of this mini-module, apply a +1 modifier for every two figures their roll exceeds the DC target by; eg: if a party gets a 16, give them +3 to future Bluff checks. If they use Alter Self - you may apply a +5 bonus to Bluff checks - but only if the spell is active when the PC is interacting with the NPC in question.

Where will we meet our contact?

Rygol:

"You'll find him behind the bar of the Breaking Wave Inn on the waterfront. His name is Berdinun, and you shall know him by the sign of the axe he wears around his neck. Say to him: "Courage tempers the heart" and he should reply "Courage is the steel of the soul" "

What is the best route into Halmarn?

Jherest:

"Once you get into the hills you should have some cover. Loop north away from the river valley. The Bergard Gorge and the Gates of the Gildenlea are watched and well warded. Rejoin the Scant road before Halmarn."

When will the diversionary attack take place?

Jherest:

"Just before dawn tomorrow. We'll be able to tie them up for about an hour or so - but no longer. Be sure you're in the hills before then."

Rygol:

"Oh, and that reminds me," says the Wrecker, licking his lips with glee, "I hope you've been studying your Ancient Suloise – it's all some of the strawbeads speak. If you don't I suggest you find some way around this, or you may have to do a bit of fighting of your own."

If the PCs have no more questions read aloud or paraphrase the following:

"Oh yes - one other thing - you'll need to take these," Rygol says holding aloft a number of flat copper discs dangling from thin leather thongs. "All the Strawbairs we've seen in the last while have had these tied to their wrists. Best guess is they're some sort of pass. They seem to have different runes carved into 'em as time goes on. These are the freshest we could find, a week old were the corpses we picked them off. Heaven knows when they were deployed though, or how long they'd been out of contact with Halmarn - so if you encounter any strawbeads before you have to use these try and check whether yours match theirs. If necessary, steal any newer ones – we wouldn't want you with an older code would we?"

Detect Magic will show up a weak aura of divination magic from the discs. A Spellcraft roll (DC 20) or *Identify* should be able to determine that they are essentially identification runes, which are "read" by a second set of runes. An incorrect set of runes would set off an alarm.

Finally if the PCs have not divested themselves of magical items and animal companions already, Rygol will warn them that they must do so now. They will be sent back to whichever Glaive they PCs are working for.

Encounter 2: The Silent Fields

Read aloud or paraphrase the following:

You are awoken several hours before dawn the following morning. The village is crowded with young soldiers of the Army of Rebellion preparing themselves for battle. The clink of arms and armour being quietly donned carries in the cool morning air.

A pale steady light glows under the branches of the chestnut. Looking closer you can see that the light springs from the head of a standard bearing the Green and Gold of Onnwal and of Gilderond. Before it kneels Jherest and two score of his men, their faces pallid in the magelight, their eyes fixed fervently upon the flag of their nation. They rise and carrying the standard aloft, they come down the street singing a battle hymn, there is determination in their step, steel in their eyes.

Jherest will tell the PCs to set off slowly north and west for about a league. The PCs will know when the attack is underway. Then they should move as fast as possible for the hills.

The PCs journey to the edge of the hills should be uneventful - but don't tell them that! Have them make their marching order and occasional Spot and Move Silently rolls to keep them on their toes. The countryside is made up of broad grain fields now run fallow and wild, not having been harvested in over six years. The fields are interspersed with stands of fragrant cedar, poplar and the occasional elm and oak. As they near the hills, they will come across small streams running down from the hills and on towards the south. The banks of these streams are cloaked with tall riverside grasses and herbs, such as sedge, angelica and wild hemlock, and should provide good cover.

It has been about an hour since you parted company with Altern Jherest and his men. As the dawn light grows at your backs - the fields of the Gildenlea are a forlorn sight - the wheat and barley fields growing wild - unkempt and unharvested and choked by weeds after years of neglect. An eerie silence smother the land. Your footsteps seem to you to almost to echo and resound like the footfalls of giants. Ruined farmhouses dot your path, many of them no more now than four blackened stone walls. No birds sing in this empty land and its is not hard to imagine that you are utterly alone in a desolate abandoned world.

Suddenly the oppressive silence is broken by the sound of horns to the south. There is a series of flashes and a plume of smoke blossoms into the air. Several leagues away you realise, Jherest's men are fighting and dying.

The PCs should gain the foot of the hills by mid morning without much trouble. The hills here are the gentle western end of the craggy Volanots. The slopes are covered in small vineyards, fruit orchards and almond and olive groves now grown wild.

As you crest the first long slope, you can see the plains spread out behind you. In the bright sunshine the green-gold fields of ripening grain stretch into the east for as far as you can see. The Bergard cuts a sinuous path across the Gildenlea. To the south, several pillars of smoke rise from within the last bend of the river before it plunges into the hills. To the west towards Halmarn and Scant, dark thunderclouds are beginning to tower high in the sky. With some reluctance you turn your back on the sunlit plain and head on into the gloom ahead.

As the PCs make their way down into the valley and up the next hill, they will be in plain sight of a Brotherhood patrol, comprising a Tilva Suel commander and a squad of Hepmonaland Suel savages, camped on the crest of the second hill. If they have declared they are

moving discretely, have them make opposed Sneak/Spot and Move Silently/Listen rolls with a +2 circumstance bonus for the Brotherhood troops as they are vigilantly scanning the countryside for Onnwalon units. If PC's state they are looking out for enemy units give the PCs an opposed Spot roll against the savages, who get a +2 circumstance bonus for their concealed positions.

A successful Spot roll (DC 15) reveals that the patrol is wearing copper disks that are different from the ones Rygol gave the PCs.

For the sake of getting the PCs the newer disks, assume that eventually the Brotherhood patrol spots the PCs, they will assume that they are a group of their own soldiers returning from the front. 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 alarmed.

If none of the PCs speak Ancient Suloise – which is very likely, this encounter shall very swiftly become a hack and slash encounter. Spells such as *Comprehend Languages* can be used to get around the language barrier, initially... until the Brotherhood commander sends down a pair of Hepmonaland Savages bearing a note (written in Ancient Suloise) with the PCs and invite them to the hilltop to report on what they have found behind enemy lines. The messengers will simply approach, deliver the note and then wait expectantly for the PCs to follow. They understand some words of Ancient Suloise. The Savages will not attack unless threatened, in which case they will shout for help and defend themselves fiercely. The rest of the patrol will arrive in three rounds.

If the PCs accept the Brotherhood commander's invitation, they will be escorted into a Brotherhood camp just beyond the crest of the hill. Most of the Savages are deployed along the ridgeline, while their commander, Mekhlo, has made a bivouac in the ruins of a shepherd's hut. Mekhlo will come out and greet the PCs, asking them where they have been, what they have seen and if they have "prisoners", where they were captured. All of this will be in Ancient Suloise. As long as the PCs respond with plausible answers (pass an opposed Bluff vs Sense Motive Check - with discretionary +/-2 modifiers for how well the player's role-play the encounter), Mekhlo will be satisfied and allow them to pass on. If the PCs hesitate or act suspiciously, Mekhlo will whistle, summoning all his men in a round. If the PCs have "prisoners", a few of the savages will come up and start prodding them with their spears. Mekhlo will not allow them to harm the

prisoners, but the PCs might react violently, precipitating a fight.

If the PCs are acting suspiciously on their initial approach or try to evade the patrol, Mekhlo will order his men to pursue and intercept. They will order the PCs to halt (in Ancient Suloise) and if they do not, they will open fire.

At any point while a PC is within 2 feet of a member of the Brotherhood patrol, he may make a Spot check (DC 16) to notice that the copper disks on their wrists bear different runes to those given the PCs by Rygol.

The Hepmonaland savages are clad in little other than a loincloth, hide cape and crude sandals. Their freckled pale skin is covered with red and yellow war paint and blue spiral tattoos. Their dirty blonde hair is adorned with feathers and bones and bone jewellery. The Shaman wears a copper necklace upon which dangles a bone carved into the form of a coiled snake. He wears a cap made from some sort of snake or reptile skin.

Tactics: The savages will use their bows if possible, but have no fear of closing in melee, moving to envelop and surround the PCs if they can.. They will rage as they enter hand-to hand combat. Mekhlo 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.

Development: A careful search of the bodies will reveal that they all carry copper discs on their wrists (six discs in total). Examination of these will show that the runes carved on them are different to the ones the PCs wear. These are the current disks issued to the troops and will allow safe entry into Halmarn. The ones given the PCs by Rygol are old and will result in the PCs being captured if they try to enter Halmarn wearing them.

APL 4

Makhlo, male human Ftr3: CR 3; Size: Medium Humanoid; HD 3d10+6; hp 28; Init +5 (+1 Dex, +4 Misc); Spd 20; AC 16 (flatfooted 15, touch 11); Atks: +4 ranged (1d8+2 20/x3 Longbow (+2 Mighty/Composite)) or +6 melee (1d10+2 19-20/x2 bastard sword); AL: LE; Sv: Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 13, Wis 12, Cha 10

Skills: Climb +3, Jump +3, Ride +7;

Feats: Exotic Weapon (Bastard Sword), Expertise, Improved Initiative, Power Attack, Weapon Focus (Sword (bastard sword))

Possessions: Chainmail, Longbow (+2 Mighty/Composite), Potion (*Cure Moderate Wounds*), Bastard Sword, copper disk.

Hepmonaland Shaman (Llery), male human

Clr3: CR 3; Size: Medium Humanoid; HD 3d8+9; hp 22; Init +6 (+2 Dex, +4 Misc); Spd 30; AC 16 (flatfooted 14, touch 12); Atks: melee +4 (1d8+2, x3, battle axe); SA: Spontaneous casting (Healing), Rebuke Undead 3/day; AL: CN; SV: Fort +6, Ref +3, Will +6;

Str 14, Dex 14, Con 16, Int 9, Wis 16, Cha 11

Skills: Concentration +9, Heal +9, Profession (Hunt) +7, Scry +3, Spellcraft +3;

Feats: Combat Casting, Improved Initiative, Weapon Proficiency (Battleaxe).

Possessions: Battleaxe, Chain Shirt, Potion (*Cure Light Wounds*), Scroll (*Hold Person*), copper disk.

Deity: Llery *Domains:* Strength (You can perform a feat of strength, as a supernatural ability, with a bonus to Strength equal to your level. It lasts 1 round, once per day). Chaos (You cast chaos spells at +1 caster level.)

Spells: **Cleric:** (4 /3+1 /2+1) 0- *Create Water, Guidance, Resistance, Virtue*; 1: *Cause Fear, Endure Elements**; *Magic Weapon* x2; 2: *Bull's Strength**; *Endurance; Hold Person.*

Hepmonaland Infantry (2), male human

Brb3: CR 3; Size: medium humanoid; HD 3d12+6; hp 30; Init +6 (+2 Dex, +4 Misc); Spd 40; AC 15 (flatfooted 15, touch 12); Atks: +7 melee (greataxe 1d12+3 20/x3) or +6 melee (shortspear 1d8+3 20/x3) or +5 ranged (shortspear 1d8+3 20/x3); SA: Rage 1/day, Uncanny Dodge (Dex bonus to AC); AL: CN; SV: Fort +4, Ref +3, Will +2.

Str 17, Dex 14, Con 13, Int 10, Wis 12, Cha 8

Skills: Climb +8, Handle Animal +5, Hide +2, Intimidate +5, Intuit Direction +3, Listen +7, Move Silently +4, Spot +3, Wilderness Lore +5.

Feats: Improved Initiative, Toughness, Weapon Focus (Greataxe)

Possessions: Greataxe, Potion (*Cure Light Wounds*), Shortspear, Studded Leather, copper disk.

Hepmonaland Bowman (2), Male human

Brb3: CR 3; Size: medium humanoid; HD (3d12)+6; hp 30; Init +6 (+2 Dex, +4 Misc); Spd 40; AC 18 (in melee with shield) or 17 (flatfooted 17, touch 12), Atk +6 ranged (mighty composite longbow(+1) 1d8+1 20/x3) or +6 melee (shortspear 1d8+3 20/x3) or +5 ranged (shortspear, 1d8+3 20/x3); SA: Rage 1/day, Uncanny Dodge (Dex bonus to AC); AL: CN; SV: Fort +4, Ref +3, Will +2.

Str 17, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills: Climb +6, Handle Animal +5, Hide +1, Intimidate +5, Intuit Direction +3, Listen

+7, Move Silently +2, Spot +3, Wilderness Lore +5; Improved Initiative.

Feats: Toughness, Weapon Focus (Longbow (Composite))

Possessions: Longbow (+1 Mighty/Composite), Potion (*Cure Light Wounds*), Shield (Large/Wooden), Shortspear, Studded Leather, copper disk.

APL 6**Makhlo, male human Ftr5:**

CR 5; Size: Medium Humanoid; HD 5d10+10; hp 35; Init +5 (+1 Dex, +4 Misc); Spd 20; AC 16 (flatfooted 15, touch 11); Atks: +6 ranged (1d8+3 20/x3 Longbow (+3 Mighty/Composite)) or +9 melee (1d10+3 19-20/x2 bastard sword); AL: LE; Sv: Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 13, Wis 12, Cha 10

Skills: Climb +6, Jump +6, Ride +8;

Feats: Exotic Weapon Proficiency (Bastard Sword), Expertise, Improved Disarm, Improved Initiative, Power Attack, Weapon Focus (Sword (bastard sword))

Possessions: Masterwork Chainmail, Longbow (+3 Mighty/Composite), Potion (*Cure Moderate Wounds*), Bastard Sword.

Hepmonaland Shaman (Llery), male human

Clr3: CR 3; Size: Medium Humanoid; HD 3d8+9; hp 22; Init +6 (+2 Dex, +4 Misc); Spd 30; AC 16 (flatfooted 14, touch 12); Atks: melee +4 (1d8+2, x3, battle axe); SA: Spontaneous casting, Rebuke Undead 3/day; AL: CN; SV: Fort +6, Ref +3, Will +6.

Str 14, Dex 14, Con 16, Int 9, Wis 16, Cha 11

Skills: Concentration +9, Heal +9, Profession (Hunt) +7, Scry +3, Spellcraft +3;

Feats: Combat Casting, Improved Initiative, Weapon Proficiency (Battleaxe)

Possessions: Battleaxe, Chain Shirt, Potion (*Cure Light Wounds*), Scroll (*Hold Person*), copper disk.

Deity: Llery *Domains:* Strength (You can perform a feat of strength, as a supernatural ability, with a bonus to Strength equal to your level. It lasts 1 round, once per day). Chaos (You cast chaos spells at +1 caster level.)

Spells: **Cleric:** (4 /3+1 /2+1) 0- *Create Water, Guidance, Resistance, Virtue*; 1: *Cause Fear, Cure Light Wounds, Endure Elements**; *Entropic Shield*; 2: *Bull's Strength**; *Aid; Endurance.*

Hepomoland Infantry (2), male human

Brb5: CR 5; Size: medium humanoid; HD 5d12+8; hp 45; Init +6 (+2 Dex, +4 Misc); Spd 40; AC 15 (flatfooted 15, touch 12); Atks: +10 melee (greataxe 1d12+4 20/x3) or +10 melee (shortspear 1d8+4 20/x3) or +7 ranged

(shortspear 1d8+4 20/x3); SA: Rage 2/day, Uncanny Dodge (Dex bonus to AC), Uncanny Dodge (can't be flanked); AL: CN; SV: Fort +5, Ref +3, Will +2;

Str 18, Dex 14, Con 13, Int 10, Wis 12, Cha 8

Skills: Climb +9, Handle Animal +5, Hide +2, Intimidate +5, Intuit Direction +3, Listen +7, Move Silently +4, Spot +3, Wilderness Lore +5;

Feats: Improved Initiative, Toughness (1x), Weapon Focus (Longbow (Composite))

Possessions: Greataxe, Potion (*Cure Light Wounds*), Shortspear, Studded Leather.

Hepmonaland Bowman (2), Male human

Brb5: CR 5; Size: medium humanoid; HD (5d12)+8; hp 48; Init +6 (+2 Dex, +4 Misc); Spd 40'; AC 17 (flatfooted 17, touch 12), Atk +8 ranged (mighty composite longbow(+2) 1d8+2 20/x3) or +9 melee (shortspear 1d8+4 20/x3) or +7 ranged (shortspear, 1d8+4 20/x3); SA: Rage 2/day, Uncanny Dodge (Dex bonus to AC), Uncanny Dodge (can't be flanked); AL: CN; SV: Fort +5, Ref +3, Will +2;

Str 18, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills: Climb +9, Handle Animal +7, Hide +1, Intimidate +7, Intuit Direction +3, Listen +9, Move Silently +3, Spot +3, Wilderness Lore +5;

Feats: Improved Initiative, Toughness, Weapon Focus (Longbow (Composite))

Possessions: Longbow (+2 Mighty/Composite), Potion (*Cure Light Wounds*), Shield (Large/Wooden), Shortspear, Studded Leather.

APL 8

Makhlo, male human Ftr7: CR 7; Size: Medium Humanoid; HD 7d10+17; hp 51; Init +5 (+1 Dex, +4 Misc); Spd Walk 20; AC 17 (flatfooted 16, touch 12); Atks: +8/+3 ranged (1d8+3 20/x3 Longbow (+3 Mighty/Composite)) or +12/+7 melee (1d10+3 19-20/x2 bastard sword); AL: LE; Sv: Fort +7, Ref +3, Will +3;

Str 16, Dex 13, Con 14, Int 13, Wis 12, Cha 10

Skills: Climb +8, Handle Animal +4, Jump +8, Ride +11;

Feats: Exotic Weapon Proficiency (Bastard Sword), Expertise, Improved Disarm, Improved Initiative, Power Attack, Toughness, Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword)

Possessions: Masterwork Chainmail, Longbow (+3 Mighty/Composite), *Potion of Cure Moderate Wounds*, Masterwork Sword (Bastard),

Cloak of Resistance +1 (1000 gp), pouch with 15 platinum eagles.

Hepmonaland Shaman (Llery), male human

Clr7: CR 7; Size: Medium Humanoid; HD 7d8+21; hp 46; Init +6 (+2 Dex, +4 Misc); Spd 30; AC 16 (flatfooted 14, touch 12); Atks: +7 melee (1d8+2 20/x3, battle axe); SA: Spontaneous casting, Rebuke Undead 4/day; AL: CN; SV: Fort +8, Ref +4, Will +8;

Str 14, Dex 14, Con 16, Int 9, Wis 16, Cha 12

Skills: Concentration +11, Heal +9, Profession (Hunt) +7, Scry +5, Spellcraft +7;

Feats: Combat Casting, Improved Initiative, Weapon Proficiency (Battleaxe), Weapon Focus (Battleaxe)

Possessions: Battleaxe, Chain Shirt.

Deity: Llery *Domains:* Strength (You can perform a feat of strength, as a supernatural ability, with a bonus to Strength equal to your level. It lasts 1 round, once per day). Chaos (You cast chaos spells at +1 caster level.)

Spells: **Cleric:** (6 /5+1 /4+1 /3+1 /1+1) 0-*Cure Minor Wounds, Create Water, Guidance, Resistance x2, Virtue*; 1: *Cause Fear x2, Cure Light Wounds, Endure Elements, Entropic Shield*; 2: *Bull's Strength; Aid x1; Endurance; Hold Person*; 3: *Bestow Curse, Blindness/Deafness, Magic Vestment*, Searing Light*; 4: *Chaos Hammer, Greater Magic*.

Hepomaland Infantry, male human Brb7

(2): CR 7; Medium Humanoid; HD 7d12+10; hp 57; Init +6 (+2 Dex, +4 Misc); Spd 40; AC 15 (flatfooted 15, touch 12); Atks: +12/+7 melee (greataxe 1d12+4 20/x3) or +11/+6 melee (shortspear 1d8+4 20/x3) or +9/+4 ranged (shortspear 1d8+4 20/x3); SA: Rage 2/day, Uncanny Dodge (Dex bonus to AC), Uncanny Dodge (can't be flanked); Vision: Normal AL: CN; SV: Fort +6, Ref +4, Will +3;

Str 18, Dex 14, Con 13, Int 10, Wis 12, Cha 8

Skills: Climb +13, Handle Animal +9, Hide +2, Intimidate +9, Intuit Direction +3, Listen +9, Move Silently +5, Spot +3, Wilderness Lore +9;

Feats: Improved Initiative, Power Attack, Toughness, Weapon Focus (Greataxe)

Possessions: Greataxe, Potion (*Cure Light Wounds*), Shortspear, Studded Leather.

Hepomoland Savage Bowman (2), Male human Brb7:

CR 7; Size: medium humanoid; HD (7d12)+10; hp 57; Init +6 (+2 Dex, +4 Misc); Spd 40; AC 17 (flatfooted 17, touch 12), Atk or +11/+6 melee (shortspear 1d8+4 20/x3) or +10/+5 ranged (mighty composite longbow (+3) 1d8+3 20/x3) or +9/+4 ranged (shortspear, 1d8+4 20/x3); SA: Rage 2/day, Uncanny Dodge (Dex bonus to

AC),Uncanny Dodge (can't be flanked); AL: CN;
SV: Fort +6, Ref +4, Will +3;

Str 18, Dex 14, Con 13, Int 10, Wis 12, Cha
8

Skills: Climb +11, Handle Animal +9, Hide
+1, Intimidate +9, Intuit Direction +3, Listen
+9, Move Silently +3, Spot +3, Wilderness Lore
+9;

Feats: Improved Initiative, Point Blank Shot,
Toughness, Weapon Focus (Longbow
(Composite))

Possessions: Longbow (+3
Mighty/Composite), Potion (*Cure Light Wounds*),
Shield (Large/Wooden), Shortspear, Studded
Leather.

Treasure (Per PC)

APL4: Loot 116.3 gp; Coin 0 gp; Magic 105 gp;

APL6: Loot: 176.3 gp; Coin: 0 gp; Magic: 105
gp;

APL8: Loot: 215.7 gp; Coin: 150 gp; Magic: 225
gp;

Mekhlo's Cloak

Mekhlo's *Cloak of Resistance +1* is a scarlet cloak
that would not look out of place on the
"strawhead" disguises Rygol has gifted the PCs
and it has the added bonus of being attuned to
the wardings around Scant, and thus will not set
off the alarm.

Encounter 3: Halmarn

Read aloud or paraphrase the following:

*As you march, a light but steady rain begins to fall,
soon soaking you through to the skin. Your path takes
you in a loop north of the valley through which the
Bergard breaches the ramparts of the Volanots. The hills
here are gentle and the climbs are not arduous. Far more
oppressive is the silence, which seems to press down upon
you like a vast weight.*

*After several hours, you get the first tang of salt on
the breeze. Cresting the final rise, you see the narrow,
fan-shaped plain of Halmarn stretched out before you.
The Bergard River bisects the rain-soaked fields before
meeting the sea in the Great Harbour of Scant. Scant
itself is shrouded in mist, but you can make out the grey
towers and roofs of Halmarn where the river meets the
sea. The trail leads on down the slope towards the plain
and whatever fate awaits you there.*

The trail becomes a cart-rutted by-road ,
which in turn joins the broad paved highway
leading towards Halmarn and Scant. The
highway is clogged with Brotherhood troops
both returning from the front and being sent out
from Halmarn to replace them. They will pay

little attention to the PCs and the party should
have little trouble blending into the mass of
marching men, unless they behave suspiciously
(see below).

Read aloud or paraphrase the following:

*As you march, you notice a band of Hepmonaland
savages among the Brotherhood troops travelling towards
Halmarn with you. They are singing and laughing,
beating their spears against their shields and tossing what
looks like a ball from one to another. With horror you
notice that the "ball" is in fact the severed head of an
Onnvalon solider, his bloodied face frozen in a rictus of
pain and terror. As you look on, a Brotherhood officer
strides up and speaks sharply to the savages. The savages
shrug and the one holding the head tosses it into the river.
They walk off laughing, while the officer glowers at them
with a look of utter disgust and disdain.*

*After another hour, you come within sight of the
gates of Halmarn. Before the Wars, the town was
unwalled. Since then, however, the Brotherhood have
thrown up a curtain wall around the settlement, re-
enforced by strong round towers that rise to tall thin
spires, set at intervals along its length. As you approach,
you can see gangs of wretched people dressed in rags,
excavating a moat before the walls. They are shackled
together in groups of ten by ankle chains. Men and
women in scarlet robes, who occasionally use scourges to
urge their workers onto greater exertions, oversee the
slaves' work. As you pass, you see a blonde woman
bearing the symbol of a figure with insect wings on her
scarlet robe, kneeling by a fallen slave, passionately
exhorting the man to be more industrious for the greater
good of the Scarlet Brotherhood and the peoples of the
Flanaess. Slowly the man climbs to his feet and croaks,
"Order, Purity, Obedience" before picking up his shovel
once more and returning to the digging work.*

*Ahead looms Halmarn's new gatehouse, through
which passes the column of soldiers under the watchful eye
of scarlet clad troops on the walls. On a flagpole, the
sable cross on a field of scarlet of the Brotherhood floats
fitfully in the sea breeze. As you draw closer to the
archway, you notice that each solider is placing his right
hand into one of a series of openings in walls on other side
of the gateway. The openings are carved to resemble the
heads of roaring lions, with the openings themselves
forming the gaping jaws. Each soldier places his hand
into the maw and then removes it and carries on into the
town. As the line of warriors slowly moves forward, you
pass beneath the shadow of the arch and portcullis*

The carvings are imbued with a divination
dweomer that senses the runes on the copper
disk so that each Brotherhood solider wears on
his right wrist. If the runes on the disk are the
current pass code, then the bearer is allowed to
pass on into the town. However, if the runes are
not the current ones, then the lion emits an ear
splitting roar. The portcullises on either side of
the archway slam shut and the Brotherhood
garrison captures the interloper. If the PCs use

the disks given to them by Rygol - they will suffer this fate. If however, they use the ones taken from the patrol - then they can pass unmolested.

If the PCs attempt to loiter, avoid the gate, enter to town by any other route or enter with medium or larger animal companions or familiars, this will arouse suspicions (see below).

True to Rygol's word you find The Breaking Wave Inn is on Halmarn's waterfront, a large two story stone building that looks as though it has seen better days. Off duty Brotherhood troops, Hochebi and Hepmonaland savages many of them drunk, spill out of the once-pretty townhouses that line the waterfront. Across the leaden waters of the Great Harbour, Scant squats menacingly atop its hills like a massive brooding beast.

Suddenly, a half dozen drunken Hepmonaland Suel stagger up and begin shouting at you in their unintelligible tongue.

The savages are drunk and looking for a fight. They will pick on the biggest PC - whether they be disguised as a prisoner or Brotherhood soldier - shouting abuse at and shoving him/her. A fist-fight will ensue (use the stats from Encounter 2), only if the PCs initiate it - though the savages will be very aggressive - pushing the PCs about and spitting at them etc. Whether the PCs become involved in a brawl or not after a few moments or three rounds of combat, three Suel men dressed in the loose garb preferred by the Brotherhood will intervene. There are Shoheen, enforcers of the Brotherhood's law. You will notice that one wears carries a staff and wears the symbol of a burning skull (Religion Check: DC12 - This is the symbol of Wee Jas). If the PCs were fighting, then all those involved in the brawl will be arrested and hauled off to a stockade. The PC's true identity will soon be discovered and their mission ends in capture. Fighting their way out is not an option. The Shoheen can instantly summon aid and the PCs are vastly outnumbered and outspelled.

If no fight is in progress, the Shoheen will merely order the savages away threatening them with the cells. If the PCs are "escorting prisoners", the Shoheen will order them to be taken to the cells for processing and assignment by the Office of Thralls. They will then carry on their way down the waterfront.

As night falls, the Breaking Wave is already full of Brotherhood soldiers. The PCs will notice that savages and Hochebi are strictly barred and it is exclusively civilised members of the Scarlet Brotherhood military that frequent the establishment. Trying to take "prisoners" into the Inn will be regarded as suspicious (see below).

The tap-room of the Breaking Wave is heaving with Brotherhood soldiery. The air is thick with the smell of smoke, stale beer and the familiar metallic tang oiled arms and armour. Behind a low bar on the wall opposite the door, three men are busily doling out jacks of ale and wine to the thirsty soldiers.

The conversation in the bar is mostly in Ancient Suloise - though you notice that the soldiers address the bar staff in the Common tongue. The talk is mainly of the news of the suicidal assault by "the barbarians" on the Myrhill garrison this morning and how though the fighting was fierce, it was repulsed with few losses to the defenders though many of the "errant thralls" were left dead on the field.

If the PCs linger by the bar for a length of time, they will notice that none of the men are wearing an axe pendant. This should cause some panic and confusion. Allow the PCs to sweat for a few minutes. None of the men behind the bar will respond to the code-word with anything other than a blank look and a request as to what the PC wants to drink.

Just when you fear your dangerous journey has been in vain, a trapdoor inside the bar opens and a huge broad-shouldered man with short-cropped blonde hair emerges with a cask of wine under each arm. With some relief you note that he is wearing a silver pendant of a double-headed axe around his neck.

This is indeed Berdinun, the PC's contact. He will engage in polite conversation (in Common) with the PCs, while serving the other customers in the bar. When the PCs speak the pass-phrase: "Courage tempers the heart", Berdinun will look the PCs in the eye and reply "Courage is the steel of the soul" matter of factly and pour a jack of ale which he will pass to the nearest PC. As he does he will pass a small note with the words "The back alley". Then he will move away up the bar and avoid the PCs for the rest of the evening.

The bar will remain open for several hours after dark, until a pair of Shoheen enter and ring a large bell, warning there is only a half hour till curfew and ordering the bar to be cleared. If, at any time, the PCs leave and investigate the back of the building they will indeed find a narrow alley running along the back of the inn - just wide enough for a cart to pass. It is ill-lit and quite dark - with only the faint flickering light of the torches from the main street to illuminate the gloom. At the back of The Breaking Wave, the PCs will notice a pair of shutter doors leading into the cellar of the building. Close examination will reveal that the bolt on the doors have been left off and that they are slightly ajar. Inside a set of stone steps lead down into

the cool, musty air of the cellar. The cellar is packed with ale and wine casks, but there is space for the PCs to sit or lie concealed among them.

After the bar above has been cleared, Berdinun comes down into the cellar, carrying an empty cask in front of him. He sets it down and turning to face you, you see he is training a loaded light crossbow on you

"You have the count of twenty to prove you are who you claim to be", he says and then begins counting.

Give the players the count of twenty real time to show some proof. If it is convincing, Berdinun will lower the weapon and apologise, saying it pays to be sure about things in these times. Berdinun will offer the PCs a drink of their choice (he will shrug if they refuse it for whatever reason) and then tell them of his plan to sneak them into Scant.

He will load them into empty wine casks and then after dawn on the morrow, he will row them across to the Inner Harbour of Scant. From there the casks will be conveyed to a secret location and friends within the city, who can tell them more about getting into the Bastion of the Golden Sun.

Until then, Berdinun suggests they all get what sleep the can.

Suspicious Goings On.

Suspicious behaviour on the road or in Halmarn itself will draw the attention of a Brotherhood officer, who will ask in Ancient Suloise what unit they are from and if they have prisoners, where they were captured. 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 - 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 the previous encounter 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 blown their cover stupidly.

Dramatic Interlude: The Dream

A portentous dream haunts one of the PCs one night into the journey to Halmarn. Ideally give Handout Two to a PC who received a dream during Glaives Gambit.

Failing that give the Handout to a PC who follows Heironeous as a deity, or if one is not available show preference to Paladins and Clerics respectively. Otherwise choose a Lawful Good PC or the PC with the alignment nearest to Lawful Good (i.e. Neutral Good, Chaotic Good, Lawful Neutral etc.)

For all intents and purposes, the PC in question appears to have a quiet night's sleep, and awakens refreshed in the morning with the others.

The significance of the dream is to provide clues as to what they need to do to get the Banner to safety.

Encounter 4: Contraband

Read aloud or paraphrase the following:

Shortly before dawn, Berdinun rouses you from fitful slumber and troubling dreams. In short order you climb into your respective barrels and Berdinun hammers down the lids. "Don't fret - a good shove will get them open", he says. As you sit curled up in the darkness, breathing the thick oak-scented air, it seems as though your hearing becomes sharper - as if to compensate for the blackness. You hear voice and then your barrel is lifted with grunts of exertion.

Soon you can hear the lapping of waves on stone and you are dropped none to gently onto a swaying surface. For a moment you panic fearing you have been dropped into water, but then you hear the clatter of oars in oar-locks and the fist of many steady oar strokes. For what seems an age all you hear is hear the gentle splashing of waves against the hull of the boat. Then there is wooden clatter of the oars being shipped and a dull thud of wood on stone and many voices. Suddenly you feel the barrel being hoisted and swinging in freely. With a jolt it is set down and rolled a short distance. You can dimly make out Berdinun arguing about landing permits and duties with another man in Common.

Pick one of the PCs and describe the following:

Suddenly there is a loud bang on the top of your cask. To your horror, a shaft of light and a steel dagger point appears between the edge of the lid and the walls of the barrel. Someone is trying to open the cask!

A group of Hepmonaland savages are trying to get some free wine while Berdinund's attention is distracted. He will notice them before they get the cask open and shoo them away angrily, but the PC is not to know this. It is possible that the PCs may act to reveal himself - in which case the entire party will be discovered and captured or killed if they attempt to resist, along with Berdinun.

If the PCs have, despite the warnings from their employer, brought foreign magic items into the city, other than items such as minor scrolls and potions (1st level spells, with 1st-3rd level casters), these begin to glow a brilliant shade of blue – so bright that the light shines out between the planks of the barrels. The PCs are discovered and captured or killed if they resist. "Permanent" items such as a +1 *battle axe*, +1 *ring of protection*, *boots of striding* etc. will give the PCs away. Spellbooks and holy symbols will not set off the alarm (assuming that the holy symbol has been kept concealed up until this point). **At APL8, Mekhlo's Cloak of Resistance will not set off the alarm either.**

Provided the PCs keep their cool, proceed as follows:-

The sound of oar-locks being removed greets you with tremendous relief. Soon Berdinund continues his exertions and within the hour you alight upon land. You hear him mutter, "Keep in them barrels now or all this was for naught." as you are lifted by the burly man one at a time. After a short moment in which Berdinund catches his breath, you hear the sounds of hooves beating upon a cobbled street. Moments later, the cart comes to a stop and you hear the creaking sound of an old portal of some kind being opened. You are lifted again, and with a heart-rending sensation you realise you are being dropped a long distance!

Your barrel is falls for a split second that lasts an age – and with a loud thud (and being bounced around inside the barrel) you reach the ground. Through the cracks in the barrel you see little light, and as you attempt to peer through the barrel the sound of a single shrill voice laughing fills your ear. As your vision grows, you can see a figure – clad in Scarlet... have you been betrayed into the hands of the enemy?

To be continued in Blazing Banner

Here ends Pilgrims in an Unholy Land

Note: PCs will not be able to heal up, relearn spells, buy magical items (other than the potions and items in the quantities listed in the encounters in this module) or undertake any of the activities normally available at the end of a mini module.

A Note About Experience and Gold

Do not tally gold or experience until the PCs have completed Blazing Banner (assuming they do). Allow PCs to use any items they found in Pilgrims in an Unholy Land and cross these of the treasure summary if necessary. Essentially this should be as if Pilgrims was the first round of the scenario.

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished and assign the experience award accordingly. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters. Award the total value (objectives + roleplaying) to each character.

Encounter 2:

Defeat Mekhlo and Hepmonaland

Savages	
APL4:	210 XP
APL6:	270 XP
APL8:	330 XP

Encounter 3:

Get into Halmarn undetected

APL4:	30 XP
APL6:	60 XP
APL8:	90 XP

Encounter 4:

Sneak into Scant undetected

APL4:	45 XP
APL6:	90 XP
APL8:	135 XP

Discretionary Role-playing Award

APL4:	15 XP
APL6:	30 XP
APL8:	45 XP

Total possible experience

APL4:	300 XP
APL6:	450 XP
APL8:	600 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 bodies, 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 the 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 the loot. If 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*, *analyse 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 it’s the number of gold pieces a character’s total and coin values increase by at the end of the adventure. Write the total in the GP Gained field of the Adventure Certificate.

TREASURE KEY:

Encounter Two

APL4: Loot 116.3 gp; Coin 0 gp; Magic: *Potion of Cure Moderate Wounds* (45 gp), *Scroll of Hold* (22.5 gp), *Potion of Cure Light Wounds* x5 (7.5 gp), 105 gp;
APL6: Loot: 176.3 gp; Coin: 0 gp; Magic: *Potion of Cure Moderate Wounds* (45 gp), *Scroll of Hold* (22.5 gp), *Potion of Cure Light Wounds* x5 (7.5 gp), 105 gp;
APL8: Loot: 215.7 gp; Coin: 150 gp; Magic: *Potion of Cure Moderate Wounds* (45 gp), *Cloak of Resistance* (150 gp), *Potion of Cure Light Wounds* x4 (7.5 gp), 225 gp;

Adventure Caps:

APL4: 200 gp
APL6: 300 gp;
APL8: 590.7 gp

Handout from Blazing Banner: The Dream

You lie upon a plain of sand, devoid of features and infinite in circumference. You feel that you have been dropped from a great height, and struggle to bring yourself to your feet.

Standing beside you is a small boy, scarcely ten, dressed in blue robes. His skin is copper, his curly hair is brown and despite his youth, the boy's weathered and sun-kissed face displays an expression of agelessness, and of concern.

He points to you and speaks slowly, his accent heavy and as if it pains him, "Do you know who I am?"

A look of confusion stretches across your face, and he nods, "You shall do in the end. Courage is the steel of the soul. Yours must be tempered within the flame to become stronger."

His hand outstretched, the boy smiles as a golden bolt of lightning from the hand and strikes you square in the chest. From your chest comes the sickly scent of fire and melting metal as the mail you wear catches fire.

You ignore the pain. The fire makes you stronger. Through its searing touch you will succeed.

Then your stomach lurches as you feel yourself falling. There is a numbing sensation of coldness of water. Like the blade, you have been tempered and cooled in the forge. Soon you will know the strength of the metal within you.

You awaken refreshed...