

ONW5-04

The Truth in Music

A One-Round D&D Living Greyhawk® Onnwal Regional Adventure

Version 1.0

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News seeps from the Storm Coast of forbidden secrets, a Suel priestess, and raids by the walking dead. The authorities at Sornhill are prepared to pay the piper. But who is really calling the tune?

An Onnwal Regional scenario for APLs 2-12.

Note: This adventure cannot be played by PCs holding the Favour of Rary cert.

ased 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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If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a *Living Greyhawk* Adventure Record (AR).

LIVING GREYHAWK Levels of Play

Because players bring their own characters to *Living Greyhawk* games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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 step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

Living Greyhawk adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Onnwal. Characters native to Onnwal pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

In recent days, two very different Suel priestesses have been active in the remoter parts of the Storm Coast. The

first, Birar Thol, is a sorcerer-priestess of Wee Jas, who has been using her undead minions to harass passing travelers. This behaviour has been spreading considerable fear and anxiety in the region, and reports of it have now leaked back to Sornhill.

The second, Reniel, is a priestess of Lydia, the Suel goddess of Knowledge and Music. Reniel has never been a formal member of the Scarlet Brotherhood, and never fully accepted their doctrine of the manifest destiny of the Suloise, but the prestige which her goddess enjoys amongst them meant that she was safe while the Occupation lasted. Now she is in hiding.

While fleeing the forces of Free Onnwal in the aftermath of the Brewfest Rebellion, Reniel made a discovery. On the Storm Coast, not far from the isolated village of Grindle, stands a forgotten sanctuary of Lydia, built by the Onnwi shortly after their arrival in the Dragonshead. This place is filled with the ancient lore of Reniel's Suel ancestors, and she has been eagerly exploring it.

Using the sanctuary as her refuge, she has also quietly been attempting to carry out Lydia's will by educating the women and children of the nearby village of Grindle, not in the propaganda of the Brotherhood, but in literacy and music. However, Choran, the headman of Grindle, is a loyal Pholtan, who is suspicious of this "pagan priestess" coming to his village and undermining his authority. He has recently complained about Reniel's visits to the Chapel of the Blinding Light in Sornhill.

In the course of the last couple of days, Birar Thol has come across Lydia's sanctuary and attempted to plunder it. She has been defeated and captured by Reniel. Reniel has penetrated the Inner Sanctum of the shrine, and, in doing so, has been forced to face some unwelcome aspects of her people's history. She remains in the Sanctum, distraught and wracked with guilt. Meanwhile, a Brotherhood druid named Krejar has also found out about the shrine, and has set out to enter it and uncover its secrets.

In Sornhill, the authorities have received reports of the activities of both Birar Thol and Reniel. In an understandable but regrettable confusion, they believe that both sets of reports refer to the same woman. They have therefore retained the services of a small number of Onnwal patriots to go to Grindle, find the lair of this servant of "some foul Suel goddess of forbidden knowledge" and her undead minions, and put a stop to her.

Enter the PCs...

Adventure Summary

ONW5-04 The Truth in Music is one round regional set at the Storm Coast near Sornhill. It is a relatively straightforward adventure, though PCs that act upon first glances are in for an unexpected surprise.

Introduction: A Summons to Sornhill. The PCs each receive a letter asking them to come to Sornhill, as their skills are needed in the service of Onnwal. If they accept, the plot moves to Encounter 1.

Encounter 1 [A Problem Explained]: The PCs meet representatives of the municipal authorities and the Church of Pholtus in Sornhill. The PCs may have come to the attention of these worthies through past valorous deeds on the behalf of the town, Sailema Relaster, or the Church of Pholtus. If not, their employers are just looking for some patriotic adventurers.

The representatives explain that they have been receiving reports from travellers in the more isolated parts of the Storm Coast that a priestess with undead at her command has been terrorizing passers-by. Moreover, a faithful Pholtan from the village of Grindle has reported that a Suel woman serving some “god of unholy knowledge” has been trying to corrupt the villagers with her “foul secrets”. The representatives believe that their contact in Grindle can give a clue to the whereabouts of this priestess. They want the party to go to Grindle, locate the priestess with the undead at her command, and put a stop to her activities. The PCs have the opportunity to ask the representatives some questions, and haggle over payment, if they are so inclined. If they accept the mission, the plot moves to Encounter 2.

Encounter 2 [The Village of Grindle]: The PCs arrive in Grindle and can speak to Chorán, the Pholtan informant. Chorán repeats that a Suel woman following some “god of unholy knowledge” has been visiting the village and trying to corrupt the women and children with her secrets. Chorán had discovered that the woman is staying at “the old ruin” some distance from the village. He can also provide an accurate physical description of Reniel. Chorán does not know Reniel’s name or that of her goddess, but fulminates darkly about “forbidden secrets”.

Chorán tries to dissuade the PCs from speaking to the other villagers. If they ignore him and do so anyway, they find that the women and children have a very different impression of the visiting priestess from that of Chorán, seeing her as kind, gentle, and interested in telling them useful things. If they are sufficiently patient and persistent, they can even find a holy symbol of Lydia, which Reniel gave to one of the village children. If the PCs decide to

follow Chorán’s directions to the shrine of Lydia, the action moves to Encounter 3.

Encounter 3 [Daylight Robbery]: On the way to the Shrine of Lydia, the party is attacked by Grenchard, (a wizard and associate of Birar Thol) and some of Thol’s minions. If Grenchard is captured and interrogated (or *speak with dead* is used on his corpse), he can give an accurate physical description of Birar Thol, which smart PCs may note is different from that of the priestess who visited to the village. If they continue on to the Shrine, the action moves to Encounter 4.

Encounter 4 [The Outer Sanctum]: The PCs arrive at the Shrine, and begin to explore it. While doing so, they find Birar Thol imprisoned in one of the rooms. Thol presents herself as an innocent adventurer whom the “evil priestess who lives in this temple” has abducted, and tries to convince the party to set her free and deal with Reniel. If the party believes her, she takes her leave; if not, she uses her spells to try to flee. The party finds that a chasm stands between them and the Inner Sanctum where Reniel now resides. If they try to cross it, the action moves to Encounter 5. If not, it moves to Encounter 7.

Encounter 5 [The Bridge of Songs]: A seemingly impassable chasm separates the Inner Sanctum from the Outer. To cross it, the PCs must each construct their own bridge, not from bricks or stone, but from their knowledge and musical talents given physical form. The bridge that Reniel built for herself is already there; it sprang from her knowledge of the bloody history of the Suloise, and appears to be made of tears. If the PCs manage to cross the chasm and enter the Inner Sanctum, the action moves to Encounter 6. If not, it moves to Encounter 7.

Encounter 6 [The Inner Sanctum]: Beyond the Bridge of Songs, the PCs find rooms full of records and items dating back to the Suel Age of Glory. They also find Reniel. Reniel is distraught, as crossing the Bridge of Songs and reading the records have brought her face-to-face with the bloodstained history of her people. Depending on their temperaments and what they have already learnt, the PCs may either attack Reniel or seek to befriend her. Once they decide to leave the Shrine, the action moves to Encounter 7.

Encounter 7 [Unwelcome Guests]: As the party is preparing to leave the Shrine, a Brotherhood raiding party arrives on the doorstep. They have heard rumours of hidden magics potentially useful to their cause, and have come to see for themselves. Depending on their previous

actions, the party may have Birar Thol as an additional enemy, or Reniel as an ally. If the Brotherhood forces are defeated, the action moves to Encounter 8.

Conclusion: The Reckoning. The party decides what to do about Birar Thol and Reniel, and returns to report to Sornhill. The adventure ends.

Introduction

The PCs may begin this adventure anywhere they choose in the Free State of Onnwal (they need not start the adventure together). Their daily routine is interrupted by the appearance of a liveried messenger, who bears a letter (one for each PC) fastened with an elaborate seal. The seal bears the symbol of a breaking wave: a DC 15 Knowledge check (local: Splintered Suns) or (nobility and royalty), or bardic knowledge recognizes this as the symbol of the Duchess Sailema Relaster (Onnwalons get a +5 circumstance bonus, and can make the check untrained). The messenger does not know the contents of the letter, and departs as soon as it is delivered.

When the PC reads the letter (or has it read to him or her in the case of barbarians), it contains the following message (in Common).

If your deeds are half what repute makes of them, they are valiant indeed. It is this valour that I would call upon, in a cause that will bring alike the favour of my mistress and the gratitude of our country. You will do Onnwal a great service if you present yourself at the Brooding Lion inn in Sornhill at noon on the twentieth of this month, and show this letter to the barkeep. Your arrival is most keenly awaited,

Tavak Gashel.

A DC 20 Knowledge check (local: Splintered Suns) or bardic knowledge check confirms that Tavak Gashel is the name of an advisor of the Duchess Sailema Relaster. The timing is tight, but if the PCs set out immediately, they can all arrive in Sornhill by the specified time. If they do not take up the challenge, then the adventure is over for them. If they do, proceed to Encounter 1.

Encounter 1: A Problem Explained

The PCs come to this encounter if, as Gashel's letter suggests, they appear at the *Brooding Lion* inn in Sornhill at the allotted time. If they do so, and present the barkeep with their letters, he ushers them into a private room. Read or paraphrase the following:

The room is small, but elegantly appointed. Behind a solid oak table sit a man and a woman, both Oeridian. The man is of short but sturdy build, with tan skin and graying black hair and beard. His clothes are of fine make, but have seen much wear. The woman is tall and sits rigidly upright, her grey hair swept back from her face by a simple clasp. She is dressed in what look like priestly vestments. On a chain around her neck, there is the symbol of a full moon partially obscured by a smaller crescent moon.

A DC 10 Knowledge (Religion) check reveals this symbol to be that of Pholtus. The man is Tavak Gashel, while the woman is Lerridith Mayar of Pholtus.

☛ **Tavak Gashel:** Male human Ari5; AL LN.

Tavak Gashel has served as an advisor to the Relasters since before the Greyhawk Wars. He is an urbane, rather world-weary man, but he has traveled extensively and has seen the worth of adventurers at first-hand. He is therefore often the Duchess' first port of call when it is necessary to call upon the services of such individuals. Tavak has a dry sense of humour, but is brisk and forthright in his dealings with the PCs.

☛ **Lerridith Mayar:** Female human Clr3 (Pholtus); AL LN.

PCs that have played *ONW3-02 Pyrtura* may remember Lerridith Mayar as the Judge of the Sessions at the abortive trial of Vidkho and Dirkwall. Although a loyal Pholtan, she is known for her even temper and tolerance; she shows, for example, no irritation at PCs who ostentatiously display allegiance to other gods. Her interventions in Tavak's narrative are quiet and precise.

Tavak Gashel welcomes the PCs by name, introduces himself and Mayar, and offers them refreshment. He then tells them why he has summoned them. Read or paraphrase the following:

“Accounts of raiding parties in the Storm Coast are many, as our confrontation with the Scarlet Sign nears its endgame. In recent days, no report has sown more panic amongst travelers than that of a Suel priestess who has been preying upon merchants journeying on the coast roads.

“It seems that this woman wields dark magics, and that the walking dead are at her beck and call. Her depredations spread panic amongst the Duchess' subjects, and must be brought to an end. Her raids, however, did not confine themselves to any one locale on the Coast, and we had despaired of tracking her to her lair. Until, that is,

this lady of Pholtus brought us strange tidings from the village of Grindle...

Tavak Gashel turns to the Pholtan priestess. She clears her throat, and begins to speak.

"Grindle lies in the remoter fastnesses of the Storm Coast, yet no village is so remote that the light of Pholtus may not shine upon it. A villager of Grindle, one Choran, has sent word in recent days that a Suel woman has been visiting the village by stealth, seeking to corrupt the people of the village with the lure of dark secrets and forbidden knowledge. Choran dared not confront her directly, but the Blinding Light vouchsafed him knowledge of her hiding place."

Tavak Gashel resumes:

"It seems, then, that we have found the scent at last. All that is needed now is for resolute individuals to meet with Choran at Grindle, beard this foul consort of the undead where she has gone to earth, and bring her to justice for her crimes with the utmost dispatch and celerity. Would you be willing to do my Duchess and the people of the Storm Coast this great service?"

Tavak Gashel and Lerridith Mayar are being entirely honest with the PCs. They regard the undead raids of the Suel priestess as a menace, and want the PCs to put a stop to them for the good of the Storm Coast. They are not aware, of course, that they are conflating the deeds of two separate women. They are willing to answer questions from the PCs. Here are some likely questions and their answers:

Who are your sources about the raids of undead? Can we interrogate them?

Tavak: "Our informants were merchants, dealers of gems on behalf of House Carbani. They professed themselves unwilling to loiter on the Storm Coast after their trials, and so lose to indolence what they had not already surrendered to force. I believe that they were last seen heading for Irongate."

Can you tell us anything more about this priestess and her minions? What sort of undead are they? Which god does she serve?

Tavak: "I fear that in the heat of the moment, our hapless merchants lacked the resolution to take detailed inventory. The exact forces at this woman's command remain unknown to us. We know that she is served by the dead that walk, but this is the limit of our knowledge."

Where is Grindle? How do we get there?

Lerridith: "Grindle is small and remote, but the path thither is not an arduous one. This map will guide your way."

Lerridith hands the PCs a map to Grindle at this point. She also does this at the end of the interview if the PCs forget to ask how they are to get where they are going.

What is in it for us?

Tavak: "Above all, the good of Onnwal, and the favour of my Duchess. I am aware, though, that such intangibles do not keep the wolves from the door for such adventurous individuals as your good selves. Without a doubt, this champion of the undead has grown fat on much plunder in the course of her nefarious career. I can think of no better home for such spoil than an honest adventurer's purse."

Why did you approach us?

The response to this question depends upon what modules the PCs have previously played. If any PC has the Star of Sornhill from *ONW2-05 To Hunt a Traitor*, saved the life of the Duchess Sailema Relaster in *ONW3-02 Pyrtura*, or returned Veryanna to the Duchess in *ONW3-07 To Kill a Kesh*, Tavak says the following: -

"You do yourselves a disservice if you imagine that your past valorous deeds on behalf of this town and the Duchess have escaped attention. Onnwal is not so replete with heroes that such deeds as yours can go unnoticed."

If the PCs have not earned any of the awards mentioned in the previous paragraph, but include amongst their number worshippers of Pholtus, or anyone who has the Favour of the Church of Pholtus from *ONW3-04 Shadows on the Storm*, Lerridith says the following: -

"Though the Blinding Light bestows its radiance upon all, there are but few on whose deeds it shines more brightly than yours. It is our conviction that those who have shown such a concord with the Pholtan Way will be eager and vigorous in their pursuit of darkness and of evil."

If none of the PCs meets the above criteria, Tavak says the following: -


"Onnwal is smaller than you suppose. Know that your deeds have not gone unnoticed, and that in these troubled times, individuals of such gifts are in short supply. Our choice was not, then, a difficult one."

Apart from these responses, Tavak and Lerridith cannot tell the PCs much, and urge them to liase with Chorán in Grindle, who can give them more information.

If the PCs turn down this assignment, the adventure is over. If they accept, then they receive the map to Grindle from Lerridith (if she has not given it to them already). The action moves to Encounter 2.

Encounter 2: The Village of Grindle

The PCs come to this encounter once they have decided to journey to Grindle and speak to Chorán. Using Lerridith's map, they should have little difficulty finding the settlement, which is two days walk along the Storm Coast from Sornhill.

 **Grindle (Hamlet):** Conventional; AL N; 100 gp limit; Assets: 1480 gp; Population 296; Isolated (285 humans, 6 hobniz, 5 half-olves).

Authority Figures: Chorán, male human (fisherman and headman), Farand of Osprem, male human (village priest), Japel, male human (innkeeper).

Grindle is a small coastal village. The majority of its inhabitants make their living from fishing. Most are of mixed Suel-Oeridian lineage, but the Oeridian strain is stronger in Grindle than is usual on the Storm Coast. Grindle is quite isolated, a characteristic which served it well during the Occupation; even the zealous Brotherhood did not bother its inhabitants unduly. The villagers are a close-knit bunch, who are used to looking out for one another, but they are not suspicious of strangers: hence Reniel's repeated comings and goings.

Reniel originally came to the village during the day while the men folk were away at sea, speaking to the woman and children in their homes. She offered to teach them music and letters (most inhabitants of Grindle are illiterate).

The priestess was particularly taken with Chorán's daughter Fevrel, a precocious child with perfect pitch. Most of the village women made no effort to keep Reniel's visits secret from their husbands, but Chorán's wife Vatha did, since she half-suspected Chorán's probable reaction. She was correct in her supposition. When Chorán overheard Fevrel singing a Lydian hymn to herself one dinnertime, he demanded an immediate explanation for why his daughter was "spewing a heathen incantation". From Vatha's halting explanation, Chorán leapt to the conclusion that a pagan priestess was trying to corrupt "his" villagers.

The men of the villagers can see little harm themselves in what Reniel has been teaching their families, but are accustomed to defer to Chorán's judgment in all matters


not immediately connected to the sea. Thus, they tend to parrot his views on the matter of Reniel, albeit with much more tepid enthusiasm. The women and children remain convinced that Reniel is a good and kind woman, but are too intimidated by Chorán's fiery conviction to say this without a great deal of coaxing. Thus, what the PCs find out in the village depends a lot on whom they ask, and how they ask it.

The PCs may well want to head straight for Chorán's house. If so, any villager is happy to show them where it is. Attempts to communicate at length with other villagers are covered under "The Rest of the Village" below.

Chorán's House

This one-story house is somewhat larger and sturdier in its appearance than most of the dwellings visible elsewhere in the village. Smoke rising from the chimney suggests that someone is at home.

Chorán is expecting the arrival of the party, and waits for them within. His wife Vatha and daughter Fevrel are also indoors when the PCs arrive. Chorán ushers Vatha and Fevrel into the kitchen before he talks to the PCs in the main room; he is very resistant to the idea of his wife or daughter being present while he speaks to the party.

 **Chorán:** Male human Com4; AL LG.

Chorán is a tall, well-built Oeridian man in his mid-forties, with long, graying brown hair tied back in a ponytail. His visage is weathered by his life at sea, and he has piercing dark brown eyes. Although dressed like the fisherman he is, Chorán has an undeniable presence and bearing.

Chorán's family has been comprised of Pholtans for generations, ever since his great-grandfather was converted by a fellow sailor. Imbued by their religion with a strong sense of public duty and private discipline, his forebears have been prominent as men of substance in Grindle for many years. Chorán is no exception to this trend.

Like all the men of his family (and unlike most of the villagers) Chorán was taught to read as a child, an ability which adds to the tendency of his fellows to treat him as something of a sage on matters concerning the wider world. As is the way with many Pholtans, however, Chorán is firmly of the opinion that knowledge is only safe in the hands of those with the strength of character and faith to resist its blandishments (like himself, for example). Chorán is also not as comfortable with reading as he would like to be, though he does not admit this even to himself. These factors explain his appalled reaction to the discovery that

someone had been teaching his wife and daughter “behind his back”.

What Chorán tells the PCs:

Chorán knows that about a month ago, a woman began to appear in Grindle during the daytime, when most of the men were at sea. She was about five foot ten inches tall, in her mid-thirties, and purebreed Suloise. She was quite beautiful, with pale skin, long curly blonde hair, and grey eyes. She would not give her name.

[Note: this is an accurate physical description of Reniel. It is quite true that she was reluctant to reveal her name; Reniel was still fearful of detection by the forces of Free Onnwal].

This woman made a point of visiting the women and children of Grindle, and seemed to be very friendly. It was only after a few days of such visits, and after she had wormed her way into people’s confidence, that she revealed her hidden agenda. She told the women that she served a Suel goddess of powerful knowledge, and that she was keen to teach this knowledge to those who were willing to listen. The women and children of the village, knowing no better, were an eager audience, but what they learned shocked and upset them. When Chorán found out about this, he knew that the visits had to stop.

[Note: Chorán has convinced himself that this is true, but he is giving a distorted and partial picture of what happened. Reniel does serve a Suel goddess of “powerful knowledge” but only in the sense that Lydia views the acquisition of all useful knowledge as empowering; she is not a god of secret or arcane knowledge in the vein of Wee Jas or Vecna. Chorán interpreted the nervousness of his wife and daughter as to his reaction on finding out about Reniel’s visits as “shock and upset” at what they had learned; in fact, both enjoyed their lessons, though Vatha now feels guilty about it].

Chorán is aware that pagan priests can wield dark powers, and did not wish to imperil Grindle by risking the woman’s wrath. However, he has discovered that the woman told his daughter, Fevrel, that she was living in the old ruin just down the coast from Grindle. All the locals know about this edifice, but no one goes there, as it is widely supposed to be haunted. Chorán therefore sent word to the Chapel of the Blinding Light in Sornhill in search of help, which Pholtus has now provided in the shape of the PCs. Chorán is happy to give directions to the ruin.

[Note: once again, this is all accurate as far as it goes. It is not true that the Sanctum of Lydia is haunted, but Chorán does not know this. He is correct when he says that many people think it is. Chorán is unaware of the Sanctum’s true nature; he, like everyone else in the village, refers to it as “the old ruin”].

Chorán is happy to try to answer the questions of the PCs to the best of his ability. However, he cannot add very much useful information to what is summarized above. Chorán does not know Reniel’s name or that of her goddess (beyond the fact that her portfolio includes “powerful knowledge”). He is sketchy about what the priestess taught the women and children, but dwells upon the shock and horror of their perceived reaction.

As noted above, Chorán resists party attempts to speak to his wife or daughter, saying that they have already been traumatized enough by the foul priestess’ forbidden secrets. He also counsels against troubling the rest of the villagers. Only if the party is quite insistent does he grudgingly permit an interview, and he insists on being present throughout.

🔱 **Vatha:** Female human Com2; AL NG.

🔱 **Fevrel:** Female human Com1; AL NG.

Vatha and Fevrel are both Oeridian, like Chorán. Vatha is a short, plump woman, 36 years old, with long brown hair and green eyes. Fevrel, who is 8 and small and skinny for her age, has short black hair and brown eyes.

If the PCs question Vatha or Fevrel (or both) while Chorán is present, Vatha faithfully repeats everything her husband said. If pressed on the subject of what the Suel woman was teaching her, she says that she does not want to talk about it, and clams up. Fevrel likewise does not contradict her father, but is in any event shy and intimidated by strangers. She stays silent, hanging her head for most of the time. She answers monosyllabically to anything the PCs ask.

If the PCs contrive some means to speak to Vatha or Fevrel while Chorán is not present, the two may be coaxed into revealing more. A DC 20 Diplomacy check (apply circumstance modifiers for good or bad role-playing) convinces Vatha to confide that “the Suel lady was teaching us letters – how to read, like. And she was teaching our Fevrel how to sing. The sweetest little voice she has...” At this point, she collects herself, looks grave, and says that she must obviously have had some sinister plan, or Chorán would not have been as angry as he was. PCs making a DC 15 Sense Motive check at this point intuit that Vatha is not very convinced by this reasoning herself, but is too loyal to Chorán to say otherwise.

Fevrel remains very shy with strangers, and, while precocious, has the attention span of a normal eight-year old. PCs who succeed in a DC 25 Diplomacy check (apply modifiers at your discretion for good or bad roleplaying – for example – for PCs that make a very good job of being patient, kind, and unthreatening (perhaps by asking her to sing for them, which Fevrel greatly enjoys); PCs who are open worshipers of Lydia and are displaying her symbol get a +5 circumstance bonus), can coax her into bursting out that she thinks that her father is wrong about the nice Suel lady, who is “sweet an’ kind an’ gentle” and was teaching Fevrel to sing. She said that Fevrel had a lovely voice (which she does), and was so pleased with her that she even gave Fevrel a little present, which Fevrel is willing to show to the kindest PC, as long as (s)he promises not to tell her father.

The present is a tiny wooden carving of an open hand with a rainbow springing from it, which a DC 10 Knowledge (Religion) check reveals to be the holy symbol of Lydia. Remember that Fevrel only shows this symbol if Chorán is not there, and only if the PCs have been VERY successful in winning her confidence (or one of them is a worshiper of Lydia, displaying her symbol and made the check above); reward good role-playing here.

Neither Vatha nor Fevrel knows Reniel’s name, or that of her goddess. Once again, the priestess has been very cautious in her dealings with the villagers. Fevrel, as noted above, was told by Reniel that she was living in “the old ruin”, but does not know anything more about it.

The Rest of the Village

Apart from the distinguishing features noted above, Grindle is very much a normal Onnwalon fishing village. The GM should feel free to improvise encounters with other villagers if the PCs ignore Chorán’s advice and start snooping around. In general, the rest of the villagers are likely to tell them the following:

- The men agree with Chorán’s analysis of the situation, but freely admit that it is all a bit above their heads. Chorán and his family are popular in the village. Chorán’s Pholtan convictions occasionally rub people up the wrong way, but he is a solid man to have by you in a crisis, and his folk are good people.
- The women, like Vatha, have mostly been cowed by Chorán’s fiery rhetoric into agreeing that the Suel woman was trying to corrupt them. If questioned privately, they too confess that the lady seemed very kind and gentle, and that they

cannot see what is so inherently evil about letters and music.

- The other village children, who are mostly not as precocious as Fevrel, are inclined just to keep their heads down and agree with whatever the most important person within earshot says.
- Anyone apart from the younger children can confirm that there is an old ruin several hours’ walk along the coast from the village, and most people who are asked about it confirm that it is said to be haunted. No one goes there, however, and no one knows anything more about it than that it has been a ruin for as long as anyone can remember (even the hobniz and half-elves).

Once the PCs have conducted as much research as they feel necessary, they most probably desire to track the Suel priestess to her lair with the help of Chorán’s directions. If they show any disposition to loiter and wait for Reniel to show up at the village, Chorán notes that the woman’s visits are erratic, and it might be some time before she comes again. Once the party decides to set out, the action proceeds to Encounter 3.

Encounter 3: Daylight Robbery

The PCs reach this encounter if they follow Chorán’s directions and set out along the coast to the ruined shrine. The journey involves winding paths along the side of precipitous cliff-faces, at the edge of the sea, and takes five hours on foot. Four hours into the trek, however, they run into an attempted ambush.

When Birar Thol went to investigate the temple, the day before the PCs set out along the same route, she left her associate, the wizard Grenchard, and her minions to guard the only approach to the Sanctum and kill anyone who approached. Grenchard stationed himself and his servants on the path at a point where it was only twenty feet across, with a cliff face towering a hundred feet above on one side and a steep drop to the sea seventy feet below on the other.

Grenchard’s hawk familiar flies high above the scene, paying attention to a spot on the path a minute’s walk from where Grenchard is positioned. If it spots the PCs coming, it lets Grenchard know by sending a tingle along their empathic link (note that the hawk cannot deliver much information in this fashion, beyond the fact that Grenchard will soon have company). At this point, Grenchard begins his preparations. He casts defensive and buffing spells with durations of minutes or longer on himself and then the

silent image of a rock fall on the spot immediately in front of his minions.

Note that there are various ways by which the party may catch Grenchard napping. If the party is invisible, or disguised as anything other than humanoids, the hawk may not spot them. If the hawk is eluded, then Grenchard may be caught unawares (in which case he and his cohorts are discovered visible and unbuffed).

If Grenchard's ambush goes according to plan, he waits until he thinks that the leading party members are 30 ft. from the "rock fall". He then drops the illusion and orders his minions to charge. Grenchard cannot see through the "rock fall" either, so he is relying on Listen checks to judge this correctly; a sneaky character may well be able to creep closer without his knowledge. Party members should also be given standard DC Listen checks to guess that there might be something behind the rock fall. In any event, because Grenchard has to order his mindless minions to attack verbally, he cannot surprise the PCs; initiative should be rolled normally once the illusion drops.

APL 2 (EL 4)

☛ **Owlbear Skeletons (2):** hp 32, 32; see *Monster Manual* page 226 and Appendix I.

☛ **Grenchard:** Male human Wiz1; hp 6; see Appendix I.

APL 4 (EL 6)

☛ **Troll Skeletons (2):** hp 39, 39; see *Monster Manual* page 227 and Appendix II.

☛ **Grenchard:** Male human Wiz3; hp 16; see Appendix II.

APL 6 (EL 8)

☛ **Ettin Skeletons (2):** hp 65, 65; see *Monster Manual* page 227 and Appendix III.

☛ **Grenchard:** Male human Wiz5; hp 26; see Appendix III.

APL 8 (EL 10)

☛ **Flesh Golems (2):** hp 79, 79; see *Monster Manual* page 135 and Appendix IV.

☛ **Grenchard:** Male human Wiz7; hp 36; see Appendix IV.

APL 10 (EL 12)

☛ **Advanced Flesh Golems (2):** hp 142, 142; see *Monster Manual* page 135 and Appendix V.

☛ **Grenchard:** Male human Wiz9; hp 55; see Appendix V.

APL 12 (EL 14)

☛ **Advanced Flesh Golems (2):** hp 142, 142; see *Monster Manual* page 135 and Appendix VI.

☛ **Grenchard:** Male human Wiz13; hp 92; see Appendix VI.

Tactics: At all APLs, Grenchard orders his minions to block the path between the PCs and himself while pummeling the front-line of the party in melee. Grenchard is prepared to let his servants move forwards together if the PCs retreat, but on no account will he allow them to be separated in such a fashion that a pathway opens up to him. Grenchard's own tactics depend upon the spells at his disposal:

At APL 2, Grenchard just hangs back to watch the progress of the fight. If anyone makes it past his servants, he attempts to flee towards the temple.

At APL 4, Grenchard begins by casting *glitterdust* on the front-line fighters. He does this again on anyone who does not seem affected the first time. He then readies to disrupt spell-casters with his *magic missiles*.

At APL 6, Grenchard opens up with *stinking cloud*. He then switches to the tactics of APL 4 above, except that he uses *dispel magic* on any opposition spell that is particularly bothersome.

At APL 8, Grenchard casts *stinking cloud* and then *ice storm*. He saves the *lightning bolts* for when the golems have taken some damage, and aims them so as to catch the constructs in their path (since electrical spells heal them). Apart from this, he follows the strategy of APL 6 above.

At APL 10, Grenchard goes airborne (thanks to his pre-cast *fly*) and begins with a *wall of force* behind the party, so as to trap some or all of them in a tight space between the golems and the *wall*. He then casts *cloudkill* on those he has hemmed in. Powerful, heavily armoured fighter-types are targeted with *otiluke's resilient sphere*. He then follows the strategy of APL 8.

At APL 12, Grenchard follows the strategy of APL 10. If he gets the chance, however, he turns invisible again and uses *summon monster VII* to call a Huge elemental to his service. People flying up to oppose him are targeted with *Bigby's interposing hand*.

It is possible to scramble up or down the cliff-face with a DC 20 Climb check. Falling off means a tumble either down to the path (if the PC was climbing up) or up to a 70-foot drop to the sea below (7d6 points of falling damage and Swim checks to avoid starting to drown, if the PC was climbing down). Grenchard targets climbers with spells, if he has the means at his disposal.

Treasure: Grenchard's spellbook and much of his wealth have been stashed in a secret hideaway in the countryside, along with that of Birar Thol. Unbeknownst to either of them, this cache has been discovered and looted by a Brotherhood raiding party (so greedy PCs taking time out from the mission to look for it are wasting their time).

However, Grenchard does carry some coin and magic items on him:

APL 2: Loot: 5 gp; Coin: 14 gp; Magic: 0 gp

APL 4: Loot: 5 gp; Coin: 50 gp; Magic: *potion of cure light wounds* (4 gp).

APL 6: Loot: 110 gp; Coin: 65 gp; Magic: *potion of cure light wounds* (4 gp).

APL 8: Loot: 5 gp; Coin: 66 gp; Magic: *potion of cure light wounds* (4 gp), *arcane scroll of greater mage armor* (CL 5th; 33 gp).

APL 10: Loot: 5 gp; Coin: 66 gp; Magic: *potion of cure light wounds* (4 gp), *arcane scroll of greater mage armor* (CL 5th; 33 gp).

APL 12: Loot: 5 gp; Coin: 75 gp; Magic: *potion of cure moderate wounds* (25 gp), *arcane scroll of greater mage armor* (CL 5th; 33 gp), *pink rhomboid ioun stone* (667 gp), *headband of intellect +2* (333 gp).

Detect Magic results: *Headband of intellect +2* (Moderate Transmutation), *pink rhomboid ioun stone* (Moderate Transmutation), *potion of cure light wounds* (Faint Conjunction), *potion of cure moderate wounds* (Faint Conjunction), *scroll of greater mage armor* (Faint Conjunction).

Development: If Grenchard is taken alive (or *speak with dead* is deployed), a sufficient amount of intimidation and/or coercion (A DC 20 Intimidate check or a DC 15 Diplomacy check) can extort some information from him:

- Grenchard works with a priestess of Wee Jas named Birar Thol. This priestess *“waits for you now at the ruin ahead, fools, which she has claimed as her own domain”*.

[Note: Grenchard is incorrect that Birar Thol has “claimed the ruin as her domain”, but is not aware of this; he knows nothing about Reniel or her success in defeating his associate.]

- Grenchard met Birar Thol in Irongate nine months ago. She told him that there were “rich pickings to be had and great secrets to be learnt” in the Dragonshead. The two, along with Thol’s servant creatures, made their way to the Storm Coast, supporting themselves by raiding passing merchants.
- Grenchard does **NOT** reveal when exactly Birar Thol went to the ruin, or what his partner looks like, unless the PCs explicitly bring up these topics. If they ask about the chronology, he says that she only went to investigate the ruin

yesterday night. If they ask about Birar Thol’s appearance, he describes her as Suloise, in her early thirties, about 5’ 4”, with a slim build, short red hair, and blue eyes.

[**Note:** all this is accurate and should alert smart PCs that they are dealing with two different women. This information also allows them to see through Thol’s cover story in Encounter 4 below.]

- Grenchard does not reveal that Birar Thol has arcane spell-casting abilities.
- Grenchard knows nothing about Reniel, Grindle, or what exactly interested Birar Thol in the ruin.

Once the PCs have dealt with Grenchard to their satisfaction, they most probably press on to the ruin, which is another (uneventful) hour’s journey on foot. The action moves to Encounter 4.

Encounter 4: The Outer Sanctum

The PCs reach this encounter if they continue on to the “old ruin” after Grenchard’s ambush. An hour’s walk along the treacherous cliff path after their run-in with the wizard, a level space overlooked by the surrounding cliffs opens up before them. Read or paraphrase the following:

The path opens out. Beneath the looming cliffs, there is a level space, almost a courtyard, set before a low, north-facing building. Standing at regular intervals in this space are sixteen stone statues. Immobile, they nevertheless suggest arrested movement: forms twisted in sinuous stasis, bodies rippled to a song unsung.

A: The Garden of Statues

When the shrine was still in use, most important ceremonies were conducted in this space, since Lydia is among other things a goddess of sunlight. Despite probable PC fears to the contrary, the stone shapes are neither golems nor the victims of petrification. They are merely marble statues, carved with exquisite workmanship by the Onnwi settlers who also built the sanctuary itself.

The statues represent legendary Suel heroes from the Age of Glory, before the Rain of Colourless Fire. Once they had the names of the people they represented carved on their plinths. With the passing centuries, however, all but two have weathered to the point where their features are

unrecognizable and the lettering on the plinths is illegible (even with magical assistance).

The exceptions are the two nearest to the temple, which were slightly better protected from the elements than the others. The one to the east depicts a tall, stern-looking Suel woman, dressed in the robes of a mage, her right hand lifted as though to strike. The plinth beneath her bears the legend (in Ancient Suloise): XODAST, THE BRINGER OF DOOM. A DC 25 Knowledge check (Bardic or History DC 25) or DC 30 Knowledge (Arcana) identifies “Xodast” as the name of an immensely powerful sorceress from the last days of the Suel Imperium, who played a pivotal role in bringing down the Invoked Devastation upon the Bakluni.

The one to the west is a tall, bearded Suel man, also dressed as a mage; his expression, however, is grave and sad. His plinth bears the legend (also in Ancient Suloise): SLEROTIN, THE LAST MAGE OF POWER. A DC 20 Knowledge check (Bardic or History) or DC 25 Knowledge (Arcana) identifies Slerotin as the last of the great Suel sorcerers, who led the Suel tribes that survived the Colourless Fire out of the Sea of Dust and into the lands of the Flan via a passage he had magically created through the mountains.

Apart from the statues, some rubble, and several centuries' worth of seagull excrement, there is not much here at the moment.

B: The Antechamber

This one-storey building seems to be fashioned from marble, in an archaic style. Its walls show signs of much weathering, and moss grows in the cracks of its masonry. Great bronze doors, now green with verdigris, bar entry.

The doors are shut, but not locked. Because of their decayed state, they make a good deal of noise when they are pushed open unless they are oiled in advance (feel free to roll some Listen checks to make the players paranoid, but no one is listening at the moment). A DC 20 Knowledge (Architecture and Engineering) check identifies the style of the architecture as that of ancient Suel temple-building, dating back to a period just after the Colourless Fire. If the PCs proceed into the building, read or paraphrase the following:

The room within is spare and austere, with marble benches around the walls. There seem to be no other furnishings, but a soft light pervades the whole room. An archway opens in the opposite wall.

Suppliants once waited here to seek entry to the Inner Sanctum. The soft illumination is a *continual flame* effect;

it is not centred on a particular object and cannot be removed. There is nothing else of interest in the room. The archway marks the point at which the sanctum begins to burrow in to the cliff-face. Beyond the archway, certain magical effects come into operation. Except as noted, these effects are in continuous operation throughout the areas beyond the archway, and cannot be negated or suppressed by anything less than a *miracle*, *wish*, or *Mordenkainen's disjunction*.

Magic in the Sanctum of Lydia

- No spell with the teleportation descriptor enables teleportation into the Sanctum, or from one point in the Sanctum to another. Spells aimed at teleporting to a point outside of the Sanctum function normally when cast within. The unique spell effects at the Bridge of Songs (see Encounter 5 below) are the only exception to this.
- Spells with the light or pattern descriptors only work normally within the Sanctum if the caster makes a DC 30 Caster Level check or is a Cleric with the Sun domain. Otherwise, the intended effect coalesces into a gleaming ball of the appropriate colour(s) which darts off further into the complex, at 800 ft. per round, until it hangs in the Room of the Hand (see below). Note that this also applies to magic items and *light* effects already up when the PCs step across the threshold. Magic weapons which have thus lost their glow continue to function normally in all other respects (e.g., a non-glowing *+1 frost greataxe* is still *+1* and still does additional cold damage).
- If *detect magic* is used, it reveals only strong Abjuration magic on everything. All other magical auras are drowned out.

C: The Vestibules

Beyond the archway, a fifty-foot long tunnel bores into the cliff-face, lit again by the soft *continual flame* illumination of the antechamber. At its far end is a large double set of doors, both bronze and verdigrised, and both closed (but not locked). These lead into the chamber which contains the Bridge of Songs (see Encounter 5 below). Four small chambers open onto the tunnel, two on each side. All have smaller verdigrised bronze doors, which are all closed; that to room iv, in which Birar Thol is a captive, is also locked:

🗝️ **Verdigrised Bronze Doors:** 2 in. thick; hardness 10; hp 40; AC 5; DC 30 Open Lock; DC 23 Break.

These chambers originally contained sacred vestments and ritual items for use in the worship of Lydia. These have all decayed or been looted down the centuries, but the rooms still contain scraps of ragged clothing and rotting fragments of wooden furniture. Not enough is left to determine the nature of the religion practiced in this shrine (or, indeed, to be sure that it was a temple at all). Apart from these bits of detritus, chambers i and ii contain nothing of interest. Chamber iii has been Reniel's home during her preliminary investigations of the Sanctum; it has been swept clean of the usual garbage, and contains a bedroll and blankets, as well as crumbs from recent meals. Chamber iv, as noted above, contains Birar Thol, who is now Reniel's prisoner:

APL 2 (EL 4)*

✦ **Birar Thol:** female human Clr3/Sor2; hp 25; see Appendix I.

APL 4 (EL 6)*

✦ **Birar Thol:** female human Clr3/Sor4; hp 33; see Appendix II.

APL 6 (EL 8)*

✦ **Birar Thol:** female human Clr3/Sor4/Mystic Theurge 2; hp 41; see Appendix III.

APL 8 (EL 10)*

✦ **Birar Thol:** female human Clr3/Sor4/Mystic Theurge 4; hp 49; see Appendix IV.

APL 10 (EL 12)*

Birar Thol: female human Clr3/Sor4/Mystic Theurge 6; hp 70; see Appendix V.

APL 12 (EL 14)*

✦ **Birar Thol:** female human Clr3/Sor4/Mystic Theurge 8; hp 80; see Appendix VI.

*Birar Thol's CR is one lower than it would normally be, since she cannot use her clerical magic as effectively as usual without her holy symbol.

Tactics: Thol is still imprisoned in the ropes and gag with which Reniel tied her after their fight. If the party gives her the chance to speak, she fabricates a terrified, near-hysterical monologue, begging the PCs for protection from "her", and similar scarcely coherent babbling. If the PCs make an effort to calm her down, she apparently pulls herself together, and tells them the following:

"My name is Fenjien Carulthar, and my home is Killdeer. Would that there I had remained! But a love of story and song and restless feet carried me away from my family's hearth, and into a life of adventure.

"I traveled with two companions – the olven mage Gesseran Earthbinder, and the Flan warrior Gunjac Tharn, both of high renown, or so they told me. You will have heard of them, of course...?"

"Fenjien" looks enquiringly at the PCs at this point. Let them roll Knowledge (Metaregion 5: Splintered Suns) or Bardic Knowledge checks, if the players like, but they will not have heard of these gentlemen (since Birar Thol just made them up). If they confess to ignorance, she looks disappointed, but continues:

"In any event, my ear for a tale led us but yesterday to this terrible place. I had heard tell that the Onnwi had built a temple here, to some dark god, no doubt, and that its treasures perhaps remained ripe for the plunder, for returning to circulation". She blushes, then hurries on:

"When we stepped into the corridor outside this room, we beheld a ghastly sight. The great doors at the far end swung open, and beyond them stood a tall pale woman with long blonde hair. At her side there was a lean man in monkish robes, and before them, two creatures of living shadow."

She gasps, and shuts her eyes for a moment.

"Before we could move, the two shadow things glided towards Gesseran. Their touch seemed to freeze him; he fell to the floor with not a mark upon him. My valiant Gunjac stepped forward to cleave the shadows with his mighty axe, but the pale woman spoke some words of power and he was as a statue, unable to do aught but watch. The woman stepped forward with a dagger, and made short work of my doomed friend.

"I raised my spear, determined to sell my life dearly, for the sake of my friends. But the monkish man darted forwards, with a celerity and grace that I could scarcely credit, and suddenly his hands were upon me. I struggled in his grip, but to no avail. You see the marks."

"Fenjien" displays bruises on her wrists and neck. A DC 15 Heal check confirms that these are consistent with someone being grappled into unconsciousness. She continues:

"As my vision swam and my strength ebbed, the last words I heard before darkness took me were the pale woman's: 'Verrinc, see that the woman is taken hostage. My mistress will need a living sacrifice upon the morrow.'

When I woke, I was bound in this room. I beg you, good sirs and/or ladies [delete according to party mix]; will you end the horror behind the doors, for my fallen comrades? I can offer but little of monetary value, but the favour of a Carulthar, even a renegade such as I, still carries some weight in Killdeer.”

DM's notes: Birar Thol is doing her best to present herself as a ditzzy, low-level bard or expert who is in above her head. Her story is, of course, a complete fabrication, carefully tailored to push the buttons of the average set of Onnwalon adventurers: the evil priestess; the (Brotherhood?) monk Verrinc; the promise of a redeemable favour. There is, as Thol knows, a family of renowned weapon-smiths in Killdeer called Carulthar (DC 20 Bardic Knowledge or Knowledge (Metaregion 5: Splintered Suns) to know this), but Thol has no connection to it. The only accurate thing about the story is the physical description of Reniel.

What actually happened the previous night was as follows. Thol, unaware that the temple was inhabited, arrived with four skeleton minions to plunder it. Reniel noticed Thol and her minions before she was noticed, turned (and destroyed) the skeletons, and then used the time-honoured technique of casting *silence* upon herself and grappling Thol until she passed out (hence Thol's bruises).

Unwilling to administer summary execution, and aware that she was dealing with a divine spell-caster, Reniel stripped Thol of her holy symbol, tied her up, and locked her away. Reniel is still unsure what to do with Thol, and intends to pray to Lydia for guidance about it. Reniel does not know that her adversary has arcane spell-casting abilities.

Birar Thol casts *undetectable alignment* once a day as a matter of course. The spell is still active, and while it is up, her alignment cannot be determined by magical means.

Development: “Fenjien” has no desire to fight the PCs at this point. She is an evil woman, but not a fool; she knows that she is very vulnerable at close quarters, and that without her holy symbol, many of her usual spell-casting options are unavailable. Right now, her overriding desire is to get out of the temple and away from her “liberators” in one piece. As a subsidiary consideration, she wants to cause as much pain to “the Lydian bitch” as possible.

“Fenjien”'s primary aim is to get out of the temple quickly, unaccompanied by the party if at all possible. In pursuit of this goal, she applies different tactics depending on how the PCs react to her.

If the PCs seriously attack her (as opposed to attempts to goad her and/or establish how many hit points she has; Thol is a good judge of this), or make it clear that they know who she really is (through interrogation of

Grenchard) she does her best to run away unless cornered. At higher APLs, she uses her defensive arcane spells in pursuit of this goal. If she cannot escape, she lets fly with the most lethal spells at her disposal but continues to look for an opportunity to flee and takes it if it presents itself. If the PCs lose track of her, she circles back to ambush them when they leave the temple; see Encounter 7 below. If the PCs doggedly follow her as a group and she cannot shake them off, she eventually turns on them in frustration as soon as she has led them far enough away from the temple that she has room to maneuver.

If the PCs let her go unaccompanied, she bids them good luck in their struggles against the “pale woman”, reminds them to mention her name in Killdeer if they succeed, and bids them farewell. She then hides a discreet distance from the temple and waits to ambush the PCs in Encounter 7.

If the PCs suggest that she should be accompanied back to civilization, she earnestly implores them to stay together:

“From what I saw of the pale woman and her minions, I fear that it will take your united strength to best her. It is more important that you avenge my friends without imperiling yourselves through division than that you worry unduly about me. I am able to fend for myself.”

“Fenjien” feigns perky defiance at this point. If the party insists that she return accompanied, she says that she will wait for them outside the temple. She then goes and hides for the ambush as above.

If the party says that she should go onwards with them, she feigns absolute terror and refuses point blank to move. She says that she will wait outside the temple, but that is all (and then hides as above). PCs who doubt her word can make an opposed Sense Motive against her Bluff

Troubleshooting: The most likely way in which this encounter can become messy is if the PCs end up chasing Birar Thol a long way from the temple (or if a sneaky PC insists on tailing her). If this happens, then simply resolve the fight with her as it comes, and trust that the lure of the temple's secrets is sufficient to make them want to explore the remainder of it. The action then proceeds as normal.

The stickiest possibility is if one roguish PC tails Thol as she leaves, but is noticed while doing so. Thol is sufficiently powerful that a single PC who annoys her is likely to be in serious trouble. If she cannot shake him/her, she uses sufficient power to convince him/her that (s)he cannot tackle her alone; once (s)he flees back to the party, Thol hides for encounter 7 as described above.

Once the PCs have encountered Thol and open the gates at the far end of the corridor, the action moves to Encounter 5.

Encounter 5: The Bridge of Songs

The PCs reach this encounter once they go beyond the great verdigrised bronze doors at the far end of the Outer Sanctum. When they do so, read or paraphrase the following:-

The space beyond the great doors is a study in contrasts: cold marble, gently opalescent, underfoot; above, a shadowed vacancy. The doors open out on to a ledge, twenty foot deep and about fifty broad. Just in front of the entrance, runes score the face of the glimmering stone.

Above and below the ledge, the chamber soars and plummets into darkness. Neither ceiling nor floor is visible. From across the void, hundreds of feet away, a second ledge, the twin of the first, nurses a reciprocal gleam. Another set of great bronze doors rises behind it.

Between the two ledges licks a lambent tongue. At first glance, it seems that this is a pathway woven from light itself. A second look corrects this: the radiance from the two ledges is captured and spun within some transparent, refractive substance that bridges the great abyss.

The runes on the floor in front of the entrance are in Ancient Suloise. They read as follows:-

“Who would find the Far Reacher must leap with faith; who would hearken to the Pure Song must tread with knowledge, and walk upon the music of the world. Speak or sing the long passion of the ages, and your proper path will rise before you.”

A DC 15 Knowledge (Religion) check identifies “the Far Reacher” as a cult title of Phaulkon, the Suel god of the Air, Birds, and Archery. A further DC 20 Knowledge (Religion) check reveals that the Leap of Faith is an initiation ritual practiced by some followers of Phaulkon, involving a perilous jump across an abyss in order to demonstrate worthiness. PCs who have played *ONW3-01 The Prophet* may have been offered the opportunity to undergo such an initiation themselves. A DC 15 Knowledge (Religion) check identifies “the Pure Song” as a cult title of Lydia, the Suel goddess of Knowledge, Music, and Daylight (Priests of Lydia get a +5 circumstance bonus to this check).

If anyone examines the transparent pathway between the two ledges, read or paraphrase the following:

The lustrous bridge presents at first a vitreous appearance. Further inspection, though, suggests not glass but water – an all-but-infinity of discrete drops. Faces and vistas are visible within the drops, as if each were a window on a beaded world. You catch glimpses of countless Suel men and women. Some are haughty and stern of mien; others are grave and sad. Scenes of war and debate froth before your eyes.

A DC 15 Knowledge (History) check by anyone who can see the scenes in the droplets reveals that the men and women in them are wearing clothes and wielding weapons of ornate and archaic design, predating the Rain of Colourless Fire. A DC 25 Knowledge (Geography) check suggests that, while the landscapes seen in the drops are utterly unfamiliar, the mountains that are visible in some of them are the Sulhauts.

The bridge itself is liquid to the touch, and offers no resistance to objects or people prodding it. Anyone who steps onto the bridge finds that his/her feet pass straight through it, and must make a DC 15 Reflex save to step back on to the ledge or start falling (**only to be whisked back to the ledge as described below**). The bridge leaves moisture where it touches people and objects; if a PC tastes it, the flavour is of slightly salty water. A DC 15 Heal check then suggests the notion that the Bridge is made of tears. Apart from this, no action or spell from the PCs can affect the bridge at all; the only person whose weight it will bear is Reniel, who created it.

Crossing the Bridge of Songs

This chamber is perhaps the strangest of the wonders in the Sanctum of Lydia. Created by great priests and sorcerers of the Onnwi to protect the Inner Sanctum, it is to all intents and purposes its own demi-plane. Within the chamber, the following effects are continuously active:

- Spells from the schools of Conjunction/Summoning (creation) and Evocation only function normally in this chamber if the caster makes a DC 33 caster level check. If this check fails, the spell is suppressed. Evocations with a duration of instantaneous are exempt from this rule (unless they would otherwise fall under the rubric of “Magic in the Sanctum of Lydia” above). The net effect of this is that PCs almost certainly cannot create *wall* effects that will enable them to bridge the abyss. Attempts to mimic suppressed spells with shadow magic also fail unless the caster level check is made.

- Spells to alter the physical substance of the room itself only work on a DC 33 caster level check. Thus, the PCs almost certainly cannot use *stone shape* or similar effects to get across.
- Any object or creature in this room that moves to a position more than ten feet from the ledges or from a bridge which the creature concerned has created (see below) is immediately teleported to the spot marked “x” on the map of the room in appendix x. There is no saving throw against this effect, which also functions regardless of SR, *anti-magic shell*, *dimension lock*, or *dimensional anchor*. For these purposes, equipment carried is considered a part of its owner unless any part of it extends more than ten feet from the owner’s body, in which case both it and the person holding it are teleported. Thus, attempts to bridge the chasm with ropes are doomed to failure. For these purposes, familiars are considered part of their master as long as they are within five feet of him or her. Animal companions and paladin’s mounts are considered separate entities.

Crossing the chasm by conventional or magical means is thus all but impossible. PCs attempting to fly, climb, jump, or shoot things across all find themselves or their tools whisked back to the ledge.

Without magical might sufficient to overcome the hampering effects of the chamber, the only way a PC can traverse the abyss is to construct his or her own bridge across it. In this room, knowledge and music take substantial form as soon as a person articulates them. If a PC speaks aloud and in detail about the history of any form of human or demi-human endeavour (the “long passion of the ages”), or begins any form of artistic performance, a bridge begins to form for him or her across the chasm.

In game terms, this is resolved by having the PC in question make a skill check. Any of the following skills may be used:

- Perform (any)
- Bardic Knowledge
- Knowledge (any except the Planes, Nature, or Dungeoneering). Use the one most appropriate to what the PC says that (s)he is speaking about; thus, a disquisition on the doings of great mages would use Knowledge (Arcana), whereas a talk about the habits and customs of the Tenhas would fall under Knowledge (Core) or Knowledge (Geography).

The DC for the check is **8 + the APL**. A PC must succeed in two such checks to construct a complete bridge, and once (s)he fails with a skill, (s)he cannot use that one again for this purpose. Note, however, that a PC can try again with a different skill once one fails, and a bridge may be built from different skills. Moreover, different Knowledge and Perform skills are treated as separate, so if a character fails with Knowledge (Arcana), for example, (s)he can still try with Knowledge (History). Note that at APL 2, the Knowledge checks may be made untrained (as the DC is only 10) Taking 20 is impossible due to the fact that failure has negative consequences.

PCs may not assist one another in these rolls, nor can a PC make a bridge by simply parroting what another PC has already said. It is entirely possible to start creating a bridge by accident, while the characters are talking over the nature of the room.

The first time a PC succeeds in such a roll, read or paraphrase the following:

Your words/music (delete as appropriate) do not die away, as you might have expected. Instead, they resonate and echo, and in doing so are strangely transfigured, into opulent scales and rippling arpeggios. A music arises, its sweetness and plenitude almost tangible. At last, it dies away. Beside the shining bridge, the beginnings of another bridge have appeared.

Many bridges may be constructed in this fashion, but each accepts the weight only of the PC that created it, and of his or her equipment. Others pass through it as though it were intangible. The appearance of the bridge depends upon the skill used to create it, and the PC’s attitude to it. Thus, if a PC used Knowledge (Arcana) to construct a bridge from his or her knowledge of the deeds of the archmage Bigby, the bridge might seem to be made of hundreds of hands linked together, while someone who spoke of the torment of Tenh might create a bridge that seemed to be made of green ether-stone. The DM is encouraged to improvise and be creative here. Bridges made from music itself (via a Perform skill) resemble harmonious, shifting patterns of light, as if music itself had a colour and a form.

Reniel used her knowledge of the history of the Suel people to create her bridge. As she spoke, however, the enormity of the historical crimes that had been perpetrated by or on behalf of her people, from the creation of the Derro to the Invoked Devastation, filled her with horror as never before, which is why the bridge is made of tears. Her experience in this chamber is in large part responsible for her current mental state (see Encounter 6 below).

Any PC who reaches the opposite ledge by building a bridge receives the Remembrance of the Song on his or her

AR at the end of the adventure. The great bronze gates at the rear of the chamber, which are shut but not locked, lead to the Inner Sanctum and Encounter 6.

Troubleshooting: It is possible that the PCs do not have the skills necessary to cross the Bridge of Songs, or that they are so worried about the consequences of a party split that they refuse to explore the Inner Sanctum as a result. In this case, Reniel leaves the Inner Sanctum to investigate the noise and/or check on Birar Thol just after the party reaches the Bridge of Songs. The DM should then run the meeting with Reniel as described in Encounter 6 below, with appropriate changes depending on its revised location. Remember that the priestess is alert, fearful, and does not come within melee range of the party unless they have won her trust. At the first sign of hostile intent, she flees as described in Encounter 6 below. Even if the party succeeds in befriending Reniel, she does not hand over (or even mention) the treasures of the Inner Sanctum unless at least one PC has demonstrated worthiness by crossing the Bridge of Songs.

Encounter 6: The Inner Sanctum

The PCs reach this encounter if they cross the Bridge of Songs and go beyond the second set of bronze doors. Behind these doors is another fifty-foot long corridor, lit by a *continual flame* effect. Once again, there are two small bronze doors on each side of the corridor, and a great pair of bronze doors at the far end. All of these doors are shut, but not locked.

Room v: The Bestiary. As the door to this room swings open, the PCs see two monstrous forms standing in the middle of it. Feel free to panic the players into rolling for initiative or letting fly with missiles and spells, but a DC 10 Spot check confirms that the two forms are not moving and are in fact stuffed animals, albeit ones of unfamiliar species. The one on the left (as seen from the door) resembles a giant anteater except for the muted orange colour of its hide. The one on the right looks like an ox, except that it has six legs.

DC 30 Knowledge checks (History or Bardic) or DC 25 Knowledge (Nature) identify the creature on the left as a dwindlebeast, and the one on the right as an oxhex. Both creatures thrived in the heartland of the old Suel Imperium, and are now believed to be extinct; almost all perished in the Rain of Colourless Fire. Both specimens have been treated with *unguent of timelessness*, which explains their good state of preservation. Apart from these exhibits, this room contains only a small shelf of ancient

scrolls and books in Ancient Suloise, mostly bestiaries and treatises on taxidermy. While these will be of interest to sages, or to PCs of a scholarly bent, nothing in this room has any value as loot.

Room vi: The Room of Liturgy. This room is lined with shelves, all of which groan under the weight of scrolls and tomes. The books are mostly in Ancient Suloise, but there are a few in Abyssal, Celestial, and Infernal. They concern the worship of the gods of the Suloise. All of the pantheon's deities are included. There is a slight preponderance towards works about the worship of Lydia, but this bias is so slight that it takes hours of diligent reading to determine it.

Hidden and inconspicuous amongst these tomes is the most interesting book in the collection, an Ancient Suloise work entitled *Against the Cryptic Heresy* which contains an orthodox Lydian's arguments against a minority faction within the Church of Lydia that advocated the keeping secret of potentially harmful knowledge rather than bringing it into the light of day. This work may be of interest to PCs undertaking the *Windows into the Serpent's Soul* series of Core modules, but it takes several hours of trawling the shelves to find and identify it. Again, nothing in the room has any value as loot (and in any event, the books are difficult to remove; see below).

Room vii: The Library. Both doors on the right-hand side of the corridor open into a large chamber, which, like the Room of Liturgy, is entirely lined with book-crammed shelves. These tomes, however, concern the history and traditions of the Suel people themselves. The vast majority of these are in Ancient Suloise, but there are also a few in Draconic.

These books would be of considerable interest to sages and antiquarians, and in some cases to the forces of Free Onnwal as well. Some of the works deal with the foundation of the Scarlet Brotherhood in the last years of the Suel Imperium, and throw an intriguing light upon that organization's historical structures and ideology. However, it would take learned scholars months or years to exploit this collection to its full potential.

The only furniture in this room is a great lectern, on which stand two large books, one closed, one open. The closed book is a treatise, in Draconic, on the creation of the insane dwarfs known as the Derro by Suel mages during the Age of Glory. It is macabre and exacting in its detail concerning the vile crossbreeding rites which created the Derro and turned the god Fortubo against the Suloise; the dry dispassion of its style only heightens its gruesome impact. Any but the most hardened of adventurers will be sickened by what this book contains. This was, by chance,

one of the first tomes which Reniel happened upon in her eager investigation of the room's contents, and its revelation of the full horror of one of her people's greatest sins has had a shattering effect upon her.

The second book is in Ancient Suloise, and seems to be open at its title page. Its title is *On the Tears of Istus*. A DC 25 Knowledge (History or Bardic) check identifies "the Tears of Istus" as an archaic name for the Rain of Colourless Fire. The book deals with the impact of the Colourless Fire, speculates on the magics used to create it, and details the original flight of the surviving Tribes into the Sheldomar Valley under the patronage of Slerotin the Last Mage. Its tone throughout is nervous and rather self-justificatory; an acute reader takes away the impression that the (unnamed) author was troubled by the complicity of the Suloise in their own destruction but unable to admit it.

One anecdote in the book is of (tangential) local interest. The author talks about an individual of House Krinstro in the Tribe of the Onnwi who was caught in the Colourless Fire but did not die, and emerged to find his blood (and bloodline) infused with magic. A DC 30 Knowledge (local: Splintered Suns or Bardic) check reveals that the descendants of this House (now known by the Oeridized name of Crinaster) are a merchant family in Killdeer. All this takes dedicated reading to discover, however.

Once again, these books are interesting to the studious and sagacious, but have no value as loot.

Room viii: The Room of the Hand. When the great doors at the far end of the passageway are opened, read or paraphrase the following:

The room beyond the great doors is a marble hemisphere about eighty feet in diameter. The centre of the chamber is dominated by a huge sculpture of a female hand, fully ten feet in height. Even from the doorway, it is evident that the sculptor has delineated the torsion of muscle and sinew with the skill of a master. From the palm of the hand springs a fountain of rainbow light.

[If the PCs brought any magical light effects beyond the threshold of the sanctum, then a number of balls of light dart and bob around the fountain, one for each such effect]

Behind the great sculpture stands a tall woman, clad in plate mail armour. The shifting colours of the rainbow fountain make a casual canvas of her pale skin and long, curly blonde hair. She looks at the doors with expectation in her eyes.

This chamber is the Room of the Hand, the most holy area within the Sanctum. A DC 10 Knowledge (Religion) check recognizes a hand with a rainbow springing from it as the holy symbol of Lydia. The woman is Reniel.

☛ **Reniel:** Female human, Clr10 (Lydia); AL NG; see Appendix 7.

Reniel is in a pitifully distressed state of mind right now. Her crossing of the Bridge of Songs, and her reading in the library, have made clear to her as never before the hubris and casual cruelty of many of her people in the Age of Glory. She has also had to defend the Sanctum against Birar Thol, and is at a loss as to the wisest course with regard to her captive. These considerations have driven her to the Room of the Hand, in search of guidance from her goddess.

Construction of a Bridge of Songs makes a good deal of noise, because of the celestial music which it produces. Unless the PCs found some way to subvert the mechanism, therefore, Reniel knows in advance that someone is coming. As soon as she hears music from the Bridge of Songs, she casts *divine insight*, *longstrider*, and *spell immunity* (to *touch of idiocy* and *enervation*) upon herself. She then waits for her uninvited guests.

Reniel is nervous and fearful of intruders who have shown sufficient prowess to cross the Bridge of Songs. She is astute enough to recognize probable partisans of Free Onnwal when she sees them, but fears that the party have come to execute summary justice upon her for her "collaboration" during the Occupation, about which she is now wracked with guilt (even though, as can be seen below, the extent of Reniel's collaboration was very limited). Reniel is coming round to the idea that she should do penance for her "crimes", but needs to nerve herself up to it, and she will not allow herself to be butchered in her mistress' temple.

If the PCs attack Reniel at any point, she immediately casts *teleport*. Her Divine Metamagic Feat is used to make it a Silent Spell and her *divine insight* bonus boosts her Concentration check by +15 (if such is required). The destination is a spot, very familiar to Reniel, in the Headlands, hundreds of miles away. Without exceptional access to scrying magic, this will be the last that the PCs see of her.

Note that it is very hard to stop Reniel from disappearing in this fashion; *divine insight* makes her capable of high Concentration checks, and a spell cast without words or gestures is hard to identify or counterspell before it goes off. If Reniel is somehow prevented from teleporting, she does her best to escape by all the other means at her disposal (note the granted power

and other spells afforded by her Travel domain). Under no circumstances does Reniel attack the party in any way.

If the PCs do not attack Reniel, she is willing to talk to them.

Talking to Reniel

Play Reniel as a woman whose surface calm is periodically disturbed by obvious agitation. Here are her responses to some possible questions:-

Who are you?

"I am Reniel, follower of Lydia, priestess of the Pure Song. Who are you, and what brings you to this sanctuary?"

(If the party answers truthfully as to their identities, she nods, as if this was not unexpected. If they claim connection to the Scarlet Brotherhood, and this is not obviously false (e.g., because of the presence of non-Suel or demi-humans; Reniel is not a fool), she becomes very agitated, and demands that they leave her sanctum at once (although, as noted above, she does not use violence or spells to back this up). If they mention that they are seeking a priestess of Wee Jas, move to the appropriate answer below, modifying it as necessary.)

Why have you been preying upon merchants? Where are your undead minions? Where is the monk Verrinc? What have you done with Gesseran Earthbinder and Gunjac Tharn? Why do you intend to sacrifice Fenjien? Is your name not really Birar Thol?

To these or similar questions springing from conflation of Thol and Reniel, or from "Fenjien"'s lies, Reniel simply looks puzzled, repeats her name, and asks the PCs to explain how they think she could do such things. Reniel does not know her prisoner's real (or assumed) name or anything about her activities or associates before Thol assaulted the Sanctum. If it becomes clear that her prisoner is the source of these stories, Reniel's face darkens:

"Pay no heed to that creature's lies. She is no honest adventurer, but one of the Jasadin, a follower of the Witch Goddess. She came to the Sanctum last night, to despoil it of its treasures. No Flan or Olve accompanied her; she besmirched the Sanctuary with a foul cadre of the walking dead.

"Such was her greed for plundered lore that she did not mark my presence until it was too late. The light of Lydia smote her servitors to dust, and holy silence wreathed me, to balk her priestly spells. Then I held her until her strength was spent.

"I took her marks of faith from her, and left her imprisoned in the Outer Sanctum, until I could pray to Lydia for guidance as to her proper fate. Please do not tell me that you set her free..."

What have you been teaching the women and children in Grindle? Why did you do it? Why have you been so open with us, when you were so secretive with the villagers?

"I have been teaching letters and music in Grindle. It is the way of my faith to bring knowledge to others, that they may thus better themselves. I knew from the first that my teaching there brought me pleasure. It was long before I would admit to myself that it also brought me a measure of absolution."

How do you justify what the Brotherhood has been doing in the name of your goddess? What did you do during the Occupation?

The priestess bows her head.

"During the Occupation, I told myself that politics, the contentions of the mighty, were not my concern. I had children to teach – more than ever before – and that, I thought, was enough. A platitudinous lullaby, to sing myself to sleep.

"When my brothers and sisters in faith made bonfires of books in Scant, and turned away from the Mother of Truth to follow the Father of Obedience, I did not stand with them, but neither did I stand against them. I did not peddle the Brotherhood's lies about the manifest destiny of our people, but neither did I raise my voice in opposition. It was my comfort that I took no sides, and so showed, as I thought, a teacher's objectivity.

"I had hoped that this place would confirm the wisdom of my stance, but what I have read here has shown it to be mere folly. The Suloise of old began their own threnody long before Istus wept upon them, but they mistook what they sang for an anthem of glory. The corruption of the Imperium might have been averted, if any had listened to the song and not its singers. Silence in the face of evil is not duty, but dereliction.

"If you good folk desire to bring me to trial, for the evil I did by leaving the good undone, I will go with you willingly. But I will not see my blood shed in this holy place."

Reniel also indignantly denies teaching anyone "forbidden knowledge", reiterating that she taught only letters and music. Any mention of Fevrel brings a smile to her face, and she talks happily about the attainments of her favourite student.

Encounter 7: Unwelcome Guests

Treasure: Reniel has stored the items which she confiscated from Birar Thol in a secret compartment of the wall at the back of the room. This compartment also houses the great original treasure of this room: a magical lute, brought to Onnwal by the first Suel settlers. If the PCs have spoken diplomatically and courteously to Reniel, she offers them all of these items, saying that she has no use for “trinkets of the Jasadin”, and that it is not the way of her goddess to keep an item of beauty like the lute inviolate and useless.

If Reniel is overcome or put to flight, the party has to find the hoard themselves, which is not at all easy (DC 35 Search check to find and work the catch, if the PC is looking at the right area; remember that taking 20 on the whole room takes a very long time indeed). The total possible haul from this room is as follows:

APL 2: Loot: 4 gp; Coin: 11 gp; Magic: *Mac-Fuirmidh Cithern* (242 gp).

APL 4: Loot: 4 gp; Coin: 30 gp; Magic: *Mac-Fuirmidh Cithern* (242 gp), *Quaal's feather token (swan boat)* (38 gp)

APL 6: Loot: 4 gp; Coin: 35 gp; Magic: *Mac-Fuirmidh Cithern* (242 gp), *Quaal's feather token (swan boat)* (38 gp).

APL 8: Loot: 4 gp; Coin: 35 gp; Magic: *Mac-Fuirmidh Cithern* (242 gp), *Quaal's feather token (swan boat)* (38 gp).

APL 10: Loot: 4 gp; Coin: 37 gp; Magic: *Mac-Fuirmidh Cithern* (242 gp), *Quaal's feather token (swan boat)* (38 gp).

APL 12: Loot: 4 gp; Coin: 52 gp; Magic: *Mac-Fuirmidh Cithern* (242 gp), *Quaal's feather token (swan boat)* (38 gp).

Reniel is not happy at the idea of PCs removing tomes from the Inner Sanctum (as it happens, although she is unaware of this, no book from the Sanctum itself can be taken across the Bridge of Songs; such tomes simply teleport back to their place in the library). However, she is delighted if PCs show an interest in studying and/or copying them.

Development: The most important decision that the PCs have to make, of course, is what to do about Reniel. As she has said, she is content to leave the decision about whether she should accompany them back to Sornhill and trial for collaboration up to them. Whatever they decide, she offers the use of her healing and restorative magic at this point, if the party needs it, and accompanies them back to the Antechamber. The action then moves to Encounter 7.

This encounter takes place once the PCs decide to leave the Sanctum of Lydia. While they were in the temple, a Brotherhood raiding party arrived in the Garden of Statues. These individuals come from the west coast road (i.e., in the opposite direction from the party), and arrive just as the PCs leave the Bridge of Songs on their way out.

The raiders take no particular pains to hide their arrival, so if the PCs have thought to leave a guard, the party potentially has some advance warning. They are paying some attention to the entrance, but are not actively staking it out; if the PCs simply emerge, neither side has a surprise round (although this may change according to Listen checks and/or PC sneakiness).

If Birar Thol is still free to set up an ambush after Encounter 4, she has been lurking just beyond the Garden of Statues on the coast road to Grindle. She has been hoping that the party's exploration of the Sanctum will have left it depleted and vulnerable to her attacks, even in her current weakened state (remember that Thol never penetrated beyond the Outer Sanctum and has no idea that the shrine is devoid of traps or guardians apart from Reniel herself). She has noticed the arrival of the Brotherhood patrol, and sees its probable imminent clash with the party as a great opportunity for payback.

Thol begins by healing herself of the remaining damage she sustained during her confrontation with Reniel. She starts casting minute-duration buffs on herself as soon as the Brotherhood troops arrive at the Garden. By the time the party emerges, she has all applicable ones in place. She joins the combat from the direction of the coast road on the second round.

APL 2 (EL 2 or 5)*

☛ **Hovche, Venka, and Grabjek:** Male human War1; hp 10, 10, 10; see Appendix I.

☛ **Krejar:** Male human Adp1; hp 8; see Appendix I.

☛ **Birar Thol** (if present): female human Clr3/Sor2; hp 29; see Appendix I.

APL 4 (EL 4 or 7)*

☛ **Hovche, Venka, and Grabjek:** Male human War2; hp 17, 17, 17; see Appendix II.

☛ **Krejar:** Male human Drd1; hp 10; see Appendix II.

☛ **Klint, wolf animal companion:** hp 13; see *Monster Manual* page and Appendix II.

☛ **Birar Thol** (if present): Female human Clr3/Sor4; hp 37; see Appendix II.

APL 6 (EL 6 or 9)*

☛ **Hovche, Venka, and Grabjek:** Male human War2; hp 17, 17, 17; see Appendix III.

☛ **Krejar:** Male human Drd5; hp 38; see Appendix III.

☛ **Klint, wolf animal companion:** hp 27; see *Monster Manual* page and Appendix III.

☛ **Birar Thol** (if present): Female human Clr3/Sor4/Mystic Theurge 2; hp 45; see Appendix III.

APL 8 (EL 8 or 11)*

☛ **Hovche, Venka, and Grabjek:** Male human War3; hp 24, 24, 24; see Appendix IV.

☛ **Krejar:** Male human Drd7; hp 52; see Appendix IV.

☛ **Klint, dire ape animal companion:** hp 35; see *Monster Manual* page and Appendix IV.

☛ **Birar Thol** (if present): Female human Clr3/Sor4/Mystic Theurge 4; hp 64; see Appendix IV.

APL 10 (EL 10 or 13)*

☛ **Hovche, Venka, Slanto, and Grabjek:** Male human Ftr3; hp 28, 28, 28, 28; see Appendix V.

☛ **Krejar:** Male human Drd9; hp 66; see Appendix V.

☛ **Klint, dire ape animal companion:** hp 49; see *Monster Manual* page and Appendix V.

☛ **Birar Thol** (if present): Female human Clr3/Sor4/Mystic Theurge 6; hp 74; see Appendix V.

APL 12 (EL 12 or 15)*

☛ **Brotherhood Trolls (4):** hp 63, 63, 63, 63; see Appendix VI and *Monster Manual* page 247.

☛ **Krejar:** Male human Drd11; hp 80; see Appendix V.

☛ **Klint, dire lion animal companion:** hp 60; see *Monster Manual* page and Appendix VI.

☛ **Birar Thol** (if present): Female human Clr3/Sor4/Mystic Theurge 8; hp 84; see Appendix VI.

*The EL of this encounter depends on whether Birar Thol is present for it.

Tactics: The Brotherhood troops and Krejar's animal companion, if present, aim to engage the PCs in melee if possible, while keeping them away from Krejar himself and so giving him the chance to work his magic. Once Birar Thol (if she is still around) joins the fray and is apparently operating on their side, they do their best to extend this courtesy to her as well, since they are conditioned to protect friendly spell-casters; there will be plenty of time to work out exactly who she is, they reason, once the Onnwalon scum are dead or captive. However, the protection of Krejar remains their priority.

Krejar and Birar Thol (if present) make heavy use of their spells. Thol in particular tries to stay out of melee range if at all possible, hiding behind the Brotherhood and the statues. Remember that she still has access to some *cure* spells and will be sure to use them on herself if wounded. Exact tactics vary according to the APL:

At APL 2, Krejar casts *sleep* as soon as possible, while the PCs are still bunched up. He then makes use of his sling.

At APL 4, Krejar uses *produce flame*, and then concentrates on ranged attacks.

At APL 6, Krejar begins by casting *call lightning* and uses the bolts to harry the party fighters. Whenever he gets the opportunity to cast full round spells, he spontaneously casts *summon nature's ally II* to call up Small elementals.

At APL 8, Krejar attempts to catch as many PC as possible in an *ice storm*; otherwise, he uses spontaneous *summon nature's ally* spells and *call lightning* to harass the PCs.

At APL 10, Krejar uses *summon nature's ally IV* to call up 2-5 beasts, and then casts *animal growth* on them and his companion the next round. Whenever most appropriate, he calls up a *wall of thorns* to hamper PCs and prevent them from retreating into the Sanctum. Thereafter, he relies mostly on *call lightning* and *flame strike*.

At APL 12, Krejar casts *anti-life shell* the first time it looks as though he will be able to cast a full round spell. He uses the Rapid *summon nature's ally V* in his *spellstaff* to call 2-5 lions, and then casts *animal growth* on them. Apart from this, his tactics are as in APL 10 above, except that he uses *call lightning storm* instead of *call lightning*.

Reniel's contribution: If Reniel is present and well-disposed to the PCs (i.e., showing them to the door or accompanying them to Sornhill for trial), she assists them in their struggle. Her first action is to put up a *prayer* (unless a PC beats her to it); thereafter, she concentrates on doling out buff spells to the PCs, casting spontaneous *cures*, and attempting to *dispel* the magic of Thol and Krejar. At APLs 2-6, this is the limit of her contribution unless the PCs really are in serious trouble, in which case she casts *divine power* and/or *righteous might* on herself and wades into the fray. If Reniel has to go to the rescue in this fashion, the PCs receive only half the XP for this fight. At APLs 8-12, this penalty and prohibition do not apply; Reniel still concentrates on buffs and healing, but joins in the struggle without compunction if necessary, and the PCs are not penalized in terms of experience for her doing so.

The Brotherhood forces fight (if possible) to the death. Birar Thol surrenders and throws herself on the mercy of Reniel and the PCs if she is reduced to 20% of her hit points and sees no chance to heal herself.

Treasure: If the Brotherhood troops are stripped of their gear, the tally is this:

APL 2: Loot: 115 gp; Coin: 10 gp; Magic: 0 gp.

APL 4: Loot: 192 gp; Coin: 20 gp; Magic: 4x *potions of cure light wounds* (4 gp each).

APL 6: Loot: 192 gp; Coin: 32 gp; Magic: 4x *potions of cure light wounds* (4 gp each); *wand of cure light wounds (50 charges)* (63 gp).

APL 8: Loot: 504 gp; Coin: 32 gp; Magic: *potions of cure light wounds* (4 gp each); *wand of cure light wounds (50 charges)* (63 gp), *golembane scarab* (208 gp).

APL 10: Loot: 145 gp; Coin: 32 gp; Magic: 4x *potions of cure light wounds* (4 gp each); *wand of cure light wounds (50 charges)* (63 gp), *golembane scarab* (208 gp), *periapt of wisdom +2* (333 gp), 4x *+1 full plate* (221 gp each).

APL 12: Loot: 0 gp; Coin: 88 gp; Magic: *wand of cure light wounds (50 charges)* (63 gp), *golembane scarab* (208 gp), *periapt of wisdom +2* (333 gp), *cloak of resistance +1* (167 gp), *ring of protection +2* (667 gp), *+3 hide* (763 gp).

Detect Magic results: *Cloak of resistance +1* (Faint Abjuration), *+1 full plate* (Faint Abjuration), *golembane scarab* (Moderate Divination), *periapt of wisdom +2* (Moderate Transmutation), *potions of cure light wound* (Faint Conjunction), *ring of protection +2* (Faint Abjuration), *wand of cure light wounds* (Faint Conjunction).

A letter, written in Ancient Suloise, is also discovered on Krejar's body. It reads as follows:

Krejar,

Investigate the old tales of a "Sanctum of Lydia" if you must, but see that you return to Scant before the next moon. If, as you say, you have determined its location and it is long neglected, it should not detain you. I do not propose to waste more troops on a treasure-hunt when the war stands thus on a knife-edge,

Sessek Tesh.

DC 20 Knowledge checks (Splintered Suns or Bardic) indicate that Sessek Tesh is a highly-placed Brotherhood functionary, accountable to Kesh Toktot himself.

Development: Birar Thol, if captured and interrogated, finally tells the truth: that she and Grenchard were brought to the Dragonshead by opportunism and greed. She had discovered references to the Sanctum of Lydia and its wonders in books that she acquired in Irongate. She also

confesses responsibility for the attacks upon merchants, which supported herself and her associate in the style to which they had become accustomed while they hunted for the shrine. Birar Thol does not know anything of consequence about either Grindle or the Scarlet Brotherhood. She has no loot, of course, because the PCs have already taken possession of it.

Once the PCs are ready to head back to Grindle and Sornhill, the action moves to the Conclusion.

Conclusion

This takes place once the PCs report their findings in Sornhill and/or Grindle. The PCs decide what, if anything, to tell individuals in these two locations. Key players and their responses to various outcomes are summarized below.

Tavak Gashel and Lerridith Mayar: If the PCs report the capture or destruction of Grenchard and Birar Thol to the authorities in Sornhill, Gashel and Mayar are very pleased. The PCs receive 1 RIP with the Duchess Sailema Relaster and 1 RIP with the Church of Pholtus. If either or both got away, however, reports of raids soon start up again, and the PCs gain no RIPs.

If the PCs stay quiet about Reniel, the authorities at Sornhill remain unaware of her and her Sanctum. If they bring her for trial, much depends on whether the PCs are prepared to vouch for her. If they do not, things become ugly, and Reniel may well be condemned to imprisonment in Sornhill. If the PCs speak on her behalf, however, Gashel engineers an ingenious compromise: Reniel is sentenced to "house arrest" in the Sanctum of Lydia, with dispensation to visit Grindle once a week. In this fashion, Reniel is "punished", and the Free State's newly acquired archive keeps a formidable custodian.

Choran: If the PCs explain the facts of the situation at Grindle, Choran can – just – be persuaded that he might have been hasty in his reactions to Reniel. He even grudgingly allows the priestess, if she is still around, to go on visiting Grindle, as long as she restricts herself to letters and music and does not try to convert the villagers.

So ends the adventure. However, any character that successfully crossed the Bridge of Songs finds it hard to forget the harmonies he or she created there. Such a character receives the following on his or her AR:

Remembrance of the Song: By crossing the Bridge of Songs, this character has earned a blessing from the Suel goddess Lydia. Once per adventure, this PC may reroll a single Knowledge or Perform check, and take the better of the two results. The player must declare that he/she is

using this ability to reroll before hearing the result of the original roll. This benefit lasts for one real year, starting from the date on which *The Truth in Music* was played. The PC also gains a +2 bonus to saving throws against a harpy's captivating song ability; this benefit is permanent.

Campaign Consequences

What was Birar Thol's fate?

What was Reniel's fate?

Did the party penetrate the Inner Sanctum?

Responses should be sent to: pitcher_luke@yahoo.co.uk
and jeny.triad@gmail.com

The End

Experience Point Summary

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

Encounter 3: Daylight Robbery

Defeat Grenchard and his minions

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP
APL12	420 XP

Encounter 4: The Outer Sanctum

Defeat Birar Thol

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP
APL12	420 XP

NB: The PCs receive this experience if they defeat Thol in Encounter 7 as well.

Encounter 7: Unwelcome Guests

Defeat Krejar and the Brotherhood troops

APL2	60 XP
APL4	120 XP
APL6	180 XP
APL8	240 XP
APL10	300 XP
APL12	360 XP

Discretionary Role-playing Award

APL2	60 XP
APL4	60 XP
APL6	60 XP
APL8	60 XP
APL10	60 XP
APL12	60 XP

Total Possible Experience:

APL2	360 XP
APL4	540 XP
APL6	720 XP
APL8	900 XP

APL10

1080 XP

APL12

1260 XP

Treasure Summary

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

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

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

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

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

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

Encounter 3: Daylight Robbery.

APL 2: Loot: 5 gp; Coin: 14 gp; Magic: 0 gp

APL 4: Loot: 5 gp; Coin: 50 gp; Magic: *potion of cure light wounds* (4 gp).

APL 6: Loot: 110 gp; Coin: 65 gp; Magic: *potion of cure light wounds* (4 gp).

APL 8: Loot: 5 gp; Coin: 66 gp; Magic: *potion of cure light wounds* (4 gp), *arcane scroll of greater mage armor* (CL 5th) (33 gp).

APL 10: Loot: 5 gp; Coin: 66 gp; Magic: *potion of cure light wounds* (4 gp), *arcane scroll of greater mage armor* (CL 5th) (33 gp).

APL 12: Loot: 5 gp; Coin: 75 gp; Magic: *potion of cure moderate wounds* (25 gp), *arcane scroll of greater mage armor* (CL 5th) (33 gp), *pink rhomboid ioun stone* (667 gp), *headband of intellect +2* (333 gp).

Encounter 6: The Inner Sanctum.

APL 2: Loot: 4 gp; Coin: 11 gp; Magic: *Mac-Fuirmidh Cithern* (242 gp).

APL 4: Loot: 4 gp; Coin: 30 gp; Magic: *Mac-Fuirmidh Cithern* (242 gp), *Quaal's feather token (swan boat)* (38 gp)

APL 6: Loot: 4 gp; Coin: 35 gp; Magic: *Mac-Fuirmidh Cithern* (242 gp), *Quaal's feather token (swan boat)* (38 gp).

APL 8: Loot: 4 gp; Coin: 35 gp; Magic: *Mac-Fuirmidh Cithern* (242 gp), *Quaal's feather token (swan boat)* (38 gp).

APL 10: Loot: 4 gp; Coin: 37 gp; Magic: *Mac-Fuirmidh Cithern* (242 gp), *Quaal's feather token (swan boat)* (38 gp).

APL 12: Loot: 4 gp; Coin: 52 gp; Magic: *Mac-Fuirmidh Cithern* (242 gp), *Quaal's feather token (swan boat)* (38 gp).

Encounter 7: Unwanted Guests.

APL 2: Loot: 115 gp; Coin: 10 gp; Magic: 0 gp.

APL 4: Loot: 192 gp; Coin: 20 gp; Magic: *potions of cure light wounds (4)* (17 gp).

APL 6: Loot: 192 gp; Coin: 32 gp; Magic: *potions of cure light wounds (4)* (17 gp); *wand of cure light wounds (50 charges)* (63 gp).

APL 8: Loot: 504 gp; Coin: 32 gp; Magic: *potions of cure light wounds (4)* (17 gp); *wand of cure light wounds (50 charges)* (63 gp), *golembane scarab* (208 gp).

APL 10: Loot: 145 gp; Coin: 32 gp; Magic: *potions of cure light wounds (4)* (17 gp); *wand of cure light wounds (50 charges)* (63 gp), *golembane scarab* (208 gp), *periapt of wisdom +2* (333 gp), *full plate +1 (4)* (883 gp).

APL 12: Loot: 0 gp; Coin: 88 gp; Magic: *wand of cure light wounds (50 charges)* (63 gp), *golembane scarab* (208 gp), *periapt of wisdom +2* (333 gp), *cloak of resistance +1* (167 gp), *ring of protection +2* (667 gp), *+3 hide* (763 gp)

Total Possible Treasure

APL 2: Loot: 124 gp; Coin: 35 gp; Magic: 242 gp - Total: 401 gp

APL 4: Loot: 201 gp; Coin: 100 gp; Magic: 303 gp - Total: 604 gp

APL 6: Loot: 306 gp; Coin: 132 gp; Magic: 364 gp - Total: 802 gp

APL 8: Loot: 603 gp; Coin: 133 gp; Magic: 605 gp - Total: 1341 gp

APL 10: Loot: 154 gp; Coin: 135 gp; Magic: 1821 gp - Total: 2110 gp

APL 12: Loot: 9 gp; Coin: 215 gp; Magic: 2776 gp - Total: 3000 gp

Special

🎵 **Mac-Fuirmidh Cithern** (from *Complete Arcane*): This pear-shaped masterwork lute grants a +2 circumstance bonus on Perform (string instruments) checks and a +2 competence bonus on bardic music checks for countersong, *fascinate*, and *suggestion*. The cithern can be played by anyone with 4 ranks in Perform (string instruments) to cast *cure light wounds*, *mage armor*, and *sleep* each once per day.

Faint various; CL 3rd; Craft Wondrous Item; *cure light wounds*, *mage armor*, *sleep*, creator must be a bard; Price 2900 gp; Weight 3lb.

Items for the Adventure Record

🎵 **Remembrance of the Song**: By crossing the Bridge of Songs, this character has earned a blessing from the Suel goddess Lydia. Once per adventure, this PC may reroll a single Knowledge or Perform check, and take the better of the two results. The player must declare that he/she is using this ability to reroll before hearing the result of the original roll. This benefit lasts for one real year, starting from the date on which *The Truth in Music* was played. The PC also gains a +2 bonus to saving throws against a harpy's captivating song ability; this benefit is permanent.

A PC gains this item if (s)he successfully crosses the Bridge of Songs in Encounter 5.

🎵 **Mac-Fuirmidh Cithern** (from *Complete Arcane*): This pear-shaped masterwork lute grants a +2 circumstance bonus on Perform (string instruments) checks and a +2 competence bonus on bardic music checks for countersong, *fascinate*, and *suggestion*. The cithern can be played by anyone with 4 ranks in Perform (string instruments) to cast *cure light wounds*, *mage armor*, and *sleep* each once per day.

Faint various; CL 3rd; Craft Wondrous Item; *cure light wounds*, *mage armor*, *sleep*, creator must be a bard; Price 2900 gp; Weight 3lb.

Item Access

APL 2

Mac-Fuirmidh Cithern (Regional, Complete Arcane)

APL 4 (All of APL 2 plus the following)

Quaal's feather token (swan boat) (Adventure, *DMG*)

APL 6 (All of APLs 2-4 plus the following)

Large masterwork morningstar (Regional, *PHB*)

Wand of cure light wounds (50 charges) (Adventure, *DMG*)

APL 8 (All of APLs 2-6 plus the following)

Arcane scroll of greater mage armor (Adventure, CL 5th, Complete Arcane)

Golembane scarab (Adventure, *DMG*)

APL 10 (All of APLs 2-8 plus the following)

As APL 8.

APL 12 (All of APLs 2-10 plus the following)

Ioun stone (pink rhomboid) (Adventure, *DMG*)

ring of protection +2 (Any, *DMG*)

+3 hide (Adventure, *DMG*)

Appendix 1: APL 2

Encounter 3: Daylight Robbery

Owlbear Skeleton: CR 2; Large undead; HD 5d12; hp 32; Init +6; Spd 30 ft.; AC 13 (touch 11, flat-footed 11); Base Atk +2; Grp +11; Atk +6 melee (1d6+5, claw); Full Atk +6 melee (1d6+5, 2 claws) and +1 melee (1d8+2, bite); Space/Reach 10ft./5ft.; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +1, Ref +3, Will +4; Str 21, Dex 14, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Grenchard: Male human Wiz1 (Conjurer); CR 1; Medium humanoid (human); HD 1d4+2; hp 6; Init +2; Spd 30 ft.; AC 16* (touch 12, flat-footed 14); Base Atk 0; Grp -1; Atk -1 melee (1d4-1/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); Full Atk -1 melee (1d4-1/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +2, Ref +2, Will +2; Str 8, Dex 14, Con 14, Int 17, Wis 10, Cha 9.

* Includes *mage armor*.

Skills and Feats: Concentration +6, Knowledge (arcana) +7, Knowledge (Splintered Suns) +7, Spellcraft +7, Spot 0 (+3 in bright light); Combat Casting, Spell Focus (Conjuration).

Spells Prepared (4/3; base DC = 13 + spell level): 0—*acid splash* (4); 1st—*mage armor*, *magic missile*, *silent image*.

Prohibited Schools: Enchantment, Necromancy.

Possessions: 2 daggers, light crossbow, 20 crossbow bolts, 3 spell component pouches, 3 small emeralds (worth 25 gp each), 9 gp in coin.

Notes: Grenchard casts the underlined spells if he receives prior warning of the PCs' approach from his familiar.

Encounter 4: The Outer Sanctum

Birar Thol: Female human Clr3/Sor2 (Wee Jas); CR 4 (1 lower than usual for trying circumstances); Medium humanoid (human); HD 3d8+2d4+5; hp 25 (of 29); Init +4; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +3; Grp +2; Atk +2 melee (1d3-1, unarmed strike; provokes attacks of opportunity); Full Atk +2 melee (1d3-1, unarmed strike; provokes attacks of opportunity); SQ Rebuke undead 6/day, spontaneous casting (inflict); AL LE; SV Fort +4, Ref +1, Will +9; Str 8, Dex 10, Con 12, Int 10, Wis 16, Cha 17.

Skills and Feats: Concentration +9, Knowledge (arcana) +6, Knowledge (religion) +6, Spellcraft +4;

Combat Casting, Improved Initiative, Practiced Spellcaster (sorcerer).

Sorcerer Spells Known (6/5; base DC = 13 + spell level; caster level 5th): 0—*acid splash*, *daze*, *detect magic*, *flare*, *mage hand*; 1st—*magic missile*, *ray of enfeeblement*.

Cleric Spells Prepared (4/4/3; base DC = 13 + spell level; caster level 3rd): 0—*cure minor wounds* (2), *guidance* (2); 1st—*cause fear**, (*bleed*), *cure light wounds*, (*shield of faith*); 2nd—*death knell**, (*spiritual weapon*), *undetectable alignment*.

*Domain spell. *Domains:* Death (death touch 1/day; on a melee touch attack, kills the target without a saving throw if its current hit points are equaled or exceeded on a roll of 3d6); Magic (uses spell completion or spell trigger devices as a 3rd level sorcerer).

Cleric spells in brackets require Thol's holy symbol. Thol cannot cast these spells in their current form, but may burn them as spontaneous *inflicts* (except for her domain spells).

Possessions (all currently in Reniel's hands): 2 daggers, silver holy symbol of Wee Jas, 3 spell component pouches, 2 small emeralds (worth 25 gp each), 16 gp in coin.

Encounter 7: Unwelcome Guests

Krejar: Male human Adp1; CR 1/2; Medium humanoid (human); HD 1d6+2; hp 8; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Base Atk +0; Grp 0; Atk 0 melee (1d6, club) or +2 ranged (1d4, sling); Full Atk 0 melee (1d6, club) or +2 ranged (1d4, sling); AL NE; SV Fort +2, Ref +2, Will +5; Str 10, Dex 14, Con 14, Int 12, Wis 16, Cha 8.

Skills and Feats: Concentration +6, Knowledge (nature) +5, Spellcraft +5, Survival +7; Combat Casting, Spell Focus (Enchantment).

Adept Spells Prepared (3/2; base DC = 13 + spell level): 0—*cure minor wounds* (3); 1st—*cure light wounds*, *sleep*.

Possessions: 2 clubs, 2 slings, 10 bullets, 30 gp in coin.

Brotherhood Soldier: Male human War1; CR 1/2; Medium humanoid (human); HD 1d8+2; hp 10; Init +2; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Base Atk +1; Grp +4; Atk +4 melee (2d4+4/x3, guisarme) or +4 melee (1d8+4/19-20, longsword) or +3 ranged (1d8/x3,

longbow); Full Atk. +4 melee (2d4+4/x3, guisarme) or +4 melee (1d8+4/19-20, longsword) or +3 ranged (1d8/x3, longbow); AL LE; SV Fort +4, Ref +2, Will -1; Str 16, Dex 14, Con 14, Int 13, Wis 9, Cha 8.

Skills and Feats: Climb +1, Intimidate +3, Listen +1, Spot +1; Combat Reflexes, Dodge.

Possessions: 3 guisarmes, 2 longswords, 2 longbows, 30 arrows, banded mail, 10 gp in coin.

Appendix 2: APL 4

Encounter 3: Daylight Robbery

Troll Skeleton: CR 3; Large undead; HD 6d12; hp 39; Init +7; Spd 30 ft.; AC 14 (touch 12, flat-footed 11); Base Atk +3; Grp +13; Atk +8 melee (1d6+6, claw); Full Atk +8/+8 melee (1d6+6, claw) and +3 melee (1d6+3, bite); Space/Reach 10ft./10ft.; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +2, Ref +5, Will +5; Str 23, Dex 16, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Grenchard: Male human Wiz3 (Conjurer); CR 3; Medium humanoid (human); HD 3d4+6; hp 16; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Base Atk +1; Grp +0; Atk +0 melee (1d4-1/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); Full Atk +0 melee (1d4-1/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +3, Ref +5, Will +3; Str 8, Dex 14, Con 14, Int 17, Wis 10, Cha 9.

Skills and Feats: Concentration +8, Knowledge (arcana) +9, Knowledge (Splintered Suns) +9, Knowledge (planes) +9, Spellcraft +11, Spot 0 (+3 in bright light), Swim +2; Combat Casting, Lightning Reflexes, Spell Focus (Conjuration).

Spells Prepared (5/4/3; base DC = 13 + spell level): 0—*acid splash*, *detect magic*, *light*, *message*, *prestidigitation*; 1st—*grease*, *magic missile* (2), *silent image*; 2nd—*glitterdust* (2), *mirror image*.

Prohibited Schools: Enchantment, Necromancy.

Possessions: 2 daggers, light crossbow, 20 crossbow bolts, 3 spell component pouches, *potion of cure light wounds*, 5 emeralds (worth 50 gp each), 50 gp in coins.

Notes: Grenchard casts the underlined spells if he receives prior warning of the PCs' approach from his familiar.

Encounter 4: The Outer Sanctum

Birar Thol: Female human Clr3/Sor4 (Wee Jas); CR 6 (1 lower than usual for trying circumstances); Medium humanoid (human); HD 3d8+4d4+7; hp 33 (from 37); Init +4; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +4; Grp +3; Atk +3 melee (1d3-1, unarmed strike; provokes attacks of opportunity); Full Atk +3 melee (1d3-1, unarmed strike; provokes attacks of opportunity); SQ Rebuke undead 6/day, spontaneous casting (inflict); AL LE; SV Fort +5, Ref +2, Will +10; Str 8, Dex 10, Con 12, Int 10, Wis 16, Cha 17.

Skills and Feats: Bluff +7, Concentration +11, Knowledge (arcana) +6, Knowledge (religion) +6, Spellcraft +4; Combat Casting, Improved Initiative, Practiced Spellcaster (sorcerer), Spell Focus (Enchantment).

Sorcerer Spells Known (6/7/4; base DC = 13 + spell level; caster level 7th): 0—*acid splash*, *daze*, *detect magic*, *flare*, *mage hand*, *prestidigitation*; 1st—*magic missile*, *ray of enfeeblement*, *shield*; 2nd—*blindness/deafness*.

Cleric Spells Prepared (4/4/3; base DC = 13 + spell level; caster level 3rd): 0—*cure minor wounds* (2), *guidance* (2); 1st—*cause fear**, (*bless*), *cure light wounds*, (*shield of faith*); 2nd—*death knell**, (*spiritual weapon*), ~~*undetectable alignment*~~.

*Domain spell. *Domains:* Death (death touch 1/day; on a melee touch attack, kills the target without a saving throw if its current hit points are equaled or exceeded on a roll of 3d6); Magic (uses spell completion or spell trigger devices as a 5th level sorcerer).

Cleric spells in brackets require material components or Thol's holy symbol, which she does not currently have. Thol cannot cast these spells in their current form, but may burn them as spontaneous *inflicts* (except for her domain spells).

Possessions (all currently in Reniel's hands): 2 daggers, silver holy symbol of Wee Jas, 3 spell component pouches, *Quaals feather token* (*swan boat*), 3 emeralds (worth 50 gp each), 30 gp in coins.

Encounter 7: Unwelcome Guests

Krejar: Male human Drd1; CR 1; Medium humanoid (human); HD 1d8+2; hp 10; Init +2; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +0; Grp +0; Atk +0 melee (1d6, club) or +2 ranged (1d4, sling); Full Atk +0 melee (1d6, club) or +2 ranged (1d4, sling); SQ Animal companion (wolf), nature sense, spontaneous casting (*summon nature's ally*), wild empathy; AL NE; SV Fort +4, Ref +2, Will +5; Str 10, Dex 14, Con 14, Int 12, Wis 16, Cha 8.

Skills and Feats: Concentration +6, Handle Animal +3, Knowledge (nature) +5, Listen +7, Spot +7, Survival +7; Combat Casting, Spell Focus (Conjuration).

Druid Spells Prepared (3/2; base DC = 13 + spell level): 0—*cure minor wounds* (3); 1st—*produce flame* (2).

Possessions: 2 clubs, 2 slings, 10 bullets, hide armor, heavy wooden shield, 30 gp in coin, *potion of cure light wounds*.

Klint, wolf animal companion: CR -; Medium animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14 (touch 12, flat-footed 12); Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); SA Trip; SQ Low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+5 when tracking by scent); Track, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip an opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Brotherhood Soldier: Male human War2; CR 1; Medium humanoid (human); HD 2d8+4; hp 17; Init +2; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Base Atk +2; Grp +5; Atk +6 melee (2d4+4/x3, masterwork guisarme) or +5 melee (1d8+4/19-20, longsword) or +4 ranged (1d8/x3, longbow); Full Atk. +6 melee (2d4+4/x3, masterwork guisarme) or +5 melee (1d8+4/19-20, longsword) or +4 ranged (1d8/x3, longbow); AL LE; SV Fort +5, Ref +2, Will -1; Str 16, Dex 14, Con 14, Int 13, Wis 9, Cha 8.

Skills and Feats: Climb +4, Intimidate +4, Listen +3, Spot +3; Combat Reflexes, Dodge.

Possessions: Masterwork guisarme, 2 guisarmes, 2 longswords, 2 longbows, 30 arrows, banded mail, 30 gp in coin, *potion of cure light wounds*.

Appendix 3: APL 6

Encounter 3: Daylight Robbery

Ettin Skeleton: CR 5; Large undead; HD 10d12; hp 65; Init +4; Spd 40 ft.; AC 11 (touch 9, flat-footed 11); Base Atk +5; Grp +15; Atk +11 melee (2d6+6, large masterwork morningstar) or +10 melee (1d6+6, claw) or +4 ranged (1d8+6, javelin); Full Atk +11/+11 melee (2d6+6, large masterwork morningstar) or +10/+10 melee (1d6+6, claw) or +4/+4 ranged (1d8+6, javelins); Space/Reach 10ft./10ft.; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, superior two-weapon fighting, undead traits; AL NE; SV Fort +3, Ref +3, Will +7; Str 23, Dex 10, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Possessions: 2 Large masterwork morningstars, 2 javalins

Grenchard: Male human Wiz5 (Conjurer); CR 5; Medium humanoid (human); HD 5d4+10; hp 26; Init +2; Spd 30 ft.; AC 16* (touch 12, flat-footed 14); Base Atk +2; Grp +1; Atk +1 melee (1d4-1/19-20, dagger) or +4 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d4-1/19-20, dagger) or +4 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +3, Ref +5, Will +4; Str 8, Dex 14, Con 14, Int 18, Wis 10, Cha 9.

Skills and Feats: Concentration +10, Knowledge (arcana) +9, Knowledge (Splintered Suns) +9, Knowledge (planes) +9, Spellcraft +13, Spot 0 (+3 in bright light), Swim +2; Combat Casting, Lightning Reflexes, Spell Focus (Conjuration).

* Including the *shield* spell.

Spells Prepared (5/5/4/3; base DC = 14 + spell level): 0—*acid splash*, *detect magic*, *light*, *message*, *prestidigitation*; 1st—*grease*, *magic missile* (2), *shield*, *silent image*; 2nd—*glitterdust* (2), *invisibility*, *mirror image*; 3rd—*dispel magic*, *lightning bolt*, *stinking cloud*.

Prohibited Schools: Enchantment, Necromancy.

Possessions: 2 daggers, light crossbow, 20 crossbow bolts, 3 spell component pouches, *potion of cure light wounds*, 7 emeralds (worth 50 gp each), 40 gp in coin.

Notes: Grenchard casts the underlined spells if he receives prior warning of the PCs' approach from his familiar.

Encounter 4: The Outer Sanctum

Birar Thol: Female human Clr3/Sor4/Mystic Theurge 2 (Wee Jas); CR 8 (1 lower than usual for trying circumstances); Medium humanoid (human); HD

3d8+4d4+2d4+9; hp 41 (from 45); Init +4; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +5; Grp +4; Atk +4 melee (1d3-1, unarmed strike; provokes attacks of opportunity); Full Atk +4 melee (1d3-1, unarmed strike; provokes attacks of opportunity); SQ Rebuke undead 7/day, spontaneous casting (inflict); AL LE; SV Fort +5, Ref +2, Will +13; Str 8, Dex 10, Con 12, Int 10, Wis 16, Cha 18.

Skills and Feats: Bluff +9, Concentration +13, Knowledge (arcana) +6, Knowledge (religion) +6, Spellcraft +4; Combat Casting, Improved Initiative, Practiced Spellcaster (sorcerer), Spell Focus (Enchantment), Still Spell.

Sorcerer Spells Known (6/7/6/4; base DC = 14 + spell level; caster level 9th): 0—*acid splash*, *dancing lights*, *detect magic*, *detect poison*, *flare*, *mage hand*, *prestidigitation*; 1st—*expeditious retreat*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd—*blindness/deafness*, *blur*; 3rd—*suggestion*.

Cleric Spells Prepared (5/5/4/3; base DC = 13 + spell level; caster level 5th): 0—*cure minor wounds* (3), *guidance* (2); 1st—*cause fear**, (*bless*), *command*, *cure light wounds*, (*shield of faith*); 2nd—*death knell**, *cure moderate wounds*, (*spiritual weapon*), ~~*undetectable alignment*~~; 3rd—(*animate dead**), *bestow curse*, *cure serious wounds*.

*Domain spell. *Domains:* Death (death touch 1/day; on a melee touch attack, kills the target without a saving throw if its current hit points are equaled or exceeded on a roll of 3d6); Magic (uses spell completion or spell trigger devices as a 7th level sorcerer).

Cleric spells in brackets require material components or Thol's holy symbol, which she does not currently have. Thol cannot cast these spells in their current form, but may burn them as spontaneous *inflicts* (except for her domain spells).

Possessions (all currently in Reniel's hands): 2 daggers, silver holy symbol of Wee Jas, 3 spell component pouches, *Quaals feather token (swan boat)*, 4 emeralds (worth 50 gp each), 10 gp in coin.

Encounter 7: Unwelcome Guests

Krejar: Male human Drd5; CR 5; Medium humanoid (human); HD 5d8+10; hp 38; Init +2; Spd 30 ft. (*longstrider*); AC 20 (touch 12, flat-footed 18); Base Atk +3; Grp +3; Atk +3 melee (1d6, club) or +5 ranged (1d4, sling); Full Atk +3 melee (1d6, club) or +5 ranged (1d4, sling); SQ Animal companion (wolf), nature sense,

resist nature's lure, spontaneous casting (*summon nature's ally*), trackless step, wild empathy, wild shape (1/day); AL NE; SV Fort +6, Ref +3, Will +7; Str 10, Dex 14, Con 14, Int 12, Wis 17, Cha 8.

Skills and Feats: Concentration +10, Handle Animal +7, Knowledge (nature) +9, Listen +11, Spot +11, Survival +11 (+13 in natural surroundings); Augment Summoning, Combat Casting, Spell Focus (Conjuration).

Druid Spells Prepared (5/4/3/2; base DC = 13 + spell level): 0-*cure minor wounds* (5); 1st- ~~longstrider~~, *magic stone*, *produce flame*, *shillelagh*; 2nd- ~~barkskin~~, *bull's strength*, *summon swarm*; 3rd- *call lightning*, *poison*.

Possessions: 2 clubs, 2 slings, 10 bullets, hide armor, heavy wooden shield, *wand of cure light wounds* (50 charges), 3 small rubies (worth 25 gp each), 24 gp in coin.

Klint, wolf animal companion: CR -; Medium animal; HD 4d8+8; hp 27; Init +3; Spd 50 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +3; Grp +5; Atk +6 melee (1d6+2, bite); Full Atk +6 melee (1d6+2, bite); SA Trip; SQ Evasion, low-light vision, scent; AL N; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +5, Move Silently +4, Spot +5, Survival +1 (+5 when tracking by scent); Combat Reflexes, Track, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip an opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Brotherhood Soldier: Male human War2; CR 1; Medium humanoid (human); HD 2d8+4; hp 17; Init +2; Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Base Atk +2; Grp +5; Atk +6 melee (2d4+4/x3, masterwork guisarme) or +5 melee (1d8+4/19-20, longsword) or +4 ranged (1d8/x3, longbow); Full Atk. +6 melee (2d4+4, masterwork guisarme) or +5 melee (1d8+4/19-20, longsword) or +4 ranged (1d8/x3, longbow); AL LE; SV Fort +5, Ref +2, Will -1; Str 16, Dex 14, Con 14, Int 13, Wis 9, Cha 8.

Skills and Feats: Climb +2, Intimidate +4, Listen +3, Spot +3; Combat Reflexes, Dodge.

Possessions: Masterwork guisarme, 2 guisarmes, 2 longswords, 2 longbows, 30 arrows, banded mail, *potion of cure light wounds*, 31 gp in coin.

Appendix 4: APL 8

Encounter 3: Daylight Robbery

Flesh Golem: CR 7; Large construct; HD 9d10+30; hp 79; Init -1; Spd 30 ft.; AC 18 (touch 8, flat-footed 18) [[-1 size, -1 Dex, +10 natural]]; Base Atk +6; Grp +15; Atk +10 melee (2d8+5, slam); Full Atk +10/+10 melee (2d8+5, slam); Space/Reach 10ft./10ft.; SA berserk; SQ Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +3, Ref +2, Will +3; Str 21, Dex 9, Con -, Int -, Wis 11, Cha 1.

Skills and Feats: -.

Berserk (Ex): When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing something smaller than itself if no creature is within reach, then moving on to spread more destruction. Although Grenchard currently controls these golems, he did not create them and so cannot regain control of them if they go berserk.

Immunity to Magic (Ex): A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electrical damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

Possessions: None.

Grenchard: Male human Wiz7 (Conjurer); CR 7; Medium humanoid (human); HD 7d4+14; hp 36; Init +2; Spd 30 ft.; AC 20* (touch 12, flat-footed 18); Base Atk +3; Grp +2; Atk +2 melee (1d4-1/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d4-1/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +6, Ref +6, Will +5; Str 8, Dex 14, Con 14, Int 18, Wis 10, Cha 9.

*Including the *mage armor* and *shield* spell.

Skills and Feats: Concentration +12, Knowledge (arcana) +14, Knowledge (Splintered Suns) +14, Knowledge (planes) +14, Spellcraft +16, Spot 0 (+3 in bright light), Swim +4; Combat Casting, Great Fortitude, Lightning Reflexes, Spell Focus (Conjuration), Spell Focus (Evocation).

Spells Prepared (5/6/5/4/3; base DC = 14 + spell level): 0—*acid splash*, *detect magic*, *light*, *message*, *prestidigitation*; 1st—*grease*, *mage armor*, *magic missile* (2), *shield*, *silent image*; 2nd—*glitterdust* (2), *invisibility*, *mirror image*, *see invisibility*; 3rd—*dispel magic*, *lightning bolt* (2), *stinking cloud*; 4th—*ice storm*, *Otiluke's resilient sphere*, *stoneskin*.

Prohibited Schools: Enchantment, Necromancy.

Possessions: 2 daggers, light crossbow, 20 crossbow bolts, 3 spell component pouches, *potion of cure light wounds*, *scroll of greater mage armor* (CL 5th), 3 large emeralds (worth 100 gp each), 1 smaller emerald (worth 50 gp), 46 gp in coin, 250 gp worth of diamond dust (for *stoneskin*, gone if he has time to cast it).

Notes: Grenchard casts the underlined spells if he receives prior warning of the PCs' approach from his familiar.

Encounter 4: The Outer Sanctum

Birar Thol: Female human Clr3/Sor4/Mystic Theurge 4 (Wee Jas); CR 10 (1 lower than usual for trying circumstances); Medium humanoid (human); HD 3d8+4d4+4d4+11; hp 49 (from 53); Init +4; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +6; Grp +5; Atk +5 melee (1d3-1, unarmed strike; provokes attacks of opportunity); Full Atk +5/+0 melee (1d3-1, unarmed strike; provokes attacks of opportunity); SQ Rebuke undead 7/day, spontaneous casting (inflict); AL LE; SV Fort +6, Ref +3, Will +14; Str 8, Dex 10, Con 12, Int 10, Wis 16, Cha 18.

Skills and Feats: Bluff +11, Concentration +15, Knowledge (arcana) +6, Knowledge (religion) +6, Spellcraft +4; Combat Casting, Improved Initiative, Practiced Spellcaster (sorcerer), Spell Focus (Enchantment), Still Spell.

Sorcerer Spells Known (6/7/7/6/4; base DC = 14 + spell level; caster level 11th): 0—*acid splash*, *dancing lights*, *detect magic*, *detect poison*, *flare*, *mage hand*, *message*, *prestidigitation*; 1st—*expeditious retreat*, (*mage armor*), *magic missile*, *ray of enfeeblement*,

shield; 2nd—*blindness/deafness, blur, resist energy*; 3rd—*blink, suggestion*; 4th—*greater invisibility*.

Sorcerer spells in brackets may not be used, as they require material components.

Cleric Spells Prepared (6/6/5/4/2; base DC = 13 + spell level; caster level 7th): 0—*cure minor wounds* (4), *guidance* (2); 1st—*cause fear**, (*bless*), *command, cure light wounds, (sanctuary), (shield of faith)*; 2nd—*death knell**, *cure moderate wounds, (soundburst), (spiritual weapon), undetectable alignment*; 3rd—(*animate dead**), *bestow curse, cure serious wounds, (magic circle against good)*; 4th—(*death ward**), *cure critical wounds*.

*Domain spell. *Domains*: Death (death touch 1/day; on a melee touch attack, kills the target without a saving throw if its current hit points are equaled or exceeded on a roll of 3d6); Magic (uses spell completion or spell trigger devices as a 9th level sorcerer).

Cleric spells in brackets require material components or Thol's holy symbol, which she does not currently have. Thol cannot cast these spells in their current form, but may burn them as spontaneous *inflicts* (except for her domain spells).

Possessions (all currently in Reniel's hands): 2 daggers, silver holy symbol of Wee Jas, 3 spell component pouches, *Quaal's feather token (swan boat)*, 4 emeralds (worth 50 gp each), 10 gp in coin.

Encounter 7: Unwelcome Guests

Krejar: Male human Drd7; CR 7; Medium humanoid (human); HD 7d8+14; hp 52; Init +6; Spd 30 ft. (*longstrider*); AC 20* (touch 12, flat-footed 18); Base Atk +5; Grp +5; Atk +5 melee (1d6, club) or +7 ranged (1d4, sling); Full Atk +5 melee (1d6, club) or +7 ranged (1d4, sling); SQ Animal companion (dire ape), nature sense, resist nature's lure, spontaneous casting (*summon nature's ally*), trackless step, wild empathy, wild shape (3/day); AL NE; SV Fort +7, Ref +4, Will +8; Str 10, Dex 14, Con 14, Int 12, Wis 17, Cha 8.

* Includes the *barkskin* spell.

Skills and Feats: Concentration +12, Handle Animal +9, Knowledge (nature) +11, Listen +13, Spot +13, Survival +13 (+15 in natural surroundings); Augment Summoning, Combat Casting, Improved Initiative, Spell Focus (Conjuration).

Druid Spells Prepared (6/5/4/3/1; base DC = 13 + spell level): 0—*cure minor wounds* (6); 1st—*faerie fire, longstrider, magic stone, produce flame, shillelagh*; 2nd—All cast (*barkskin* on himself and his troops) 3rd—*call lightning, poison* (2); 4th—*ice storm*.

Possessions: 2 clubs, 2 slings, 10 bullets, hide armor, heavy wooden shield, *golembane scarab, wand*

of cure light wounds (50 charges), 3 small rubies (worth 25 gp each), 24 gp in coin.

Klint, dire ape animal companion: CR -; Large animal; HD 5d8+10+3; hp 35; Init +2; Spd 30 ft., climb 15 ft.; AC 15 (touch 11, flat-footed 13); Base Atk +3; Grp +13; Atk +8 melee (1d6+6, claw); Full Atk +8/+8 melee (1d6+6, claw) and +3 melee (1d8+3, bite); Space/Reach 10ft./10ft.; SA Rend 2d6+9; SQ Low-light vision, scent; AL N; SV Fort +6, Ref +6, Will +5; Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +5, Move Silently +4, Spot +6; Alertness, Toughness.

Rend (Ex): If a dire ape hits with both claws, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage

Skills: A dire ape can always choose to take 10 on Climb checks, even if rushed or threatened.

Brotherhood Soldier: Male human War3; CR 2; Medium humanoid (human); HD 3d8+6; hp 24; Init +2; Spd 20 ft.; AC 22* (touch 11, flat-footed 21); Base Atk +3; Grp +6; Atk +7 melee (2d4+4/x3, masterwork guisarme) or +6 melee (1d8+4/19-20, longsword) or +5 ranged (1d8/x3, longbow); Full Atk. +7 melee (2d4+4/x3, masterwork guisarme) or +6 melee (1d8+4/19-20, longsword) or +5 ranged (1d8/x3, longbow); AL LE; SV Fort +5, Ref +3, Will 0; Str 16, Dex 14, Con 14, Int 13, Wis 9, Cha 8.

* Includes the *barkskin* spell.

Skills and Feats: Climb +3, Intimidate +5, Listen +3, Spot +3; Combat Expertise, Combat Reflexes, Improved Trip.

Possessions: Masterwork guisarme, 2 guisarmes, 2 longswords, 2 longbows, 30 arrows, full plate, 31 gp in coin.

Appendix 5: APL 10

Encounter 3: Daylight Robbery

Advanced Flesh Golem: CR 9; Large construct; HD 18d10+30; hp 142; Init -1; Spd 30 ft.; AC 18 (touch 8, flat-footed 18); Base Atk +12; Grp +21; Atk +16 melee (2d8+5, slam); Full Atk +16/+16 melee (2d8+5, slam); Space/Reach 10ft./10ft.; SA berserk; SQ Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +6, Ref +5, Will +6; Str 21, Dex 9, Con -, Int -, Wis 11, Cha 1.

Skills and Feats: -.

Berserk (Ex): When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing something smaller than itself if no creature is within reach, then moving on to spread more destruction. Although Grenchard currently controls these golems, he did not create them and so cannot regain control of them if they go berserk.

Immunity to Magic (Ex): A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electrical damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

Possessions: None.

Grenchard: Male human Wiz9 (Conjurer); CR 9; Medium humanoid (human); HD 9d4+18+9; hp 55; Init +2; Spd 30 ft.; AC 20* (touch 12, flat-footed 18); Base Atk +4; Grp +3; Atk +3 melee (1d4-1/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d4-1/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +7, Ref +7, Will +6; Str 8, Dex 14, Con 14, Int 19, Wis 10, Cha 9.

* Includes the spells *mage armor* and *shield*.

Skills and Feats: Concentration +14, Knowledge (arcana) +16, Knowledge (Splintered Suns) +16, Knowledge (planes) +16, Spellcraft +18, Spot 0 (+3 in bright light), Swim +5; Combat Casting, Great Fortitude, Improved Toughness, Lightning Reflexes, Spell Focus (Conjuration), Spell Focus (Evocation).

Spells Prepared (5/6/6/5/4/2; base DC = 14 + spell level): 0—*acid splash*, *detect magic*, *light*, *message*, *prestidigitation*; 1st—*grease*, *mage armor*, *magic missile* (2), *shield*, *silent image*; 2nd—*glitterdust* (2), *invisibility*, *mirror image*, *scorching ray*, *see invisibility*; 3rd—*dispel magic*, *fly*, *lightning bolt* (2), *stinking cloud*; 4th—*Otiluke's resilient sphere* (2), *solid fog*, *stoneskin*; 5th—*cloudkill*, *wall of force*.

Prohibited Schools: Enchantment, Necromancy.

Possessions: 2 daggers, light crossbow, 20 crossbow bolts, 3 spell component pouches, *potion of cure light wounds*, *scroll of greater mage armor* (CL 5th), 3 large emeralds (worth 100 gp each), 1 smaller emerald (worth 50 gp), 46 gp in coin, 250 gp worth of diamond dust (for *stoneskin*; gone if he has time to cast it).

Notes: Grenchard casts the underlined spells if he receives prior warning of the PCs' approach from his familiar.

Encounter 4: The Outer Sanctum

Birar Thol: Female human Clr3/Sor4/Mystic Theurge 6 (Wee Jas); CR 12 (1 lower than usual for trying circumstances); Medium humanoid (human); HD 3d8+4d4+6d4+13+13; hp 70 (from 74); Init +4; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +7; Grp +6; Atk +6 melee (1d3-1, unarmed strike; provokes attacks of opportunity); Full Atk +6/+1 melee (1d3-1, unarmed strike; provokes attacks of opportunity); SQ rebuke undead 7/day, spontaneous casting (inflict); AL LE; SV Fort +7, Ref +4, Will +15; Str 8, Dex 10, Con 12, Int 10, Wis 17, Cha 18.

Skills and Feats: Bluff +13, Concentration +17, Knowledge (arcana) +6, Knowledge (religion) +6, Spellcraft +5; Combat Casting, Improved Initiative, Improved Toughness, Practiced Caster (sorcerer), Spell Focus (Enchantment), Still Spell.

Sorcerer Spells Known (6/7/7/7/6/3; base DC = 14 + spell level; caster level 13th): 0—*acid splash*, *arcane mark*, *dancing lights*, *detect magic*, *detect poison*, *flare*, *mage hand*, *message*, *prestidigitation*; 1st—*expeditious retreat*, (*mage armor*), *magic missile*, *ray of*

enfeeblement, shield; 2nd— *blindness/deafness, blur, (false life), resist energy*; 3rd—*blink, dispel magic, suggestion*; 4th—*confusion, greater invisibility*; 5th—*dominate person*.

Sorcerer spells in brackets may not be used, as they require material components.

Cleric Spells Prepared (6/6/6/5/3/2; base DC = 13 + spell level; caster level 9th): 0—*cure minor wounds* (4), *guidance* (2); 1st—*cause fear**, (*bless*), *command, cure light wounds, (sanctuary), (shield of faith)*; 2nd—*death knell**, (*bear's endurance*), *cure moderate wounds, (soundburst), (spiritual weapon), undetectable alignment* (already cast); 3rd—(*animate dead**), *bestow curse, cure serious wounds, (magic circle against good), (prayer)*; 4th—(*death ward**), *cure critical wounds* (2); 5th—(*spell resistance**), *greater command*.

*Domain spell. *Domains*: Death (death touch 1/day; on a melee touch attack, kills the target without a saving throw if its current hit points are equaled or exceeded on a roll of 3d6); Magic (uses spell completion or spell trigger devices as a 11th level sorcerer).

Cleric spells in brackets require material components or Thol's holy symbol, which she does not have. Thol cannot cast these spells in their current form, but may burn them as spontaneous *inflicts* (except for her domain spells).

Possessions (all currently in Reniel's hands): 2 daggers, silver holy symbol of Wee Jas, 3 spell component pouches, *Quaals feather token (swan boat)*, 4 emeralds (worth 50 gp each), 22 gp in coin.

Encounter 7: Unwelcome Guests

Krejar: Male human Drd9; CR 9; Medium humanoid (human); HD 9d8+18; hp 66; Init +6; Spd 30 ft. (*longstrider*); AC 23* (touch 12, flat-footed 21); Base Atk +6; Grp +6; Atk +6 melee (1d6, club) or +8 ranged (1d4, sling); Full Atk +6/+1 melee (1d6, club) or +8 ranged (1d4, sling); SQ animal companion (dire ape), nature sense, resist nature's lure, spontaneous casting (*summon nature's ally*), trackless step, venom immunity, wild empathy, wild shape (3/day); AL NE; SV Fort +8, Ref +5, Will +11; Str 10, Dex 14, Con 14, Int 12, Wis 20, Cha 8.

* Includes the *barkskin* spell.

Skills and Feats: Concentration +14, Handle Animal +11, Knowledge (nature) +13, Listen +17, Spot +17, Survival +17 (+19 in natural surroundings). Augment Summoning, Combat Casting, Improved Initiative, Rapid Spell, Spell Focus (Conjuration).

Druid Spells Prepared (6/6/5/4/3/2; base DC = 15 + spell level): 0—*cure minor wounds* (6); 1st—*faerie fire*

(2), ~~*longstrider*~~, *produce flame* (2), *shillelagh*; 2nd—All cast (~~*barkskin*~~ on himself and his troops) 3rd—*call lightning, poison* (2), *stone shape*; 4th—*flame strike* (2), *freedom of movement*; 5th—*animal growth, wall of thorns*

Possessions: 2 clubs, 2 slings, 10 bullets, *hide armor +1, heavy wooden shield +1, periapt of wisdom +2* (included above), *golembane scarab, wand of cure light wounds* (50 charges), 3 small rubies (worth 25 gp each), 24 gp in coin.

Klint, dire ape animal companion: CR -; Large animal; HD 7d8+14+3; hp 49; Init +3; Spd 30 ft., climb 15 ft.; AC 18 (touch 12, flat-footed 15); Base Atk +5; Grp +15; Atk +10 melee (1d6+6, claw); Full Atk +10/+10 melee (1d6+6, claw) and +5 melee (1d8+3, bite); Space/Reach 10ft./10ft.; SA Rend 2d6+9; SQ Evasion, low-light vision, scent; AL N; SV Fort +6, Ref +7, Will +5; Str 23, Dex 16, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +7, Move Silently +5, Spot +8; Alertness, Combat Reflexes, Toughness.

Rend (Ex): If a dire ape hits with both claws, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage

Skills: A dire ape can always choose to take 10 on Climb checks, even if rushed or threatened.

Brotherhood Soldier: Male human Ftr3; CR 3; Medium humanoid (human); HD 3d10+6; hp 28; Init +2; Spd 20 ft.; AC 24* (touch 11, flat-footed 23); Base Atk +3; Grp +6; Atk +7 melee (2d4+4/x3, masterwork guisarme) or +6 melee (1d8+4/19-20, longsword) or +5 ranged (1d8/x3, longbow); Full Atk. +7 melee (2d4+4/x3, masterwork guisarme) or +6 melee (1d8+4/19-20, longsword) or +5 ranged (1d8/x3, longbow); AL LE; SV Fort +5, Ref +3, Will 0; Str 16, Dex 14, Con 14, Int 13, Wis 9, Cha 8.

* Includes the *barkskin* spell.

Skills and Feats: Climb +4, Intimidate +5, Listen +3, Spot +3; Combat Expertise, Combat Reflexes, Diehard, Endurance, Improved Trip.

Possessions: Masterwork guisarme, 2 guisarmes, 2 longswords, 2 longbows, 30 arrows, +1 *full plate*, 31 gp in coin.

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Encounter 3: Daylight Robbery

Advanced Flesh Golem: CR 9; Large construct; HD 18d10+30; hp 142; Init -1; Spd 30 ft.; AC 18 (touch 8, flat-footed 18); Base Atk +12; Grp +21; Atk +16 melee (2d8+5, slam); Full Atk +16/+16 melee (2d8+5, slam); Space/Reach 10ft./10ft.; SA berserk; SQ construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +6, Ref +5, Will +6; Str 21, Dex 9, Con -, Int -, Wis 11, Cha 1.

Skills and Feats: -.

Berserk (Ex): When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing something smaller than itself if no creature is within reach, then moving on to spread more destruction. Although Grenchard controls these golems, he did not create them and so cannot regain control of them if they go berserk.

Immunity to Magic (Ex): A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electrical damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

Possessions: None.

Grenchard: Male human Wiz13 (Conjurer); CR 13; Medium humanoid (human); HD 13d4+39+13; hp 92; Init +2; Spd 30 ft.; AC 20* (touch 12, flat-footed 18); Base Atk +6; Grp +5; Atk +5 melee (1d4-1, dagger) or +8 ranged (1d8, light crossbow); Full Atk +5/0 melee (1d4-1, dagger) or +8 ranged (1d8, light crossbow); AL NE; SV Fort +9, Ref +8, Will +8; Str 8, Dex 14, Con 16, Int 22, Wis 10, Cha 9.

* Includes *mage armor* and *shield* spells.

Skills and Feats: Concentration +19, Knowledge (arcana) +22, Knowledge (Splintered Suns) +22, Knowledge (planes) +22, Spellcraft +24, Swim +7; Augment Summoning, Combat Casting, Great Fortitude, Greater Spell Focus (Conjuration), Improved Toughness, Lightning Reflexes, Spell Focus (Conjuration), Spell Focus (Evocation).

Spells Prepared (5/7/7/6/6/5/4/2 base DC = 16 + spell level): 0—*acid splash*, *detect magic*, *light*, *message*, *prestidigitation*, 1st—*grease*, *mage armor*, *magic missile* (2), *protection from good*, *shield*, *silent image*; 2nd—*glitterdust* (2), *invisibility* (2), *mirror image*, *scorching ray*, *see invisibility*; 3rd—*dispel magic*, *fly*, *lightning bolt* (2), *protection from energy (fire)*, *stinking cloud*; 4th—*ice storm*, *Otiluke's resilient sphere* (2), *solid fog*, *stoneskin*, *wall of fire*; 5th—*Bigby's interposing hand*, *cloudkill*, *cone of cold* (2), *wall of force*; 6th—*acid fog*, *chain lightning*, *greater dispel magic* (2); 7th—*spell turning*, *summon monster VII*.

Prohibited schools: Enchantment, Necromancy.

Possessions: 2 daggers, light crossbow, 20 crossbow bolts, 3 spell component pouches, *headband of intellect* +2 (included in the stats above), *pink rhomboid ioun stone* (+2 to Con, included in the stats above), *potion of cure moderate wounds*, *scroll of greater mage armor* (CL 5th), 4 emeralds (worth 100 gp each), 50 gp in coin, 250 gp worth of diamond dust (for *stoneskin*; gone if he has time to cast it).

Notes: Grenchard casts the underlined spells if he receives prior warning of the PCs' approach from his familiar.

Encounter 4: The Outer Sanctum

Birar Thol: Female human Clr3/Sor4/Mystic Theurge 8 (Wee Jas); CR 14 (1 lower than usual for trying circumstances); Medium humanoid (human); HD 3d8+4d4+8d4+15+15; hp 80 (from 84); Init +4; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Atk +8; Grp +7; Atk +7 melee (1d3-1, unarmed strike; provokes attacks of opportunity); Full Atk +7/+2 melee (1d3-1, unarmed strike; provokes attacks of opportunity); SQ rebuke undead 7/day, spontaneous casting (inflict); AL LE; SV Fort +7, Ref +6, Will +16; Str 8, Dex 10, Con 12, Int 10, Wis 17, Cha 18.

Skills and Feats: Bluff +15, Concentration +19, Knowledge (arcana) +6, Knowledge (religion) +6, Spellcraft +4; Combat Casting, Eschew Materials, Improved Initiative, Improved Toughness, Practiced

Spellcaster (sorcerer), Spell Focus (Enchantment), Still Spell.

Sorcerer Spells Known (6/7/7/7/7/5/3 base DC = 14 + spell level; caster level 15th): 0—*acid splash, arcane mark, dancing lights, detect magic, detect poison, flare, mage hand, message, prestidigitation*; 1st—*expeditious retreat, (mage armor), magic missile, ray of enfeeblement, shield*; 2nd—*blindness/deafness, (cat's grace), (false life), (Melf's acid arrow), resist energy*; 3rd—*blink, dispel magic, (displacement), suggestion*; 4th—*confusion, enervation, greater invisibility*; 5th—*(cone of cold), dominate person*; 6th—*greater heroism*.

Sorcerer spells in brackets require material components. Birar Thol must use her Eschew Materials Feat to cast them.

Cleric Spells Prepared (6/7/6/6/4/3/2; base DC = 13 + spell level; caster level 11th): 0—*cure minor wounds* (4), *guidance* (2); 1st—*cause fear**, (*bane*), (*bless*), *command, cure light wounds, (sanctuary), (shield of faith)*; 2nd—*death knell**, (*bear's endurance*), *cure moderate wounds, (soundburst), (spiritual weapon), undetectable alignment*; 3rd—(*animate dead**), *bestow curse, cure serious wounds, (deeper darkness), (magic circle against good), (prayer)*; 4th—(*death ward**), *cure critical wounds* (2), (*freedom of movement*); 5th—(*spell resistance**), (*flame strike*), *greater command*; 6th—(*antimagic field**), *blade barrier*.

*Domain spell. *Domains*: Death (death touch 1/day; on a melee touch attack, kills the target without a saving throw if its current hit points are equaled or exceeded on a roll of 3d6); Magic (uses spell completion or spell trigger devices as a 13th level sorcerer).

Cleric spells in brackets require material components or Thol's holy symbol, which she does not have. Thol cannot cast these spells in their current form, but may burn them as spontaneous *inflicts* (except for her domain spells).

Possessions (all currently in Reniel's hands): 2 daggers, silver holy symbol of Wee Jas, 3 spell component pouches, *Quaals feather token (swan boat)*, 3 emeralds (worth 100 gp each), 12 gp.

Encounter 7: Unwelcome Guests

Krejar: Male human Drd 11; CR 11; Medium humanoid (human); HD 11d8+22; hp 80; Init +6; Spd 30 ft. (*longstrider*); AC 26* (touch 11, flat-footed 23); Base Atk +8; Grp +8; Atk +9 melee (1d6+1, *ironwood club +1*) or +10 ranged (1d4, sling); Full Atk +9/+4 melee (1d6+1, *ironwood club +1*) or +10 ranged (1d4, sling); SQ animal companion (dire lion), nature sense, resist

nature's lure, spontaneous casting (*summon nature's ally*), trackless step, venom immunity, wild empathy, wild shape (4/day); AL NE; SV Fort +10, Ref +6, Will +13; Str 10, Dex 14, Con 14, Int 12, Wis 20, Cha 8.

* Includes the *barkskin* spell.

Skills and Feats: Concentration +16, Handle Animal +13, Knowledge (nature) +15, Listen +19, Spot +19, Survival +19 (+21 in natural surroundings). Augment Summoning, Combat Casting, Improved Initiative, Rapid Spell, Spell Focus (Conjuration).

Druid Spells Prepared (6/7/5/5/4/3/1; base DC = 15 + spell level): 0—*cure minor wounds* (6); 1st—*faerie fire* (2), ~~*longstrider*~~, *produce flame* (2), *shillelagh*; 2nd—All cast (~~*barkskin*~~ on himself, ~~*resist energy*~~ on his troops) 3rd—*call lightning, poison* (2), *stone shape, wind wall*; 4th—*flame strike* (3), *freedom of movement*; 5th—*animal growth, call lightning storm, wall of thorns*; 6th—*anti-life shell*.

Possessions: 2 clubs, 2 slings, 10 bullets, +3 *hide*, +1 *ironwood heavy shield*, +1 *ironwood club* (all the *ironwood* items revert to normal wood in 3 days), *spellstaff* (contains a *Summon Nature's Ally V* (rapid); see PHB page 282), *peripat of wisdom* +2 (included in the stats above), *golembane scarab, ring of protection* +2, *cloak of resistance* +1, *wand of cure light wounds* (50 charges), 5 large rubies (worth 100 gp each), 28 gp in coin.

Klint, dire lion animal companion: CR -; Large animal; HD 8d8+24; hp 60; Init +2; Spd 40 ft.; AC 15 (touch 11, flat-footed 13); Base Atk +6; Grp +17; Atk +13 melee (1d6+7, claw); Full Atk +13/+13 melee (1d6+7, claw) and +7 melee (1d8+3, bite); Space/Reach 10ft./5ft.; SA Improved grab, pounce, rake 1d6+3; SQ Low-light vision, scent; AL N; SV Fort +9, Ref +8, Will +7; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +2, Listen +7, Move Silently +5, Spot +7; Alertness, Run, Weapon Focus (claw).

Improved Grab (Ex): To use this ability, a dire lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Brotherhood Troll: CR 5; Large giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft.; AC 16 (touch 11, flat-footed 14); Base Atk +4; Grp +14; Atk +9 melee (1d6+6, claw) or +6 ranged (1d6+6, javelin); Full Atk +9/+9 melee (1d6+6, claw) and +4 melee (1d6+3, bite) or +6 ranged (1d6+6,

javelin); Space/Reach 10ft./10ft.; SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL LE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +6.

Rend (Ex): If a troll hits with both claws, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Possessions: 10 javelins.

Notes: Krejar has cast *resist energy* on his trolls, so they will all have fire resistance 30 for the next 105 minutes.

Appendix 7: Reniel

Reniel: Female human Clr10 (Lydia); CR 10; HD 10d8+20; hp 73; Init +4; Spd 30 ft. (*longstrider*); AC 22 (touch 10, flat-footed 22); Base Atk +7; Grp +7; Atk +8 melee (1d6+1/x3, shortspear) or +8 ranged (1d4+1, sling); Full Atk +8/+3 melee (1d6+1/x3, shortspear) or +8 ranged (1d4+1, sling); SQ Turn undead 4/day, spontaneous casting (heal); AL NG; SV Fort +9, Ref +3, Will +13; Str 10, Dex 10, Con 14, Int 12, Wis 18, Cha 12.

Skills and Feats: Concentration +18, Knowledge (history) +14, Knowledge (religion) +14, Perform (sing) +7; Divine Metamagic (Silent Spell), Improved Initiative, Iron Will, Silent Spell, Skill Focus (Concentration).

Cleric Spells Prepared (6/6/6/5/5/3; base DC = 14 + spell level): 0—*detect magic, guidance* (2), *light, read magic, resistance*, 1st—~~*longstrider*~~^{*}, *bless, protection from evil* (2), *shield of faith*; 2nd—*heat metal*^{*}, *bull's strength, divine insight*, *lesser restoration* (2), *silence*, 3rd—*fly*^{*}, *create food and water, dispel magic* (2), *prayer*, 4th—*dimension door*^{*}, *discern lies, divine power, freedom of movement, spell immunity*, 5th—*teleport*^{*}, *righteous might, spell resistance*.

*Domain spell. *Domains:* Sun (greater turning destroys undead 1/day instead of turning them); Travel (*freedom of movement* against magical effects for up to 10 rounds/day; Survival is a class skill).

Possessions: 4 silver holy symbols of Lydia, 20 sling bullets, +1 shortspear, +1 sling, +1 full plate, +1 heavy wooden shield.

Appendix 8

New Rules Items

Mac-Fuirmidh Cithern (from *Complete Arcane*): This pear-shaped masterwork lute grants a +2 circumstance bonus on Perform (string instruments) checks and a +2 competence bonus on bardic music checks for countersong, *fascinate*, and *suggestion*. The cithern can be played by anyone with 4 ranks in Perform (string instruments) to cast *cure light wounds*, *mage armor*, and *sleep* each once per day.

Faint various; CL 3rd; Craft Wondrous Item; *cure light wounds*, *mage armor*, *sleep*, creator must be a bard; Price 2900 gp; Weight 3lb.

DIVINE METAMAGIC [Divine]

(from *Complete Divine*)

You can channel energy into some of your divine spells to make them more powerful.

Prerequisite: Ability to turn undead or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jozan the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

IMPROVED TOUGHNESS [General]

(from *Complete Warrior*)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

PRACTICED SPELLCASTER

(from *Complete Arcane*)

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/ 3rd-level fighter who selects this Feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you apply it to a different spellcasting class. For instance, a 4th-level cleric/ 5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

RAPID SPELL [Metamagic]

(from *Complete Divine*)

You can cast spells with long casting times more quickly.

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if its original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than one full round.

Mage Armour, Greater

(from *Complete Arcane*)

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like *mage armor*, except that its tangible field of force provides a +6 armor bonus to Armor Class.

Material Component: A tiny platinum shield worth 25 gp.

Divine Insight

(from *Complete Divine*)

Divination

Level: Cleric 2, paladin 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until discharged

When you cast this spell, you invoke the power of your deity to guide your actions. Once during the spell's duration, you can choose to use its effect. This spell grants you an insight bonus equal to 5 + your caster level (maximum bonus of +15) on any single skill check. Activating the effect requires an immediate action. You must choose to use *divine insight* before you make the check you want to modify. Once used, the spell ends.

You can't have more than one *divine insight* effect active on you at the same time.