

The Beautiful Death

A One-Round Dungeons & Dragons® Living Greyhawk™ Onnwal Regional Adventure

Version 1.0

by Steve Pearce

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Children of Onnwal have been unfortunate casualties of the Occupation by the Brotherhood. However the disappearances continue with an ever greater pace in the Northlands. You have the opportunity at the behest of Zamiel of Zilchus to deal with this. His Divinations point uncharacteristically clearly to a woman named Granny. She can show you the way to the Beautiful Death. A one -round Regional adventure set in Onnwal for characters level 1-10 (APLs 2-8).

This adventure may provide extra optional encounters dependent on actions in the adventure. Both parts count as Military time.

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

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

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 rule 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. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

Along with this adventure, you'll find a RPGA Session 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). You need one copy of this for each participating player.

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, add their CRs to the sum of step one. Add each character's animals separately. A single PC may only bring one animal, other than those brought by virtue of a class ability or the warhorse of a character with the Mounted Combat feat.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience 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 APL being played 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 and Luxury Upkeep cost 75 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 adventure.

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

This adventure continues the story of the initial revolt against the Scarlet Brotherhood occupation. Members of the Scarlet Brotherhood burnt Onnwalish farmers alive in Scant. This served as the rallying point for the initial partial liberation of Onnwal.

The adventure draws heavily from the Onnwal regional scenario ONW2-04 *Rest in Peace* where a nymph tried to defend a pool of purest water from a Scarlet Brotherhood attack. The PCs were using the spring to release trapped spirits of the Farmers. During the fight, the nymph had half her face ripped off by a Brotherhood monk. She remained physically and, more seriously, psychologically scarred by that. She believes the deaths of children by drowning will heal her scars.

By coincidence, a village priest has been providing a steady trickle of children for the Scarlet Brotherhood wizard Martoch since the Occupation of Onnwal. The black-hearted Martoch used these children for his arcane experimentations (see ONW3-05 *To Hell and Back*). Martoch was also one of the Scarlet Brotherhood agents who presided over the Burning of the Farmers.

The priest received great arcane insights as his reward. Recently the nymph has kidnapped children for her own purposes; the priest assumes Martoch no longer needs him and thus feels betrayed. He confesses to what has gone on before but the nymph's plan still needs to be stopped.

ADVENTURE SUMMARY

Introduction: The characters are in Sornhill when they are invited to the Zilchan church to meet with the Priest Zamiel. Zamiel's messenger indicates that Zamiel has need of adventurers but he knows no more.

Encounter 1 [Meeting with Zamiel]: Zamiel has tracked disappearances of children for many years assuming some despicable Brotherhood plot. However the disappearances have continued and recently accelerated. He wants the characters to investigate.

One hamlet is the centre for the activity and Zamiel notes that Granny, a bestial woman, lives nearby on a cliff-side cottage. She is a loathsome creature; the Brotherhood attacked her but she endured it. She has conspired with some unsavory Onnwalish adventurers and they report she has been useful to the cause. She is not to be trusted. Divinations suggest she knows of the disappearances.

Encounter 2 [Granny]: In return for information, Granny requires that each character kiss her as Granny expects kisses. Granny reveals the history of the hamlet and she provides other clues as to what is going on in the form of homespun platitudes.

Encounter 3 [Arrival at Milton]: Satyrs guard the approach to the hamlet of Milton. They have been asked by the nymph to prevent anyone entering the village, and so do not permit the PCs to pass without a fight.

Investigating the village, almost all of the villagers have been ensorcelled by the satyr's pipes and are of little help. A few key individuals can be found who have resisted their pipes.

Encounter 4 [The Mill]: Four dead children can be found at the mill. They are tied to the broken mill wheel that has held them underwater. They have been dead for about 6 hours.

This action has enraged water elementals drawn here by the nymph's strange magic. They attack the party as it investigates the mill wheel, although without threatening any characters who try to release the children.

Encounter 5 [The Inn]: The village headman is at the inn. The rest of the villagers are ensorcelled by the satyrs, but he is not. He claims to have spoken with the nymph and has seen her as a stunningly beautiful woman. He is under a *crushing despair* spell and cannot

be roused to action. He keeps saying that he has seen the Beautiful Death.

Encounter 6 [Church of Boccob]: A priest of Boccob named Bowcross asks to give his confession. He has been supplying children to the Brotherhood for many years for magical experiments. He believed this was finding great favor with Boccob. However it turned him to chaos and evil. Hence Boccob no longer grants him any priestly powers. He provides help to the PCs and details the children whom he abducted for Martoch, a Brotherhood wizard, in return for an audience with Onnwallish authorities.

Encounter 7 [The Old Pond]: As twilight falls, the area around the old pond is moved to Faerie. The missing children can be seen tied to an ornate carousel under water.

The nymph has with her an animal friend, a bear. The PCs may or may not see her true form, but have to fight her (and her bear) to the death and do so quick enough to prevent the children from drowning.

Conclusion: The priest Zamiel seeks out the PCs regards what has happened. If Bowcross is alive and delivered to the authorities within Onnwal then the extra play option is available to the characters.

Optional Part

Encounter 8 [Oath Sworn]: The Scarlet Brotherhood wishes to prosecute Bowcross. They offer a prisoner exchange — Bowcross for an Onnwallish nobleman and his family. The characters are asked to guide the prisoner to the exchange point.

Encounter 9 [Wrecker Challenge]: A member of the Wreckers asks the PCs to give the prisoner to him. He believes wrongly that the prisoner will escape justice if given to the Brotherhood. He has with him a number of creatures to enforce his request.

If the party stands firm then the Wrecker eventually crumbles. Given the party brought the prisoner to justice, he does not spill their blood. He leaves peacefully. If attacked, he runs away.

If the party agrees, the military escort with the party initially refuses to hand over the prisoner but can be persuaded that it is foolhardy to fight.

Encounter 10 [Martoch's Devil Dogs]: A gate is opened and Martoch challenges the characters. He is an Archmage and sends forth his devil dogs to attack. He suggests the party run and leave the prisoner to him.

Encounter 11 [Brotherhood Exchange]: The PCs provides the journal and/or the prisoner (if they have them) to the Brotherhood representative. The Onnwal nobleman and family are exchanged.

The Brotherhood officer asks if anyone wishes to witness the trial of the prisoner. A single character (who must speak Ancient Sueloise) may go with them.

Conclusion: The threats to the children have been removed. However deeper truths have been revealed. One of the Scarlet Brotherhood agents who took such delight in the murder of the Farmers is forced to flee as the Brotherhood turns on him.

PREPARATION FOR PLAY

Characters who have played ONW1-06 *Remember the Farmers*, ONW2-04 *Rest in Peace* and ONW3-05 *To Hell and Back* have added insights in this story. In particular they have met Granny in ONW1-06 and they have seen the nymph scarred in ONW2-04.

Most importantly, one of the children being endangered is the one they rescued in ONW3-05. In ONW3-05 they may have given an oath to the Szek to see Martoch dead. That is relevant during the additional component of this adventure.

INTRODUCTION

The characters are in Sornhill when they are invited to the Zilchan church to meet with the Priest Zamiel. Read aloud or paraphrase the following:

You are in Sornhill alongside many other adventurers gathered to assist the military against the increasing threat from undead at Scant. However a messenger asks you to attend a Zilchan priest who wishes to talk to you.

Military in Sornhill defer to Zamiel and suggest the characters hurry along to see him.

The messenger provides directions to Zamiel but knows nothing else about the mission.

A DC 20 Knowledge (local: Splintered Suns) check indicates that Zamiel has been known to act as a facilitator for the Szek.

1: MEETING WITH ZAMIEL

Read aloud or paraphrase the following once the PCs arrive at Zamiel's office:

You find yourself ushered swiftly into the Spartan office of a bald-headed severe Oeridian man, who speaks briskly.

"I am Zamiel of Zilchus. I broker information at the request of the Szek. I would ask that you introduce yourselves for my benefit and for that of the others gathered here.

Allow characters to do introductions before continuing.

Zamiel continues "I have tracked disappearances of children for many years assuming some despicable Brotherhood plot. However the disappearances have continued and recently accelerated. I want you to investigate. The Szek has been disturbed by these reports.

The disappearances of children have gone on since the arrival of the Scarlet Brotherhood. They were fairly widely scattered until four children were taken in the northlands.

That also happens to be near the home of Granny, a bestial woman, who lives nearby in a cliff-side cottage. She is a loathsome creature; the Brotherhood attacked her but she endured. She is rumored to use witchcraft. She has conspired with some unsavory Onnwalish adventurers and they report she has been useful to the cause. She is not to be trusted.

When I sought the wisdom of Zilchus, my divinations told me that Granny knows of the Beautiful Death. It is not clear what that means; such is the nature of divinations. Even my colleague Timpan, a divine oracle from Sunndi, was unable to discover further information. It does seem that you might wish to start your investigations with Granny.

Be assured that Zilchus will provide an appropriate return on your investment of time and skill with this matter."

If any character is in a Onnwal Military meta-org or is of a known strongly Lawful group (such as priest or paladin in church of Heironeus or Pholtus) then they are given authority to mete justice to any perpetrators. In this case (only), read aloud or paraphrase the following:

"I believe I can trust you to correctly use the powers I now confer upon you. For this mission, I give you, and you alone, a writ to mete out justice in the Szek's name. Do not abuse this trust."

Zamiel is taken aback if asked for details of the reward. He provides a small monetary reward; any character that asked for gold loses the Favor of Zamiel.

"You shall have gold to investigate the disappearances of Onnwal's children. I mark you as a mercenary scoundrel of the lowest order. I had promised appropriate reward from this temple but instead you can have 10 gold coins for your trouble. I suggest you go buy a conscience."

The hamlet is about two days' march away for characters moving at 30 ft.

🧙 **Zamiel:** male human (Oeridian) Cleric 9.

Zamiel is a bald, brusque man; he is second in the Zilchan church hierarchy in Onnwal.

Treasure: The PCs can gain the following treasure here:

All APLs: Coin 10 gp; Total 10 gp.

2: GRANNY

Travel to Granny's shack is uneventful. Due to her rapport with the various creatures around her shack, Granny is aware of the characters approaches. She calls out to them. She sees the various plots unraveling and the characters arrival is the final act.

Read aloud or paraphrase the following:

After several days of thankfully uneventful travel, you come upon an incongruous circular shack, which seems to be perched at the edge of the cliffs. In front of it, there is an unnaturally large woman wrapped in blankets. Her few exposed patches of skin are sickly yellow and covered with warts and oozing sores. She is setting out a table and chairs for tea. It seems impossible that the primitive shack with its flimsy reed walls could contain so many chairs.

Granny has both regular sight and tremorsense, so unless the characters are invisible and flying, she detects them and calls out to them. Adjust the text below appropriately if she does not detect them. Read aloud or paraphrase the following:

"Hello my dear little children, please come over as Granny wants to help. However Granny needs, nay she craves, respect. A little kissy is all I want then I can tell so many tidbits of information. A kiss from each one of you gets a bit of Granny's wisdom. Granny's a modern lady so a wee peck on the hand or cheek will do. That is unless you are feeling a bit adventurous."

With those words, Granny's mouth opens wide and a serpentine black oily tongue dribbles green ichor across her fulsome lips.

"As to why Granny wants to help, I can see things unraveling and I always like to see that. Especially as I can see that there'll be some juicy little secrets revealed. And Granny loves secrets."

"Anyhow, do I get some kisses?"

🧙 **Granny:** advanced sea hag of legend adept 12 (Sense Motive +20).

Granny is evil at heart but has long since realized that direct action by her would result in her death. She now selectively provides information gathered from a variety of sources in the hope of eventually causing ill. In this case, it is simply the start of her machinations. Her help usually ends badly as in this case; she was the source of the ritual that the nymph uses to try and regain her beauty.

Granny is cowardly so flees if attacked. She runs for the cliff and jumps into the roiling waters below. She swims down into a large thick patch of Strangleweed and hides there. The Strangleweed is charmed so as not to attack her. Her hut is simply that and holds nothing of real value. She travels constantly as she seeks out morsels of information. She has no time for book learning keeping all her accumulated knowledge stored in the safest place, her head.

Regardless of whether somebody kisses Granny, she reveals that the PCs should visit the hamlet Milton to save the children and that due haste is necessary. She provides other clues as to what is going on in the form of her homespun platitudes

Kissing Granny's hand results in 1 point of Strength damage, kissing Granny's cheek results in 2 points of Strength damage, and kissing Granny's lips results in 4 points of Strength damage. Each character may kiss Granny once and gain one of the following pieces of information in order. Give the PCs the appropriate handout from Players' Handout 1.

Note: Dependent on the type of kiss made (or equivalently STR lost), the clues may come to mind during the relevant encounter. This does not happen for a simple kiss on the hand. For a kiss on the cheek, simply remind players at the appropriate encounter that perhaps one of Granny's clues needs to come to mind. For a kiss on the lips, repeat the appropriate clue as that clue directly comes to mind.

Clue 1

"We'll begin with a history lesson. The village of Milton once drowned an innocent as a witch. The village pond was filled in after that but some things still linger. We all know what history is like."

The clue refers to Encounter 7 and simply indicates that final encounter is at the village green where a pond still exists in the Fey lands.

Clue 2

My old bones are feeling a bit cryptic. Some homespun advice is needed – need to set a sprat to catch a mackerel.

The clue refers to Encounter 6 and indicates that capturing cleric Bowcross may lead to an encounter with archmage Martoch.

Clue 3

My old bones are feeling a bit cryptic. Some homespun advice is needed – calm the troubled waters.

The clue refers to Encounter 4 and indicates that diplomacy is a potential solution.

Clue 4

My old bones are feeling a bit cryptic. Some homespun advice is needed – sometimes beauty is not in the eye of the beholder.

The clue refers to Encounter 7 and indicates that the nymph is no longer beautiful. Knowing this clue provides a +4 bonus on the save to resist the enchantment regards Good Hope/Crushing Despair effect.

Clue 5

My old bones are feeling a bit cryptic. Some homespun advice is needed – size sometimes really doesn't matter.

Clue refers to Encounter 3 of the extra adventure and indicates that the fiendish wolves are not as big as they seem. Knowing this clue provides a +4 bonus on saves to disbelieve the illusion.

Clue 6

My old bones are feeling a bit cryptic. Some homespun advice is needed – no one likes a volunteer.

Clue refers to Encounter 4 of the extra adventure and indicates that going with the Scarlet Brotherhood has consequences for the character.

Development: When discussions with Granny have finished, she indicates that the party needs to hurry to Milton.

"Granny is quite tired out with all this chattering. We all have jobs to get on with. You better head down to Milton as it'll all be done and dusted by the time the sun sets."

If PCs follow Granny's advice to travel to Milton then proceed to Encounter 3. If they plan to rest overnight then remind them of Granny's final comment – "done and dusted by the time the sun sets". If they still delay then the children are sacrificed at sunset.

3: ARRIVAL AT MILTON

It takes about half an hour to travel from Granny to Milton and it as uneventful walk. Read aloud or paraphrase once the PCs arrive at Milton:

The path meanders to the collection of buildings that is Milton. A mill stands out to the west with fast flowing river running by it. The mill wheel is not moving.

Most of the buildings are single storey wooden farmhouses. The crops grow tall. This land seems to have recovered quickly from the ravages of the war with the Brotherhood.

A single squat stone building sits in the center of the village. A larger wooden building is nearby it with a large inn sign flapping in the wind. Only these two buildings have wisps of smoke coming from their chimneys.

Satyrs guard the approach to the hamlet. At some APLs, one is in hiding. They are alert and have been asked by the nymph to prevent anyone entering the village. They are required to do it as the lady gave them a night so they are giving her this week of service. A gift must be repaid; it's the faerie way. Most of the villagers have been ensorcelled by the satyr's pipes and are all staying at the inn. The houses and streets are deserted.

To see the satyr(s) hiding near the inn, the PCs must make a Spot check (DC 23 at APLs 2-4, DC 26 at APL 6, and DC 31 at APL 8). As characters approach within 30 feet, one satyr moves out. Any PC who did not spot the satyrs is surprised. During the surprise round, the satyr simply speaks, only attacking if attacked.

Read aloud or paraphrase the following:

A horned man with hooves for feet steps out from the shadows of the Inn. He wears a couple of pieces of gaudy jewellery over a green silken shirt. In his hands he holds some intricately carved pipes. His eyes have a pair of bookish spectacles upon them. He carries a fine bow. He speaks in a rich rolling baritone.

"What ho, adventurers. This day you trespass upon affairs of a lady. I require you to leave or there will be trouble. I have a debt to pay. I got a night; she gets this day. So please be on your way."

The satyr talks amicably for a while indicating that he must do this service. He understands that a nasty business is going on but he has no choice. After that, if the PCs have not all left, he attacks.

A DC 15 Knowledge (nature) check indicates that fey creatures such as satyr are bound by gifts and debts far more than mortals. They may fight to their death when under such a debt.

Terrain: Map 1 shows the main buildings within the village. Map 2 shows the positions of the satyr outside of the Inn.

APL 2 (EL 4)

☛ **Satyr:** hp 22; see *Monster Manual* 219.

APL 4 (EL 6)

☛ **Satyr** (2): hp 22 each; see *Monster Manual* 219.

APL 6 (EL 8)

☛ **Satyr Guards** (2): male sorcerer 4; hp 56 each; see Appendix 1.

APL 8 (EL 10)

☛ **Satyr Guards** (2): male sorcerer 6; hp 67 each; see Appendix 1.

Tactics: The satyr(s) attempt non-lethal attacks (initially their pipes) but switch to lethal if attacked in that way.

Treasure: The PCs can gain the following treasure here:

APL 2: Magic: *eyes of the eagle* (208 gp); Total 208 gp.

APL 4: Magic: *eyes of the eagle* (208 gp); Total 208 gp.

APL 6: Magic: *eyes of the eagle* (208 gp); Total 208 gp.

APL 8: Magic: *eyes of the eagle* (208 gp); *cloak of elvenkind* (416 gp); Total 624 gp.

Development: If the satyr(s) are caught alive they merrily accept their fate – they did their best as is required. Still, magic is required to get them to say anything about the nymph, her goals and powers.

The PCs may investigate the village – Encounters 4 to 6. These can be done in any order. Final encounter with the nymph at Encounter 7 is only triggered when the other buildings have been investigated.

4: THE MILL

Read aloud or paraphrase when the PCs approach the mill:

The mill is quiet; the mill wheel remains stationary even as the river runs past it. The mill wheel frame and paddles seem bent out of shape. Approaching closer, four small bodies can be seen in the murky water lashed to the twisted frame of the mill wheel.

The sacrificial drowning of the children has enraged water elementals drawn here by the nymph's strange magic. The elementals are oddly discolored by black streaks within them. They are unfriendly and attack the party as it investigates the mill wheel.

The elementals want to see the bodies of the children removed from the water. They feel the children's sacrifice has polluted the water. Those PCs that stay on the bank without helping the children at the wheel are attacked after a few rounds. This is however more to duck them in the water rather than an attempt to kill.

This is a surprise round unless they can make a DC 20 Spot check below (adjusted for distance and the natural camouflage of a water elemental hiding within a river). Read aloud or paraphrase the following for those who succeed:

You notice a discolored patch of the river that has a rudimentary form.

Surging from the river, a raging mass of water streaked with oily black stains. It rises out of the river and strikes at you with a great tentacle of water, which it tries to wrap around you.

Terrain: Map 3 shows the layout for this encounter. The riverbank has steep slippery sides (Climb check DC 15) as it has been worked to allow better water flow for the mill.

Creatures: These are ordinary water elementals enraged by the events. They do not necessarily want to kill the PCs. They want the children to be removed for proper burial and to punish those that don't seem to care. The elementals have come into existence due to the presence of the nymph and hence are native and not summoned.

APL 2 (EL 3)

👉 **Medium Water Elemental:** hp 30 each; see *Monster Manual* 100.

APL 4 (EL 5)

👉 **Medium Water Elemental (2):** hp 30 each; see *Monster Manual* 100

APL 6 (EL 7)

👉 **Large Water Elemental (2):** hp 68 each; see *Monster Manual* 100

APL 8 (EL 9)

👉 **Huge Water Elemental (2):** hp 152 each; see *Monster Manual* 100

Tactics: They surge on land and grapple characters in an attempt to drag them into the river. They take a character into the middle of the river and drop them there. Characters seen to be freeing the children are left alone; all others are targets. They are angry rather than murderous.

If addressed in Aquan, they can be persuaded by Diplomacy to stop their attack. To do so requires that their attitude be improved from Unfriendly to at least Friendly. Any peaceful resolution of this fight earns the party their favor.

Peaceful resolution of this encounter earns characters the *favor of the waters*. This is most likely by Diplomacy with the water elementals. This favor can be awarded even if combat has started. However it is not awarded if either of the elementals is killed.

Treasure: None.

Development: If the PCs investigate the children's bodies, read aloud or paraphrase the following:

Four children are bound to the mill wheel. Their faces are disfigured; smiling but in a most grotesque manner.

A DC 15 Heal check finds that the children died from drowning a few hours ago. However the grimaces are not natural. A DC 20 Knowledge (arcana) check shows that the children were part of a magical sacrifice that caused their faces to contort. This act of desecration likely attracted and enraged the elementals. A DC 20 Spellcraft check indicates that druidic magic was used to warp the mill wheel.

Once finished at the mill the PCs may investigate the rest of the village – see Encounters 4 to 6. These can be done in any order. The final encounter with the nymph at Encounter 7 is only triggered when the other buildings have been investigated.

5: THE INN

Read aloud or paraphrase the following when the PCs approach the inn:

The inn sign reads the Faerie Dance and depicts a small group of elfin ladies cavorting in a shallow pool. Through the partially open windows of the Inn, villagers sit quietly in lines; their faces are pictures of sadness.

A DC 25 Sense Motive check shows that they are charmed.

When the PCs enter the Inn, read aloud or paraphrase the following:

Only one person, a broad shouldered man notices you. Around him are many open bottles and he reeks of alcohol. He speaks in a mournful tone.

"Why was she born so beautiful, why was she born at all? Our lambs go to the slaughter. It is all for nothing. None can stop this. The beautiful death is upon us and all hope is lost."

He then takes another deep swig from a bottle of brandy.

A DC 23 Spellcraft check shows that he appears to be on what looks like the effects of a *crushing despair* spell. The village headman spoke with the nymph and has seen her as a stunningly beautiful woman. He is under a *crushing despair* effect (caster level 7) and cannot be roused to action. He keeps saying that he has seen the Beautiful Death and that their lambs (children) have been taken for slaughter. He has drunk much ale. Even if the spell is lifted from him, he remains drunkenly morose.

👉 **Village Headman Mulrood:** male human (Flan) warrior 3.

The rest of the villagers are ensorcelled by the satyrs and are of little help. Even if the satyrs are defeated they remain inside the inn. They are extremely unresponsive, ignoring the PCs. Like Mulrood they can be roused if the charm is dispelled, but they are of little help. The only thing they know is that they heard the saddest of music and remember nothing until the PCs removed the spell. They nothing of the nymph, and they cannot enter Faerie even if they are present when the PCs enter said realm (see Encounter 7).

Development: The PCs may investigate the village – see Encounters 4 to 6. These can be done in any order. The final encounter with the nymph at Encounter 7 is only triggered when the other buildings have been investigated.

6: CHURCH OF BOCCOB

Read aloud or paraphrase the following when the PCs approach the stone building (the temple of Boccob):

The door to the stone building is ajar. A small brass plaque is adorned by a triangle with an eye in its center.

A DC 10 Knowledge (religion) check identifies this as a symbol of Boccob.

Inside a small Suel-Oeridian man rakes the ashes of what must have been a large fire. The walls of the building have many bookshelves but not a single book can be seen upon them. A shrine stands at the end of the room. A door to the right leads to a basic living area. The man wears sky blue robes with a holy symbol that matches that seen on the door. He has a cold iron morningstar and a wand hanging from his belt.

The man acknowledges you and speaks, “I need a priest, or better yet a paladin, for I need to begin my confession. The Scarlet Brotherhood has betrayed me. I must go to Sornhill to do this properly but some words must be spoken now. My anger at my betrayal needs release.”

Any character with a holy symbol (or pretends to be of a priestly nature) elicits the confession from Bowcross.

“I was a good servant of the Scarlet Brotherhood wizard Martoch. For many years I provided him with children from Onnwal. I would kidnap them and leave them in a secret location. Martoch would provide me with the results of his magical researches so that I might serve Boccob better. However I have been most cruelly betrayed. After so many years of service I find Archmage Martoch has now discarded me.

I need to be escorted to Sornhill so that I may reveal his treachery. It is not proper that I should

be discarded in such a cavalier manner. I have destroyed the knowledge bar for the listing of the children and what happened to them. That is hidden away.

Promise to escort me to Sornhill so that I might make my confession and I’ll unearth the journal from its hiding place. I am in no hurry as I must properly construct the words of my formal confession.”

The PCs can make the following skill checks. At APL 2 Bowcross volunteers the information given for the Knowledge checks and offers his cold iron morningstar to a fighter type.

A DC 15 Sense Motive check reveals that Bowcross is mad.

A DC 15 Knowledge (local: Splintered Suns) check indicates that a record of the disappearances of children would be a major find.

A DC 20 Knowledge (religion) check reveals that his actions offend the nature of Boccob as being both evil and chaotic.

If asked about the cold iron morningstar, Bowcross is happy to provide it to his captors. He notes that he resisted the pipes of the satyrs. They did not press the issue as they feared, as do all fey creatures, his fine cold iron weapon. It is of masterwork quality. The recent disappearances of children are not due to him and he does his utmost best to convince the PCs of the truth if they do not believe him, even accepting divination spells if necessary.

Creatures: Boccob no longer grants Bowcross any priestly powers. He fights in self-defense; he is a level 4 ex-cleric. He is unhappy. He feels betrayed by the Brotherhood. His confession is not due to any guilt; it is more a fit of pique that he is no longer needed.

◆ **Bowcross:** male Suel ex-cleric of Boccob 4.

Treasure: The PCs can gain the following treasure here:

All APLs: Loot 38 gp; Magic wand of cure light wounds (63 gp); Total 101 gp.

Development: The journal is buried near a deserted shack to the south of the hamlet. It details which children were taken and the experiments upon them. Some of the children were pure Suel, which is of great significance to Scarlet Brotherhood.

If the cleric is taken back to face justice in Sornhill, this unlocks the extra play option. If he is killed then that is no longer available. He refuses to return from death.

The PCs may investigate the village – see Encounters 4 to 6. These can be done in any order. The final encounter with the nymph at Encounter 7 is only triggered when the other buildings have been investigated.

7: THE OLD POND

Until the characters have visited other locations or the end of the day, the village green is quite normal.

At twilight (or earlier if PCs have been to all the village locations), the characters are transported to the fey equivalent of the village green. This takes one full round in which they pass into the fey land. Read aloud or paraphrase the following:

Birds take flight around as you feel yourself leave this mundane land and travel to a new vibrant green landscape.

They can see what is ahead of them but are separated from each other for this round of planar travel. They may cast spells but only upon themselves. They arrive at random points at the edge of the map. Roll 1d20 and place appropriately. If Bowcross or any other villager is with the party at this point then he is not taken to Faerie.

After the party has had their one round to prepare, read aloud or paraphrase the following:

The vista changes as the village green is slowly replaced by a clear blue pond set within a broad expanse of lush brilliant green grass. An ornate carousel lies in the lake under water. It is made of fine white metal. The carousel has six brightly painted unicorns on to which six children are tied with simple ropes. The ropes are poorly tied and of the flimsiest material. Above on the long, lush green grass a woman of striking beauty looks on. Beside her is a great feral bear.

On seeing you, the children stop struggling and await their rescues by heroes of Onnwal. The nymph screams out,

"You shall not stop this. I must be the vision of loveliness I was once. Their deaths shall make me beautiful. Do not try entreaties upon me as they shall upon deaf ears."

Her ears transform and become golden butterflies ensuring that she hears nothing.

At APL 2:

It seems that the nymph has suffered an attack from her own bear, judging from the claw marks.

Have all PCs who do not specifically say they are looking away from the nymph make Will saving throws. The DC is 12 at APL 2, 15 at APL 4, 17 at APL 6, and 20 at APL 8.

Those PCs who make the saving throw gain the benefit of a *good hope* spell (CL 7). Read the following to them:

The woman's beauty is a façade as stripping away the illusion of beauty reveals a horrid patchwork

of flesh. Such a monstrosity must be dealt with; you feel inspired to act.

Those PCs who fail see her face as the epitome of beauty. They are affected as though by a *crushing despair* spell (CL 7). Read the following to them:

The woman is the very epitome of beauty. Such loveliness excuses nigh on anything and you struggle to rouse yourself to act.

The children have been in the water only for a short time; they begin to drown after three full rounds. This is clearly noticeable. After six full rounds have passed, any child not rescued is dead. Freeing a child is easy – a DC 5 Use Rope check, a DC 10 Strength check, or cutting with a slashing weapon suffice. Each of these requires a full-round action per child. Allow any reasonable method to free one of the six children.

Terrain: Map 4 shows the layout for this encounter. Characters arrive randomly at the map edge due to their passage into Fey land.

Creatures: The nymph has with her an animal friend, a bear. Depending on APL, the bear helps or hinders the nymph. Any character with Wild Empathy is aware of the demeanour of the bear. Otherwise a DC 15 Handle Animal check provides the same information.

At APL 2 the bear is hostile to Landress and indifferent to the party.

At APL 4 the bear is indifferent to Landress and the party.

At APL 6 the bear is friendly to Landress and unfriendly to the party.

At APL 8 the bear is friendly to Landress and hostile to the party.

APL 2 (EL 5)

☛ **Nymph:** hp 17; see Appendix 1.

For one round (while party planar travel), she is attacked by her dire bear who then wanders away (even if attacked by the party). This damage (and the loss of the spell, *magic fang*, which she was about to cast on the bear) is accounted for in her stats. The bear's antipathy has prevented her pre-casting any spells.

APL 4 (EL 7)

☛ **Nymph:** hp 27; see Appendix 1.

The dire bear simply wanders away and plays no part in the combat.

APL 6 (EL 9)

☛ **Nymph:** hp 27; see Appendix 1.

☛ **Dire Bear:** hp 105; see *Monster Manual* 63.

APL 8 (EL 11)

👉 **Nymph Druid:** female nymph druid 3; hp 45; see Appendix 1.

👉 **Dire Bear:** hp 105; see *Monster Manual* 63.

Tactics: Nymph fights with a clear death wish. She uses her ranged damage spells at higher APLs and her touch spells at lower APLs. She does not target anyone freeing the children.

At APLs 2 and 4, the bear does NOT attack the party. At APL 6 and 8, the bear fights until the nymph is killed. At APL 6, the dire bear is a reluctant combatant and splits its attacks wherever possible. At APL 8, the dire bear is an enthusiastic combatant and focuses its attacks.

The bear guards the nymph; it does not grapple if it has multiple adversaries.

NOTE: The nymph does NOT have her normal gaze attacks as she is hideously scarred so her beauty is neither blinding nor deadly. Thus her CR is reduced due to the loss of those special attacks.

Treasure: The PCs can gain the following treasure here:

APL 2: Loot: 25 gp; Coin: 13 gp; Magic: +1 darkwood buckler (100 gp), wand of speak with animals (62 gp). Total: 200 gp.

APL 4: Loot: 25 gp; Coin: 13 gp; Magic: +1 darkwood buckler (100 gp), metamagic rod, silent, lesser (250 gp), wand of speak with animals (62 gp). Total: 450 gp.

APL 6: Loot: 25 gp; Coin: 19 gp; Magic: +1 darkwood buckler (100 gp), cloak of elemental protection (83 gp), cloak of resistance +1 (83 gp) metamagic rod, silent, lesser (250 gp), +1 studded leather (98 gp), wand of speak with animals (62 gp). Total: 720 gp.

APL 8: Loot: 25 gp; Coin: 16 gp; Magic: +1 darkwood buckler (100 gp), cloak of elemental protection (83 gp), cloak of resistance +1 (83 gp) metamagic rod, silent, lesser (250 gp), ring of counterspells (333 gp), +1 studded leather (98 gp), wand of speak with animals (62 gp). Total: 1050 gp.

Development: There are two results that decide the conclusion of this section. They are whether ALL the children were rescued and whether Bowcross the cleric is handed over alive to the authorities.

If Bowcross lives then he leads them to collect the journal. Read aloud or paraphrase the following:

The cleric Bowcross leads to the remnants of a burnt out shack. He digs down beneath and uncovers a worryingly large tome. He remains resolute in his desire to confess his guilt to Onwallian authorities; there is the light of obsession in his eyes.

IF all the children are rescued then read aloud or paraphrase the following:

Word of your deeds in Milton spreads quickly round Sornhill. The taciturn Zilchan is one of the first to congratulate you for saving the children.

IF the children are not ALL rescued then read aloud or paraphrase the following:

Though your deeds are noteworthy, it is clear that the death of even one child is sufficient to cast a deep shadow over these events.

IF Bowcross is delivered alive to authorities then read aloud or paraphrase the following:

The Zilchan priest speaks privately to you. His tone is conspiratorial.

"I am unsure of what we shall gain from this despicable individual but I am very pleased we shall have the opportunity. His confessions are reprehensible but they need to be heard. His life though is forfeit. However I feel your involvement in this is not yet at an end."

IF Bowcross is not delivered alive to authorities then this ends the adventure and does not allow the extra play option to be offered to the players. In this case, read aloud or paraphrase the following:

The Zilchan priest speaks privately to you. His tone is conspiratorial.

"Though the miscreant's life was forfeit, your actions, understandable as they were, have closed a certain path. However that may have been for the best."

Characters gain the favor of Zamiel for bringing back Bowcross whether dead or alive. However they get the award of Prayers of the Children ONLY if they are able to save ALL of them.

OPTIONAL EXTENSION

The PCs have the option to play this optional extension if and only if they delivered Bowcross alive to the authorities. It costs an extra TU's worth of upkeep for them.

The characters are in Sornhill when they are summoned to the Zilchan temple to meet with the priest Zamiel. Read aloud or paraphrase the following:

A few days after your return to Sornhill, you find yourselves again summoned to the presence of Zamiel,

Those that needed healing have been cared for, as though this were a separate adventure. Proceed with Encounter 8.

8: MEETING WITH ZAMIEL

Read aloud or paraphrase the following:

On arriving into the temple, you are ushered swiftly into Zamiel's office. He speaks briskly.

"I require your aid once more. I will brief you in the war room beyond. However once you enter you will be required to remain there for a couple of days if you are unwilling to take the mission. Secrecy is paramount. Do you wish to proceed?"

Allow characters to decide whether they wish to proceed. If they do not, the adventure is over for them. If they do, read aloud or paraphrase the following:

Zamiel escorts you out of his office and through a series of doors. Eventually you enter a large meeting room with detailed plans of Onnwal on the oak table. The first person you note is the Szek who politely nods when you enter. Three members of the Free State Marine are in the room, and they stand rigidly to attention as the Szek requests that you sit down. The Szek speaks.

"The disappearances of children have greatly angered me and you have brought one of the culprits to justice. However the Brotherhood has asked for him in exchange for one of our noble families. We have been assured that this wretch will go for punishment. I have decided we shall make the exchange with the Brotherhood. You may disagree but it will proceed with or without you. I would like you to escort the prisoner to the coast. I require you to keep secret what is to be done. What say you?"

Give the PCs some time to react. If they have questions, the Szek motions to Zamiel. The Szek nods approvingly if the PCs accept and Zamiel continues.

Zamiel continues, "The route is set and you are to walk it with every expectation of duplicity and ambush. I expect you to deal with those challenges and report upon them. Thus we wish neither deviation nor haste on the road traveled. You leave later this morning and should be at the coast before nightfall."

"One final comment: the Brotherhood will be represented by a female officer that some may have met before. She oversaw a personal challenge when children were saved from Hezarin Isles. She acted honorably then and I believe that we can expect the same here."

This is a reference to the events of ONW3-05 To Hell and Back.

If any character is in a Military meta-org or is of known lawful alignment such as a paladin then they are given the journal to carry. Otherwise the journal is

given to a Free State Marine. Read aloud or paraphrase the following, adjusting if the journal is given to a Marine.

"I believe I can trust you to carry the journal provided by the prisoner. We have extracted the information and you should pass it to the Brotherhood. The prisoner will be in the care of the three Free State Marine who will also travel with you. They understand the risks."

Szek Jian defers all questions to Zamiel as he wishes to preserve the authority of the Szek. Zamiel also introduces the travel companions.

🗡️ **Will and Tom Stoutly:** Free State Marine Trooper; Warrior 1 (AL NG).

🗡️ **Raphael Trencherman:** Free State Marine Lieutenant; Fighter 4 (AL LN).

Development: The PCs have just enough time to purchase any supplies they require before they head off. Proceed to Encounter 9.

9: THE FATHER

Read aloud or paraphrase the following:

About two hours has passed since you left Sornhill. The weather is dull and overcast. Standing upon a rocky outcrop only 20 feet ahead is a middle-aged man with a crooked nose. He seemingly appeared out of thin air but with no show of magic detectable. He speaks quickly:

"I am Barnabas and I wish to talk. I know who you are escorting and I want you to hand him over. I'd much prefer there was no bloodshed but as a Wrecker I am very used to that if it becomes necessary. I am here though in a private capacity. That monster Bowcross you have with you took one of my sons off me for his experiments and I want him to pay. Slowly and agonizingly."

"You may keep the journal as I want only Bowcross. That permits you to continue on your treacherous deal with the Scarlett Scum."

"I know you might look at me on my own as a soft touch so I called in some favors." Behind him some strange composite creatures are revealed. [APL 2 one, APL 4 two, APL 6 three and APL 8 four]. The creature(s) you see are an odd mix of some puma-like creature with tentacles lashing from its back. The body atop is a dark skinned elf wearing an incongruous brightly colored crimson hat. Their powerful forearms bear glistening spiked chains. The whole creature shimmers and seems to fade in and out of your vision. You can make out some empty bottles at their feet, which look like the kind that would contain potions.

The PCs can make the following Knowledge checks:

- A DC 15 Knowledge (arcana) check indicates creatures are part Displacer Beast
- A DC 15 Knowledge (local: any) check indicates the creatures are part Drow.
- A DC 20 Knowledge (arcana) check indicates the creatures are tauric, creatures which combine the best qualities of a humanoid and a beast.

The creatures are tauric displacer beast Drow with numerous empty potion bottles lying at their feet. The Wrecker has recruited these creatures to do his dirty work, as he believes they can intimidate the characters into handing over the prisoner. They were hidden using *dust of disappearance*. Thus they are not revealed by see invisible or invisibility purge; only by true seeing. Read aloud or paraphrase the following.

“These creatures are pretty horrible beasts – they scare me to tell the truth. I’ve dosed them up with some fine potions so they are the very epitome of nasty. However I don’t want to fight. You caught this monster and I applaud you for it. But please give a father his due and let me avenge my son’s death. It’ll break my heart to see him skulk off to the Brotherhood. Let me have him and let me punish him. I beg you.”

If the party agrees to this then the Free State Marines can be similarly persuaded on a DC 20 Diplomacy check. They recognize the odds are suicidal if they fight alone. However unless that check is made, they refuse to hand over their prisoner.

The Wrecker Barnabas does not want the journal just the prisoner.

Do not let this drag out too long. If discussions are taking too long, read aloud or paraphrase the following:

“I need a decision. I know those potions are running down so I’ll have to press you for your answer. I really don’t want to fight you. So please just give me the prisoner.”

If one of the party refuses to deal, then Barnabas relents. Given the party brought the prisoner to justice, he will not spill their blood. He leaves peacefully. Even if attacked, he runs for it. He is all bluster. In this case, read aloud or paraphrase the following:

With tears in his eyes the Wrecker seems to age years in front of you. He looks despairingly at you.

“I can’t attack those that caught this monster. I’ll not have your blood on my hands. Go forward but know that you have earned my ire. I suspect it will matter not as Rakehell will have me answer for this matter.”

The Wrecker disappears from view and his creatures fade into the gloom of faerie.

Barnabas: male human shadowdancer 6/rogue 6 (Hide +35).

APL 2 (EL n/a)

☛ **Tauric Drow Displacer Beasts (1):** hp 666.

APL 4 (EL n/a)

☛ **Tauric Drow Displacer Beasts (2):** hp 666.

APL 6 (EL n/a)

☛ **Tauric Advanced Drow Displacer Beasts (3):** hp 666.

APL 8 (EL n/a)

☛ **Tauric Advanced Drow Displacer Beasts (4):** hp 666.

Tactics: THIS STAT BLOCK IS NOT TO BE USED.

Its purpose is to fool any meta-gamers spying the entry into believing that this is a REAL encounter.

Treasure: none.

Note: If the characters have handed over the prisoner then they can still deliver the journal to the Scarlet Brotherhood.

Development: Assuming PCs continue the route proscribed, their journey is interrupted once more. Proceed with Encounter 10.

10: MARTOCH’S DEVIL DOGS

Read aloud or paraphrase the following:

You have walked along the path for just over three hours since the entreaty from the Wrecker. Suddenly, a portal opens to your right-hand side.

Any PC making a DC 29 Spellcraft check recognizes that this is a gate spell.

Continue as follows (modifying as needed for any actions in the surprise round by the PCs):

The portal is shadowy beyond and two hulking shapes can be made out in it. They are soon seen in clearer detail as they leap out. The creatures look like large [huge at APL 6+] albino wolves with glowing red eyes. Each lands near one of the Free State marine and delivers a wicked bite. The bite is suffused with a black rotting energy.

APL 2

The Free State Lieutenant takes one of the attacks and, with a nod to his remaining companion, cries out,

“We shall take battle to this beast; you may have the other.”

APL 4+

Both troopers of the Free State Marine lie dead; the Lieutenant joins you in battle.

Note: for simplicity, assume the Lieutenant is not targeted and deliver an average 10 hit points damage to the beast every round. He does not strike the final blow, as a player character should have that honor.

While the creatures attack the Free State Marine, an oily voice calls out from the portal,

"I am Archmage Martoch of the Scarlet Brotherhood and my devil dogs are very hungry. However if you give up the prisoner and his journal, you may run. I can say with absolute conviction that you have not a hope in hell against me."

A DC 20 Knowledge (local: Splintered Suns) check indicates that Martoch is a powerful mage who presided over the Burning of Onnwallish Farmers.

The Marines take the first attack from the dogs. At APL2, they deal with one of the two dogs that come through.

Terrain: Map 5 shows the layout for this encounter. This may need some finessing as the fiendish wolves need space to strike at the Free State Marine.

Creatures: The creatures are fiendish dire wolves. They are gated in. They are under a permanent illusion that makes them appear one size bigger than they are. The spell is a heightened *permanent image* as cast at 20th level by Martoch, Will save to disbelieve is DC 28.

APL 2 (EL 4)

☛ **Fiendish Dire Wolf:** hp 45; see Appendix 1.

APL 4 (EL 6)

☛ **Fiendish Dire Wolf (2):** hp 45 each; see Appendix 1.

APL 6 (EL 9)

☛ **Fiendish Advanced Dire Wolf (2):** hp 90 each; see Appendix 3.

APL 8 (EL 11)

☛ **Fiendish Advanced Dire Wolf (2):** hp 153 each; see Appendix 1.

Tactics: The wolves attack with a cunning that belies their intelligence. Their mission is to kill and eat Bowcross. They allow characters to retreat in order to pursue, kill and eat Bowcross.

Treasure: The PCs can gain the following treasure here:

APL 2: Magic: *amulet of natural armor +1* (2; 166 gp each); Total 332 gp.

APL 4: Magic: *amulet of natural armor +1* (2; 166 gp each); Total 332 gp.

APL 6: Magic: *amulet of natural armor +1* (2; 166 gp each); *cloak of resistance +1* (2; 83 gp each); Total 498 gp.

APL 8: Magic: *amulet of natural armor +1* (2; 166 gp each); *cloak of resistance +2* (2; 333 gp each); Total 998 gp.

Development: Assuming PCs continue the route proscribed, their journey is uneventful. They arrive at the rendezvous point. Proceed with Encounter 11.

Troubleshooting: Some PCs may attempt to go through the *gate* at the start of the encounter. In particular, any who have sworn oath to Szek in ONW3-05 *To Hell and Back* may try and go through the *gate* to fight Martoch. They may only try to enter it within the first two rounds of combat with the fiendish wolves.

They FAIL to progress but do see what is happening beyond. They find they simply spend that round in limbo. Their comrades see them disappear into the *gate* and then return at the start of their next round. Martoch finds himself attacked and is forced to flee. The *gate* closes and the party is left to fight the devil dogs.

If this is attempted, they get the award of **Vanguard of the Szek**.

Read aloud or paraphrase the following if someone attempts to go through the *gate*.

The way is shadowy and smells of sulphur. The gate seems to be closing even as you enter it. You feel yourself being slowly pushed back. You do catch a glimpse of Martoch facing a large fiendish creature that seems intent on causing him pain. The creature is wreathed in flames that cascade down its bat-like wings. Martoch gets to play no part in your fight. As you emerge back where you started, the gate closes.

A DC 30 Knowledge (the planes) check indicates creature is a Pit Fiend.

11: THE SCARLET BROTHERHOOD

Read aloud or paraphrase the following once the PCs reach the rendezvous point:

In the shadows of the cliff side there are three figures. The first is a weather-beaten tall female warrior. Her bastard sword is sheathed and her demeanor seems relaxed. The second is a petite woman in stylized full plate armor. It is decorated with a variety of patterns, the most prominent being a Wee Jas symbol. She seems the most nervous especially in comparison to the third

figure. He is a short man dressed in plain robes. He stands behind the other two with a rather nonchalant air.

When the PCs approach, continue:

The taller woman speaks brusquely.

"I am Commander Jendar representative of the Scarlet Brotherhood. My companion High Deadspeaker Teldarrin wishes to cast true seeing to ensure the truth of matters."

When she finishes, her eyes dart back to the man behind.

A DC 15 Sense Motive check indicates the man behind is her superior.

While the Brotherhood representatives look for deception on the PCs' part, they bring forth their prisoners. Continue as follows:

While the priestess looks over your offering for the exchange, the man behind explains that he is about to activate a magic item, which will bring forth the Onnwallish nobles. He activates a small bracelet. Shortly thereafter the Onnwallish nobleman and his family stand before you.


The short robed man speaks, "We are happy to make this exchange as this has much significance within our lands. My superior offers a small boon if you wish it. I invite any with Suel heritage to accompany us back to our lands to witness the trial of this wretch. It will take about four weeks and you will be safe during that time unless you do something terribly foolish. What say you?"


Teldarrin asks if any wish to witness the trial of the prisoner. A single character (Suel blood ONLY) may go with them. Trial takes one month and they are guaranteed safe return. Anyone going realizes that this will cast a deep shadow over their status within Onnwal.


If multiple Suel characters wish to go, the closest to LN alignment is chosen by the Brotherhood. Choose randomly if they are still tied.

Give Player Handout 2 to character that does go with the Scarlet Brotherhood along with the award of the **Favor of the Brotherhood**.

If no Suel character volunteers then the Suel Free State Marine Lieutenant takes up the offer.

 **Commander Jendar:** female human fighter 15.

 **Brother Mulroh:** male human monk 15.

 **High Deadspeaker Teldarrin:** female human cleric 15 of Wee Jas (Sense Motive +20).

Tactics: If attacked, the Brotherhood fights back. They are competent adventurers. They focus on those who initiate combat and show them no mercy. Those that

fight out of party loyalty are spared. Use the statistics for standard NPCs in the DMG.

CONCLUSION

Conclusion A: exchanged prisoner AND journal with Brotherhood.

Your debrief takes place in the war room of Onnwal and Szek Jian listened attentively. He is pleased and it is clear that he holds you in high regard.

Gain favor of Szek Jian.

Conclusion B: failed to exchange prisoner or journal with Brotherhood.

Your debrief takes place in the war room of Onnwal and the priest Zamiel listens perfunctorily. He is less than pleased and it is clear that your failure was not what Szek Jian had wanted.

Do not gain favor of Szek Jian.

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.

3: Arrival at Milton

Defeat satyrs	
APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

4: The Mill

Defeat Water Elementals	
APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

7: The Old Pond

Defeat Nymph	
APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Story Award

All children saved:	
APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP

The experience awards below are only possible if the extra adventure part is undertaken.

10: Martoch's Devil Dogs

Defeat Martoch's Hounds	
APL 2	120 XP
APL 4	180 XP
APL 6	270 XP
APL 8	330 XP

Story Award

Prisoner delivered to Brotherhood:	
APL 2	60 XP
APL 4	120 XP

APL 6	180 XP
APL 8	240 XP

Discretionary role-playing award

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Total Possible Experience for additional part

APL 2	225 XP
APL 4	337 XP
APL 6	450 XP
APL 8	562 XP

Total Combined Experience

APL 2	675 XP
APL 4	1012 XP
APL 6	1350 XP
APL 8	1687 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.

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

1: Meeting with Zamiel

APL All: Coin: 10 gp.

3: Arrival at Milton

APL 2: Magic: *eyes of the eagle* (208 gp); Total 208 gp.

APL 4: Magic: *eyes of the eagle* (208 gp); Total 208 gp.

APL 6: Magic: *eyes of the eagle* (208 gp); Total 208 gp.

APL 8: Magic: *eyes of the eagle* (208 gp); *cloak of elvenkind* (416 gp); Total 624 gp.

6: Church of Boccob

APL All: Loot 26 gp; Magic: *wand of cure light wounds* (63 gp); Total 89 gp.

7: The Old Pond

APL 2: Loot: 25 gp; Coin: 13 gp; Magic: +1 *darkwood buckler* (100 gp), *wand of speak with animals* (62 gp). Total: 200 gp.

APL 4: Loot: 25 gp; Coin: 13 gp; Magic: +1 *darkwood buckler* (100 gp), *metamagic rod, silent, lesser* (250 gp), *wand of speak with animals* (62 gp). Total: 450 gp.

APL 6: Loot: 25 gp; Coin: 19 gp; Magic: +1 *darkwood buckler* (100 gp), *cloak of elemental protection* (83 gp), *cloak of resistance +1* (83 gp) *metamagic rod, silent, lesser* (250 gp), +1 *studded leather* (98 gp), *wand of speak with animals* (62 gp). Total: 720 gp.

APL 8: Loot: 25 gp; Coin: 16 gp; Magic: +1 *darkwood buckler* (100 gp), *cloak of elemental protection* (83 gp), *cloak of resistance +1* (83 gp) *metamagic rod, silent, lesser* (250 gp), *ring of counterspells* (333 gp), +1 *studded leather* (98 gp), *wand of speak with animals* (62 gp). Total: 1050 gp.

Treasure Cap

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1,300 gp

Total Possible Treasure

APL 2: 507 gp

APL 4: 757 gp

APL 6: 947 gp

APL 8: 1,363 gp

The gold awards below are only possible if the extra adventure part is undertaken.

10: Martoch's Devil Dogs

APL 2: Magic: *amulet of natural armor +1* (2; 166 gp each); Total 332 gp.

APL 4: Magic: *amulet of natural armor +1* (2; 166 gp each); Total 332 gp.

APL 6: Magic: *amulet of natural armor +1* (2; 166 gp each); *cloak of resistance +1* (2; 83 gp each); Total 498 gp.

APL 8: Magic: *amulet of natural armor +1* (2; 166 gp each); *cloak of resistance +2* (2; 333 gp each); Total 998 gp.

Treasure Cap

APL 2: 225 gp

APL 4: 325 gp

APL 6: 450 gp

APL 8: 650 gp

Extra Round Possible Treasure

APL 2: 332 gp

APL 4: 332 gp

APL 6: 498 gp

APL 8: 998 gp

Combined Treasure Cap

APL 2: 675 gp

APL 4: 975 gp

APL 6: 1,350 gp

APL 8: 1,950 gp

Combined Total Possible Treasure

APL 2: 840 gp

APL 4: 1,090 gp

APL 6: 1,447 gp

APL 8: 2,363 gp

ADVENTURE RECORD ITEMS

Favor of Zamiel of Zilchus: Zamiel will provide his spell casting services on you (and you alone) for free ONCE. He can cast any PHB cleric spell up to and including 5th level spells. His caster level is 13th. You must provide the material component and he does not cast a spell that has an XP cost. Cross out this favor when used.

Favor of the Waters: You may take 20 on any Swim check ONCE. Cross out this favor when used.

Prayers of a Child: You have a +1 sacred bonus to both initiative and AC. This is true for the next three regional adventures. This is increased to a +2 sacred bonus if you either previously saved a child in ONW3-05 *To Hell and Back* or are of good alignment; if both are true, it increases to +3.

Kissed Granny: You kissed Granny on the hand/cheek/lips (cross off as appropriate). She assures you that there will be consequences.

Favors below may only be gained during the extra TU component of this adventure.

Favor of Szek Jian: You took oath to say nothing of your secret mission to the Scarlet Brotherhood. The Szek responds with his personal favor.

Vanguard of Szek Jian: The Szek provides Regional access to the light, medium and heavy fortification upgrade for armor or shield.

Witness of the Scarlet Brotherhood: ONLY ONE SUEL CHARACTER MAY GAIN THIS. You traveled to the lands of the Scarlet Brotherhood and oversaw the trial of your prisoner. This journey means that all senior figures in Onnwal distrust you. You have the favor of a senior figure of the Scarlet Brotherhood. A small monetary reward is provided. You gain APL x 100gp beyond normal adventure rewards for this AR.

ITEM ACCESS

APL 2:

- *Eyes of the eagle* (Adventure; DMG)
- *Wand of speak with animals* (Adventure; DMG)

APL 4 (all of APL 2 plus the following):

- *Lesser metamagic rod Silent spell* (Adventure; DMG)

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

- *Cloak of elemental protection* (Adventure; 1,000 gp; MIC)

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

- *Cloak of elvenkind* (Adventure; DMG)

APPENDIX 1: APL 2

7: THE OLD POND

LANDRESS CR 6

Female nymph

NE Medium fey

Init +3; **Senses** low light vision; Listen +12, Spot +12

Languages Common, Sylvan

AC 19, touch 17, flat-footed 16
(+3 Dex, +4 deflection, +2 armor)

hp 17 (6 HD); DR 10/cold iron

Fort +7, **Ref** +12, **Will** +12

Speed base movement 30 ft., swim 20 ft.;

Melee mwk dagger +7 (1d4/19-20)

Base Atk +3; **Grp** +3

Combat Gear

Druid Spells Prepared (CL 7th):

4th—*dispel magic*

3rd—*contagion* (DC 16), *greater magic fang* †, *poison* (DC 16)

2nd—*barkskin*, *bear's endurance*, *owl's wisdom*, *warp wood*

1st—*cure light wounds*, *faerie fire*, *longstrider*, *shillelagh*, *speak with animal*

0—*cure minor wounds*, *detect magic*, *flare*, *guidance*, *light*, *resistance*

Spell-Like Abilities (CL 7th):

1/day—*dimension door*

† Already cast

Abilities Str 10, Dex 17, Con 12, Int 16, Wis 17, Cha 19

SQ

Feats Diehard, Endurance, Weapon Finesse

Skills Concentration +10, Diplomacy +13, Escape Artist +12, Handle Animal +12, Heal +12, Knowledge (nature) +12, Listen +12, Sense Motive +12, Spot +12, Swim +9

Possessions combat gear plus masterwork dagger, club, +1 *darkwood buckler*, *wand of speak with animals*

Unearthly Grace (Su): A nymph adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that a nymph has a +6 racial bonus on the check.

10: MARTOCH'S DEVIL DOGS

FIENDISH DIRE WOLF CR 4

NE Medium Magical Beast (Augmented Animal, Extraplanar)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Listen +7, Spot +7

AC 15, touch 11, flat-footed 13
(-1 size, +2 Dex, +4 natural)

hp 45 (6 HD); DR 5/magic

Resist cold/fire 5; **SR** 11

Fort +8, **Ref** +7, **Will** +6

Speed 50 ft. (10 squares); Run

Melee bite +11 (1d8+10)

Base Atk +4; **Grp** +15

Atk Options smite good 1/day, trip

Combat Gear

Abilities Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10

Feats Alertness, Run, Weapon Focus (bite), Track

Skills Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2 (+6 when tracking with scent)

Possessions *amulet of natural armor* +1

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 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 dire wolf.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

7: THE OLD POND**LANDRESS****CR 6**

Female nymph

NE Medium fey

Init +3; **Senses** low light vision; Listen +12, Spot +12**Languages** Common, Sylvan**AC** 19, touch 17, flat-footed 16

(+3 Dex, +4 deflection, +2 armor)

hp 27 (6 HD); DR 10/cold iron; Die Hard**Fort** +7, **Ref** +12, **Will** +12**Speed** base movement 30 ft., swim 20 ft.;**Melee** mwk dagger +7 (1d4/19-20)**Base Atk** +3; **Grp** +3**Combat Gear** *metamagic rod (silent, lesser)***Druid Spells Prepared** (CL 7th):4th—*dispel magic*3rd—*contagion* (DC 16), *greater magic fang* †, *poison* (DC 16)2nd—*barkskin* †, *bear's endurance* †, *resist energy* †, *warp wood*1st—*cure light wounds*, *faerie fire*, *longstrider* †, *shillelagh*, *speak with animal*0—*cure minor wounds*, *detect magic*, *flare*, *guidance*, *light*, *resistance***Spell-Like Abilities** (CL 7th):1/day—*dimension door*

† Already cast

Abilities Str 10, Dex 17, Con 12, Int 16, Wis 17, Cha 19**SQ****Feats** Diehard, Endurance, Weapon Finesse**Skills** Concentration +10, Diplomacy +13, Escape Artist +12, Handle Animal +12, Heal +12, Knowledge (nature) +12, Listen +12, Sense Motive +12, Spot +12, Swim +9**Possessions** combat gear plus mwk dagger, club, +1 *darkwood buckler*, *wand of speak with animals***Unearthly Grace (Su):** A nymph adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).**Wild Empathy (Ex):** This power works like the druid's wild empathy class feature, except that a nymph has a +6 racial bonus on the check.

Precast spells modify her stats as follows:

Speed base movement 40 ft.**hp** 39; **Fort** +9**AC** 22, touch 17, flat-footed 19

(+3 Dex, +4 deflection, +3 natural, +2 armor)

Fire Resistance 20

10: MARTOCH'S DEVIL DOGS**FIENDISH DIRE WOLF(2)****CR 4**

NE Medium Magical Beast (Augmented Animal, Extraplanar)

Init +2; **Senses** darkvision 60 ft., lowlight vision, scent; Listen +7, Spot +7.**AC** 15, touch 11, flat-footed 13

(-1 size, +2 Dex, +4 natural)

hp 45 (6 HD); DR 5/magic**Resist** cold/fire 5; **SR** 11**Fort** +8, **Ref** +7, **Will** +6**Speed** 50 ft. (10 squares). Run;**Melee** bite +11 (1d8+10)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +15**Atk Options** smite good 1/day, trip**Combat Gear****Abilities** Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10**Feats** Alertness, Run, Track, Weapon Focus (Bite)**Skills** Hide +0, Listen +7, Move Silently +4, Spot +7, Survival+2 (+6 when tracking by scent)**Possessions** *amulet of natural armor +1***Trip (Ex):** A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 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 dire wolf.**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

3: ARRIVAL AT MILTON

SATYR BROTHERS (2) CR 6

Male satyr sorcerer 4
 CN Medium Fey
Init +2; **Senses** Low light vision, Listen +16, Spot +21
Languages Common, Sylvan

AC 16, touch 12, flat-footed 14; Dodge Mobility (+2 Dex, +4 natural)

hp 56 (9 HD); DR 5/cold iron

Fort +5, **Ref** +7, **Will** +10

Speed 40 ft. (8 squares);

Melee headbutt +3 (1d6-1) or

Ranged shortbow +6 (1d6-1/x3)

Base Atk +4; **Grp** +3

Atk Options

Special Actions

Combat Gear shortbow

Sorcerer Spells Known (CL 4th):

2nd (4/day)—*scorching ray*

1st (7/day)—*color spray* (DC 15), *expeditious retreat*[†], *shield*

0 (6/day)—*daze* (DC 14), *detect magic*, *light*, *message*, *prestidigitation*, *ray of fatigue*

[†] Already cast

Abilities Str 8, Dex 15, Con 16, Int 12, Wis 15, Cha 18

SQ

Feats Alertness, Dodge, Extend Spell, Mobility, Stealthy

Skills Bluff +12, Concentration +9, Hide +16, Intimidate +14, Listen +16, Move Silently +16, Perform (wind instruments) +16, Spellcraft +7, Spot +21

Possessions combat gear plus *eyes of the eagle*

Pipes (Su): Satyrs can play a variety of magical tunes on their pan pipes. Usually, only one satyr in a group carries pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed on a DC 16 Will save or be affected by *charm person*, *sleep*, or *fear* (caster level 10th; the satyr chooses the tune and its effect).

In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours. The save DC is Charisma-based.

7: THE OLD POND

LANDRESS CR 6

Female nymph
 NE Medium fey

Init +3; **Senses** lowlight vision; Listen +12, Spot +12

Languages Common, Sylvan

AC 23, touch 17, flat-footed 20

(+3 Dex, +4 deflection, +6 armor)

hp 27 (6 HD); DR 10/cold iron

Fort +7, **Ref** +12, **Will** +12

Speed base movement 30 ft., swim 20 ft.;

Melee mwk dagger +7 (1d4/19-20)

Base Atk +3; **Grp** +3

Combat Gear *cloak of elemental protection*, *metamagic rod (silent, lesser)*

Druid Spells Prepared (CL 7th):

4th—*flame strike*

3rd—*contagion* (DC 16), *greater magic fang* [†], *poison* (DC 16)

2nd—*barkskin* [†], *bear's endurance* [†], *resist energy* [†], *warp wood*

1st—*cure light wounds*, *faerie fire*, *longstrider*, *shillelagh*, *speak with animal*

0—*cure minor wounds*, *detect magic*, *flare*, *guidance*, *light*, *resistance*

[†] Already cast

Spell-Like Abilities (CL 7th):

1/day—*dimension door*

[†] Already cast

Abilities Str 10, Dex 17, Con 12, Int 16, Wis 17, Cha 19

SQ

Feats Endurance, Diehard, Weapon Finesse

Skills Concentration +10, Diplomacy +13, Escape Artist +12, Handle Animal +12, Heal +12, Knowledge (nature) +12, Listen +12, Sense Motive +12, Spot +12, Swim +9

Possessions combat gear plus mwk dagger, club, +1 *darkwood buckler*, +1 *studded leather*, *wand of speak with animals*

Unearthly Grace (Su): A nymph adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that a nymph has a +6 racial bonus on the check.

Precast Spells modify her stats as follows:

Speed base movement 40 ft.

hp 39; **Fort** +9

AC 26, touch 17, flat-footed 23

(+3 Dex, +4 deflection, +3 natural, +6 armor)

Fire resistance 20

10: MARTOCH'S DEVIL DOGS

FIENDISH ADVANCED DIRE WOLF (2) CR 7

NE Large Magical Beast (Augmented Animal, Extraplanar)

Init +2; **Senses** darkvision 60 ft., lowlight vision, scent; Listen +8, Spot +8,

AC 15, touch 11, flat-footed 13

(-1 size, +2 Dex, +4 natural)

hp 90 (12 HD); DR 10/magic

Resist cold/fire 10; **SR** 17

Fort +12, **Ref** +11, **Will** +11

Speed 50 ft. (10 squares). Run;

Melee bite +16 (1d8+10)

Space 10 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +20

Atk Options Blindfight, smite good 3/day, trip

Abilities Str 25, Dex 15, Con 17, Int 3, Wis 14, Cha 10

Feats Alertness, Blindfight, Extra Smiting, Run, Track, Weapon Focus (bite)

Skills Hide +0, Listen +8, Move Silently +4, Spot +8, Survival+9 (+13 when tracking by scent)

Possessions *amulet of natural armor* +1, *+1 cloak of resistance*

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 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 dire wolf.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

3: ARRIVAL AT MILTON

SATYR BROTHERS (2) CR 8

Male satyr sorcerer 6
 CN Medium Fey
Init +2; **Senses** lowlight vision; Listen +16, Spot +21
Languages Common, Sylvan

AC 16, touch 12, flat-footed 14; Dodge Mobility (+2 Dex, +4 natural)

hp 67 (11 HD); DR 5/Cold Iron

Fort +6, **Ref** +8, **Will** +11

Speed 40 ft. (8 squares);

Melee headbutt +4 (1d6-1) or

Ranged shortbow +7 (1d6-1/x3)

Base Atk +5; **Grp** +4

Atk Options

Special Actions

Combat Gear shortbow

Sorcerer Spells Known (CL 6th):

3rd (4/day)—*blink*

2nd (6/day)—*glitterdust* (DC 16), *scorching ray*

1st (7/day)—*colour spray* (DC 15), *expeditious retreat*[†], *mage armor*[†], *shield*

0 (6/day)—*acid splash*, *daze* (DC 14), *detect magic*, *light*, *message*, *prestidigitation*, *ray of fatigue*.

† Already cast

Abilities Str 8, Dex 15, Con 16, Int 12, Wis 15, Cha 18

SQ

Feats Alertness, Dodge, Extend Spell Mobility, Stealthy

Skills Bluff +12, Concentration +12, Hide +21, Intimidate +14, Listen +16, Move Silently +16, Perform (wind instruments) +16, Spellcraft +10, Spot +21

Possessions combat gear plus *eyes of the eagle* and *cloak of elvenkind*

Pipes (Su): Satyrs can play a variety of magical tunes on their pan pipes. Usually, only one satyr in a group carries pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed on a DC 16 Will save or be affected by *charm person*, *sleep*, or *fear* (caster level 10th; the satyr chooses the tune and its effect).

In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours. The save DC is Charisma-based.

7: THE OLD POND

LANDRESS CR 9

Female nymph Druid 3

NE Medium fey

Init +3; **Senses** Low light vision, Listen +15, Spot +15

Languages Common, Sylvan

AC 24, touch 18, flat-footed 21

(+3 Dex, +5 deflection, +6 armor)

hp 45 (9 HD); DR 10/Cold Iron

Fort +11, **Ref** +14, **Will** +16

Speed base movement 30 ft., swim 20 ft.;

Melee mwk dagger +9 (1d4/19-20)

Base Atk +5; **Grp** +5

Combat Gear *cloak of elemental protection*, *metamagic rod (silent, lesser)*

Druid Spells Prepared (CL 10th):

5th—*baleful polymorph* (DC 18), *stoneskin* †

4th—*flame strike* (x2) (DC 17), *freedom of movement* †, *ice storm*

3rd—*contagion* (DC 16), *greater magic fang* †, *poison* (x2) (DC 18)

2nd—*barkskin* †, *bear's endurance* †, *heat metal*, *owl's wisdom* †, *warp wood*

1st—*cure light wounds*, *faerie fire*, *longstrider* †, *shillelagh*, *speak with animal*

0—*cure minor wounds*, *detect magic*, *flare*, *guidance*, *light*, *resistance*

† Already cast

Spell-Like Abilities (CL 7th):

1/day—*dimension door*

† Already cast

Abilities Str 10, Dex 17, Con 12, Int 16, Wis 17, Cha 20

Feats Combat Casting, Diehard, Endurance, Weapon Finesse

Skills Concentration +13 (+16 when casting defensively), Diplomacy +17, Escape Artist +15, Handle Animal +15, Heal +15, Knowledge (nature) +17, Listen +15, Sense Motive +15, Spot +15, Swim +12

Possessions combat gear plus masterwork dagger, club, +1 *darkwood buckler*, +1 *studded leather*, *wand of speak with animals*

Unearthly Grace (Su): A nymph adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that a nymph has a +6 racial bonus on the check.

Nature Sense (Ex): A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Woodland Stride (Ex): Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Trackless Step (Ex): Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Precast Spells modify her stats as follows:

Speed base movement 40 ft.
hp 63; **Fort +13**; Concentration+15
AC 28, touch 18, flat-footed 25
(+3 Dex, +5 deflection, +4 natural, +6 armor)
Fire Resistance 20
Will +18; Spell DC is 15 + spell level
DR 10/cold iron and adamantite

10: MARTOCH'S DEVIL DOGS

FIENDISH DIRE WOLF(2) **CR 9**
NE Large Magical Beast (Augmented Animal,
Extraplanar)

Init +2; **Senses** darkvision 60 ft., lowlight vision,
scent; Listen +8, Spot +8,

AC 15, touch 11, flat-footed 13
(-1 size, +2 Dex, +4 natural)

hp 153 (18 HD); DR 10/magic

Resist cold/fire 10; **SR** 23

Fort +19, **Ref** +15, **Will** +17

Speed 50 ft. (10 squares); Run

Melee bite +20 (1d8+10)

Space 10 ft.; **Reach** 5 ft.

Base Atk +13; **Grp** +24

Atk Options Blindfight, smite good 3/day, trip

Combat Gear

Abilities Str 25, Dex 15, Con 18, Int 3, Wis 12, Cha
10

Feats Alertness, Blindfight, Extra Smiting, Great
Fortitude, Iron Will, Run, Track, Weapon Focus
(bite)

Skills Hide +0, Listen +8, Move Silently +4, Spot +8,
Survival +15 (+19 when tracking by scent)

Possessions *amulet of natural armor*, +1 and *cloak
of resistance* +2

Trip (Ex): A dire wolf that hits with a bite attack can
attempt to trip its opponent (+11 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 dire wolf.

Smite Good (Su): Once per day the creature can
make a normal melee attack to deal extra damage
equal to its HD total (maximum of +20) against a
good foe.

APPENDIX 2: NEW RULES ITEMS

FEATS

Extra Smiting

You can make more smite attacks.

Prerequisites: Smite ability, base attack bonus +4

Benefits: When you take this feat, you gain two extra attempts to smite per day. Use whatever smite ability you have (the paladin's smite evil ability or the hunter of the dead's ability to smite undead, for example)

Special: You can take this feat multiple times. Its effects stack.

Source: *Complete Warrior* 98

MAGIC ITEMS

Cloak of Elemental Protection

Price (Item Level): 1,000 gp (4th)

Body Slot: Shoulders

Caster Level: 3rd

Aura: Faint; (DC 16) abjuration

Activation: Immediate (command)

Weight: 1 lb.

When you activate a *cloak of elemental protection*, you gain resistance 10 against a single energy type of your choice (acid, cold, electricity, fire, or sonic). This protection lasts until the start of your next turn.

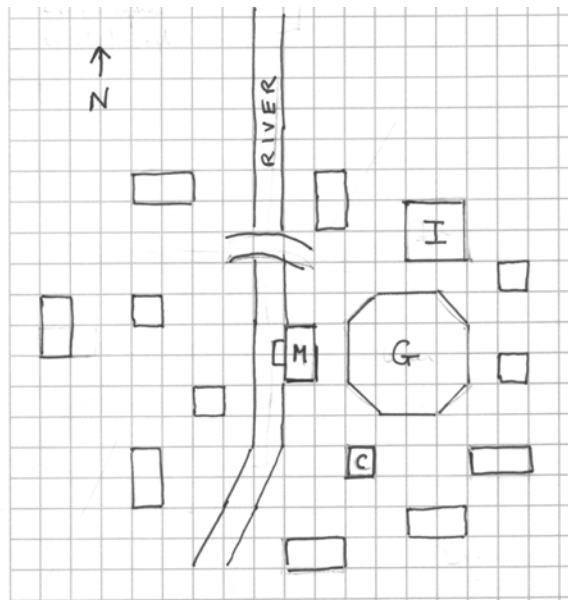
A *cloak of elemental protection* functions once per day. You must wear a *cloak of elemental protection* for 24 hours before you can access its abilities. If it is taken off, it becomes inactive until worn for an additional 24 hours.

Prerequisites: Craft Wondrous Item, *resist energy*.

Cost to Create: 500 gp, 40 XP, 1 day.

Source: *Magic Item Compendium* 87.

Map 1: Village of Milton



SCALE

Each Square is 20 feet.

KEY

I: Inn;

G: Village Green;

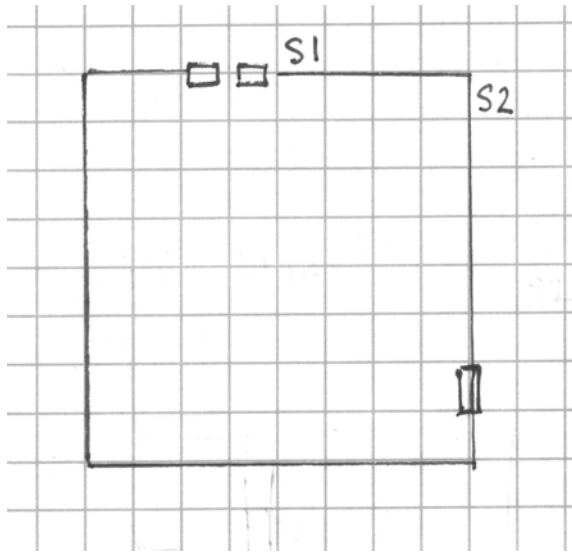
M: Mill;

C: Church of Boccob

Other buildings are farmhouses.

Granny's hut is a few miles to the NE.

Map 2: Satyrs hiding outside the Inn

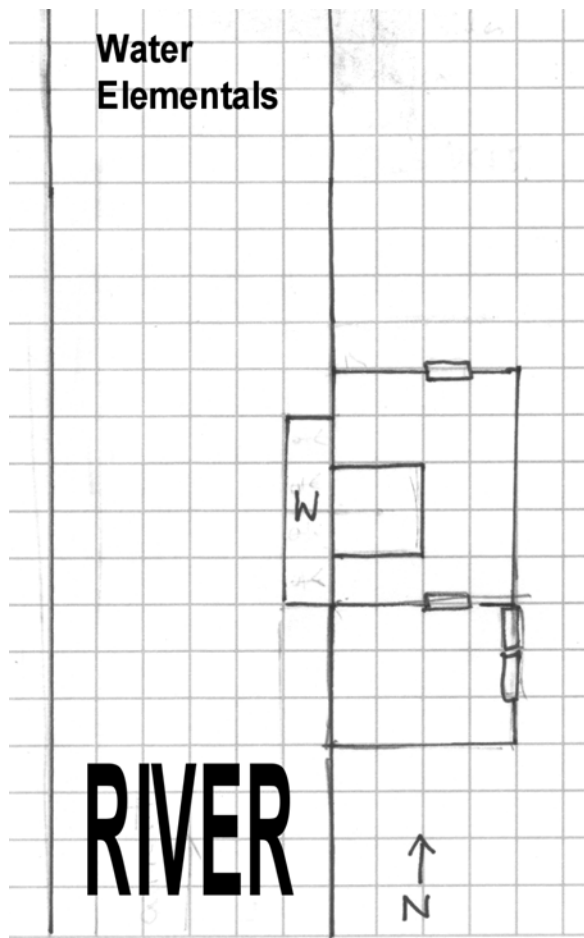


SCALE Each Square is 5 feet.

S1 and S2 are the two hidden satyrs.

Characters are likely coming from the top of the map.

Map 3: The Mill



SCALE: Each square is 5 feet.

W: Mill wheel with 4 dead children tied to its lowest parts under water.

The water elementals hide in the river to the north.

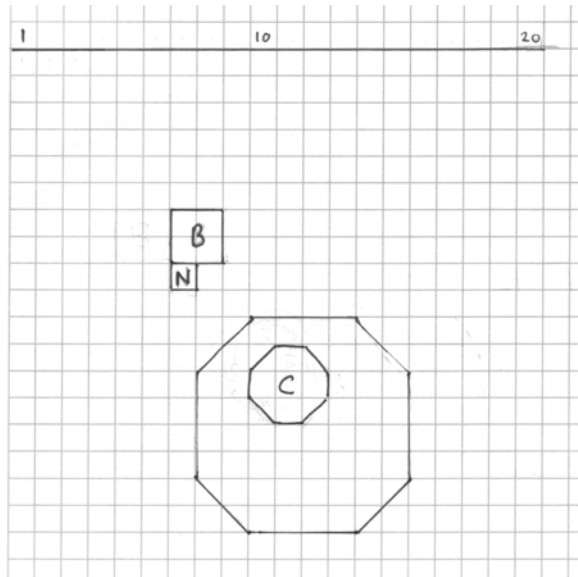
River is 10 feet deep and flows to the North. Swim check DC 15 is needed in the river.

River bank sides on the east are difficult to climb (DC 15) as mill owner smoothed them to improve water flow.

Inside the mill, the grinding stone obscures sight of the bottom of the wheel.

The mill is split into two rooms; the main part containing the grinding stone while the southern room is a storeroom.

Map 4: Save the Children



SCALE: Each square is 5 feet.

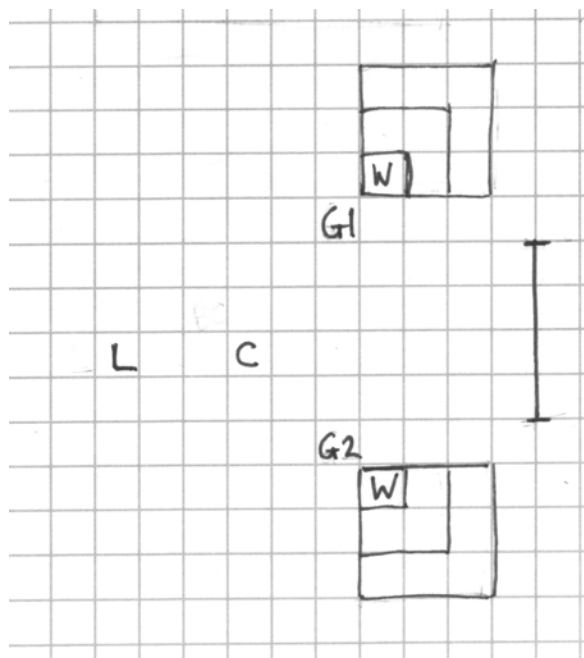
B: Dire Bear

N: Nymph

C: Carousel submerged in the pond with 6 children tied to it. Pond is 5 feet deep at its inner edge and 10 feet deep elsewhere.

PCs are placed on the line at a random (1d20) point following their planar travel.

Map 5: Martoch's Pets attack



SCALE: Each square is 5 feet.

NOTE this map is different at APL 2 as G1 swaps position with L to deal with one of the fiendish dire wolves.

Given both fiendish wolves need leap into position from the Gate at the right edge of the map, there may be some need to modify their position because of the positions of the PCs. This is a reasonable guide to desired placements.

L: Lieutenant of Free State Marine

G1, G2: Free State Marine Guards

C: Crossbow – the prisoner being escorted.

W: The fiendish wolves. The wolves are under an illusion that makes them appear one size bigger.

One tip is to place a medium figure on a 2x2 base but place it in one of the corners to reflect the true position of the wolf.

PLAYERS HANDOUT 1: GRANNY'S ADVICE

Clue 1

"We'll begin with a history lesson. The village of Milton once drowned an innocent as a witch. The village pond was filled in after that but some things still linger. We all know what history is like."

Clue 2

My old bones are feeling a bit cryptic. Some homespun advice is needed – need to set a sprat to catch a mackerel.

Clue 3

My old bones are feeling a bit cryptic. Some homespun advice is needed – calm the troubled waters.

Clue 4

My old bones are feeling a bit cryptic. Some homespun advice is needed – sometimes beauty is not in the eye of the beholder.

Clue 5

My old bones are feeling a bit cryptic. Some homespun advice is needed – size sometimes really doesn't matter.

Clue 6

My old bones are feeling a bit cryptic. Some homespun advice is needed – no one likes a volunteer.

PLAYER HANDOUT 2: WITNESS TO THE SCARLET BROTHERHOOD

The Jasian's priestess magic transported you swiftly to the lands of the Scarlet Brotherhood.

For the most part, your days were spent within a great stone temple where the trial played out. The warrior, Jendar, or one of her officers accompanied you constantly. The Brotherhood was generous in their care of you. You dined on the finest foods and had a room that would have graced any nobleman of Onnwal.

The evidence of Bowcross was clear and the court was quiet apart from when he talked about his dealings with Archmage Martoch. It was clear that many were surprised — perhaps shocked — at his recounting. Death sentence was duly passed on him.

A day later Bowcross is escorted out to the main square of this city. Again you are provided with a privileged view of the proceedings. An old but surprisingly graceful man stands alongside the Bowcross. The crowd is hushed and his old rasping voice carries an air of authority,

“I am an old man who has seen much. Recent events have appalled me. We are all entrusted with the Destiny of the Suel. Our children carry forward that Destiny, perhaps are that Destiny. Bowcross confessed his crimes and his death shall be swift and without pain. Archmage Martoch's culpability is also clear. Archmage Martoch stands under sentence of death though his shall be long and painful. No one defies the Brotherhood. He shall be found using whatever means are deemed necessary.

The old man strikes out a hand and thereafter Bowcross falls down dead.

Within the twinkling of an eye, the old man is within a few feet of you. The crowd goes very quiet as he extends his hand and says to you,

“I thank you for your efforts that have led to this day. You have my favor though I understand if it is not welcome. Regardless I am pleased that you are here. It shows a certain wilfulness that I admire. Our paths may cross again as Archmage Martoch has become a rather grand obsession of mine.”

The old man leaves and soon after, with a rather obvious degree of haste, you are safely returned to Onnwal.