



RED HAND OF DOOM

A MULTI-ROUND, FIVE-PART ADAPTED ADVENTURE PACK FOR LIVING GREYHAWK™

Version 1.0

Requires the *Red Hand of Doom* Product to Play
A DUNGEONS & DRAGONS® adventure for characters levels 6-12 (APL 6)

Packet Compiled by Steven Conforti

Reviewers and Contributors Harold Austin, Michael Jones, Sean Hillman, Sheldomar Valley triads, the Circle, and Jeff Simpson

Red Hand of Doom Design: Richard Baker and James Jacobs

Resources: *Red Hand of Doom*, *Living Greyhawk Gazetteer* by Gary Holian, Erik Mona, Sean K. Reynolds, and Frederick Weining; "Istivin: City of Shadows," in *Dungeon* #117 (December 2004) by Greg A. Vaughan and Erik Mona; *Frostburn* by Wolfgang Baur, James Jacobs, and George Strayton.

Who can stand against the Son of the Dragon? The Crystalmists shook with the thunder of ten thousand screaming hobgoblin soldiers. From the phalanx emerged a single champion. One by one the tribes fell silent as the warlord rose up, blue scales gleaming along his shoulders, horns swept back from his head. A hundred bright yellow banners stood beneath him, each marked with a great red hand. He stood upon a precipice and raised his arms. "I am Azarr Kul, Son of the Dragon, the Azure Prince!" the warlord bellowed. "Hear me! Tomorrow we march to war!" A five-part multi-round adapted adventure for APL 6, based on the Red Hand of Doom by Richard Baker and James Jacobs.

Note: This adventure will be of particular interest to PCs with titles in Sterich, residence in the Sheldomar Valley, or with military backgrounds. It is divided into five individual parts; PCs may not play the five parts of this adventure out of order, and at least one PC must have played the previous part for a party to be eligible to play the next part. DM must possess a copy of *Red Hand of Doom* to run this adventure.

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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You must also have a copy of the *Red Hand of Doom* adventure, which you can find at your better game stores.

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This adventure retires from RPGA-sanctioned play on December 31, 2007.

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Note: The five parts of this adventure cost a total of 51 TUs. A calendar year allows a single PC to spend total of 52 TUs. PCs unable to use TUs from the 2006 allotment will be hard pressed to complete all five parts of the adventure before the entire adventure expires in December 31, 2007. So, if at all possible, you should begin play of this adventure this year, so you do not need to use all of your 2007 allotment of TUs to play the adventure. However, the Circle understands that this will be difficult to arrange for a large number of players, so we are making the following exception to the standard rules for TUs in LIVING GREYHAWK. This exception is only being made due to the unusual length of *Red Hand of Doom*, the timing of its release for play, and to accommodate those PCs with significant

metaorganization TU costs. Do not expect to see an exception of this sort again.

Exception to the TU Rules

PCs attempting to complete this adventure before it expires on December 31, 2007 may do so by borrowing TUs from their 2008 allotment. This requires the following to be in effect:

- You must complete all play sessions for this adventure before December 31, 2007.
- You cannot play any other adventures in between the parts of this adventure. You must play all five parts consecutively.
- You can only borrow TUs from 2008 to pay for the final part (Part Five, which costs 16 TUs) of this adventure. You must use all of your 2007 TUs before borrowing the balance from your 2008 TUs, so the maximum you can borrow is 16 TUs from 2008. The TUs are immediately removed from your 2008 allotment the moment you begin play in 2008. Be sure to note this information on the ARs so it is clear if you do borrow TUs.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading this supplement 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, or reading the *Red Hand of Doom* adventure, makes you ineligible to do so.

PREPARING FOR PLAY

First and foremost, before you run this adventure you need to get a copy of the *Red Hand of Doom* adventure. This packet gives you information to convert that published adventure for LIVING GREYHAWK play, but does not give you enough information to actually run the game.

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the Appendices.

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).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified average party level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

This adventure is adapted for APL 6 in parts one and two, APL 7 in part three, APL 8 in part four, and APL 9 in part five. The expectation is for PCs to begin play of part one with PCs who are either advanced 5th level (more than half-way in XP to 6th level) or 6th level. Extremely effective 4th-level PCs might be able to handle the adventure, and 7th- and 8th-level PCs will probably find much of the adventure to be not challenging enough. So we highly recommend the adventure be played by a party of PCs with a modified APL of 6 (six, advanced 5th-level PCs) or APL of 7 (six, 6th-level PCs) so that the challenges

throughout the adventure are properly balanced for the party's experience level.

Note: PCs receive rewards for each part of the adventure separately (each part has its own adventure record). Furthermore, it is highly recommended that you award experience and treasure as it is earned in the adventure. This is not the standard method of reward in LIVING GREYHAWK, but it is necessary in this specific adventure as it is game-balanced with the expectation that the rewards are given as earned, rather than at the end of each part. If you do award experience and treasure as it is earned, continue to assign rewards/challenges in the adventure based on the level and APL at which the PCs started the part, not modified as PCs advance in that part.

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

TIME UNITS, UPKEEP, AND ORDER OF PLAY

This is a standard multi-round, five-part adapted adventure, set in the March of Sterich. Characters pay a certain number of Time Units per part, as listed below.

Part one	8 TUs
Part two	12 TUs
Part three	9 TUs
Part four	6 TUs
Part five	16 TUs

If the PCs wish to play the five parts, they must do so in order; they cannot participate in part four and then participate in an earlier part. The adventure is adapted with the expectation that the PCs will play all five parts one after the next; however, the adventure is divided so that the PCs play each part individually, paying the TUs for each part and earning the rewards from each part separately. It is permissible to play other adventures in between parts, but it is not recommended for both story purposes and for balance of play. PCs are rewarded in later parts of the adventure for actions taken successfully in earlier parts; so again, it is recommend the adventure

be played by the same party in order, without taking time to play other adventures in between. Each part is written so that not all of the PCs need have played earlier parts; however, at least one PC at the beginning of each part must have played the earlier part in the adventure.

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

A character who 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 Survival check (DC 20), 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

Conversion to Living Greyhawk

This adapted version of *Red Hand of Doom* is set in the southwestern end of the March of Sterich, in the area near the headwaters of the Davish River, where the Jotens and Crystalmists meet. Please refer to the map of the Flanaess provided with the *Living Greyhawk Gazetteer* and the map provided as a DM aid at the end of this document for a more detailed look at this area. This document will provide details on the translation of places mentioned in the adventure to locations in Sterich; however, it is left to you to make the changes within the text and on the maps in the adventure. You'll need to adapt the map of the Elsir Vale (page 9) quite a bit to make it fit the southwestern corner of Sterich.

Conversions:

- **Elsir Vale:** This should be referred to as southwestern Sterich or the lands near the headwaters of the Davish River.
- **History of the Vale:** Use the information provided in History of Sterich and Current State of Affairs below.

- **Brindol:** Use the city of Mittleberg in Sterich instead. Use same details provide for Brindol for Mittleberg.
- **Dennovar:** Use the city of Istivin in Sterich instead.
- **Elsircross:** Call this Davishcross instead.
- **Other Villages and Towns:** Use as detailed in the adventure.
- **Tiri Kitor Wild Elves:** Use snow elves from the Crystalmists instead.
- **Hammerfist Hold Dwarves:** Use mountain dwarves of the Crystalmists instead.
- **Lake Rhestin:** This is the lake at the headwaters of the Davish River.
- **Elsir River:** Use the Davish River instead.
- **The Blackfens, Witchwood, Thornwaste:** These are fairly hostile, dangerous terrain found at the headwaters of the Davish River.
- **Wyvernwatch and Wyrmsmoke Mountains:** Use the Crystalmists instead.
- **Giantsshield Mountains:** Use the Jotens instead.
- **Rhest:** In this adapted version, Rhest is an ancient Flan kingdom in this portion of the Flanaess that encompassed most of southwestern Sterich more than a thousand years ago.
- **The Dawn Way:** Use the Davish Main Trail instead.

People and Places of Sterich: Sterich

A feudal monarchy owing fealty to Keoland; ruling family has been weakened, and noble families are suffering from infighting and confusion over post-war claims of nobility, precedence, and land ownership. Sterich consists of seven counties, each with three to fifteen low baronies (conflicting baronial claims make final number per county uncertain in many areas).

Capital: Istivin.

Population: 144,000 — Human 79% (OFS), Dwarf 8% (mountain), Halfling 6%, Gnome 3%, Elf 2%, Half-elf 1%, Half-orc 1%.

Languages: Common, Flan, Dwarven, Keolandish, Halfling.

Alignments: LG, NG, LN*.

Religions: Heironeous, Pelor, Ehlonna, Berei, Fharlanghn, Ulaa, Fortubo, Zilchus, Allitur, Beory, Mayaheine, dwarf pantheon.

Allies: Keoland, Gran March, Ulek states, Bissel, Yeomanry.

Enemies: Nonhumans and giants of the Crystalmists, Iuz, Pomarj.

👑 **Istivin** (Large City): Conventional; AL LN; 25,000 gp limit (reduced due to recent events); Assets:

15,125,000 gp; Population 12,100; Mixed (humans 79%, mountain dwarf 8%, halfling 6%, gnome 3%, elf 2%, half-elf 1%, half-orc 1%).

Authority figures: Resbin Dren Emondav, Marchioness of Sterich (LN female human Sor13); Querchard, Marquis of Sterich (missing, presumed dead); Frush O'Suggill, Captain-General of the Watch (LG male human Ftr16); Karri Velthundle, Marshall of Sterich Cavalry (LG female elf Ftr8/Wiz7); Griffage Terpin, General Commander of the Army of the March (LN male human Rgr13); Verbane, Chief Wizard of the March (CN male human Wiz15).

Important Characters: Kireth Trantle, high priest of Pelor (LG male human Clr12); Prefect Randos, high priest of Zilchus (LN male human Clr8); Sarai Miskmatar, priestess of Mayaheine (LG female half-elf Clr6/Rgr5); Algorhas the Seer, preeminent sage (N male human Exp18); Pelmon Drudd, merchant-lord (NE male human Rog6/Ari3/Exp3); Santis, First Matron of Ulaa (LG female human Clr9).

Crystalmists: The highest peaks in the Flanaess are the Crystalmists, the massive midsection of a range that divides the Flanaess from the rest of Oerik. Amid the summits and valleys of the Crystalmists dwell giants, ogres, orcs, goblins, and other monsters. Precious metals and gems are found here as well, dug out by armed mountain dwarves who trade with humans on either side of the range. Barbaric cavemen are scattered throughout. The Davish River's source is a weird, gargantuan glacier where the Jotens meet the Crystalmists. A mysterious race of elves known as the snow elves also reside in the Crystalmists.

Jotens: The Jotens comprise the largest spur of the cyclopean Crystalmist chain. The name derives from an old word for "giants," as this is the home of many antagonistic tribes of ogres, hill giants, and large kin. The southern slopes are well patrolled by long-ranging Yeomanry spearmen allied with dwarven units. Fighting between the forces of Sterich and evil giants continue in the north.

Davish River: A very cold and rapidly running tributary of the Javan.

Snow Elves: Explorers into the farthest reaches of the ice sometimes return with stories of magnificent ice cities built atop remote mountaintops that are inhabited by snow elves, folk with eyes as white as snow and hair that coils like fragile wisps of cloud. They have no physical resistance to the cold but their cities are built to shield their citizens from the surrounding environment. As a result, snow elves tend to leave their cities only rarely, and have not had much contact with the outside world.

The only major cluster of snow elves known to reside in the Flanaess are found in the Crystalmists.

Snow elves are in most regards similar to those detailed in the *Player's Handbook*, but with the following notable change: +2 Dex, -2 Cha. Snow elves remain as graceful and fluid in their motions as their warmer-dwelling kin. Although they are generally much hardier than other elves, their icy environs have made their emotions sharp and their attitude even more elitist and haughty than normal.

History of the March of Sterich

(Excerpted from the *Living Greyhawk Gazetteer*)

Sterich is a land rescued from nonhuman occupation only to find itself embroiled in struggles between returning nobles. The boundaries of the reclaimed territory generally extend from the western banks of the Javan River to the east, through the lowlands of the Stark Mounds, down to the Davish River and around, in the south, to the Jotens (where fighting continues). The mountain lake, the source of the Javan River, remains a hive of evil activity, and the villages and mines nearby are completely abandoned.

The distant western Crystalmists were once the home of several competing clans of mountain dwarves. When the nonhumans invaded in 584 CY, many clans withdrew into their strongholds, while others fled the hills to warn their human allies. Since the nation has been reclaimed, five different clan holds have failed to send representatives to the court in Istivin. Most Sterich fear the worst, through hardy exiled dwarven lords (often at odds with each other) are organizing several bands of adventurers for reclamation missions.

Sterich claims no notable woodlands within its controlled borders, and has had to conduct considerable trade with Keoland and Gran March for lumber to rebuild fallen towns and villages. The most heavily defended portions of the reclaimed lands are perhaps the passes of Stark Mounds, which offer a relatively safe route of passage for logging missions to the Oytwood.

The military of Sterich, though blooded badly in the reclamation campaigns has emerged as a well trained force with a handful of canny generals experienced in battling (and beating) nonhumans. A strong contingent of 1,500 halberdiers forms the heart of this force, which is supplemented by light infantry and renowned light cavalry. Unfortunately, the military's division of power declares that most units are under the control of a lord. Since the lords are now squabbling among themselves for regained land, soldiers once united against a common enemy have turned upon each other.

Settled in a client state of Keoland by relatives of the Grand Duke of Geoff, Sterich was founded as an earldom

with the primary purpose of creating a stable political power with easy access to the mines of the surrounding hills and mountains.

For centuries, the nations' nobles grew rich from trade that in turn attracted more nobles (often with paid-for, meaningless titles). The adventurer Fenwick Astakane of Skipperton noted in his Travels (375 CY), that Sterich was "a hive of low nobility, with titled aristocrats as common as pigs, such that an ordinary serf gains political clout because his labor is in high demand." True, serfs endured as miserable a life in Sterich as in anywhere in the Flanaess, but the general tone and the underlying truth of the matter dictated Sterich's reputation for generations.

In recent years, Sterich has grown distant from the Keoish crown, and had been allowed, in most cases, to care for its own affairs. King Skotti had for years treated the earl of Sterich, the proud Querchard, more as a favored relative than a vassal. The two often spent holidays in each others' capitals, visits celebrated with much more vigor in Istivin than in Niolo Dra.

Perhaps because king and earl shared such strong bonds of friendship, it came as a surprise to most Sterich folk in 584 when, with ranger reports of looming nonhuman activity in the western mountains King Skotti failed to send any troops to Sterich's defense. In truth, the king had long despaired of Sterich's virtual independence (a relic from the reigns of his predecessors), and implored his friend to swear fealty to Keoland, conceding much of the mine take to Niolo Dra. Querchard refused.

The earldom paid in blood. Within a score of weeks, uncounted legions of nonhumans, seemingly led by powerful giants, surged from mountain strongholds, quickly overwhelming Sterich's petty baronies. Istivin was abandoned within days of the first attacks. Most other towns were put to the torch; stragglers were butchered and cooked on flames fueled by whole villages and towns.

Many Sterich followed their earl to Keoland. Others, angered by the lack of Keoish action (but oblivious to Skotti's opportunistic offer) fled to the Duchy of Ulek or Gran March. In the latter, many joined the nascent Knights of Dispatch and planned the recapture of their lands. Regardless of where the Sterich fled, most believed the occupation to be but a brief era in the history of their great nation.

In early 585 CY, King Skotti (perhaps realizing the terrible cost of his opportunism) promoted the exiled Querchard to the rank of marquis. Reasoning that a semi-independent subject state added more coin to the treasury than a wasteland controlled by ogres and gnolls, the king of Keoland promised rich rewards for each recaptured barony, and mustered troops in the city of Flen, intent to recapture lost lands. These soldiers were

joined by mercenaries and knights, all of whom hungered for a decisive victory in a decade that had provided so many grim defeats.

The first gains came in late 585 CY, when the Keoish force freed the town of Fitela from a fierce enclave of orcs and their kin. Much to the surprise of those who had fought inconclusive battles in Geoff, the armies discovered few giants in Sterich. Interrogations revealed, however, that the occupying forces were loosely aligned under the banner of one King Galmoor, reputedly a powerful giant in residence in Istivin. As the armies marched west to the capital, past depressing smudges of ash and ruin that had once been villages, all prepared themselves for the worst.

When finally the army gained Istivin, in Readyng 586 CY, no trace remained of King Galmoor or indeed of any destruction after the initial raids of 585. In striking contrast to all other liberated towns, which had been destroyed, most buildings in Istivin remained in perfect repair.

Patchwall 587 CY saw the liberation of all the cities of the heartlands, providing the army with a stable base from which to mount village-by-village attacks upon the nonhuman holdings to the west. By Coldeven 588, the whole of civilized Sterich had been reclaimed.

Still, something was not right in Istivin. Though most citizens noticed few differences, the city's buildings seemed to cast longer shadows than before the war. Men in taverns seemed more likely to raise a fist in anger. A rash of mysterious fires consumed the homes of several important clerics. Iconic statuary on the walls of the temple of Pelor broke away, crushing children at play in the temple yards. More than a few speculated in private that it seemed that the taint of war had brought a touch of the Abyss to Istivin.

Nights now find the streets of Istivin nearly empty, even of city guards. Those brave souls who dare the darkness do so in great haste running from place to place with weapons drawn. Many have disappeared in the city of night. The most famous victim is Querchard, Marquis of Sterich.

The march is now controlled by Marchioness Resbin Dren Emondav, a dark-skinned, large-framed woman who took her husband's role upon his disappearance in 590 CY. The marchioness is reclusive, emerging from Krelont Keep only to announce new laws intended to shield the citizenry from the chaos outside the city walls and protect themselves from each other.

Beyond Istivin, supernatural terrors are few. Mundane problems exist in abundance. Though King Skotti's promise of wealth for each freed barony enticed many minor nobles to take up arms against Sterich's oppressors, it also quelled a dangerous greed in the populace. This has resulted in several legal (and

sometimes physical) battles with multiple claimants to the same property. As the marchioness rightly supposes and Skotti fears, many of the contesting nobles are not nobles at all, but opportunistic con artists hoping to carve land a rich reward from the misfortunes of a largely decreased aristocracy. In some cases, evil men have harbored designs upon still-living nobles; assassination is now relatively common throughout the countryside. While for a brief period in 588 CY it looked as though Sterich had rebounded from invasion, the country remains threatened by its internal disorder.

Current State of Affairs

591 CY

Living Greyhawk Gazetteer: Five desiccated bodies of ebon-skinned elves were discovered in the heart of Istivin. The bodies were mutilated and wore the robes of certain city officials, who were later found to be missing. A powerful being calling himself the Azure Prince has appeared in the south, uniting several clans of goblinoids near the headwaters of the Davish River. A noted drunkard tells of being imprisoned in Krelont Keep, where he saw a lunatic held in a cell furnished with the trappings of nobility; the madman strongly resembled the missing Marquis Querchard.

592 CY

COR2-04 *Birthday Bash*: A carnival in Istivin leads to the revelation that the drow are still present in Sterich and up to no good.

COR2-04 *Beneath the Veil*: Prophecies of Celestian lead to the discovery of yet more drow plans in motion under the surface of Sterich.

593 CY

SHE3-04 *Sterich Burning*: A group of agents from the Scarlet Brotherhood traveled to Sterich in search of an ancient Suloise tome of Pyremius in hopes of finding some of the secrets from the Invoked Devastation to use against their enemies. Their research pointed to a hidden shrine in the foothills of the Stark Mounds. The small town of Groenick to the north of Istivin is attacked by a creature from the Plane of Fire. It seems the when the seal to the shrine was broken, a portal the fire plane was opened and some creatures have been coming through. Heroes learn of the trouble and go to Groenick to investigate. There, they run into the agents of the brotherhood and discover the search for the tome. After dealing with the Scarlet Brotherhood, they travel into the Stark Mounds in search of the shrine. Once it is found, they deal with the creatures inside and close the portal. A

powerful Efreeti from the Plane of Fire closed the portal from the other side when it was allowed to take the book with it.

594 CY

SHE4-06 *Dark Clouds Over Istivin*: The Sakhut (evil giant masterminds of the invasions on Sterich and Geoff) launch a cloud giant island against Sterich.

Lachlansen, the good giant ruler of the island, placed the cloud island above Istivin during the day to maximize the visibility (and hence the terror) of it. The ruler of Sterich was invited to visit the cloud island to discuss matters. Lachlansen has indicated that negotiation is the only way for Sterich to survive. In the end, heroes of the Sheldomar Valley helped save the negotiations. The end result was that Marchioness Resbin surrendered to the giants and Sterich became part of Greater Jotenheim paying fealty to the Sakhut. Thus Sterich is lost to the giants again.

595 CY

SHE5-03 *The Prophet's Voice*: Lachlansen has taken to compromise as an art. He rules Sterich at the behest of the Sakhut. The Sakhut forces Lachlansen to use formorians and other vile giants within the borders of the March, and this leads to many unfortunate incidents with civilians and livestock being slaughtered and massacred. Lachlansen tries to preserve the lives of the humans under his rule, but his control over the chaotic and evil giants living in Sterich grows thin.

GEO5-09 *The Citadel of the Storm King*: The Sakhut are defeated and the giants of the Sheldomar are thrown into disarray.

596 CY

The evil giants are driven from Sterich for a second time. Lachlansen and the good giants make true peace with the people of Sterich, agreeing to live in harmony with humans and guard Sterich's northern and western borders from any future giant invasions.

ADVENTURE SUMMARY

See the Introduction section of the *Red Hand of Doom* adventure. It is modified as noted below.

Running the Adventure

The experience and treasure, when relevant, is presented in each encounter below. There is a chance that the PCs could accumulate more experience and gold than the LIVING GREYHAWK maximum, but only award the maximum experience and gold that's listed in the

Experience and Treasure Summary at the end of the Encounter Adjustments for each part and on the adventure record (AR).

Home Game or Retail Event Only!

Red Hand of Doom can only be sanctioned for home games and retail events.

INTRODUCTION

Use the Character Hooks (page 5) provided in the adventure. At least one PC should receive the Vault of Vraath Keep hook; distribute the rest of the hooks as appropriate to the various party members. Once the PCs are aware of the hooks that have brought them here, you should roleplay with them their journeying to Sterich and the state of things here in the March (you can use the Current State of Affairs information provided in the Adventure Background above).

PART ONE: THE WITCHWOOD

Part one costs 8 TUs to play. It follows the following chain of events from the adventure:

1. Adventure Start (page 14).
2. Drellin's Ferry (page 16).
3. The Witchwood (page 21).
4. Return to Drellin's Ferry (page 36).
5. Conclusion of Part I (page 41).

Beyond the basic changes to the adventure noted under Conversion to LIVING GREYHAWK in the Adventure Background above, the following additional changes need to be noted for this part of the adventure:

- **Items for Sale in Drellin's Ferry:** Besides the items clearly listed for sale from the various individuals in Drellin's Ferry, a number of individuals also can be commissioned to make certain items for sale (those individuals are clearly listed as being able to do so within the adventure text). Purchasing these commissioned items is not done directly, but rather through three rewards on the adventure record (see the Treasure Summary section for information on these rewards).
- **Random Encounters in the Witchwood:** This adapted version of *Red Hand of Doom* assumes the PCs will face at least two random encounters in the Witchwood (see page 22). Be sure to structure their time in the Witchwood to allow for at least two random encounters. PCs will only receive XP for two random encounters, but they can face more than two if they spend significant time in the Witchwood.

- **Victory Points:** Track victory points earned by the PCs in this part of the adventure as they will need to be noted on their adventure records. Victory points can be earned for slaying/capturing Wyrmlord Koth (2 VP), enlisting Old Warkleglaw in the war effort (1 VP), destroying Skull Gorge Bridge (2 VP), slaying Ozyrrandion (1 VP), and getting the leaders of Drellin's Ferry to evacuate the town (3 VP).
- **Adventure Record Rewards:** Beyond the three rewards mentioned above, three other rewards are possible. PCs who undertake the mission to investigate in the Witchwood and then return to help Drellin's Ferry evacuate receive the **Gratitude of Drellin's Ferry** reward. If the PCs recovered the deed from Vraath Keep, they all receive the **Deed to Vraath Keep** reward. If the PCs recovered the *staff of life* from Vraath Keep and they inform the folk of Drellin's Ferry of its existence, Brother Derny will ask the PCs to donate it to his church so it may be used to help in the war effort. If the PCs do so, they all receive the **Gift of Life** reward (but lose the access to the *staff of life* on the adventure record).
- **The PCs' Next Move:** At the end of part one, the PCs are pushed by the survivors of Drellin's Ferry to pursue breaking the road block near Rhest and the agent of the Red Hand supposedly residing in the ruins of Rhest.

PART TWO: THE RUINS OF RHEST

Part two costs 12 TUs to play. It follows the following chain of events from the adventure:

1. The Elsir War (page 42): Only run the Easy Skirmish encounter (page 43) as the PCs head to the Road Blockade (page 50). The rest of these encounters are used in the next part instead. The Captured! (page 47) and Into the Horde (page 48) encounters may be used if the PCs are captured or try to attack the horde directly at some point during the adventure.
2. The Blackfens (page 49): The PCs should be heading to the marsh via the main road.
3. Road Blockade (page 50).
4. Starsong Hill (page 53).
5. The Ruins of Rhest (page 56).
6. Concluding Part II (page 65).

Beyond the basic changes to the adventure noted under Conversion to LIVING GREYHAWK in the Adventure Background above, the following additional changes need to be noted for this part of the adventure:

- **Road Blockade:** This adapted version of *Red Hand of Doom* contains only a single road blockade (page 50) the PCs must deal with.
- **Regiarix:** As per the designers' notes (page 65), you may consider making Regiarix a young adult instead of a juvenile, if the party is particularly tough and capable.
- **Random Encounters in the Blackfens:** This adapted version of *Red Hand of Doom* assumes the PCs will face at least three random encounters in the Blackfens (see page 50). Be sure to structure their time in the Blackfens to allow for at least three random encounters. PCs will only receive XP for three random encounters, but they can face more than three if they spend significant time in the Blackfens.
- **Victory Points:** Track victory points earned by the PCs in this part of the adventure as they will need to be noted on their adventure records. Victory points can be earned for slaying/capturing Wyrmlord Saarvith (4 VP), busting the road blockade (1 VP), destroying all the eggs in the hatchery (2 VP), slaying Regiarix (2 VP), and gaining the aid of the Tiri Kitor for the war effort (5 VP).
- **Trellara Nightshadow:** A party of only four or five PCs who make a positive impression on the snow elves can take Trellara Nightshadow along as an additional party member for the duration of the adventure. A party of six PCs may not bring her along.
- **Items for Sale in Starsong Hill:** Illian Snowmantle has any *DMG* potion or scroll of a divine cleric spell that costs 800 gp or less available for sale. PCs on good terms with the Tiri Kitor during the adventure gain the divine scroll of *restoration* (*CL 7th*) on their Item Access list on the adventure record.
- **Adventure Record Rewards:** PCs who scored 9 or more Alliance Points with the Tiri Kitor receive the **Thanks of the Tiri Kitor** reward. PCs who scored 14 or more Alliance Points with the Tiri Kitor also receive the **Gratitude of the Tiri Kitor** reward rather than the loan of giant owls mentioned in the adventure.
- **The PCs' Next Move:** At the end of part two, the PCs are pushed by the Tiri Kitor to pursue the breaking of the alliance between the Ghostlord and the Red Hand. If the PCs didn't find the phylactery by the end of part two, the elves find it for them. The PCs cannot proceed to part three until they have the phylactery.

PART THREE: THE GHOSTLORD'S LAIR

Part three costs 9 TUs to play. It follows the following chain of events from the adventure:

1. The Elsir War (page 42): Run the Dirty Rotten Looters encounter (page 43), the Not-So-Sick Spy encounter (page 44), the Mercenary Gold encounter (page 44), and the Barghest Reavers encounter (page 46) as the PCs head to the Thornwaste. Run the Marked for Death encounter (page 46) as the PCs return from the Thornwaste. The Captured! (page 47) and Into the Horde (page 48) encounters may be used if the PCs are captured or try to attack the horde directly at some point during the adventure.
 2. Ghostlord Lore (page 66).
 3. Travel to the Thornwaste (page 67).
 4. The Thornwaste (page 68).
 5. The Ghostlord's Lair (page 68).
 6. Concluding Part III (page 79).
- Beyond the basic changes to the adventure noted under Conversion to LIVING GREYHAWK in the Adventure Background above, the following additional changes need to be noted for this Part of the adventure:
- **Victory Points:** Track victory points earned by the PCs in this Part of the adventure as they will need to be noted on their adventure records. Victory points can be earned for slaying/capturing Wyrmlord Ulwai Stormcaller (6 VP), sending the mercenary gold to the dwarves (4 VP), exposing Miha Serani (2 VP), slaying Varanthian (3 VP), and disrupting the Ghostlord alliance (5 VP).
 - **Random Encounters in the Thornwaste:** This adapted version of *Red Hand of Doom* assumes the PCs will face at least four random encounters in the Thornwaste (see page 68). Be sure to structure their time in the Thornwaste to allow for at least four random encounters. PCs will only receive XP for four random encounters, but they can face more than four if they spend significant time in the Thornwaste.
 - **The PCs' Next Move:** At the end of part three, the PCs are contacted by Sellyria about their need to come to the defense of Mittleberg immediately (this takes place after the PCs leave the Thornwaste and run into the Marked for Death encounter (page 46). If the PCs cannot fly or teleport to Mittleberg (via magic or the giant owls), Immerstal the Red will be dispatched to get them (Before the Battle Developments, page 81).

PART FOUR: ENEMY AT THE GATES

Part four costs 6 TUs to play. It follows the following chain of events from the adventure:

1. The Days Before the Battle (page 80).
2. The Battle of Brindol (page 88): As per the adventure, the PCs may access donated magic items within the limits given; these items do not count towards the treasure recovered during the adventure nor do the PCs retain these items after this part of the adventure is over.
3. Save the Walls (page 89).
4. Abrithriax's Rampage (page 90).
5. Streets of Blood (page 91): As per the adventure, the PCs get to avoid the Fifth Wave if they managed to get the Ghostlord to withdraw his support from the horde or if they slew the Ghostlord.
6. Sniper Attack (page 93).
7. Final Battle (page 94).
8. Victory Points (page 95).

Beyond the basic changes to the adventure noted under Conversion to LIVING GREYHAWK in the Adventure Background above, the following additional changes need to be noted for this part of the adventure:

- **Victory Points:** Track victory points earned by the PCs in this part of the adventure as they will need to be noted on their adventure records. Victory points can be earned for impressing the Defense Council (1 VP), convincing the Defense Council to place troops behind the city wall (3 VP), bring up the subject of how to defend the Mittleberg if the walls are breached (1 VP), convincing the Defense Council to station clerics in the Cathedral (2 VP), convincing the Defense Council to give the third telepathic bond to Captain Ulverth or Sellyria (1 VP), preventing the hill giants from breaching the wall (2 VP), putting out the fires of Abithriax (2 VP), slaying Abithriax (4 VP), holding the Davish Main Trail (4 VP), catching the sniper (2 VP), and slaying/capturing Wyrmlord Kharn (8 VP).
 - a) At the end of this part of the adventure, you need to figure out the total victory points the party has achieved. For parts one to three of this adventure, you take the average victory point result of any PCs who participated in that given part to determine the first three VP totals to add to the total from this part. The adventure lists the two possible outcomes based on the victory point total for the party.
 - b) Please email scon40@aol.com with the names and RPGA numbers of all the players and the

DM for this adventure and what the final VP total and outcome was for this part. All results received by December 31, 2006 will determine the official results of this adventure for the campaign.

- **Adventure Record Rewards:** PCs receive the **Victory!** or **Defeat!** effects depending on their success in the battle. All PCs receive the **War-scarred** reward if they survive the battle.
- **The PCs' Next Move:** At the end of part four, the PCs have either succeeded at breaking the horde or have lost Mittleberg to the horde and will have to let the rest of Sterich deal with the forces of the Red Hand. In either case, it is time for the PCs to stop the source of this threat and face the dangers of the Fane of Tiamat in part five.

PART FIVE: THE FANE OF TIAMAT

Part five costs 16 TUs to play. It follows the following chain of events from the adventure:

1. The Wyrmsmoke Mountains (page 98).
2. Conclusion (page 110): Instead of the rewards from Lord Jarmaath mentioned here, the PCs instead receive the **Favor of Lord Jarmaath** and **Thanks of the March of Sterich** rewards on the adventure record.

Beyond the basic changes to the adventure noted under Conversion to LIVING GREYHAWK in the Adventure Background above, the following additional changes need to be noted for this part of the adventure:

- **Random Encounters in the Crystalmists:** This adapted version of *Red Hand of Doom* assumes the PCs will face at least five random encounters in the Crystalmists (see Random Encounters in the Wyrmsmoke Mountains, page 98). Be sure to structure their time in the Crystalmists to allow for at least five random encounters. PCs will only receive XP for five random encounters, but they can face more than three if they spend significant time in the Crystalmists.
- **Security:** This adapted version of *Red Hand of Doom* assumes the PCs will face all 30 blackspawn raiders (see Security, page 98), six in the Guard Barracks (page 102) and the other 24 in 8 mobile patrols of 3 blackspawn raiders each.
- **Destroying the Altars of the Inner and Outer Sanctum:** Once the PCs defeat the forces of the High Wyrmlord and the Aspect of Tiamat, they can spend time examining the altars of the Inner and

Outer Sanctum (pages 107 and 109) to find a way to destroy and/or sanctify them. If the PCs are willing to take 1 additional TU of time investigating this matter (mark this on their adventure records), they find a flaw in the altars they can take advantage of to destroy them, thus preventing a portal to the Nine Hells from being reformed.

- **Wrath of Tiamat:** PCs who defeat the High Wyrmlord receive the **Wrath of Tiamat** effect on their adventure record.

The End

ENCOUNTER ADJUSTMENTS

PCs receive rewards for each part of the adventure separately (each part has its own adventure record). Furthermore, it is highly recommended that you award experience and treasure as it is earned in the adventure. This is not the standard method of reward in LIVING GREYHAWK, but it is necessary in this specific adventure as it is game-balanced with the expectation that the rewards are given as earned, rather than at the end of each part.

Experience Points

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.

Treasure

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.

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

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

Part One: The Witchwood

Experience and treasure rewards for the encounters in Part One: The Witchwood are for APL 6.

Marauder Attack (page 14)

Defeat the marauders.

XP: 240

Treasure: *Loot:* 720 gp; *Coin:* 59 gp; *Magic:* 14 *potions of cure light wounds* (4 gp each), 2 *+1 short swords* (193 gp each), divine scroll of *spiritual weapon (CL 3rd)* (13 gp), divine scroll of *summon monster III (CL 5th)* (31 gp), *+1 banded mail* (117 gp).

Riding into Town (page 19)

Making a good impression on the guards.

XP: 60

The Town Speaker (page 20)

If PCs negotiate, they can receive up to 700 gp each in coins and up to 600 gp total in *Dungeon Master's Guide* potions and scrolls:

Treasure: *Loot:* 0 gp; *Coin:* 700 gp; *Magic:* *miscellaneous potions and scrolls* (50 gp).

Jorr's Cabin (page 21)

Get useful information from Jorr.

XP: 120

Enlist Jorr's help.

XP: 30

Treasure: *Loot:* 40 gp; *Coin:* 14 gp; *Magic:* *potion of cure moderate wounds* (25 gp), *potion of neutralize poison* (63 gp), *+1 longbow* (198 gp), *amulet of natural armor +1* (167 gp).

Blackwater Causeway (page 23)

Defeat the hydra.

XP: 180

Treasure: *Loot:* 0 gp; *Coin:* 0 gp; *Magic:* *+1 mithral breastplate* (433 gp).

Gardener's Shack (page 26)

Recognize the danger of the shack by making the check or surviving a collapse of the shack.

XP: 60

Worg Stables (page 27)

Defeat the worgs and riders.

XP: 180

Treasure: *Loot:* 118 gp; *Coin:* 0 gp; *Magic:* 2 *+1 studded leather armors* (98 gp each).

Spike-Littered Nest (page 27)

Defeat the mantichore.

XP: 150

Treasure: *Loot:* 0 gp; *Coin:* 133 gp; *Magic:* 0 gp.

Barracks (page 28)

Defeat the minotaur and hobgoblins.

XP: 150

Treasure: *Loot:* 399 gp; *Coin:* 59 gp; *Magic:* 12 *potions of cure moderate wounds* (25 gp each).

Wyrmlord Koth's Quarters (page 29)

Defeat the Wyrmlord.

XP: 210

Treasure: *Loot:* 26 gp; *Coin:* 174 gp; *Magic:* *wand of magic missile (CL 5th, 15 charges)* (94 gp), *potion of fly* (63 gp), 2 *potions of cure moderate wounds* (25 gp each), *arcane scroll of mount (CL 1st)* (2 gp), 2 *elixirs of truth* (42 gp each), *bag of holding, type I* (208 gp).

Vraath Vault (page 30)

Treasure: *Loot:* 0 gp; *Coin:* 592 gp; *Magic:* *gauntlets of ogre power* (333 gp), *+1 frost bastard sword* (695 gp), *+1 mithral chain shirt* (175 gp), *staff of life (7 charges)* (1,817 gp), *huge +1 spiked gauntlet* (193 gp).

Old Warkleglaw (page 31)

Improve Warkleglaw's attitude to indifferent.

XP: 180

Enlist Warkleglaw's assistance in the war effort.

XP: 30

Skull Gorge Bridge (page 32)

Defeat the guardians of the bridge.

XP: 300

Destroying the bridge.

XP: 240

Treasure: *Loot:* 862 gp; *Coin:* 100 gp; *Magic:* *potion of bull's strength* (25 gp), *potion of cure serious wounds* (63 gp), *potion of invisibility* (25 gp), *amulet of health +2* (333 gp), *bracers of armor +3* (750 gp), 25 *potions of cure moderate wounds* (25 gp each), *+1 breastplate* (113 gp).

Goblin Raid (page 37)

Defeat the first wave.

XP: 210

Defeat the second wave.

XP: 240

Treasure: *Loot:* 487 gp; *Coin:* 0 gp; *Magic:* 3 *+1 studded leather armor* (98 gp each), 5 *potions of cure light wounds* (4 gp each), 2 *potions of cure moderate wounds* (25 gp each), *arcane scroll of fly (CL 5th)* (31 gp), *arcane scroll of haste (CL 5th)* (31 gp), 2 *arcane scrolls of invisibility (CL 3rd)* (13 gp each), *arcane scroll of summon monster IV (CL 7th)* (58 gp), *ring of protection +1* (167 gp), *cloak of resistance +1* (83 gp).

Chimera Attack (page 38)

Defeat the chimera.

XP: 210

Desperate Counsel (page 38)

Persuade the council to adopt their preferred course of action.

XP: 150

Advocate evacuation of the town.

XP: 75

Random Encounters in the Witchwood (page 22)

Defeat the first random encounter.

XP: 180

Defeat the second random encounter.

XP: 180

Part One: Experience and Treasure Summary

Discretionary roleplaying award 195 XP
Encounter Experience 3,375 XP
Maximum Experience 3,570 XP

Total Treasure 12,926 gp
Maximum Reward Allowed 3,600 gp

Part Two: The Ruins of Rhest

Experience and treasure rewards for the encounters in Part Two: The Ruins of Rhest are for APL 6.

Easy Skirmish (page 43)

Defeat the gang.

XP: 180

Treasure: *Loot:* 111 gp; *Coin:* 0 gp; *Magic:* 2 +1 short swords (193 gp each).

Road Blockade (page 50)

Defeat the guards.

XP: 210

Reopen the road.

XP: 60

Treasure: *Loot:* 506 gp; *Coin:* 0 gp; *Magic:* 2 +1 breastplates (113 gp each), 2 potions of cure moderate wounds (25 gp each), 6 potions of cure light wounds (4 gp each).

Spawn of Tiamat (page 51)

Defeat the greenspawn razorfiend.

XP: 210

Treasure: *Loot:* 0 gp; *Coin:* 220 gp; *Magic:* headband of intellect +2 (333 gp), +2 rapier (693 gp), pearl of power (2nd level spell) (333 gp), ring of protection +2 (667 gp).

Killiar's Hunters (page 52)

Shift Killiar's attitude to friendly.

XP: 240

Meeting the Tiri Kitor (page 55)

Shift Sellyria's attitude to friendly.

XP: 120

Shift Trellara's attitude to friendly.

XP: 120

Lanikar's Funeral (page 56)

PCs had at least one routine performance.

XP: 30

PCs had at least one great performance.

XP: 60 (30 plus the 30 from above).

Lizardfolk Huts (page 59)

Defeat the lizardfolk in a given hut (this reward can be earned 10 times, one for each hut on the map).

XP: 150 per hut.

The below reflects the PCs investigating all 10 huts and defeating all 60 lizardfolk total:

Treasure: *Loot:* 40 gp; *Coin:* 300 gp; *Magic:* 0 gp.

Bell Tower (page 59)

Defeat the hobgoblins.

XP: 210

Treasure: *Loot:* 608 gp; *Coin:* 17 gp; *Magic:* 3 potions of fly (63 gp each), 2 +1 short swords (193 gp each), 18 potions of cure moderate wounds (25 gp each).

Roof (page 61)

Defeat the ogres.

XP: 210

Treasure: *Loot:* 14 gp; *Coin:* 0 gp; *Magic:* 0 gp.

Boardwalk (page 61)

Defeat the ogres.

XP: 150

Treasure: *Loot:* 7 gp; *Coin:* 0 gp; *Magic:* 0 gp.

Razorfiend Hatchery (page 61)

Defeat the razorfiend.

XP: 210

Destroy all the eggs.

XP: 60

Ettin Guardpost (page 61)

Defeat the ettin.

XP: 180

Treasure: *Loot:* 6 gp; *Coin:* 0 gp; *Magic:* 0 gp.

Interrogation Room (page 62)

Defeat Nurklenak.

XP: 240

Treasure: *Loot:* 29 gp; *Coin:* 71 gp; *Magic:* potion of blur (25 gp), potion of invisibility (25 gp), arcane scroll of dominate person (CL 9th) (94 gp), wand of cause fear (CL 1st, 25 charges) (31 gp), wand of disguise self (CL 1st, 25 charges) (31 gp), +1 studded leather armor (98 gp), Heward's handy haversack (167 gp), 2 elixirs of love (13

gp each), 2 *elixirs of truth* (42 gp each), 3 doses of striped toadstool poison (15 gp each).

Saarvith's HQ (page 62)

Defeat the Wyrmlord.

XP: 210

Treasure: *Loot:* 29 gp; *Coin:* 63 gp; *Magic:* *elixir of mirror image* (50 gp), *potion of cure moderate wounds* (25 gp), *+2 mithral chain shirt* (425 gp), *+1 longbow* (198 gp), 10 *+1 bane (elf) arrows* (14 gp each), *cloak of resistance +1* (83 gp).

Regiarix's Lair (page 64)

Defeat Regiarix.

XP: 210 or 270 (depending on if a juvenile or young adult black dragon)

Treasure: *Loot:* 0 gp; *Coin:* 935 gp; *Magic:* *+2 full plate armor* (471 gp), *periapt of wisdom +2* (333 gp), *+2 silvered heavy mace* (700 gp), *horn of fog* (167 gp), *amulet of mighty fists +1* (500 gp), *ring of protection +1* (167 gp).

The Elf Alliance (page 65)

Tiri Kitor join the war effort (9 or more Alliance Points).

XP: 240

Random Encounters in the Blackfens (page 50)

Defeat the first random encounter.

XP: 180

Defeat the second random encounter.

XP: 180

Defeat the third random encounter.

XP: 180

Part Two: Experience and Treasure Summary

Discretionary roleplaying award	180 XP
Encounter Experience	5,220 XP
Maximum Experience	5,400 XP

Total Treasure	10,448 gp
Maximum Reward Allowed	5,400 gp

Part Three: The Ghostlord's Lair

Experience and treasure rewards for the encounters in Part Three: The Ghostlord's Lair are for APL 7.

Dirty Rotten Looters (page 43)

Defeat the thugs.

XP: 210

Treasure: *Loot:* 215 gp; *Coin:* 33 gp; *Magic:* 4 *+1 studded leather armor* (98 gp each), 4 *+1 bucklers* (97 gp each), 8 *potions of cure moderate wounds* (25 gp each).

Not-So-Sick Spy (page 44)

Reveal the spy.

XP: 60

Defeat the spy.

XP: 240

Treasure: *Loot:* 0 gp; *Coin:* 6 gp; *Magic:* *potion of blur* (25 gp), 3 *potions of cure light wounds* (4 gp each), *Heward's handy haversack* (167 gp), *ring of protection +1* (167 gp), *arcane scroll of sending (CL 9th)* (94 gp), *elixir of glibness* (100 gp).

Mercenary Gold (page 44)

Arrange for the gold to go to the dwarves.

XP: 120

Defeat the ettins and goblins.

XP: 240

Treasure: *Loot:* 84 gp; *Coin:* 1,000 gp; *Magic:* 0 gp.

Barghest Reavers (page 46)

Defeat the reavers.

XP: 240

Treasure: *Loot:* 343 gp; *Coin:* 0 gp; *Magic:* 6 *potions of cure light wounds* (4 gp each).

Random Encounters in the Thornwaste (page 68)

Defeat the first random encounter.

XP: 180

Defeat the second random encounter.

XP: 180

Defeat the third random encounter.

XP: 180

Defeat the fourth random encounter.

XP: 180

Varanthian's Lair (page 70)

Defeat Varanthian.

XP: 240

Treasure: *Loot:* 0 gp; *Coin:* 583 gp; *Magic:* 0 gp.

The Lion's Path (page 71)

Defeat the ghosts.

XP: 240

Guardroom (page 72)

Defeat the monks.

XP: 210

Treasure: *Loot:* 172 gp; *Coin:* 0 gp; *Magic:* 3 *bracers of armor +1* (83 gp each), 3 *potions of cure moderate wounds* (25 gp each), 3 *potions of bull's strength* (25 gp each), 3 *potions of shield of faith +3* (25 gp each).

Ooze Pit (page 73)

Defeat the ooze.

XP: 210

Treasure: *Loot:* 0 gp; *Coin:* 0 gp; *Magic:* *ioun stone*, *dusty rose prism* (417 gp).

Guest Quarters (page 73)

Defeat the Wyrmlord.

XP: 330

Treasure: *Loot:* 278 gp; *Coin:* 250 gp; *Magic:* 2 *+1 banded mails* (117 gp each), 4 *potions of cure light wounds* (4 gp each), 2 divine scrolls of *spiritual weapon* (CL 3rd) (13 gp each), 2 divine scrolls of *summon monster III* (CL 5th) (31 gp each), 3 *bracers of armor +1* (83 gp each), 3 *potions of cure moderate wounds* (25 gp each), 3 *potions of bull's strength* (25 gp each), 3 *potions of shield of faith +3* (25 gp each), *gloves of dexterity +4* (1,333 gp), *+2 mithral breastplate* (683 gp), 20 *+1 shock arrows* (14 gp each), *staff of stormclouds* (26 charges) (819 gp).

Guest Quarters (page 75)

Treasure: *Loot:* 0 gp; *Coin:* 167 gp; *Magic:* 0 gp.

The Pool of Rebirth (page 76)

Defeat the bonedrinkers

XP: 270

Parlor (page 77)

Treasure: *Loot:* 0 gp; *Coin:* 233 gp; *Magic:* 0 gp.

Chamber of the Betrayed (page 77)

Defeat the Ghostlord or get him to break the alliance with the Red Hand horde.

XP: 390

Treasure: *Loot:* 0 gp; *Coin:* 0 gp; *Magic:* *+1 wild hide armor* (1,347 gp), *ring of protection +1* (167 gp), *ring of animal friendship* (900 gp), *wand of produce flame* (CL 1st, 25 charges) (31 gp).

Shrine of Blight (page 78)

Defeat the ghost dire lion.

XP: 210

Treasury (page 78)

Treasure: *Loot:* 0 gp; *Coin:* 1,405 gp; *Magic:* *arcane scroll of cone of cold* (CL 9th) (94 gp), *arcane scroll of dimensional anchor* (CL 7th) (58 gp), *wand of web* (CL 3rd, 18 charges) (135 gp), *amulet of health +4* (1,333 gp), *+1 keen kukri* (692 gp).

Marked for Death (page 46)

Defeat the ambush.

XP: 300

Treasure: *Loot:* 460 gp; *Coin:* 67 gp; *Magic:* 4 *potions of jump* (4 gp each), 4 *potions of pass without trace* (4 gp each), 4 *oils of magic weapon* (4 gp each), 4 *potions of cure moderate wounds* (25 gp each), 8 *potions of invisibility* (25 gp each), 4 *potions of protection from good* (4 gp each), 5 *potions of cure light wounds* (4 gp each).

Part Three: Experience and Treasure Summary

Discretionary roleplaying award	342 XP
Encounter Experience	4,230 XP
Maximum Experience	4,572 XP

Total Treasure	16,824 gp
Maximum Reward Allowed	4,950 gp

Part Four: Enemy at the Gates

Experience and treasure rewards for the encounters in Part Four: Enemy at the Gates are for APL 8.

Phase One: Introductions (page 86)

PCs make a good impression.

XP: 50

Phase Two: Battle Plans (page 87)

PCs contribute well to the discussion of battle plans.

XP: 200

Phase Three: City Defense (page 87)

PCs contribute well to the discussion of city defense.

XP: 200

Save the Walls (page 89)

Defeat the giants.

XP: 330

Treasure: *Loot:* 13 gp; *Coin:* 1,157 gp; *Magic:* +1 arrow catching light wooden shield (346 gp), +1 warhammer (193 gp).

Abithriax's Rampage (page 90)

Defeat Abithriax.

XP: 300

Stop the fires.

XP: 100

Treasure: *Loot:* 0 gp; *Coin:* 0 gp; *Magic:* amulet of health +2 (333 gp), minor ring of cold resistance (1,000 gp).

Streets of Blood (page 91)

Defeat First Wave.

XP: 270

Treasure: *Loot:* 486 gp; *Coin:* 0 gp; *Magic:* 2 +1 breastplates (113 gp each), 2 potions of cure moderate wounds (25 gp each), 6 potions of cure light wounds (4 gp each).

Defeat Second Wave.

XP: 300

Treasure: *Loot:* 335 gp; *Coin:* 0 gp; *Magic:* 8 potions of cure moderate wounds (25 gp each).

Defeat Third Wave.

XP: 330

Treasure: *Loot:* 294 gp; *Coin:* 0 gp; *Magic:* 5 +1 studded leather armor (98 gp each).

Defeat Fourth Wave.

XP: 360

Treasure: *Loot:* 52 gp; *Coin:* 13 gp; *Magic:* 2 potions of blur (25 gp each), 2 potions of invisibility (25 gp each), 2 arcane scrolls of dominate person (CL 9th) (94 gp each), 2 wands of cause fear (CL 1st, 25 charges) (31 gp each), 2 wands of disguise self (CL 1st, 25 charges) (31 gp each), 2 +1 studded leather armors (98 gp each), 2 Heward's handy haversacks (167 gp each), 4 elixirs of love (13 gp each), 4 elixirs of truth (42 gp each), 6 doses of striped toadstool poison (15 gp each).

Sniper Attack (page 93)

Defeat the sniper.

XP: 330

Treasure: *Loot:* 53 gp; *Coin:* 16 gp; *Magic:* 5 potions of cure moderate wounds (25 gp each), 2 arcane scrolls of fly (CL 5th) (31 gp each), 2 arcane scrolls of haste (CL 5th) (31 gp each), 4 arcane scrolls of invisibility (CL 3rd) (13 gp each), 2 arcane scrolls of summon monster IV (CL 7th) (58 gp each), 2 rings of protection +1 (167 gp each), 2

cloaks of resistance +1 (83 gp each), oil of magic weapon (4 gp), 2 potions of invisibility (25 gp each), potion of protection from good (4 gp), +1 short sword (193 gp), +1 composite shortbow (+3 Str bonus) (217 gp), 10 adamantite arrows (5 gp each), quiver of Ehlonna (150 gp), 3 doses of sassone leaf residue (25 gp each), 2 doses of purple worm poison (58 gp each), gloves of dexterity +2 (333 gp), Heward's handy haversack (167 gp).

Final Battle (page 94)

Defeat the Wyrmlord.

XP: 360

Treasure: *Loot:* 49 gp; *Coin:* 0 gp; *Magic:* 2 potions of cure serious wounds (63 gp each), 2 potions of fly (63 gp each), 2 potions of haste (63 gp each), +2 red dragoncraft full plate (1,375 gp), +2 heavy steel shield (348 gp), +1 wounding heavy pick (1,527 gp), gauntlets of ogre power (333 gp), cloak of resistance +2 (333 gp), ring of protection +1 (167 gp).

Part Four: Experience and Treasure Summary

Discretionary roleplaying award	125 XP
Encounter Experience	3,130 XP
Maximum Experience	3,255 XP

Total Treasure	13,805 gp
Maximum Reward Allowed	3,900 gp

Part Five: The Fane of Tiamat

Experience and treasure rewards for the encounters in Part Five: The Fane of Tiamat are for APL 9.

Random Encounters in the Wyrmsmoke Mountains (page 98)

Defeat the first random encounter.

XP: 240

Defeat the second random encounter.

XP: 240

Defeat the third random encounter.

XP: 240

Defeat the fourth random encounter.

XP: 240

Defeat the fifth random encounter.

XP: 240

Security (page 98)

Defeat the first mobile patrol of 3 blackspawn raiders.

XP: 210

Defeat the second mobile patrol of 3 blackspawn raiders.

XP: 210

Defeat the third mobile patrol of 3 blackspawn raiders.

XP: 210

Defeat the fourth mobile patrol of 3 blackspawn raiders.

XP: 210

Defeat the fifth mobile patrol of 3 blackspawn raiders.

XP: 210

Defeat the sixth mobile patrol of 3 blackspawn raiders.

XP: 210

Defeat the seventh mobile patrol of 3 blackspawn raiders.

XP: 210

Defeat the eighth mobile patrol of 3 blackspawn raiders.

XP: 210

This encounter can occur up to 8 times. The numbers below reflect the total treasure if the mobile patrols are defeated all 8 times.

Treasure: *Loot:* 774 gp; *Coin:* 400 gp; *Magic:* 24 *potions of jump* (4 gp each), 24 *potions of pass without trace* (4 gp each), 24 *oils of magic weapon* (4 gp each), 24 *potions of cure moderate wounds* (25 gp each), 48 *potions of invisibility* (25 gp each), 24 *potions of protection from good* (4 gp each).

The Mark of Tiamat (page 99)

Defeat the dragon.

XP: 330

Disarm or survive the trap.

XP: 270

Treasure: *Loot:* 0 gp; *Coin:* 0 gp; *Magic:* *wand of fireball* (CL 7th, 18 charges) (473 gp), *amulet of mighty fists +2* (2,000 gp), *ring of protection +1* (167 gp).

Dragons' Lair (page 101)

Treasure: *Loot:* 0 gp; *Coin:* 4,998 gp; *Magic:* +2 *adamantine shocking burst greatsword* (2,946 gp), *belt of giant strength +4* (1,333 gp), *cloak of resistance +2* (333 gp), *boots of striding and springing* (458 gp), *staff of fire* (22 charges) (651 gp).

Foyer (page 101)

Defeat the guardians.

XP: 270

Guard Barracks (page 102)

Defeat the guards.

XP: 270

Treasure: *Loot:* 194 gp; *Coin:* 367 gp; *Magic:* 6 *potions of jump* (4 gp each), 6 *potions of pass without trace* (4 gp each), 6 *oils of magic weapon* (4 gp each), 6 *potions of cure moderate wounds* (25 gp each), 12 *potions of invisibility* (25 gp each), 6 *potions of protection from good* (4 gp each), *lesser bracers of archery* (417 gp), +1 *flaming hand crossbow* (700 gp).

Torture Chamber (page 102)

Defeat the bone devil.

XP: 270

Priest Cells (page 103)

Defeat the hobgoblins.

XP: 330

Treasure: *Loot:* 134 gp; *Coin:* 0 gp; *Magic:* 5 +1 *banded mails* (117 gp each), 10 *potions of cure light wounds* (4 gp each), 5 divine scrolls of *spiritual weapon* (CL 3rd) (13 gp each), 5 divine scrolls of *summon monster III* (CL 5th) (31 gp each), 2 +1 *full plate armors* (221 gp each), 2 +1 *light steel shields* (97 gp each), 2 +1 *heavy maces* (193 gp each), 2 divine scrolls of *flame strike* (CL 9th) (94 gp each), 2 divine scrolls of *recitation* (CL 7th) (58 gp each), 2 divine scrolls of *summon monster IV* (CL 7th) (58 gp each), 2 *wands of cure light wounds* (CL 1st) (63 gp each).

Laryssa's Kitchen (page 104)

Defeat the night hag and devils.

XP: 300

Treasure: *Loot:* 1 gp; *Coin:* 300 gp; *Magic:* *heartstone* (150 gp), *potion of jump* (4 gp), *potion of neutralize poison* (63 gp), *wand of silence* (CL 3rd; 21 charges) (158 gp), *figurine of wondrous power* (silver raven) (317 gp).

Great Temple of Tiamat (page 106)

Defeat the wyverns.

XP: 330

Destroy/consecrate the altar.

XP: 360

Cavern of the Guardian Spawn (page 106)

Defeat the razorfiends.

XP: 360

Outer Sanctum (page 107)

Defeat the hobgoblins and wraiths.

XP: 360

Treasure: *Loot:* 134 gp; *Coin:* 0 gp; *Magic:* 5 +1 banded mails (117 gp each), 10 *potions of cure light wounds* (4 gp each), 5 divine scrolls of *spiritual weapon* (CL 3rd) (13 gp each), 5 divine scrolls of *summon monster III* (CL 5th) (31 gp each), 2 +1 full plate armors (221 gp each), 2 +1 light steel shields (97 gp each), 2 +1 heavy maces (193 gp each), 2 divine scrolls of *flame strike* (CL 9th) (94 gp each), 2 divine scrolls of *recitation* (CL 7th) (58 gp each), 2 divine scrolls of *summon monster IV* (CL 7th) (58 gp each), 2 *wands of cure light wounds* (CL 1st) (63 gp each).

High Wyrmlord's Chambers (page 107)

Defeat the erinyes.

XP: 300

Treasure: *Loot:* 3 gp; *Coin:* 500 gp; *Magic:* 2 +1 flaming composite longbows (+5 Str bonus) (742 gp each).

Summoning Room (page 108)

Destroy the summoning circle.

XP: 300

Treasury (page 108)

Defeat the barbed devil.

XP: 360

Disarm or survive the dragonchest traps.

XP: 360

Treasure: *Loot:* 0 gp; *Coin:* 4,400 gp; *Magic:* 6 *potions of bull's strength* (25 gp each), 14 *potions of cure moderate wounds* (25 gp each), 5 *potions of lesser restoration* (25 gp each), 4 *potions of shield of faith* +3 (25 gp each), +1 adamantite dwarven waraxe (444 gp), +2 defending flaming whip (2,692 gp), python rod (1,083 gp), ring of chameleon power (1,058 gp), bag of tricks (rust) (250 gp), minor circlet of blasting (540 gp), cloak of charisma +4 (1,333 gp), scabbard of keen edges (1,333 gp).

Inner Sanctum (page 109)

Defeat the High Wyrmlord.

XP: 420

Treasure: *Loot:* 0 gp; *Coin:* 333 gp; *Magic:* *potion of barkskin* +4 (75 gp), *potion of fly* (63 gp), *potion of haste* (63 gp), divine scroll of *heal* (CL 11th) (138 gp), divine scroll of *restoration* (CL 7th) (67 gp), divine scroll of *word of recall* (CL 11th) (138 gp), +2 black dragoncraft full plate (1,375 gp), +2 red dragoncraft heavy shield (585 gp), +2 blue dragonfang keen heavy pick (1,551 gp), *periapt of wisdom* +4 (1,333 gp), cloak of resistance +3 (750 gp), ring of protection +2 (667 gp), Heward's handy haversack (167 gp).

Tiamat's Wrath (page 110)

Defeat the Aspect of Tiamat.

XP: 390

Keep the Aspect from leaving the Fane.

XP: 300

Destroy/consecrate the altars of the inner and outer sanctum.

XP: 360

Conclusion

Donate gold to the rebuilding of towns devastated in the war.

XP: 360

Part Five: Experience and Treasure

Summary

Discretionary roleplaying award	300 XP
Encounter Experience	9,480 XP
Maximum Experience	9,780 XP

Total Treasure	48,178 gp
Maximum Reward Allowed	14,400 gp

DM AID: NEW RULES

New Items

Elixir of Mirror Image

The drinker of this elixir is subject to the effects of the *mirror image* spell at CL 6th.

Faint illusion; *CL* 6th; *Prerequisites*: Craft Wondrous Item, *mirror image*; *Market Price*: 600 gp.

Elixir of Glibness

The drinker of this elixir is subject to the effects of the *glibness* spell at CL 8th.

Faint transmutation; *CL* 8th; *Prerequisites*: Craft Wondrous Item, *glibness*; *Market Price*: 1,200 gp.

New Spells

Recitation (Spell Compendium)

Conjuration (Creation)

Level: Clr 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies.

The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you.

Divine Focus: In addition to your holy symbol, the spell requires a sacred text as a divine focus.

DM AID: MAPS

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