

BDK3–03

Trouble at Baco Canyon

A One-Round D&D LIVING GREYHAWK[®]
Bandit Kingdoms Regional Adventure

Version 1.0

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Reviewed by Jason Bulmahn

A request to escort a funeral wagon of an old acquaintance seemed like a good way of getting out of sight after some of the things you have done to Old Wicked's forces. After all, who would ever come looking for you in the Rift Barrens? An adventure for parties of APL 4 – 12.

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

Preparation

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

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

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

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

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

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

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

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

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

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

Time Units and Upkeep

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

Adventure Background

The plots hatched by the Temple Grimacing in Stoink (detailed in BDK2-2 *Trouble at Ankheg Springs*) last year were seemingly defeated by the betrayal and disgrace of their champion, Arvad Michelson. In fact, Lord Bloodhand, High Priest and 1st sealer of fate of the Temple, did get what he needed: the location of the annual Conclave of the rift barrens nomadic clans. During the past year, further researches into the archives looted from the laboratory of the Elvish wizard, Miridor, have convinced him that the elf was in possession at one time of an item that acted as a key to many of the wards protecting the Fellreev.

His researches have led him to identify Tulosh Silverhoof, first and greatest of the Rift Barrens Nomads as the person who killed Miridor. Magical attempts to scry or otherwise divine the location of Tulosh's burial tomb in a place called Baco Canyon have been unsuccessful. Several attempts at subversion and torture of captured shaman have not revealed the location of the tomb. Apparently this knowledge is a closely held secret of the head Shaman of the clans.

He has therefore assigned his 3rd Sealer of Fate, Ulmak, to detail a party of infiltrators and assassins into the conclave with the express mission of finding out the location of Baco Canyon from the shaman. The leader of this mission is the assassin, Hulfdan. Bloodhand has further committed the resources of the temple to ferry a strong force of orcish infantry into the area to escort the treasure out of the barrens should the assassins find it. Lastly, he has made a compact with the Red Dragon of the Rift, Morginstaler, to personally bring the artifact back to him if it can be found.

Hulfdan's plan to ferret out the location of Baco Canyon started with the assassination of Roche Brighteagle, a landowner in the Thorpe of Ankheg Springs on the edge of the barrens who had been an irritant in a previous mission. Included in the assassination was the destruction of most of the rest of the Brighteagle clan. Hulfdan then plans on using his ally in the clans to propose to the Conclave that they bury Roche in Baco Canyon.

Wishing to subvert Ulmak, Elmira the Flayer, the 2nd Sealer of Fate in the temple, has sent her primary assassin, Rugari, to both spy on Hulfdan and also to attempt to get the treasure for herself. Rugari is to make sure that the mission to obtain the gem succeeds, and if possible, embarrass Ulmak's agents.

Adventure Summary

Encounter 1: Here the heroes meet Tovar and Shining Rock and are asked to accompany Ilyena to the conclave of the nomads to bury her husband.

Encounter 2: The heroes meet with Ilyena and begin their journey into the barrens. They have an opportunity to discover information about the politics of the clans, and may talk to Roche's spirit if they desire.

Encounter 3: The heroes come on the site of a battle between a band of ogres and one of Elmira's assassins. They have a decision here whether to finish off the last of the ogres or show him mercy. Do they loot the ogre cave or leave it? They will also find in the cave a parchment that gives some clue that there are multiple parties interested in the Conclave. They may find evidence that they are actively being hunted for their actions in earlier scenarios.

Encounter 4: The heroes will have an opportunity to interact with the conclave. They might be able to negotiate with Gothman Deerstalker for a superior light warhorse. At dinner that night, they will get information that might lead them to discover what is going on in the conclave. They might or might not discover Hulfdan and confront him.

Encounter 5: The heroes are part of the defense of the conclave as the orcish troops of Lord Bloodhand descend upon the conclave. Morginstaler lands on the Conclave tent and may receive the amulet with the directions to Baco Canyon from one of Hulfdan's assistants. The heroes may or may not attack Morginstaler and may negotiate with him to get the amulet back.

Encounter 6: The heroes will get more information about the makeup of the assassins they are against. They must make a decision whether or not to loot the ancient tombs that they find.

Encounter 7: The heroes must determine how to get through the traps and wards into the tomb of Tulosh Silverhoof.

Encounter 8: The heroes have a chance to talk with Tulosh Silverhoof's ghost and must make a decision whether to attack the ghost and take the gem or leave the gem with him.

Encounter 9: The heroes will have to face both the assassins that are remaining along with their Sparrowhawk allies to get away with the gem. They must decide what to do with the gem.

Introduction

It seemed pretty standard for adventurers such as yourself...you were walking down a gloomy street in the outskirts of Stoink when you heard the sound of combat down an alley. Coming around the corner, you saw an elderly man in the distinctive garb of the Rift Barrens nomads against a wall, being assailed by eight thuggish looking orcs. You and several other passersby managed to make quick work of the thugs, and it wasn't until the battle was over that you noticed that two of them had on the livery of the Iuzite Temple Grimacing in Stoink. The nomad, a half elf by his build, looked each of you over carefully, thanked you for saving his life, and asked you to do him a valuable service and meet him outside of town the next morning at the blasted tree next to the ruined temple just east of Stoink. So, here you are, and it looks as though most of the people who helped last night aren't as trusting as you, since only a few are here just now. Looks like several of last night's

helpers just wanted to share in the looting of some well equipped thugs

Encounter One Message from the Past

Take this opportunity to allow the players to introduce themselves to the other members of the party. Have each player describe his/her character's physical appearance, and any information that he/she would have revealed that morning while sitting around, including any standing disguises. Find out which, if any, players have the influence point with Ilyena Michelson from the module BDK2-2 *Trouble at Ankheg Springs*.

Additionally, find out at this point whether any of the pc's sitting at the table belong to the Defenders of the Greenkeep or has earned the favor of the Defenders of the Greenkeep (from BDK 1-6, *The Elven Connection*). If so, give them player handout #1.

As the sun begins to rise towards its zenith and the conversation starts to turn towards the foolishness of adventurers who go to blasted trees at the bidding of an old man in an alley, you see two riders approaching across the fields leading a string of sleek looking horses. As they get closer, you can see that one of them is the man from the night before. The other appears to be a teenage human girl also dressed in the style of the nomads.

The players may make a spot check to notice:

DC 10: The horses are of a different breed than those normally found around here, as they look more like an appaloosa than your standard Morgan or Thoroughbred that most riders around this area favor. Those making a Knowledge: local (Bandit Kingdoms) DC 15 will recognize them as the preferred steeds of the nomads.

DC 13: The older man appears to have several sets of bruises that you don't remember from last night. If asked about them, he will spit on the ground and murmur about "ignorant men who think that all strangers are their prey."

DC 15: The girl has several tattoos at the base of her neck that are nearly covered by her clothing and cloak. The heroes cannot see enough of them to make any determination of what they represent. She is also wearing an amulet that detects as magical if any PC attempts it (abjuration and divination).

🔱 **Tovar Brighteagle:** Male Half Elven Ranger 6; See appendix 1

🔱 **Shining Rock:** Female Half Elven Druid 2/ Ranger 1: See appendix 1

Allow the players a chance to greet the man who will respond in kind, then say:

My friends, it to be sure is that I am glad to be seeing you! But were there not eight of you last of the night?

If any of the characters have the favor of Ilyena Michelson, he will direct the next comments to them:

Ah well, matters not. Is it not the will of the Gods that I search throughout for those who help my son and grandson, yet find them not until I am beset and in need of help, just as was Roche! Wastu Hile! I am called Tovar Brighteagle and I bring you greetings and friendship from Ilyena of the Brighteagle! Rock and Tree have I searched for the brave wanderers who to be helping her in the past. I bring word to you that she wishes to bring honor on your house as she must travel on a most sorrowful journey. Will you and those standing with you come with me to be with her at this time?

If none of the characters at the table have the favor of Ilyena Michelson, read this:

My name is Tovar Brighteagle and I to be looking for many days now for those who helped my grandson in the past, but time has now flowed downstream until I can look no longer. You are people of good heart who help an old man in need...can I ask you to come with me to act as escort to sister-son's funeral procession? I promise you the gratitude of Ilyena of the Brighteagle if you help her.

- ☛ Tovar can tell them that he is looking for people he can trust to escort his grandson's wife.
- ☛ They are traveling with the grandson's body to the ancestral burial ground in the rift barrens.
- ☛ He would prefer not to discuss the manner of his grandson's death, other than to hint that it was suspicious.
- ☛ Ilyena would not agree to a nomadic escort, Tovar disagrees, but is abiding by her wishes. Because he has given his word, he will try to get at least one person with the favor of Ilyena Michelson to accompany him back.

Under no circumstances will he offer money or make any promise of gain other than the "gratitude" mentioned earlier. If the PC's press the point, the girl will say to the older man:

Ur-father, these are not good hearted people after all. They wish for nothing but their gold, leave them to it and let us return, for it is better to return alone than to return with common mercenaries.

Unless the PC's relent and agree to go for the honor of his clan, he will sadly depart. The adventure is now over and score the scenario.

Assuming that the heroes agree to accompany Tovar and Shining Rock, he will lend them each a sturdy nomadic mount and they will start galloping towards Ankheg Springs. Should the PC's have animals that they wish to have accompany them, Tovar will tell them that they can leave them at the with a person that he trusts implicitly, and that he promises that they will catch up to them later on. He will guarantee their safety. Those animals will meet up with the party in Encounter 4, at the Conclave.

Encounter Two A Wake at the Ranch

You didn't know that so many miles could be covered in so short a time, but in the last 24 hours you have covered almost 100 miles, thanks to the foresight of the nomads. Every 10 miles or so, another nomad would suddenly appear out the darkness leading a string of fresh remounts, and after a moment you were off running again. Even your saddle sores have saddle sores by the time you finally crest the lip of the small valley in the rift barrens and see the hamlet of Ankheg Springs in front of you.

This ride is extremely taxing on the players, as the continual galloping of the horses (along with the fatigue of traveling through the night) makes this the equivalent of a forced march. To keep the players from each making 14 saves, allow them to group them into blocks of four hours. Use the standard rules from p. 143 in the *Player's Handbook*. But group the CON checks for the hours over the 8th to DC 12 (hours 1-4), 16 (hours 5-8), and 20 (hours 9-12). Since each check is for four hours of forced march, any failed save results in a loss of 4d6 subdual damage. Allow a circumstance modifier of ½ the character's ride skill ranks to this check, to account for the fact that experienced riders will be more likely to understand how to pace themselves on horseback. Any PC who falls below zero hp is considered to be unconscious and tied to his horse for the remainder of the journey to Ankheg Springs. Use this to give some flavor to the ride and give the players the feel for the skill of the nomads.

Read this to any of the players who are still conscious.

You notice that neither of the nomads even looks very winded by the journey. Within minutes you are at the Michelson thorp, and you see a woman dressed in the fashions of women in the bandit kingdoms, but wearing a shawl in the colors and design of the nomads standing on the porch of the ranch house as if expecting you.

The woman is Ilyena of the Brighteagle, the sister to Arvad Michelson from *Trouble at Ankheg Springs* and widow of Roche Brighteagle. See appendix 2 for a family chart of the Brighteagle clan. After being allowed to

recover a bit and wash up, Ilyena invites them into the ranch house. At an appropriate point, Ilyena will say:

"Friends, I thank you for coming once again to my aid. Let me tell you the sad story. After Arvad left, assassins from the Temple Grimacing rode through town looking for my brother. When they didn't find him here, they burned the barn and tried to burn the ranch house. Fortunately, they were in a hurry and we were able to put that fire out. Roche and I were married in the tradition of the nomads and settled down here to raise a family." (you notice that she rubs her belly while she says that). For the last year we lived mostly in peace, even the rains came when they should. About a month ago, we heard a rumor that something terrible had happened to Roche's family in the barrens. Roche left with one of the hands to investigate, and never returned. About two weeks ago, one of the farmers came across the skeleton of a horse with Roche's saddle on it. We searched the area far and wide, and finally found the remains of my husband, decapitated and left unburied in a gully in the barrens." She stops for a moment as her voice catches and dries her eyes. "I would like you to do me the honor of coming with me to escort Roche's body to his family burial site in the Barrens. Will you do me this honor?"

Ilyena is willing to answer any questions that she can. Information she knows (or thinks she knows):

- ☛ Tovar and Shining Rock are the only two of Roche's family still alive. The others were all murdered a month ago. Tovar is his grandfather and Shining Rock his first cousin. There are many in the Brighteagle clan, but they are more distantly related.
- ☛ She is pregnant with Roche's child. She knows it will be twin boys.
- ☛ She doesn't know who murdered Roche. She suspects the Sparrowhawk clan, a rival nomadic clan with a history of feuding with the Brighteagle.
- ☛ She doesn't know any of the details of the murder of the rest of Roche's family, but she does know that according to the nomadic custom, her baby is the legitimate heir to the Brighteagle clan. Roche's father had handed over the clan to his eldest son, but both are dead and Roche is next in line.
- ☛ Should the PCs try to raise Roche or ask him, he will respond that he will not agree to come back if it would harm his children's prospects.
- ☛ She wanted non nomads to accompany her, since she isn't convinced that it wasn't nomads who killed her husband's family, and there are no Brighteagle kinsmen within reach.
- ☛ She suspects the Sparrowhawk clan, as Roche had several run-ins with Hirdan Sparrowhawk over water rights in the last year.

- The burial place is next to the rift canyon, and will coincide with a conclave of the clans to discuss the fratricide.

She will lead them in to the Living room of the ranch house, where Roche's coffin is set in state. Roche has been dead long enough that it would take a resurrection spell to raise him. This is against nomadic custom, so she will not agree to it. The raised body would be considered outcast and would jeopardize her children's eventual clan leadership. If there is a cleric in the party who can speak with dead, she will allow for the "communing with the spirits". If successful, Roche can tell them that he was hit from behind while riding his horse down a ravine. As he fell off, he got a glimpse of a man in black with a snake tattoo on his arm. Many members of the men of the Rift have a snake tattoo, which might lead the heroes to some erroneous conclusions. Unfortunately, Roche's sight was wrong and while it looked like a snake, it was actually of a Yuan-ti. The Yuan-ti tattoo is the sign of the assassins of temple Grimacing, but the players have no way to understand that at this point.

Ilyena will make sure that the heroes are comfortable and then get started with a couple of hands getting the wagon ready for the journey into the barrens.

Encounter Three The Dusty Trail

Several days of very slow travel have simply reinforced just exactly how dry, dusty and boring the rift barrens are. The nearly flat terrain extends for as far as the eye can see as you get closer and closer to the Great Rift. The vegetation, what little of it there is, consists of straggly grass and sagebrush, with the occasional tumbleweed rolling across the plain for good measure. Those of you from the city can't imagine how people could live out here without going insane.

The travel has been slow because of the burial wagon. Decorated in Nomadic shawls and beadwork, it is the only color from horizon to horizon, but the wagon just isn't made for speed. Each gully that you have crossed in this trackless waste is the loss of another hour. It is truly amazing just how many gullies and ravines a terrain this flat can have. Up ahead, your scout calls back that he sees a dead horse in a gully about 200 feet in front of you. The pools of dried blood and broken weapons indicate that there was quite a fight.

The horse has a partially visible brand upon its flank, but the horse will have to be turned over to recognize it (DC 15 knowledge: BK or bardic knowledge or DC 20 knowledge: religion).

There are obvious tracks leading from the fight to a cavern about 40 feet down the streambed. When the pc's get ready to go into the cave, read or paraphrase the following:

The mouth of the cave seems to be the where part of the stream used to flow underground. It leads into a natural tunnel about 10 feet wide. The footsteps and drag marks indicate that many creatures have passed this way in the last month or so.

Trap: Just inside the entrance to the cave is a trap that was set up by the ogres to prevent any of their rivals from the rift from sneaking up on them. In APL 4, this trap is non functional.

APL 6

↗ **Falling Block Trap:** CR 5; +15 melee (6d6, x2); Search (DC 20); Disable Device (DC 25). Note: Can strike all characters in 10' by 10' area.

APL 8

↗ **Falling Block Trap:** CR 7; +17 melee (8d6, x2); Search (DC 22); Disable Device (DC 27). Note: Can strike all characters in 10' by 10' area.

APL 10

↗ **Falling Block Trap:** CR 9; +19 melee (10d6, x2); Search (DC 24); Disable Device (DC 29). Note: Can strike all characters in 10' by 10' area.

APL 12

↗ **Falling Block Trap:** CR 11; +21 melee (12d6, x2); Search (DC 26); Disable Device (DC 31). Note: Can strike all characters in 10' by 10' area.

After about 50 feet, the tunnel opens into a large cavern. The cavern has the distinctive smell of those who do not care for personal or social hygiene. Crude graffiti illustrates what you guess must be ogre humor. In the center of the room is a cooking fire roasting what looks like a human leg, while on the left side of the cavern is a rude altar on which are the bodies of three gaudily tattooed ogres. At the feet of the ogres are the heads of several hobgoblins and the staring head of a human. In a corner of the room a badly wounded ogre is lying down. When you enter the cavern, he struggles to a sitting position and holds his cudgel. "Go away small ones, or I kill you." He says as with an effort he lifts the club.

Creature: Xuv is the only survivor of an ambush that the ogres set for a temple assassin and his hobgoblin followers. He is crushed that the rest of his family group was killed, and is bitter towards "small ones". A Diplomacy check (DC 10) will be enough to have him continue to talk to the heroes. Make careful note of the attitudes that the pc's use towards him. You might mention to good aligned pc's that he hasn't done anything to you, but if they wish to kill him, he can't put up much resistance. Killing him is not an evil act, but if they treat him well (let him keep his loot, heal him or such), then they will see him again in encounter 9. **If they torture, intimidate, loot or have a nasty or**

condescending attitude, then (should he survive) he will go back to the rift and leave them to their fate in encounter 9.

What Xuv knows:

- His comrades were killed by a black garbed small one and his hobgoblin servants. They are over there.
- Yes, it is a human arm he is eating. You can't have any, but there is some leg cooking.
- They have lived here for a couple of months. They came out of the rift looking for easier pickings than what is available in the rift.
- He doesn't care if you search the 'small ones' as he doesn't want anything to do with them. He will not allow the pc's to loot his home.

✚ **Xuv:** CR 6; Advanced male ogre Bbn 5, hp 88 (wounded currently at 6 hp), see appendix 1.

Should the PCs decide to loot the cave, they will find 600 gp worth of salable gear and 240 gp in gold and silver. If they take it, Xuv will not help them in encounter 9. Taking the papers on the assassin does not constitute looting the cave.

A quick search of the cavern reveals the rest of the body of the human. The torso of the human has a tattoo of a Yuan-ti on his forearm. A search of the assassin's possessions reveals several pieces of parchment. If any of the characters has either the Wanted for Questioning or Hunted cert from Trouble at Ankheg Springs, then one of the papers has a crude drawing of that hero. One of the other papers is player handout #2.

Should the heroes scry on Hulfdan at this point, remember to allow him a check to notice. Up until the conclave meeting starts, he is posing as a male Redfox clan member. Detect magic will detect his headband (illusion on head), potion of haste (transmutation at belt) and misdirection (illusion at belt). None of his other items are with him at this point. As he will not drink the potion of misdirection until the conclave in encounter 4, he will detect correctly.

The Next Day:

The next day after the Ogre encounter, read the following.

Midmorning on the third day since your departure from Ankheg Springs finds you still on the plains. The terrain has gotten progressively more desolate as you have traveled further into the rift barrens, until now you understand just how lush the sagebrush of a few days ago really was. A few cactus and some other prickly plants grow sparsely on this dry dusty plain. As your path takes you into another gully, you notice that to your left the streambed just seems to end.

If the pcs decide to investigate, read the following. Shining rock or Tovar can tell them that this is the rift.

The edge of the streambed ends like a knife cut it. Before you stretches an amazing sight. The Rift

Canyon. The other side of the canyon is so far away, it must be almost ten miles. Yet from only a half of a mile away, the terrain was so flat that you had no idea that you were close to the canyon. The walls of the canyon are nearly sheer and made of sandstone. On the other side of the canyon wall you can see different geological strata showing the history of the Oerth. Shining Rock smiles at your amazement and says: "Behold the Great Canyon. Here our ancestors tell us that the god Vatun fought the great beast Nigulash in the dawn of the world. The battle raged for time beyond measure until finally Vatun slew the beast at this place. So great was his blow that his sword cleaved the very Oerth. It is a good sign, we are now close to the conclave."

While there are few, if any, worshippers of Vatun in the clans today, this story has remained from their ancient days with the Reavers in the far north of the Oerth. Indeed, the heroes are only an hour away from the conclave site.

Encounter Four The Conclave

A note about Nomadic culture:

Guests may not be attacked in this culture and any attack will be viewed as a disgrace to the attacking clan. Be aware that the PCs will be held responsible for any random mayhem that they cause. If they are caught stealing, the penalty is to have one's left hand cut off (1st offense). Murder is grounds for execution. If the PCs insist on creating mayhem, give them the outlawed trait on the AR.

As you climb a slight incline in the plains, (a welcome break from the flat monotony of the last couple of days) a pair of nomads stands up from behind some scrub and look at you. One of the nomads lifts a horn to his lips and blows a clear note that rings out across the plains, then beckons for you to advance. From the top of the incline you can see that the floor of the plain seems to have dropped about 50 feet as if by some huge sinkhole. It must stretch for a mile in diameter. In the bottom of the sinkhole are hundreds of tents, each colorfully festooned with ribbons and feathers in distinct patterns. From the bottom of the sinkhole, you see a group of red cloaked riders approaching, also blowing horns in answer and, you assume, greeting.

When the riders arrive, they call out greetings in Flan, while waving spears and lances in the air. Should any of the PCs misinterpret that, and draw weapons, make sure that Tovar or Shining Rock put a stop to it before it comes to blows by telling the PC that they were just showing welcome. The greeters are members of the Redfox clan. When the leader realizes that the PCs do not speak Flan, he will say in broken common:

"Shining Rock, you to be hurrying to Schnuruvinga" he pauses and looks at Tovar, who says "Conclave". "Even now, Jubarta has called to the clans to meet. We have you to been looking for all this day. Bad omens in sky, divining pool she is most dire. Jubarta say you come quick, he to be important thinking you are. You go now, we keep lookout." With that, his group of horsemen gallop off to the right whooping and crying out in high spirits, apparently unmoved by these dire predictions.

Shining Rock is required at the Conclave because she is the only shaman left for the Brighteagle and all shaman must be present for some of the business to be transacted. Ilyena will go because of the business of with Roche.

As the heroes progress down the side of the sinkhole, they can see that the tents are sectioned off into twelve outer zones, each zone with the banners of its clan. The center of the sinkhole sits a very large tent, with the banner of a silver horseshoe.

A conclave is normally a festive occasion, with clans using this opportunity to trade, barter and marry one another; a time of competitions and feasting. With the incursions of Iuz, life has become more and more difficult. Even the rains have failed in the barrens two of the last three years, and the nomads are feeling the pressure. As the Priests of Iuz in Stoink have consolidated their power, they have been stretching their control even into the barrens, and raids on the herds have increased. Despite that, there is a market here, and items from the PHB that are not obviously urban in nature can be purchased.

The area reserved for the Brighteagle clan is almost deserted, but those few there rise to greet Ilyena and Tovar with respect. Ilyena and Shining Rock will go into one of the larger tents to change and clean up. Any pc following will be politely asked to stay outside (if male) or allowed to come in and bathe with them (if female). They will change into a native costume that resembles a sari decorated with eagle feathers.

During the time that they are in the Brighteagle area of the conclave, they are being spied upon by a disguised temple assassin, Varnosh. He will make a spot role versus the disguise of any disguised PC that is hunted or wanted for questioning by temple assassins. He will recognize any undisguised PCs. He will take no action, but after the PCs go into the tent, he will pass the information to Hulfgar.

➤ **Varnosh**, temple grimacing assassin, see appendix 1

Once in the Brighteagle tent, Ilyena will ask them to stay with the body and make sure that it stays safe. She will ask one of the party to accompany her...someone who would not be a liability in a social situation.

There are several places that the pcs might go during the time that Ilyena and Shining Rock are in the Conclave tent. They are listed below.

1. The Conclave Tent.

This tent is a huge structure made of decorated hides that looks as if it could hold 500 people. It sits directly in the center of the sinkhole and dominates the tent city. Vents are open in the roof of the tent and the sounds of voices come from inside it, with the ebb and flow of speeches and argumentation. There are two doors to the tent, both guarded by a pair of serious looking nomads armed with spears.

No stats are given for the guards, as if the pcs attack the guards, they have horribly offended nomadic protocol and will be captured and executed for the insult. In case it comes to a fight, throw warriors with the same stats as Tovar at them until they are subdued or escape. They receive the enmity of the Nomads and the adventure is over.

No outsider (pc) will be allowed into the tent unless escorted by Shining Rock, Ilyena or Tovar. Given that Tovar is guarding the body of Roche, he is out. Messages can be passed into the tent freely, however.

If a pc accompanies Ilyena and Shining Rock to the conclave tent, read the following. Note that they will not bring a pc who is a liability with them (very low charisma, lives off the wild, visible curse (pox mask, no heartbeat, dead white skin, demon names on arms, etc.).

Inside the tent there must be more than 300 nomads, both men and women. Sitting on a large cushion on a raised platform in the center of the tent is a middle aged man wearing a green robe with the embroidery of a silver horseshoe. He is listening to two men who are arguing vigorously with raised voices. As you enter, you hear one, a swarthy half orc of a man wearing green and black with the symbol of a raven on his robes, say "No, you cannot allow one who has married an outlander and abandoned the clan to receive such an honor! How can you think this, Hirdan!" The other man, a stunted, almost dwarflike human with graying hair and dressed in robes of red with a geometric black pattern, shouts back "Why should you object to this honor to the Brighteagle? If even the Sparrowhawk do not object, then why should the Ravensong?" At that point the man in the green robes notices Ilyena and holds up his hand for silence. "Welcome, sister." He calls across the tent. "We are just discussing the matter of your husband's funeral ceremony. Come and join us." At this point he notices the rest of the party and frowns at Shining Rock. "Sister, Ilyena might not be aware, but you know the custom: there are to be no outsiders at the conclave!" And he gestures for the PC to exit.

The man in green robes is Jubarta, head druid of the nomads. The Sparrowhawk clan, under the leadership of Hirdan, has proposed to bury Roche in the most sacred and secret of the burial sites: Baco Canyon. Only the greatest of the leaders of the clans are ever interred there, and they are all alive in the songs of the tribe. This is a shock to the leaders of the other clans, as no one has been

considered important enough to be buried there since before the Greyhawk wars. This is the controversy that the heroes have walked into when they enter the tent. Allow them to argue for their continued admittance to the conclave and give them a +2/-2 circumstance bonus depending upon their role-play, but tradition is against them and it will require a DC (23+apl) diplomacy check to openly stay in the tent during the discussions. Ilyena will assure them that she will be fine with Shining Rock and asks the PC to go back to the main tent.

If one or more PCs figure a way to be in the meeting tent.

The discussion will proceed for hours, with each of the clans voicing its opinion. It seems as though everyone is able to talk at these meetings, and most do. It becomes apparent that the Sparrowhawk clan is the main instigator of the plan to bury Roche at Baco Canyon. Most of the other clans are suspicious of why this traditional enemy of the Brighteagle would wish to do such an honor. Ilyena speaks in favor of the Sparrowhawk proposal, but she does not wish to push it if it will antagonize the rest of the clans.

Any PC detecting evil (such as a paladin, obvious spellcasting in the tent would be severely disapproved of), will detect that about 15 people within range are evil, including one of the major shaman (the one from Ravensong) and Hirdan Sparrowhawk. It should be noted that the head druid does not detect at all as if protected from divination.

After about 4 hours (at about mid afternoon), Hirdan accuses the Shaman of resisting this proposal because he does not know where Baco Canyon is. He tells the assembly that this Shaman has never buried anyone in the Canyon and the knowledge probably died with his predecessor, who was assassinated during the Greyhawk wars. To this, the Shaman replies:

Foolish Hirdan, you do not know of what you speak. Know that the amulet of the Shamans contains the information to the Canyon. I did not need to learn of its location, as I wear it next to my heart every day.

Soon after this, Hirdan calls for a vote on the proposal, which is defeated soundly. Strangely, Hirdan seems satisfied with the conclusion. Near the end of the conclave, Hulfdan the assassin, disguised as a woman in Ravensong clothes, will leave the conclave and go to a neighboring tent. Hulfdan has cast misdirection on himself and traded his aura with that of the redfox clan druid, so he will detect as neutral good, with no magic on him. In that tent, he will change disguises using a hat of disguise and leave as a Sparrowhawk man. He (she) will then proceed to a tent in the far edge of the Sparrowhawk area of the conclave and enter the tent. He will then lay down on his back with a curved edge ceremonial dagger on his chest and appear to go to sleep. This is actually a prearranged signal to the Priests of Temple Grimacing in Stoink, who are scrying him frequently. This is the sign

to attack immediately, although the PCs should have no way of knowing this.

If the heroes confront Hulfdan and somehow forstall his signal to the priests, they will eventually figure out that something is wrong. Also, remember that there is another assassin in the camp (Rugari), that Hulfdan cannot describe, so even if the PCs manage to circumvent this attempt at disruption, they have no way of knowing that he is also sending a message simultaneously with Hulfdan's. Barring something really unusual on the heroes part, encounter 5 will still occur, although you may have to substitute an enthralled Sparrowhawk nomad for the assassin if the heroes have managed to root out Hulfdan's entire group.

🦋 **Hulfdan:** See Appendix 1

2. The Horse market.

Two things need to be emphasized here. First, there is **only one** horse available as described here. Secondly, they must call in the favor of Ilyena Michelson from BK2-2 *Trouble at Ankheg Springs* AND make a diplomacy check DC 20 to have him agree to sell it. Should two pcs wish to purchase it, Gothman will gladly play them off on another to get a higher price.

Wandering through the horse market, you see corral after corral filled with prime horses, with nomads very appreciatively calling out bids for different horses and arranging trades. One of the stalls seems to cater to a higher class clientele than the others. There, a grizzled man of indeterminate age is negotiating with several prominent RedFox warriors over a very nice looking chestnut mare.

This is the stall of the famous horse trader, Gothman Deerstalker. A bardic knowledge check of DC 10 or knowledge local: BK of DC 15 will have heard of him and know that he is renowned for his quality horses.

The man finishes his negotiations with the Redfox, watches them lead off the mare and then turns you and says "Wastu Domrani Ilmota Hai?"

Heroes who speak Flan will understand that he has asked "What can I do for you foreigners?" Heroes who answer back in Flan will obtain a +2 circumstance modifier to diplomacy checks with Gothman. He will gladly show them his stock. Anyone making a handle animal check of DC 10 or appraise of DC 20 will notice that there is one animal there that is decidedly superior to all the others they have ever seen.

If they are willing to call in the favor of Ilyena Michelson and can make a diplomacy check of DC 20, he will agree to sell the horse to the hero "as a favor to Ilyena of the Brighteagle". This nomadic thoroughbred is the prize of his herd and he will sell it for no less than 5000 gp and the favor of Ilyena Michelson and ONLY to a hero that possesses the favor of Ilyena Michelson. He only has the one superior horse, but will gladly sell standard light

warhorses for cost in the PHB. The stallion is listed on the adventure record, but his main feature is his that it is awakened, with an intelligence of 7. It only speaks Flan, but will not do even that unless under stress, and Gothman will simply mention that it is "quite an intelligent horse." He is willing and expecting to dicker about the price. He will not go below 5000 gp, will start at 10000 gp and then haggle his way down to 5000 gp. Have the party make diplomacy and bluff and sense motive checks to get the price down. Have fun with the negotiations. Every time that their diplomacy or bluff beats his sense motive, have Gothman knock the next increment off the price (see below for comments he will make). **Remember** that Gothman is a horse trader and has no compunction about having the PCs pay more than the market price. Any money that they settle for over the market price should be listed in the other coin spent section of the AR.

🦄 **Gothman Deerstalker:** Human Rng 8/Dru 4. Diplomacy +9, Sense Motive +10, Animal Handling +18, Spot +15, Bluff +8, Ride +20, Animal Empathy +10

Sample comments from Gothman:

-For the love I hold for the Brighteagle, I will cut my own throat and let you steal this horse from me for only 8000 gp.

-I will lower the price to 7000 gp if you promise never to tell a soul. My reputation would be destroyed forever.

-You seek to make me the laughingstock of my clan? Just kill me now and take the horses, it would be less shameful than selling him for less than 6000 gp

-When my children are begging upon your doorstep this winter, remember that I sold you this horse for only 5000 gp and give them your charity.

If the players stop before getting to 5000, give them a spot check DC 10 to notice that Gothman seems disappointed.

3. The Marketplace

In the stalls surrounding the conclave tent are many vendors of foods and equipment. Any item from the Player's Handbook that is not obviously urban in nature is available at the stalls at standard prices + (30% - diplomacy check).

Encounter Five Claws in the Night

Overview and timeline of this encounter:

With the signal from either Hulfdan, Rugari or the Temple Grimacing in encounter four, the troops of Iuz have moved into position under the cover of darkness and await the arrival of Morginstaler the dragon. They are to charge the camp in the chaos brought on when Morginstaler swoops onto the Conclave tent. As soon as the signal is sent, Hulfdan, Rugari and two of their

assassin apprentices assassinate the clan shaman of the Runninghorse, Bluecrane and Ravensong clans along with Jubarta (the shamans with the functioning amulets), and take their amulets. Under the cover of the confusion of Morginstaler's arrival, Rugari slips out of camp and gives the Ravensong clan amulet to Muzkag, the commander of the troops of Iuz. He then rides to the pre-arranged meeting place to wait for Hulfdan and the Sparrowhawk traitors.

The first indication that the heroes will have that something is wrong is when Morginstaler swoops out of the night sky and breathes fire on the conclave tent and the area around it. The Bugbear Commander Vurak has been detailed with a squad of heavy infantry to find and destroy the outsiders in the Brighteagle tent (especially if any of them have been recognized as wanted by the temple from Trouble at Ankheg Springs). At APL 10+, Commander Vurak has bribed Morginstaler to help attack the heroes, since he has heard of their prowess. Morginstaler is treacherous, and sticks to the letter of the agreement with Vurak, throwing one fireball and then leaving Vurak to his own devices.

During the mayhem of the attack, Hulfdan and the Sparrowhawk riders take one of the amulets and head for Baco Canyon, abandoning their fellow nomads to the tender mercies of Iuz.

The Discussion in the tent

No matter whether they stayed in the conclave tent in encounter 4 or went shopping, they will eventually end up in the Brighteagle tent eating a meal with Tovar, Shining Rock, Ilyena and several other Brighteagle clansmen. As everyone wants to know what transpired in the tent (rumors about Roche have been floating rampant around the conclave all day), Ilyena gives them the story of the meeting. See the section in encounter 4 for details of what happened in the conclave tent. After mentioning the statement of the druid's about the talisman, Shining Rock will show great interest and pull out a very similar looking amulet out of her robes. Read or paraphrase the following:

This is the symbol of clan shaman. In ancient times, one of these was made for each of the clans to signify who was the holder of the tales of the clan. Then there were 13, one for each of the clans plus one for the Silverhoof, the head shaman of the clans who takes the name of our first and greatest leader, Tulosh Silverhoof, who led us to these lands and away from those who would destroy us in that ancient time.

I received this talisman before it was my time. I was only just starting my apprenticeship with my master and uncle Evos. One night about a month ago, he came to me and told me of a strange dream that he had had, one filled with strange and awful portents. He gave me this to wear and told me that he would explain its use and purpose later. He told me to hide it and not let anyone in the clans see it before it was the right time, as the wearer would be in deadly danger. Within a day, he had disappeared. We later

found him with the rest of his family massacred in the barrens.

She knows little of the talisman but can tell the party:

- ☛ of the five left, one is the Silverhoof amulet, held by the head shaman, Govar.
- ☛ the head shaman has no clan, but was originally of the Ravensong.
- ☛ He has been head shaman for about 10 years.
- ☛ The Sparrowhawk amulet has long since been lost to the tribes.
- ☛ The other three amulets are worn by the clan shaman of the Ravensong, Runninghorse, and Bluecrane clans. All three of them have great weight in the councils of the clans.
- ☛ The wearer cannot be scryed.

The Attack upon the Camp.

As discussion is dying down at the table as to what to do, the party will hear a horn blast from outside the tent, and the sounds of screaming from the direction of the conclave tent. When they go outside, they will be able to see that the conclave tent is on fire and that there is a large flying shape wheeling around to make a pass at the conclave. Outside is massive confusion, with the sounds of horns blaring. Read the following:

As you look outside the tent you see a scene of utter chaos. To the north and east there appears to be fighting going on, from the sound of it, the nomads are fighting some foe on foot. Just swooping down on top of the burning conclave tent is a sight that might make a proud warrior blanch: a full grown dragon. His red scales glint in the firelight. As you watch in horror, he tosses a nomadic hero into the air and then catches him and swallows in one gulp, much as you would toss up a peanut and catch it in your mouth. As your mind tries to grasp what you just saw, you catch a glimpse of a squadron of heavy orcish infantry charging you.

A bardic knowledge check (DC 15) or a knowledge-BK (DC 22) will tell you that this is Morginstaler, the red dragon of the rift. Refer to DM map 1 for the layout of the conclave and the positions of the orcs and Morginstaler. Note that at low apls, Morginstaler is an overpowering encounter and that the heroes are not expected to attack him. See appendix 1 for any party that might consider attacking Morginstaler.

APL 4 (EL 6)

- ☛ Orcs (8), hp: 4. See *Monster Manual* p.146
- ☛ Bugbear Commander, hp 19, see *Monster Manual*

APL 6 (EL 8)

- ☛ Orcs Bbn1 (8), hp 16, see appendix 1
- ☛ Bugbear Commander Ftr3/Sor1, hp 43, see appendix 1

APL 8 (EL 10)

- ☛ Orcs, Bbn 3 (8), hp 30, see appendix 1
- ☛ Bugbear Commander, Ftr5/Sor1, hp 55, see appendix 1

APL 10 (EL 12)

- ☛ Orcs, Bbn 5 (6), hp 43, see appendix 1
- ☛ Bugbear Commander, Ftr8/Sor1, hp 72, see appendix 1

APL 12 (EL 14)

- ☛ Orcs, Bbn 5 (8), hp 43, see appendix 1
- ☛ Bugbear Commander, Ftr6/Sor1/Rvgr4, hp 134, see appendix 1

Tactics: Encounter distance at start: 40 feet. Distance to the conclave tent: 100 ft. The orcs have been ordered to create as much havoc as possible and kill the nomads wherever they find them. As that is an order much to the liking of the orcs, they are after it with gusto. Commander Vurak, the bugbear commander, has been given specific orders to kill the heroes. He has been told that there are hunted PCs in the Brighteagle tent and so is leading his squad there to collect the reward. At higher apl's, he has made a deal with Morginstaler to assist the attack. At lower APL's, Morginstaler is busy attacking the camp during the combat and does not help the orcs.

Morginstaler's tactics: **APL 4-8:** On round 1, he is sitting on the conclave tent. He will cast haste on himself and then use his full action to breath fire on a group of nomads. As a free action, he will say to no one in particular **"I am here, puny one, come out and give it to me"** Round 2, he will cast expeditious retreat and prepare an attack to snatch any PC who charges him. Round 3, he will cast detect magic on himself and ready the same action. For the remainder of the combat, he will have a readied action to counter a charge, but will otherwise spend the rounds eating the roasted nomads.

APL 10-12: On round 1, he will cast haste on himself, then use his extra action to throw a fireball at the party as they come out of the tent. He will then say to the bugbear commander **"Yurak, that fulfills my contract with you. You should have paid me more."** On round 2, He will first cast expeditious retreat on himself and then breathe fire on a group of nomads near the conclave tent. He will say in this round to no one in particular that the party can see **"I am here, puny one, come out and give it to me"**. He is saying this to Varnosh the temple assassin who is to give him the necklace. For the rest of the combat, he will warily eat the roasted nomads while waiting for something. He will have ready a snatch attack if some PC decides to charge him.

If the heroes start to cast buffing spells in preparation to attack him, note Morginstaler's spellcraft check. Should he understand what they are doing, he will give them a curt warning to desist. If the party insists on preparing, he will use his hasted move action to advance, then full attack on the offending PC.

As the heroes finish off the troops, read or paraphrase the following.

Over at the main conclave tent you see the dragon being approached by a man in the formal garb of an assassin of Temple Grimacing. He hands the dragon an amulet, then says something. The dragon takes the amulet in a claw that is surprisingly gentle for such a huge and fearsome beast, then turns to the assassin and snatches him in his jaws. The man's scream of pain is cut short as he is bitten in two and his upper half swallowed. The dragon then says, with a sly glance in your direction, "Ah, the amulet the temple wants. I hope that I don't lose it!"

Development: Lord Bloodhand has made a deal with Morginstaler to bring the amulet of the head shaman to the temple in Stoink. In exchange Morginstaler will receive an item that he values highly, worth 10,000 gp. Morginstaler has learned that another amulet is in the possession of Muzkag and he figures that he might be able to sell this one back to the party and then take Muzkags and collect two treasures! The dragon does not particularly like the assassins, but wants the gold and items. Morginstaler figured it better to eat any witnesses of the transaction in case he can work a better deal later on. If confronted, the dragon will mock them and disdain to finish them off unless threatened, as he sees no profit in fighting the heroes. **Note that spellcasting in his presence will be considered threatening.** If a PC starts to cast a spell, allow him a spot check to notice that the dragon is staring at him and preparing to pounce. He will talk with the heroes, as he is quite vain and does not believe that any humanoid could stand up to him. Possible questions and answers:

➤ **Varnosh**, temple assassin apprentice, see appendix 1.

➤ **Morginstaler**, Adult Red Dragon, see appendix 1

Who is leading the attack?

(Diplomacy DC 10 or he is insulted and his reaction profile shifts one column more hostile).

Dare you ask? Who else but I. But if you mean who leads the humanoids, it is Muzkag.

Who is Muzkag?

Lord Bloodhand's captain of the guard at their temple in Stoink.

Why are you attacking?

Do I need a reason? I am the lord of the barrens and the rift and I do what I wish!

Can we have the amulet?

I have made a pact to deliver this trinket. I will perform this mission unless I misplace it. (Innuendo check DC 10 to understand that he is offering to negotiate the price of "misplacing" it)

Have the party roleplay this negotiation, then allow one PC to make a diplomacy check to haggle the price down from a starting value of 20,000. For every point of diplomacy above 20, lower this amount by 1,000 gp to a minimum of 10,000. For the purposes of the bribe, Morginstaler counts full value of magic items.

Alternatively, if it looks as though the party cannot manage to raise that much money, Morginstaler will innuendo (DC 10) that he might be persuaded to "lose" it on the way home... that it might get lost in his horde and not be able to find it again. His price for that is 5000 gp, although start him off higher than that and make the heroes negotiate him down. Morginstaler has no compunction about betraying Lord Bloodhand if he can profit from it.

Any insults to the dragon or his kin, will cause him to immediately attack the insulter and attempt to eat him. Only a diplomacy check of DC 30 will get him to stop before digesting the offender. **Any discussion which is not respectful** will adjust his attitude one column more hostile (from an initial indifferent). If they get to hostile, he will attack.

Remember that this is a member of an ancient and evil race; one that does not believe in keeping bargains if a way can be found out of it. If pressed, he will defend himself, and pounce on the offending PC. Note that he has several precast spells in effect upon himself. After killing that hero, he will once again ask if anyone objects to his leaving. He will then fly off with the amulet to Stoink.

As Morginstaler leaves with the amulet, and the fighting dies down, the heroes will be able to reunite with Shining Rock, Tovar and Ilyena.

NOTE: it is important to remember that the attack started with Rugari assassinating the Ravensong druid and taking his amulet. This amulet has been delivered to the attacking troops. They will eventually make it back to Stoink with the amulet unless the PCs have some way of figuring that out and recapturing it. Morginstaler is taking Jubarta's amulet (the head druid) back to Lord Bloodhand. In any case, the PCs should not find any of the amulets in the camp (1 with Rugari, 1 with the troops, 1 with Morginstaler and 1 with Hulfgar).

As reports come in from around camp, the following information will become available:

- The attackers focused their attacks upon the tents of the shamen in the encampment.
- All four of the Shaman who had a functioning amulet have been killed.
- None of their amulets have been found.
- A group of Sparrowhawk horsemen were spotted galloping away from the encampment just as the attack began.
- The three clan shamen were killed before the battle began. All three died of a single slashing wound to the throat.

After gaining this information, Shining Rock will tell the PCs:

My friends, I ask that you help us once again. Please use the information on my amulet to find out what these evil men are planning for our sacred burial site. Keep them from what evil you can. I fear they plan to desecrate our most holy site. When I am sure that the camp is safe, I will send men to help you; but I cannot send warriors out of the camp now with the forces of Iuz so close. May Beory guard your steps!

Encounter Six Canyon of Death

Leaving the chaos of camp behind you, you follow the directions on Shining Rock's amulet out into the barrens. Ahead of you, you know that the rebels and their followers cannot be too far ahead. Suddenly, at the point indicated on the amulet, perhaps two miles away from the basin campsite, you come to a deep cleft in the barrens leading into a narrow canyon. At the entrance to the canyon is the body of a nomad, his head severed and lying on the ground against a rock on the right side of the canyon. The staring eyes look at you as if with reproach.

A search of the body reveals it to be one of the lesser shaman, from the Redfox clan. He was forced to come along in case the path to the canyon needed more than one clan druid to enter the canyon. When it became obvious that it didn't, he was executed. A successful heal check (DC 15) will reveal that the head was severed with a single blow from a light weapon such as a short sword. A tracking check (DC 10) will show that horses traveled into the canyon within the last hour.

As the party moves down into the canyon, read or paraphrase the following:

The starlit darkness of the night sky is quickly replaced by the darkness of the canyon. You descend rapidly for several hundred yards. You would guess that you are a hundred feet below ground level already. After about 400 yards the floor of the canyon levels off. In front of you, you can see the dim outlines of what looks like a dark portal into the underworld. Four horses have been left at the portal.

All of the horses have the Sparrowhawk brand. One of the horses near the portal has a saddlebag containing several pieces of paper (player handout #3) and which indicates why the assassins are looking for Baco Canyon. If they have not previously confronted Hulfgar, then include player handout #4. Hulfgar forgot to take the saddlebag with him in his eagerness to get into the canyon. The last sentence of player handout #3 is in old Oeridian and translates "It is not wise to assume that Hextor is blind."

A successful bardic knowledge (DC 10) or knowledge local: BK (DC 15) reveals that Miridor was a powerful elvish wizard who died about 200 years ago. A bardic knowledge check (DC 18) will recall the song that

tells of his death at the hands of wandering barbarians during a quest to find a red dragon's egg.

Development: The four assassins from temple grimacing had the druid cast pass without trace upon the party, then sent the three Sparrowhawk riders to wait for their signal in an adjacent canyon. They then assassinated the red fox druid and went into the tomb to obtain the gem.

Passing through the portal, you find yourself in a narrow twisting passageway filled with boulders. The reason those you follow left their mounts is obvious, as even foot traffic is slow and single file. The ravine plunges down at a steep angle until even the light of the stars are blocked. The floor of the canyon exists in a permanent twilight. After about 300 yards, you reach the bottom of the canyon. To the left and right in the gloom, you see stone slabs set with strange, ancient hieroglyphs and runes: some ancient race's burial caves without a doubt. The walls of the canyon here are of some ominous looking black rock.

Tomb Development: Detect Magic radiates strong necromancy from the door and the black rock. Detect Evil is negative. A decipher script DC 20 reads "Here lies Phartuthep, first of the fourth dynasty. May Nerull curse any who disturb his rest."

If the heroes attempt to loot any of the ancient tombs they are subjected to the tomb traps 1 and then, if they continue, 2. If they go to any of the ancient tombs, read the following:

The stone slab of the entrance to the ancient tomb has several mummified bodies in front of it. The remains of their dress indicate that they were once nomads. Their positions are those of people who died most horribly, although there is not sign of physical injury on them. On the slab is written in dried blood in the common tongue: Beware the spirits of the rocks.

↗ **Ancient tomb trap 1:** CR 8; Magical trap; touch trigger; automatic resets; Spell effect: negative energy burst dealing 8d6 damage (Reflex save DC 22 for half, plus Fort save DC 20, 1d6 Wisdom (permanent)). If one of the targets is under the influence of a negative energy protection, consider the level of the attacker to be 18. The area of effect is a rectangular area extending 400 feet in each direction from the door and 120 feet upwards. This happens to be the exact dimensions of the strange black rock. Search (DC 18), Disable Device (DC 34).

↗ **Ancient tomb trap 2:** CR 10; Magical trap; touch trigger; automatic resets after 10 rounds; Spell effect: Negative energy burst dealing 3d6 damage and 1d6 constitution damage every round remaining in the canyon or for 10 rounds. Fort save (DC 20) partial. Save will allow the character to avoid the constitution damage. Save every round. Area of effect: as Ancient Tomb Trap 1. Search (DC 25), Disable device (DC 45)

If a character sets off either trap, there will be a deepening of the darkness that comes from the walls, followed by a bursting wave of darkness that flows from one side of the canyon to the other and strikes any being in the canyon

If the heroes do not attempt the ancient tombs, continue to encounter 7.

Encounter Seven Decision in the Canyon

The assassins who went into this tomb complex were defeated by the wards upon the doors of the tombs. They know that they were being followed (because of Hirdan's bat companion) and so the two survivors are waiting for the PCs to get the gem and will then attempt to take it from them as they leave the complex. As they come in the canyon, one of the assassins has drunk a potion of clairvoyance and is watching the mouth of the canyon. When they see that the heroes are in the canyon, they retreat into a narrow side passage and wait for the heroes to pass. They will then hurry to the portal entrance and make contact with Hirdan and his men to set up the ambush as the PCs leave. To help ensure that the heroes open the tomb for them, they have left a journal entry on one of the dead assassins in the tomb (Player's Handout #5).

When the PCs are ready to enter the cave, they can see a cave with an open door and a lantern sitting in the entrance. When they go to the cave entrance, read the following:

The cave entrance is surrounded by a collection of arcane looking runes similar to the ones on the other tombs in the canyon. The door, however, is much rougher and looks to be of human, perhaps nomadic manufacture. Past the door is a passageway that goes straight into the hillside for about 50 feet before making a right angle bend to the left. Doors line both sides of the passageway at 10 foot intervals. From around the bend in the passageway there is an eerie blue glow.

When the PCs advance to the end of the passageway, they can see that there is a large chamber about 20 feet beyond the right angle bend. See DM map 2.

Should any of the "heroes" attempt to loot the side tombs, remind them of Shining Rock's admonition to protect the tombs. If they insist on continuing, they will have to contend with the trap:

➤ **Warded Door.** Search DC 15 to see the ward, Arcane Knowledge DC 19 to understand which spell. Anyone touching the door has the spell Phantasmal Killer cast upon them at DC 22. The spell can be suppressed by a successful dispel magic against caster level 16.

Should they successfully open a warded door, all rooms contain a sarcophagus containing a vaguely humanoid

skeleton, along with jars of spoiled spices and foodstuffs, rotten burial clothes and jewelry totaling 100 gp.

When they advance towards the chamber read the following:

Just inside the chamber, half in and half out, is the body of a man in the garb of a temple assassin. He has a look of horror on his face, which has collapsed in on itself as though his life force was sucked out of him while he watched. His hand is still clutching a small journal. The chamber before you glows with an eerie blue light which emanates from a pillar in the center of the room. Surrounding the pillar are six prayer stones. Set in the outer walls of the room are thirteen evenly spaced doors. Each of the first twelve are carved with the one of the symbols of the nomadic clans. The thirteenth is adorned only with the carving of a silver horseshoe. At the base of this door is another man in the garb of a nomad, his finger touching a glyph on the door.

If the heroes look at the body in the doorway, give them player handout #5.

Development: The assassins attempted to get into the tomb, but were foiled when the one assassin touched the wrong door and got himself killed by a door trap in the passageway. Rugari noticed the pillar glyph and sent one of the assassins in to the room to try to open the door. This set off the symbol on the pillar, killing the assassin. Rugari and Hulfgar determined that the symbol was still active, and determined that if they tried to open the tomb, they too would die. They have therefore decided to leave evidence to trick the heroes into opening the tomb for them. Rugari took his journal of kills that he keeps and placed notes in there that tells the party that the forces of Iuz now know the location of the tombs and will be here shortly.

The seventh door has the symbol of the Brighteagle clan upon it. If the heroes examine the pillar, they can see carved in it on all four sides the following: **The Word of Our Lord Doth Protect Our Clans.** Above these words is an ornately carved symbol. The symbol radiates magic (strong universal aura).

➤ **Symbol of Death Pillar Trap:** CR: 9; Magical trap; touch trigger (any creature not NG, CG or LG who touches any of the thirteen doors); automatic resets. Spell effect: Any person not meeting the requirements listed below who touches any of the thirteen doors cause the pillar symbol to cast Symbol of Death as per the spell in the *Player's Handbook*. Fort save (DC 22) or death. Save negates. The spell effects one or more creatures in the pillar room with hit points totaling not more than 150 hp. Lowest hp creatures save first. Only effects characters not NG, CG or LG in alignment. Duration: 10 minutes. Symbol will continue to kill any neutral or evil person that enters the room for 10 minutes, then resets. Search (DC 33, only necessary if no magical means were used to find the symbol); Read Magic allows a Knowledge: Arcana (DC 19) to identify the type of symbol. Disable

Device (DC 33) or Dispel Magic against an 18th level caster.

What to do if no character in the party is of Good alignment.

In this case, the heroes have two choices. Brave the pillar trap and hope that they make their will saves, or go back to the nomads and get help. If they opt for the first, continue the adventure with any who survive the pillar trap. If they opt for the second, then run encounter nine on the way out of the canyon. Shining Rock and several other clan druids will accompany the heroes back to the cavern after the defeat of Hirdan and, by using rituals known to the nomadic shaman, obtain the gem. This will then be given to the elves (who arrive shortly after the attack). Go to conclusion A, but the heroes will not get the experience for defeating Tulosh.

Encounter Eight The Dilemma Within

As you open the door you see a circular room about 40 feet in diameter. In the exact center of the room is a circular dais made of the same black rock that is in the canyon. On the dais are the desiccated remains of a warrior long dead. Surrounding the dais are the spoils of a great chief, with chests of jewels and gold laid out in an offering to the honored dead. Hovering over the dais is the ghostly figure of an ancient nomad sitting upon an equally ghostly horse. As you step through the door, the figure looks at you with hollow eyes and says in a quavering voice: "Are you those prophesized to come and steal from me what is mine by conquest? If so, come forward that I might slay you and defy the prophecy."

This is the ghost of Tulosh Silverhoof, first of the nomad chieftains of the rift barrens. The remains are also his. He is bound here by the power of the gem set in the center of a necklace on his body, but it has warped his mind to the point where he sees it as his whole existence. He will talk to the heroes as long as they make no move into the chamber. Should the heroes move in or make any threatening gesture (including spell casting or turn attempts), he will activate his horrific appearance ability and then attack. It is important to note that Tulosh is in no way evil, only deluded. He adamantly believes that he can defend himself against any foe that should invade his tomb and will do so to the death. No argument of the PCs will convince him to voluntarily give up the stone. As a DM you should play up the old man aspect of the ghost, making it clear that while valiant, he would be no match for the forces of Iuz.

All APL's

☛ Ghost of Tulosh Silverhoof, see appendix 1

At the end of encounter 9 is a section called **The Fate of the Gem**. See that section for all possibilities of what happens depending upon the pcs actions. There are

several actions that the pcs might do at this point that are relevant to the rest of the module, so they are repeated here.

If they opt to take the gem from Tulosh. They will have to fight him. Have the person that takes the gem from his corpse make a will save DC 17. If that person makes it, then proceed to the next closest person until either someone fails or all the PCs who were in Tulosh's tomb (not the outer chamber) during the combat with Tulosh have saved. The first to fail feels a presence invade his/her head and becomes Haunted by Tulosh Silverhoof.

If they opt to destroy it, the hero who destroys it will receive the haunted trait as listed in the adventure record. If they destroy it, read the following:

"With a blinding flash, the gem shatters into a million shards. In the afterglow of the light, you see creatures of amazing beauty escape in the beams of light as they flow past your eyes. There is a heartrending wail as if from far away, and you hear the wordless scream of Tulosh Silverhoof, first and greatest of the chiefs of the rift barren nomads."

The ghost of Tulosh Silverhoof is now trapped and will haunt the PC who destroyed the gem. The character who destroyed the gem receives the Haunted Trait listed on the Adventure Record.

Encounter Nine Tomb Robbers or Liberators?

Development (While they are in the tomb): Hirdan and his men reenter the canyon on the other side of the portal and will carry off any party animals. They will attack any PCs or other guardians left behind by the party. If any of these creatures has an empathic link with the heroes, then allow the heroes to know that something bad is happening back at the canyon mouth. This will happen after the PCs have a chance to make their decisions in encounter 8. **NOTE:** Hirdan is a druid and can sense animals that are actually magical beasts, so familiars left behind will be special targets of the attack.

(This text might have to be modified if the heroes are aware of an attack upon their mounts or familiars at the portal.) Read or paraphrase the following:

Your journey out of the tombs and up the canyon towards the portal is tiring but uneventful. As you walk through the portal at the entrance to the canyon, you see three horsemen walk their horses around an outcropping of rock and face you in a line. The one in the center is none other than Hirdan Sparrowhawk. He calls to you "So, we have caught the defilers of our most sacred holy sites!" He sneers at you, "Imagine the disgrace to the Brighteagle clan when the conclave finds out what vipers they have taken to their breasts! Drop your weapons or face the wrath of the Sparrowhawk, defenders of tradition." And with

that the men on either side of him couch their lances and wait for a response.

Development: Hirdan sees an opportunity to not only loot the tomb of Tulosh Silverhoof and curry the favor of the priests of Iuz, but also to settle a grudge against the Brighteagle. The members of the Sparrowhawk clan who accompanied Hirdan and his associates to the canyon were not able to overcome their dread of the canyon and refused to pass through the portal that is about 500 yards away from the entrance. As they were not trusted by the assassins anyway, Hirdan led them off to an adjacent ravine using trackless step until called for by the assassins. When the assassins returned without the loot, the assassins arranged to ambush the heroes when they come out of the canyon. At apl 4, both assassins are dead in the tomb.

The Sparrowhawk horsemen have returned to the entrance of the canyon just up from the portal. They have taken any mounts left behind and attacked any guarding PCs/creatures.

Hirdan will spend three rounds trying to convince the heroes to give themselves up as tomb robbers. He will describe in great detail the gory deaths on the barrens that they will suffer for this. He doesn't really think the heroes will surrender, but he is playing for time until the assassins make their move. Should the heroes surrender, their gear will be searched, Rugari's journal will be confiscated and disappear. They will be tried by an angry nomadic tribe looking for scapegoats, they will be executed and their bodies left to rot in the barrens. The Brighteagle will be disgraced and Hirdan Sparrowhawk will be the new clan shaman. Should they be resurrected, they will receive the enmity of both the rift barrens nomads and the Fellreev elves.

Tactics: Rugari has read a scroll of illusory wall in front of a small ravine just behind the portal. He has also drunk a potion of hide. Hulfdan has cast (or drunk a potion at lower apl) invisibility on himself and is hiding on the other side of the portal. Their orders for the three Sparrowhawk horsemen are to keep the PCs talking for at least three rounds so that they can study their opponents. They will target 1) The person with the gem (if obvious), 2) People who are hunted by the assassins of temple grimacing 3) people who are wanted for questioning by temple grimacing, 4) obvious spellcasters or clerics of deities other than Iuz. Those are their targets, but they will use common sense and go after ones that they can get to. They will take round four to sneak up behind characters they have chosen as targets in the back of the party. When the assassins strike, the horsemen will charge.

After the first round, Hulfdan and Rugari will attempt to flank (tumbling where necessary) to get sneak attack damage.

Xuv's Return: If the heroes acted in a good manner to Xuv in encounter 3, then read the following just before the assassins strike to the assassination target that was most friendly to Xuv. Remember that if Xuv is still badly wounded (he was not healed by the party members in

encounter 3) that he won't engage in hand to hand against the enemy. He will continue to shoot against targets of opportunity during the combat. He is 70 feet from the initial position of Hirdan.

It is equally important to remember to take Hulfdan out of the attack if he was confronted in the conclave in encounter 4.

APL 6-12:

Suddenly, a tall figure stands up at the lip of the canyon: that of Xuv the ogre. "Watch out, I save you!" the ogre calls out in broken common and shoots an arrow from a huge longbow towards you. By some miracle it misses you and you hear a grunt of pain from right behind you. Whirling around, you see an assassin not five feet from you, staggered to one knee with a huge arrow protruding from his shoulder."

Rugari, being staggered by the arrow, must spend the remainder of his surprise round to stand and loses his death attack. Have the other assassin make his death attack roll, then role initiative.

Since there are no assassins at apl 4, this encounter is modified slightly. In that case, Hirdan's animal companion is hiding to ambush the party. Just as it springs, Xuv throws his spear. Read the following:

APL 4 only:

Suddenly, a tall figure stands up at the lip of the canyon: that of Xuv the ogre. "Watch out, I save you!" the ogre calls out in broken common and a huge longspear comes hurtling towards you. By some miracle it misses you and you hear a whine of pain from right behind you. Whirling around, you see an enormous wolf not five feet from you, a huge longspear protruding from its shoulder."

Outline of first rounds:

Round -3 and -2: Hirdan will engage the heroes in conversation to give the assassins time to study the heroes.

Round -1: Rugari and Hulfdan drink potions of Haste and move to within reach of characters. Hulfdan is invisible with VERY good move silently and a -3 circumstance modifier because of the talking going on in front. Rugari has drunk of potion of hide and also sneaks behind a character (either one who is Wanted by the temple assassins, or the one who was nicest to Xuv).

Surprise round: If Xuv befriended, his readied action goes off when Rugari tries to assassinate the PC. Rugari takes 14 points of damage and the PC is aware of him, so the death strike fails. As he is staggered to the ground, he uses the remainder of his surprise round to stand back up. Hulfdan's death strike goes off normally.

Round 1: Roll for initiative. Hirdan's men will charge on their initiative. Hirdan will act normally and call his animal to attack on his initiative. Remember that Rugari still has the poison on his blade during this round.

APL 4 (EL 7)

- Traske, Running Bear, Ftr1, see Appendix 1.
- Hirdan Sparrowhawk drd6, see Appendix 1.
- Hirdan's animal companion, see Appendix 1.

APL 6 (EL 9 or EL 8, see text)

- Traske, Running Bear Ftr2, see Appendix 1.
- Hirdan Sparrowhawk drd5, see Appendix 1.
- Hulfdan, rog6, see Appendix 1.
- Rugari, rog6, see Appendix 1.

APL 8 (EL 11 or EL 10, see text)

- Traske, Running Bear Ftr5, see Appendix 1.
- Hirdan Sparrowhawk drd8, see Appendix 1.
- Hulfdan, rog6/Asn1, see Appendix 1.
- Rugari, rog6/Asn1, see Appendix 1.

APL 10 (EL 14 or EL 13, see text)

- Traske, Running Bear Ftr6, see Appendix 1.
- Hirdan Sparrowhawk drd10, see Appendix 1.
- Hulfdan, rog7/Asn4, see Appendix 1.
- Rugari rog5/Asn6, see Appendix 1.

APL 12 (EL 16 or EL 15, see text)

- Traske, Running Bear Ftr8, see Appendix 1.
- Hirdan Sparrowhawk drd12, see Appendix 1.
- Hulfdan, rog7/Asn6, see Appendix 1.
- Rugari, rog6/Asn7, see Appendix 1.

If the PCs successfully defeat the assassins, and they have Xuv as an ally, then read the following:

As you stand over the bodies of your enemies, you see Xuv standing at the lip of the canyon, leaning heavily upon a large branch. "You help me, I help you. Xuv remember today that not all small ones are enemies." And with that turns and limps off in the direction of the great rift canyon.

Any PCs with the ability to detect evil will notice that Xuv no longer detects as evil.

Conclusion

The Fate of the Gem

The heroes are faced with a choice here:

1. Take the gem from Tulosh. They will have to fight him. Have the person that takes the gem from his corpse make a will save DC 17. If that person makes it, then proceed to the next closest person until either someone fails or all the PCs who were in Tulosh's tomb (not the outer chamber) during the combat with Tulosh have saved. The first to fail feels a presence invade his/her head and becomes Haunted by Tulosh Silverhoof. Go to conclusion A.

Should they fight him and loot the tomb of anything besides the gem, especially of his weapon, then in addition to the curse above, they will be Outlawed by the Rift Barrens Nomads. Go to conclusion D.

2. The heroes opt to not fight him, and leave the gem in his possession. The forces of Iuz will arrive shortly and wrest it from him. They will then use the gem to breach the wards surrounding the Fellreev. They will receive the disfavor of the Elves of the Fellreev, who will suffer at the hands of Iuz when the forces of Iuz gather the gem in and are able to invade the forest more effectively. ***Any member of the defenders of the greenkeep or Farlanshen elves meta organization will be expelled from the organization permanently.*** Allow the PCs to make this decision without any input from the DM. Read Conclusion B.

If the heroes have gained the gem, they have another choice. Do they keep it or destroy it. The gem detects as magical (strong auras, transmutation, abjuration, divination) and a successful appraise check (DC 10) reveals it to be worth at least 5000 gp. By this point they should have put together that the gem can be used to harm the elves. They can do one of four things: keep it, destroy it, give it to someone for safekeeping, or sell it to Iuz.

If they opt to keep it, the hero who keeps it be scryed by the forces of Iuz as soon as he/she leaves the complex. Withing days, the character will be hunted down as the full force of the Temple are called on to retrieve the gem. Give the character the Brand of the Condemned and go to conclusion C.

If they opt to destroy it, the hero who destroys it will receive the haunted trait as listed in the adventure record. If they destroy it, read the following:

"With a blinding flash, the gem shatters into a million shards. In the afterglow of the light, you see creatures of amazing beauty escape in the beams of light as they flow past your eyes. There is a heartrending wail as if from far away, and you hear the wordless scream of Tulosh Silverhoof, first and greatest of the chiefs of the rift barren nomads."

The ghost of Tulosh Silverhoof is now trapped and will haunt the PC who destroyed the gem. The character who destroyed the gem receives the Haunted Trait listed on the Adventure Record. Go to conclusion A.

If they opt to give it to someone for safekeeping, the logical choice is the elves. With the disturbing divinations of the last weeks, the elves of the Fellreev have sent a delegation to the nomads to discuss their troubles and see if they can glean what the Temple is doing here. The heroes will gain the favor of the elves of the Fellreev and be named Elf Friend. Go to conclusion A.

If they opt to sell it to Iuz, the priests of Iuz will purchase the item, but then immediately betray the heroes and through them into the Gul Bortha. Give them the brand of the condemned. They also receive the Enmity of the Elves of the Fellreev.

Should they attempt to sell it to some other entity, the forces of Iuz will gather it in shortly afterwards. The net effect is the same as if they left Tulosh with it. Go to conclusion B.

Conclusion A: The Fate of the gem

Read this conclusion if the heroes took the gem from Tulosh and either destroyed it or gave it to the elves.

The wind whistles through the sagebrush as you watch Roche Briteagle's remains returned to the earth. The ceremony of burial, performed by Shining Rock, is touchingly simple. The clans have suffered heavy losses these last few days in both men and possessions, but you can see in their faces the determination to continue to live their traditional lifestyle despite the depredations of Iuz. Even more unusual is the presence of several elves, who stand slightly apart. When the ceremony is over, the elves advance to you. One of them says in a low voice, "We thank you for what you have done for us. The memory of the elves is long. But be warned: the memory of the gods are longer than ours. He who will not be named will not forget what injury you have done him. Beware."

Conclusion B: The Fate of the gem.

Read this conclusion if the heroes opted to leave Tulosh with the gem in the tomb, or if the heroes failed in their attempt to retrieve the gem.

The wind whistles through the sagebrush as you watch Roche Briteagle's remains returned to the earth. The ceremony of burial, performed by Shining Rock, is touchingly simple. The clans have suffered heavy losses these last few days in both men and possessions, but you can see in their faces the determination to live their traditional lifestyle despite the depredations of Iuz. Several days later, as you are just arriving back at Ankheg Springs, a lone nomad in the Briteagle dress, gallops up to your group. Gaspingly, he tells of a massive assault upon the stragglers left at the conclave by the forces of Iuz. "There was a leader with them, an evil looking human. I got a glimpse of him while I was hiding, looking for a way to escape. He had an amulet just like the one that Shining Rock has and was directing his troops to head for the canyon. I fear our burial places have by now been desecrated. Why would they care? Why would they want to defile our dead?" With that, he gets back on his horse to continue to warn the rest of the clans of the tragedy he witnessed.

Conclusion C: The fate of the Gem

Read this only if the heroes opted to keep the gem.

The wind whistles through the sagebrush as you watch Roche Briteagle's remains returned to the earth. The ceremony of burial, performed by Shining Rock, is touchingly simple. The clans have suffered heavy losses these last few days in both men and possessions, but you can see in their faces the determination to continue to live their traditional lifestyle despite the depredations of Iuz. After the ceremony, in the tent of the new Shaman, Shining Rock, you enjoy a simple meal and discuss with Ilyena what her plans are now that this is all over. Suddenly, a small gong hanging from the center tent pole starts to sound. Shining Rock looks at it startled and then says to you "This is strange. Someone is trying to scry us. She goes over to the gong and makes several somatic gestures in front of it. In the mirrored finish of the gong, you can see the face of a half orc priest of Iuz, who seems to be looking directly at (insert the name of the character with the gem). Shining Rock looks at you and says "Flee now, for all you are worth! You have been marked by the forces of Iuz and they come for you." And with that, she gives orders to break camp and flee deeper into the rift barrens.

Conclusion D: The price of greed

Read this conclusion if the "heroes" opted to loot the tomb of Tulosh Silverhoof of more than just the gem. Do not read this if they looted the tomb, but gave the loot to the nomads. Tack this on to either conclusion A or C, depending upon whether they kept the gem or got rid of it.

Several days later, you see a plume of dust rising from the edges of the barrens. Within minutes, it is obvious that it is a group of riders galloping hard. When they get closer you can see that it is Shining Rock, Ilyena and two other Briteagle warriors that you don't immediately recognize. All of them look dusty and bedraggled, and Ilyena has a bloodstain on her shoulder.

Shining Rock confronts your group in a tone both hurt and angry as she says, "How could you have defiled the most sacred of the tombs of our ancestors? Did you not realize the shame that you have put on our clan? We were responsible for bringing you to the conclave, and for that we have been exiled from the clans. We have been hunted for days as outlaws, and only we four are left of the glory of the Briteagle. May you enjoy your ill gotten wealth, for I curse you from the bottom of my heart. Tovar is dead, Ilyena is homeless, her children will be outcasts; all because of you." With that, she breaks into tears, angrily rejecting any comfort from anyone and calls for the nomadic party to ride away, deeper into the rift barrens.

The End

Experience Point Summary

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

Encounter 3: The Dusty Trail

Defeating the Trap:

APL 6 150 XP
APL 8 210 XP
APL 10 270 XP
APL 12 330 XP

Gaining Xuv's Friendship
All APL's 30 XP

Encounter 5: Claws in the Night

Defeat the Orcs and commander Vurak,

APL 4 180 XP
APL 6 240 XP
APL 8 300 XP
APL 10 360 XP
APL 12 420 XP

Negotiate with Morginstaler for amulet
All APL's 30 XP

Encounter 8: The Decision in the Canyon

Defeat the ghost of Tulosh Silverhoof
All APLs 180 XP

Encounter 9: Tomb Robbers or Liberators

Defeat the assassins and nomads

APL 4 210 XP
APL 6 240 XP
APL 8 330 XP
APL 10 450 XP
APL 12 510 XP

Conclusion

Discretionary roleplaying award and story award.

APL 4 45 XP
APL 6 30 XP
APL 8 45 XP
APL 10 35 XP
APL 12 65 XP

Total Possible Experience

APL 4 675 XP
APL 6 900 XP

APL 8 1125 XP
APL 10 1350 XP
APL 12 1575 XP

Treasure Summary

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Three: The Dusty Trail

All APL: L: 100 gp; C: 10 gp; M: 0 gp
(only given if Xuv's cave looted)

Encounter Five:

APL 4: L: 140 gp; C: 110 gp; M: 0 gp
APL 6: L: 200 gp; C: 0 gp; M: 165 gp
APL 8: L: 200 gp; C: 0 gp; M: 140 gp
APL 10: L: 295 gp; C: 0 gp; M: 365 gp
APL 12: L: 305 gp; C: 0 gp; M: 960 gp

Encounter Nine:

APL 4: L: 125 gp; C: 0gp; M: 115 gp
APL 6: L: 125 gp; C: 0 gp; M: 300 gp
APL 8: L: 200 gp; C: 0 gp; M: 610 gp
APL 10: L: 265 gp; C: 0 gp; M: 1055 gp
APL 12: L: 195 gp; C: 0 gp; M: 1440 gp

Total Possible Treasure

APL 4: L: 265 gp; C: 120 gp; M: 115 gp
APL 6: L: 425 gp; C: 10 gp; M: 465 gp
APL 8: L: 500 gp; C: 0 gp; M: 750 gp
APL 10: L: 660 gp; C: 0 gp; M: 1420 gp
APL 12: L: 650 gp; C: 0 gp; M: 2400 gp

Items for the Adventure Record

Brand of the Condemned: The mark of those condemned of Iuz is branded on the back of both of your hands, commemorating the 12 TU that you spent in the dungeons of the Gul Bortha of Temple Grimacing.

Hunted by Assassins

Assassins of the Temple Grimacing in Stoinck are hunting this character. Any cleric of Iuz or Government official may make a Knowledge (Bandit Kingdoms) check (DC 20) to recognize the character and call for his or her arrest. This stacks with the "Hunted by Assassins" from BDK2-2 *Trouble at Ankheg Springs*.

Outlawed by the Rift Barren's Nomads:

This character has been outlawed for looting the tomb of the founding hero, Tulosh Silverhoof. This character is unable to play any regional scenario taking place in the rift barrens without succeeding at a disguise check of DC 25. If this character interacts with a nomad of the rift barrens in other settings, that nomad will start with a hostile attitude towards the player character.

- Check this box to indicate that the character spent an extra time unit avoiding nomadic warparties on this scenario and may add 800 gp to the monies received for this scenario.

Influence/Enmity with the Elves of the Fellreev

This character has received (check one)

- Influence. The Character is named "Elf Friend" and gains a +2 Circumstance modifier to charisma based skills when dealing with good or neutrally aligned elves in the Fellreev.
- Enmity. The Elves of the Fellreev have been endangered by the actions of this character. This character may not join any meta org that is based in the

Fellreev forest. The character takes a -2 Circumstance penalty to charisma based skills when dealing with good or neutrally aligned elves in the Fellreev, but gains a +2 with drow and other evil elves.

Haunted:

This character is haunted by the ghost of the nomadic hero, Tulosh Silverhoof. He will do his utmost to make sure that you fail whatever you are doing. He will aid the attack of any incorporeal creature that attacks you in melee, giving them a +2 to hit you. Additionally, once per adventure, he will attempt to startle you while you are attempting to hide. If you fail a will save (DC 18), you will cry out, giving your opponent a +10 on their spot check.

Stallion of the Rift

You have obtained a descendent of the great awakened stallion, Silverhoof, father of the herds of the rift barren's nomads. This superior light warhorse has the following characteristics:

Size L; CR 3; HD 5d8 + 20, hp 48; AC 15 (-1 size, +2 dex, +4 natural); AL N; Speed 60 ft. Attacks: 2 hooves +8 melee (1d4+6), +3 bite (d3+4); Fort +8, Ref +6, Will +3; Str 18 Con 19 Dex 14 Int 7, Wis 13, Cha 6.

Skills and Feats: Run, Endurance. Skills: Decipher Script +3, Jump +8, Listen +7, Spot +7. The horse is intelligent and understands Flan.

Prerequisite: As per adventure; Market Price: 5000 gp; (Frequency: Adventure)

Item Access

APL 4: Hat of Disguise
APL 6: Gauntlets of Ogre Power
APL 4 items
APL 8: Periapt of Wisdom (+2)
APL 4 & 6 Items
APL 10: Potion of Cure Critical Wounds
APL 4, 6 & 8 Items
APL 12: Gloves of Dexterity (+2)
Amulet of Health (+2)
APL 4, 6, 8 & 10 items

Appendix One: NPCs

Encounter 1: (all apls)

☛ **Tovar Brighteagle.** Male Half Elven Rng 6: CR 6; Medium sized Humanoid; HD 6d8+6: hp 37; Init +2 (+2 Dex); Spd 30 ft; AC 14 (Touch 12, Flat footed 12)[+2 Dex, leather armor]; Atks +5/+5/+0 two weapon melee (1d8+1 longsword and 1d6+1 shortsword) or +7/+1 (1d8+1), +9/+3 missile (d6 + 1, mighty composite short bow); SA: Two weapon fighting, Favored enemies (Ex): goblinoids, animals; AL: NG; SV Fort +3, Ref +7, Will +6. Str 13, Dex 14, Con 12, Int 14, Wis 14, Cha 10.

Languages: Flan, common, orc

Skills: Animal Empathy +6, Hide +4, Intuit Direction +5, Ride +13, Spot +7, Wilderness Lore +6

Feats: Iron Will, Weapon focus: Short bow, Skill focus: ride

Possessions: Masterwork longsword, mighty (+2) composite short bow, shortsword, leather armor, dagger, light warhorse, 12 sp, 34 cp

Spells/day: 2

Spells memorized: 1st Level: Pass without trace, resist elements

☛ **Shining Rock of the Brighteagle.** Female Half Elven Rng 1/Druid 2: CR3; Medium sized Humanoid; HD 3d8+6: hp 23; Init +7 (+3 Dex, improved initiative); Spd 30 ft; AC 15 (Touch 13, Flatfooted 12)[+3 Dex, leather armor]; Atks +2 melee (d6, shortspear), +5 missile (d4, sling); SA: Two Weapon Fighting, Favored Enemy: Goblinoids; SQ: Nature Sense, Woodland Stride, Animal Companion: Light Warhorse, undetectable by scrying (amulet); AL: NG; SV Fort +7, Ref +3, Will +6.

Str 11, Dex 17, Con 15, Int 12, Wis 16, Cha 12; Age: 17.

Languages: Flan, common

Skills: Animal Empathy + 6, Diplomacy + 3, Handle Animal + 9, Intuit Direction + 4, Knowledge Nature + 4, Ride + 9, Scry +3, Wilderness Lore +9

Feats: Combat reflexes, Improved initiative

Equipment: Shortspear, sling, dagger, Clan Brighteagle amulet of non-detection, leather armor, 23 sp, 5 cp

Spells prepared (4/3/0; base DC = 13 + spell level):
Orisons: Cure Minor Wounds, Detect Poison, Purify Food and Drink, Create Water; 1st Level: Animal Friendship, Calm Animals, Invisibility to Animals.

Encounter 2: (all apls)

☛ **Ilyena of the Brighteagle (nee Michelson):** Female Human Dru 2: CR 2; HD 2d8+1: 11 hp; Init +2; Spd 30 ft; AC 12 (touch 12, flatfooted 10); Atk: +1 melee, +2 missile; SQ: Nature Sense, Woodland Stride, Animal companion: riding horse; AL NG; Saves: Fort +4, Ref +2, Will +7; Str 10, Dex 14, Con 12, Int 12, Wis 15, Cha 15.

Languages: Common, Flan, Elven

Skills: Animal empathy +6, craft (woodcarving) +3, handle animal +5, ride +6, wilderness lore +6

Feats: Dodge, Iron Will

Possessions: dagger, sling, shortspear, 740 gp in gems, 130 gp, 55 sp

Spells prepared: (4/3; base DC 12 = spell level):

Orisons: purify food and drink, create water, light, cure minor wounds; 1st level: goodberry, animal friendship, resist elements

Encounter 3: (all apls)

Xuv: Advanced Male Ogre Bbn 5, CR 6, Large Giant; HD 4d8+5d12+27: hp 88; Init +3 (Dex); Speed: 40 ft; AC 21 (Touch 12, Flat footed 18)[-1 size, +5 natural, +4 chainshirt]; Atks: +14/+9 melee (Huge greatclub, 2d6 + 10), Missile +12/+7 (huge mighty (+4) composite longbow, 2d8 + 4); Face/Reach 10 ft; SQ: Rage 2/day, Fast Movement, uncanny dodge (can't be flanked), uncanny dodge (dex to AC); Fort +10, Ref +5, Will +2; Str 24, Dex 16, Con 16, Int 6, Wis 10, Cha 7.

Languages: common, giant

Skills: Climb +5, Listen +6, Spot +5, wilderness lore +3

Feats: Point blank shot, power attack, precise shot

Equipment: +1 Huge Greatclub, chain shirt, MW huge mighty (+4) composite longbow, 50 gp, 143 sp, 722 cp.

Encounter 5:

APL 6 (EL 8)

☛ **Temple Soldiers,** Advanced male orc, Bbn 1, CR 2, AL CE, HD d8 + d12, hp 16; AC 15 (breastplate); Speed: 30 ft; Init: +0; Attacks: Melee +5 (greataxe, 1d12+3), Missile +2 (javelin, d6 + 2); SQ: Darkvision 60 ft, light sensitivity, fast movement, rage 1/day; Fort +4, Ref +0, Will -1; Str 15, Con 11, Dex 10, Int 9, Wis 8, Cha 8

Languages: common, orcish

Feats: Weapon focus (greataxe)

Skills: Listen +1, spot +1, jump +4

Equipment: Greataxe, breastplate, short sword

☛ **Commander Yurak,** Advanced male bugbear Ftr 3/sorc 1; CR 5; AL CE; HD 3d8+3d10+d4+14, hp 43; AC 18 (25*) (+5 breastplate, +1 Dex, +2 shield, +7 deflection (shield spell precast); Init: +1; Attacks: Melee +11 (bastard sword, d10+5, crit 19-20), Missile +6 (javelin, d6 +5); SQ: Darkvision 60 ft; Fort +5, Ref +5, Will +5; Str 20, Con 14, Dex 13, Int 9, Wis 10, Cha 11

Languages: common, goblin, orcish

Feats: Exotic Weapon proficiency (bastard sword), weapon focus (bastard sword), combat reflexes

Skills: Climb +4, Hide +3, Listen +5, Move Silently +6, Spot +3, Wilderness Lore +4

Spells: 5/3; Cantrips: detect magic, disrupt undead, prestidigitation, resistance. 1st level: Shield* (precast), protection from good

Equipment: Gauntlets of Ogre Power, MW bastard sword, breastplate, short sword, large steel shield, holy symbol of Iuz

APL 8 (EL 10)

➤ **Temple Soldiers**, Advanced male orc, Bbn 3, CR 4, AL CE, HD d8 + 3d12, hp 30; AC 15 (breastplate); Speed: 30 ft; Init: +0; Attacks: Melee +8 (greataxe, 1d12+4), Missile +4 (javelin, d6 + 3); SQ: Darkvision 60 ft, light sensitivity, fast movement, rage 1/day, uncanny dodge (dex to AC); Fort +5, Ref +1, Will +2; Str 16, Con 11, Dex 10, Int 9, Wis 8, Cha 8

Languages: common, orcish

Feats: Weapon focus (greataxe), iron will

Skills: Listen +1, spot +1, jump +4

Equipment: Greataxe, breastplate, short sword

➤ **Commander Yurak**, Advanced male bugbear Ftr 5/sorc 1; CR 7; AL CE; HD 3d8+5d10+d4+14, hp 55; AC 20 (27*) (+5 breastplate, +2 Dex, +3 shield, +7 deflection (shield spell precast); Init: +1; Attacks: Melee +13/+8 (bastard sword, d10+7, crit 19-20), Missile +8/+3 (javelin, d6 +5); SQ: Darkvision 60 ft; Fort +5, Ref +5, Will +5; Str 21, Con 14, Dex 14, Int 9, Wis 10, Cha 11

Languages: common, goblin, orcish

Feats: Exotic Weapon proficiency (bastard sword), weapon focus (bastard sword), combat reflexes, weapon specialization (bastard sword)

Skills: Climb +4, Hide +3, Listen +8, Move Silently +6, Spot +5, Wilderness Lore +4

Spells: 5/3; Cantrips: detect magic, disrupt undead, prestidigitation, resistance. 1st level: Shield* (precast), protection from good

Equipment: Gauntlets of Ogre Power, MW bastard sword, breastplate, short sword, +1 large steel shield, holy symbol of Iuz

APL 10 (EL 11)

➤ **Temple Soldiers**, Advanced male orc, Bbn 5, CR 6, AL CE, HD d8 + 5d12 + 12, hp 55; AC 15 (breastplate); Speed: 30 ft; Init: +0; Attacks: Melee +12/+7 (greataxe, 1d12+6), Missile +6/+1 (javelin, d6 + 3); SQ: Darkvision 60 ft, light sensitivity, fast movement, rage 1/day, uncanny dodge (dex to AC), uncanny dodge (cannot be flanked); Fort +8, Ref +1, Will +2; Str 18, Con 14, Dex 10, Int 9, Wis 8, Cha 8

Languages: common, orcish

Feats: Weapon focus (greataxe), iron will, blind fighting

Skills: Listen +3, spot +3, jump +4, climb +3

Equipment: MW Greataxe, breastplate, short sword

➤ **Commander Yurak**, Advanced male bugbear Ftr 8/sorc 1; CR 10; AL CE; HD 3d8+9d10+d4+24, hp 72; AC 22 (29*) (+8 Platemail, +2 Dex, +2 shield, +7 deflection (shield spell precast); Init: +1; speed 20 ft.; Attacks: Melee +19/+14 (bastard sword, d10+10, crit 17-20), Missile +14/+9 (javelin, d6 +6); SQ: Darkvision 60 ft; Fort +9, Ref +7, Will +8; Str 24, Con 16, Dex 14, Int 9, Wis 10, Cha 11

Languages: common, goblin, orcish

Feats: Exotic Weapon proficiency (bastard sword), weapon focus (bastard sword), combat reflexes, weapon specialization (bastard sword), close quarters fighting, blindfighting, power attack, iron will

Skills: Climb +7, Hide +3, Listen +10, Move Silently +6, Spot +9, Wilderness Lore +4

Spells: 5/3; Cantrips: detect magic, disrupt undead, prestidigitation, resistance. 1st level: Shield* (precast), protection from good* (precast)

Equipment: Gauntlets of Ogre Power, +1 bastard sword, breastplate, short sword, large steel shield, potion of haste, holy symbol of Iuz

APL 12 (EL 14)

➤ **Temple Soldiers**, Advanced male orc, Bbn 5, CR 6, AL CE, HD d8 + 5d12 + 6, hp 49; AC 15 (breastplate); Speed: 30 ft; Init: +0; Attacks: Melee +12/+7 (greataxe, 1d12+6), Missile +6/+1 (javelin, d6 + 3); SQ: Darkvision 60 ft, light sensitivity, fast movement, rage 1/day, uncanny dodge (dex to AC), uncanny dodge (cannot be flanked); Fort +8, Ref +1, Will +3; Str 18, Con 14, Dex 10, Int 9, Wis 10, Cha 8

Languages: common, orcish

Feats: Weapon focus (greataxe), iron will, blind fighting

Skills: Listen +3, spot +3, jump +4, climb +3

Equipment: MW Greataxe, breastplate, short sword

➤ **Commander Yurak**, Advanced male bugbear Ftr 6/sorc 1/Ravager 4; CR 12; AL CE; HD 3d8+10d10+d4+54, hp 117; AC 22 (29*) (+9 platemail, +1 Dex, +2 shield, +7 deflection (shield spell precast)); Init: +2; speed 20 ft.; Attacks: Melee +20/+15/+10 (bastard sword, d10+10, crit 17-20), Missile +14/+9 (javelin, d6 +7); SQ: Darkvision 60 ft, Pain touch 2/day (d6+d8+4 damage with unarmed strike), Aura of Fear 10' (-2 morale penalty on all saving throws inside this range), Cruellest Cut 1/day (d4 con damage in addition to melee damage); Fort +14, Ref +8, Will +9; Str 24, Con 18, Dex 14, Int 9, Wis 10, Cha 11

Languages: common, goblin, orcish

Feats: Exotic Weapon proficiency (bastard sword), weapon focus (bastard sword), combat reflexes, weapon specialization (bastard sword), close quarters fighting, iron will, Dirty fighting, Improved unarmed strike, power attack, blindfighting.

Skills: Climb +7, Hide +3, Listen +10, Move Silently +6, Spot +9, Wilderness Lore +4, concentration +4

Spells: 5/3; Cantrips: detect magic, disrupt undead, prestidigitation, resistance. 1st level: Shield* (precast), protection from good* (precast)

Equipment: Gauntlets of Ogre Power, +1 bastard sword, +1 full plate, short sword, large steel shield, amulet of health (+2), potion of haste, holy symbol of Erythnull

All APLs

➤ **Morginstaler:** Adult male red dragon, CR 14; Size: Huge (10x20, 10' reach); Spd 40/150 fly; AL CE; HD 22d12+110: hp 253(319)*; AC 29(33)* (-2 size, +21 natural, +4 Mage armor precast); Init +4; Melee: +26 Claw (2x 2d6+14), +31 Bite (2d8+14), +26 Wing (2x 1d8+7), +26 Tail slap (2d6+21), Crush (2d8+21); SA Breath Weapon, Frightful Presence, Spell Like Abilities; SQ Immunity to fire, double damage from cold, SR 21, Damage reduction 5/+1, Damage reduction 5/cold (see precast spells), Darkvision 500 ft (Ex), Blindsight 150 ft (Ex); Fort +18(20), Ref +13, Will +19; Str 33(38), Dex 10, Con 21(26), Int 16, Wis 19, Cha 16

Feats: Power Attack, Snatch (see page 62 of Monster Manual), Iron Will, Cleave, Flyby attack, Improved Initiative, Quicken Spell Like Ability (allows use of one spell like ability as a free action each round)

Skills: Concentration +22, Listen +24, Spot +20, Search +20, Diplomacy +18, Knowledge: Dragonlore +22, Knowledge: Arcana +17, Jump +29, Spellcraft +19, sense motive +12, appraise +15

SA: Breath Weapon: Fire (50 ft cone), 12d10 (reflex DC 25) every d4 rounds

SA: Frightful Presence: Fear (DC 24), 4HD or less run, greater than 4 HD shaken (see page 62 of monster manual)

SA: Spell Like Abilities: Suggestion 3/day(sp), eyebite 1/day (sp), discern location (sp), locate object 5/day (sp)

Spells: 6/5/4/5 (some spells already cast today)(DC 13 + spell level, Casts as a 7th Level Sorcerer) Cantrips: Resistance, Mage hand, Open, Arcane Mark, Detect magic, Read Magic, Light, Detect Poison; 1st level: Mage Armor*, Shield, Endure elements*, Obscuring Mist, Expeditious Retreat, Comprehend Languages; 2nd level: Locate Object, Endurance*, Bull Strength*; 3rd Level: Fireball, Haste

➤ **Varnosh:** Adult male human temple assassin apprentice Rog 2, CR 2, AL LE, HD 2d6+2, hp 16; AC 15 (+3 dex, +2 leather); Speed: 30 ft; Init: +7; Attacks: Melee +1 (shortsword, 1d6+1), Missile +4 (short bow, d6); SQ: Evasion, sneak attack +1d6; Fort +1, Ref +6, Will +1; Str 13, Con 12, Dex 16, Int 11, Wis 12, Cha 9

Languages: common, orcish, goblin

Feats: Improved initiative, point blank shot

Skills: Listen +7, spot +6, jump +4, sense motive +3, search +4, read magic +2, use magic device +3, tumble +5

Equipment: Leather armor, short sword, holy symbol of Iuz

Encounter 8: Decision in the Canyon

All APL's

➤ **The ghost of Tulosh Silverhoof**, male human ghost bbn 3; AL CN; CR 5, medium sized undead (incorporeal); HD 3d12, hp 26; Init +1; Spd 40 ft, fly 30 ft (perfect); AC 12 (+1 dex, +1 Cha); Attacks: Melee +5 (1d4 corrupting touch); SQ: turn resistance +4, rage,

fast movement, rejuvenation, incorporeal; SA: corrupting touch, manifestation, corrupting gaze (Fort DC 15, 2d10 damage, 1d4 Cha permanent), horrific appearance 1/day (all within sight within 60 ft. Fort DC 15 or lose 1d4 Str, 1d4 Con, 1d4 Dex all permanent); Fort +3, Ref +2, Will +3; Str 10, Con -, Dex 12, Int 10, Wis 14, Cha 16

See *Monster Manual* for descriptions of ghost's special attacks and qualities

Encounter 9: Tomb Robbers or Liberators?

APL 4 (EL 7)

➤ **Traske, Running Bear:** male half orc ftr 2, CR 2, AL N, HD 2d10 + 4, hp 19; AC 18 (+3 Dex, +3 studded leather, +2 shield); Speed: 30 ft; Init: +3; Attacks: Melee +5 (lance, 1d8 + 4, 3d8+12 when charging), Missile +5 (short bow, d6); Fort +4, Ref +4, Will +1; Str 16, Con 12, Dex 16, Int 11, Wis 8, Cha 10

Languages: flan

Feats: Mounted combat, Ride by attack, spirited charge, power attack

Skills: Listen +3, spot +3, ride +7, hide +4

Equipment: Scimitar, Heavy Lance, Studded leather, light warhorse, military saddle, short bow, 20 arrows

➤ **Hirdan Sparrowhawk:** male human dru 6, CR 6; AL NE; HD 6d8+12, hp 45; AC 15(19) (+3 dex, +2 leather, +4 natural (see precasts)); speed: 30 ft; Init +3; Attacks: Melee: +7 (scimitar, 1d6+3, crit 18-20), Missile: +7 (sling, 1d4+3); SQ: Nature Sense, Animal Companion, Woodland Stride, Trackless step, resist nature's lure, Wild shape (2/day); Fort +7, Ref +5, Will +8; Str 16, Con 14, Dex 16, Int 10, Wis 16, Cha 10

Languages: flan, common, infernal

Feats: Mounted combat, Heighten spell, silent spell, spell focus (transmutation)

Skills: Ride +9, Handle animal +10, Animal empathy +8, wilderness lore +5, knowledge: nature +5, concentration +10, spellcraft +8

Spells: 5/4/4/3 (DC 13 + spell level: 15 + spell level for transmutations) orisons: Cure Minor wounds, flare, detect magic, create water, light 1st level: cure light wounds, invisibility to animals, magic fang, pass without trace (x2) 2nd level: barkskin*, charm person or animal, heat metal, flame blade 3rd level: Poison, protection from elements*, dominate animal.

➤ **Hirdan's animal companion:** Dire Wolf, hp 31 (wounded, see encounter). See *Monster Manual* p.57.

APL 6 (EL 6)

➤ **Traske, Running Bear:** male half orc ftr 2, CR 2, AL N, HD 2d10 + 4, hp 20; AC 18 (+3 Dex, +3 studded leather, +2 shield); Speed: 30 ft (60 ft while riding); Init: +3; Attacks: Melee +6 (lance, 1d8+4, 3d8+12 when charging), Missile +5 (short bow, d6); Fort +4, Ref +4, Will +1; Str 16, Con 12, Dex 16, Int 11, Wis 10, Cha 10

Languages: flan

Feats: Mounted combat, Ride by attack, spirited charge, weapon focus (lance)

Skills: Listen +3, spot +4, ride +9, hide +4

Equipment: Scimitar, MW Heavy Lance, Studded leather, light warhorse, military saddle, short bow, 20 arrows, large wooden shield

➤ **Hirdan Sparrowhawk:** male human dru 5, CR 5; AL NE; HD 5d8+10, hp 39; AC 15(19) (+3 dex, +2 leather, +4 natural (see precasts)); speed: 30 ft; Init +3; Attacks: Melee: +6 (scimitar, 1d6+3, crit 18-20), Missile: +6 (sling, 1d4+3); SQ: Nature Sense, Animal Companion, Woodland Stride, Trackless step, resist nature's lure, Wild shape (1/day); Fort +6, Ref +4, Will +7; Str 16, Con 14, Dex 16, Int 10, Wis 16, Cha 10

Languages: flan, common, infernal

Feats: Mounted combat, Heighten spell, silent spell

Skills: Ride +9, Handle animal +9, Animal empathy +8, wilderness lore +5, knowledge: nature +5, concentration +8, spellcraft +8

Spells: 5/4/3/2 (DC 13 + spell level) orizons: Cure Minor wounds, flare, detect magic, create water, light 1st level: cure light wounds, invisibility to animals, magic fang, pass without trace 2nd level: barkskin*, heat metal, flame blade 3rd level: Poison, protection from elements*.

➤ **Hirdan's animal companion:** Dire Wolverine, see Monster Manual.

➤ **Hulfdan:** male human rog 6, CR 6, AL CE, HD 6d6+6, hp 32; AC 17 (+4 dex, +3 armor); Speed: 30 ft; Init +8; Attacks: Melee +5 (short sword d6+1), Missile +8 (mighty composite short bow, d6 + 2); SA: sneak attack +3d6, evasion, uncanny dodge (dex to AC), uncanny dodge (can't be flanked); Fort +4, Ref +9, Will +2; Str 12, Con 14, Dex 18, Int 10, Wis 12, Cha 10

Languages: common, orcish, infernal

Feats: Point blank shot, precise shot, improved initiative

Skills: Hide +11, Listen +6, Spot +5, Ride +5, Disable Device +3, Escape Artist +10, Tumble +11

Equipment: MW studded leather armor, short sword, short bow, 20 arrows, Hat of Disguise

➤ **Rugari:** male half elven rog 6, CR 6, AL CE, HD 6d6+6, hp 32; AC 18 (+4 dex, +3 armor, +1 deflection); Speed: 30 ft; Init +8; Attacks: Melee +5 (short sword d6+1), Missile +8 (mighty composite short bow, d6 + 2); SA: sneak attack +3d6, evasion, uncanny dodge (dex to AC), uncanny dodge (can't be flanked); Fort +4, Ref +9, Will +2; Str 12, Con 14, Dex 18, Int 10, Wis 12, Cha 10

Languages: common, orcish, infernal

Feats: Point blank shot, precise shot, improved initiative

Skills: Hide +11, Listen +6, Spot +5, Ride +5, Disable Device +3, Escape Artist +10, Tumble +11

Equipment: MW studded leather armor, short sword, short bow, 20 arrows, Ring of protection +1

APL 8 (EL 11)

➤ **Traske, Running Bear:** male half orc ftr 5, CR 5, AL N, HD 5d10 + 10, hp 44; AC 19 (+3 Dex, +4 chain shirt, +2 shield); Speed: 30 ft (60 ft while riding); Init: +3; Attacks: Melee +11 (lance, 1d8+6, 3d8+18 when charging), Missile +8 (short bow, d6); SQ: Freedom of movement (see Hirdan's precasts); Fort +5, Ref +4, Will +1; Str 18, Con 12, Dex 16, Int 11, Wis 10, Cha 10

Languages: flan

Feats: Mounted combat, Ride by attack, spirited charge, weapon focus (lance), combat reflexes, weapon specialization (lance)

Skills: Listen +3, spot +6, ride +11, hide +5

Equipment: Scimitar, MW Heavy Lance, chain shirt, light warhorse, military saddle, short bow, 20 arrows, large wooden shield

➤ **Hirdan Sparrowhawk:** male human dru 8, CR 8; AL NE; HD 8d8+16, hp 55; AC 15(19) (+3 dex, +2 leather, +4 natural (see precasts)); speed: 30 ft; Init +3; Attacks: Melee: +9/+4 (scimitar, 1d6+3, crit 18-20), Missile: +9/+4 (sling, 1d4+3); SQ: Nature Sense, Animal Companion, Woodland Stride, Trackless step, resist nature's lure, Wild shape (3/day), Wild shape (large); Fort +8, Ref +5, Will +10; Str 16, Con 14, Dex 16, Int 10, Wis 18, Cha 10

Languages: flan, common, infernal

Feats: Mounted combat, Heighten spell, silent spell, spell focus: transmutation

Skills: Ride +12, Handle animal +9, Animal empathy +8, wilderness lore +8, knowledge: nature +5, concentration +10, spellcraft +10

Spells: 6/4/4/4/1 (DC 13 + spell level) orizons: Cure Minor wounds, flare, detect magic, create water, light 1st level: invisibility to animals, faerie fire, magic fang*, pass without trace 2nd level: barkskin*, heat metal, flame blade 3rd level: Poison, protection from elements*, silent flame blade, cure moderate wounds 4th level: Flame strike, Freedom of movement*, freedom of movement*.

➤ **Hirdan's animal companion:** Brown Bear, see Monster Manual. Note that the brown bear has had magic fang cast upon it.

Hulfdan, Rugari: male half elven Rog 6 Asn 1, CR 7, AL CE, HD 7d6+14, hp 46; AC 17 (+4 dex, +3 armor); Speed: 30 ft; Init +8; Attacks: Melee +10 (short sword d6+2), Missile +10 (mighty composite short bow, d6 + 2); SA: sneak attack +4d6, evasion, uncanny dodge (dex to AC), uncanny dodge (can't be flanked), death attack (DC 12), poison use; Fort +4, Ref +12, Will +3; Str 14, Con 14, Dex 18, Int 12, Wis 12, Cha 10

Languages: common, orcish, infernal

Feats: Point blank shot, precise shot, improved initiative, weapon focus (shortsword), weapon finesse (shortsword)

Skills: Hide +16, Listen +12, Spot +12, Ride +5, Disable Device +3, Escape Artist +16, Tumble +16

Spells: Obscuring mist, spider climb

Equipment: MW studded leather armor, short sword, mighty composite short bow (+2), 20 arrows, MW poisoned short sword (Giant Wasp poison, Fort DC 18. 1d6 Dex, secondary 1d6 Dex), Hat of Disguise

APL 10 (EL 14)

➤ **Traske, Running Bear:** male half orc ftr 6, CR 6, AL N, HD 6d10 + 18, hp 58; AC 20 (+3 Dex, +5 breastplate, +2 shield); Speed: 20 ft (60 ft while riding); Init: +3; Attacks: Melee +12/+7 (lance, 1d8+7, 3d8+21 when charging), Missile +11/+6 (short bow, d6); Fort +7, Ref +5, Will +2; Str 18, Con 14, Dex 16, Int 11, Wis 10, Cha 10

Languages: flay

Feats: Mounted combat, Ride by attack, spirited charge, weapon focus (lance), combat reflexes, weapon specialization (lance), blindfighting, trample

Skills: Listen +3, spot +7, ride +13, hide +7

Equipment: Scimitar, +1 Heavy Lance, breastplate, light warhorse, military saddle, short bow, 20 MW arrows, large wooden shield

➤ **Hirdan Sparrowhawk:** male human dru 10, CR 10; AL NE; HD 10d8+20, hp 69; AC 15(19) (+3 dex, +2 leather, +4 natural (see precasts)); speed: 30 ft; Init +3; Attacks: Melee: +10/+5 (scimitar, 1d6+3, crit 18-20), Missile: +10/+5 (sling, 1d4+3); SQ: Nature Sense, Animal Companion, Woodland Stride, Trackless step, resist nature's lure, Wild shape (4/day), Wild shape (large), Venom immunity; Fort +9, Ref +6, Will +11; Str 16, Con 14, Dex 16, Int 10, Wis 18, Cha 10

Languages: flay, common, infernal

Feats: Mounted combat, Heighten spell, silent spell, spell focus: transmutation, spell focus: enchantment

Skills: Ride +15, Handle animal +10, Animal empathy +8, wilderness lore +12, knowledge: nature +5, concentration +13, spellcraft +10

Spells: 6/5/5/4/4/2 (DC 14 + spell level, DC16 + spell level with enchantments and transmutations) orisons: Cure Minor wounds, flare, detect magic, create water, light 1st level: cure light wounds, invisibility to animals, magic fang, pass without trace (x2) 2nd level: barkskin (x2)*, heat metal (x2), flame blade 3rd level: Poison, protection from elements*, flame blade (silent), cure moderate wounds 4th level: Flame strike, Freedom of movement *, freedom of movement*, dispel magic 5th level: ice storm, animal growth

➤ **Hirdan's animal companion:** Dire Wolverines (2), see Monster Manual.

➤ **Hulfdan:** male human Rog 7 Asn 4, CR 11, AL CE, HD 11d6+22, hp 68; AC 17 (+4 dex, +3 armor); Speed: 30 ft; Init +9; Attacks: Melee +15/+10 (short sword d6+2, critical 17-20), Missile +14/+9 (mighty composite short bow, d6 + 2); SA: sneak attack +6d6, evasion, uncanny dodge (dex to AC), uncanny dodge (can't be

flanked), death attack (DC 15), poison use; Fort +5, Ref +14, Will +4; Str 14, Con 14, Dex 20, Int 12, Wis 12, Cha 10

Languages: common, orcish, infernal

Feats: Point blank shot, precise shot, improved initiative, weapon focus (shortsword), weapon finesse (shortsword), improved critical (shortsword)

Skills: Hide +16, Listen +12, Spot +12, Ride +5, Disable Device +3, Escape Artist +16, Tumble +16

Spells: Obscuring mist, spider climb, undetectable alignment*

Equipment: MW studded leather armor, short sword, mighty composite short bow (+2), 20 arrows, MW poisoned short sword (Purple Worm poison, Fort DC 24. 1d6 Str, secondary 1d6 Str), Hat of Disguise, gloves of dexterity +2

➤ **Rugari:** male human Rog 5 Asn 6, CR 11, AL CE, HD 11d6+11, hp 57; AC 20 (+5 dex, +3 armor, +2 deflection); Speed: 30 ft; Init +9; Attacks: Melee +15/+10 (short sword d6+2, crit 17-20), Missile +14/+9 (mighty composite short bow, d6 + 2); SA: sneak attack +6d6, evasion, uncanny dodge (dex to AC), uncanny dodge (can't be flanked), death attack (DC 19), poison use; Fort +4, Ref +14, Will +5; Str 14, Con 12, Dex 20, Int 16, Wis 14, Cha 10.

Languages: common, orcish, infernal

Feats: Point blank shot, precise shot, improved initiative, weapon focus (shortsword), weapon finesse (shortsword), improved critical (short sword)

Skills: Hide +18, Listen +12, Spot +12, Ride +5, Disable Device +3, Escape Artist +16, Tumble +18

Spells: Obscuring mist, change self, undetectable alignment*, darkness, non detection*, invisibility

Equipment: MW studded leather armor, mighty composite short bow (+2), 20 arrows, MW poisoned short sword (Purple Worm poison, Fort DC 24. 1d6 Str, secondary 1d6 Str), Ring of Protection +2

APL 12 (EL 16)

➤ **Traske, Running Bear:** male human ftr 8, CR 8, AL N, HD 8d10 + 27, hp 81; AC 20 (+3 Dex, +5 breastplate, +2 shield); Speed: 20 ft (60 ft while riding); Init: +3; Attacks: Melee +15/+10 (lance, 1d8+8, 3d8+24, crit 19-20 when charging) or scimitar (d6+5, crit 15-20), Missile +11 (short bow, d6); Fort +7, Ref +6, Will +5; Str 20, Con 16, Dex 16, Int 11, Wis 14, Cha 10

Languages: flay

Feats: Mounted combat, Ride by attack, spirited charge, weapon focus (lance), combat reflexes, weapon specialization (lance), blindfighting, trample, improved critical (lance), improved critical (scimitar)

Skills: Listen +3, spot +7, ride +15, hide +8

Equipment: Scimitar, +1 Heavy Lance, breastplate, light warhorse, military saddle, short bow, 20 MW arrows, large wooden shield

➤ **Hirdan Sparrowhawk:** male human dru 12, CR 12; AL NE; HD 12d8+24, hp 87; AC 15(20) (+3 dex, +2 leather, +5 natural (see precasts)); speed: 30 ft; Init +3;

Attacks: Melee: +12/+6 (scimitar, 1d6+3, crit 15-20), Missile: +12/+6 (sling, 1d4+3); SQ: Nature Sense, Animal Companion, Woodland Stride, Trackless step, resist nature's lure, Wild shape (4/day), Wild shape (large), Wild shape (tiny), Wild shape (dire); Fort +9, Ref +6, Will +12; Str 16, Con 14, Dex 16, Int 10, Wis 20, Cha 10

Languages: flan, common, infernal

Feats: Mounted combat, Heighten spell, silent spell, spell focus: transmutation, spell focus: enchantments, natural spell

Skills: Ride +16, Handle animal +10, Animal empathy +8, wilderness lore +12, knowledge: nature +6, concentration +14, spellcraft +10

Spells: 6/6/5/5/4/4/3 (DC 15 + spell level, DC 17 + spell level for enchantments and transmutations)
orisons: Cure Minor wounds, flare, detect magic, create water, light
1st level: cure light wounds, invisibility to animals, magic fang, pass without trace (x2)
2nd level: barkskin (x2)*, heat metal, greater magic fang, greater magic fang*(cast on animal companion)
3rd level: Poison (x2), protection from elements*, flame blade (silent), cure moderate wounds
4th level: Flame strike, Freedom of movement *, freedom of movement*, dispel magic
5th level: ice storm, insect plague, animal growth, cure critical wounds
6th level: fireseeds, antilife shell, greater dispelling

☛ **Hirdan's animal companion:** Dire Bear, see Monster manual. See Hirdan's precasts. Greater Magic Fang precast on Bear.

☛ **Hulfdan:** male human Rog 7 Asn 6, CR 13, AL CE, HD 13d6+26, hp 84; AC 18 (+5 dex, +3 armor); Speed: 30 ft; Init +9; Attacks: Melee +15/+10 (short sword d6+3, critical 17-20), Missile +14/+9 (mighty composite short bow, d6 + 2); SA: sneak attack +7d6, evasion, uncanny dodge (dex to AC), uncanny dodge (can't be flanked), death attack (DC 17), poison use; Fort +6, Ref +15, Will +6; Str 14, Con 14, Dex 20, Int 12, Wis 14, Cha 10

Languages: common, orcish, infernal

Feats: Point blank shot, precise shot, improved initiative, weapon focus (shortsword), weapon finesse (shortsword), improved critical (shortsword)

Skills: Hide +20, Listen +12, Spot +12, Ride +5, Disable Device +3, Escape Artist +16, Tumble +20

Spells: Obscuring mist, spider climb, undetectable alignment*, pass without trace*, nondetection*, invisibility*

Equipment: MW studded leather armor, +1 poisoned short sword, (Dragon Bile (from Morginstaler), Fort DC 26. 3d6 Str, no secondary), mighty composite short bow (+2), 20 arrows, Hat of Disguise, gloves of dexterity +2

☛ **Rugari:** male human Rog 6 Asn 7, CR 13, AL CE, HD 13d6+13, hp 67; AC 18 (+5 dex, +3 armor); Speed: 30 ft; Init +9; Attacks: Melee +16/+11 (short sword d6+3, crit 17-20), Missile +15/+10 (mighty composite

short bow, d6 + 2); SA: sneak attack +7d6, evasion, uncanny dodge (dex to AC), uncanny dodge (can't be flanked), death attack (DC 20), poison use; Fort +5, Ref +15, Will +8; Str 14, Con 12, Dex 20, Int 16, Wis 18, Cha 10

Languages: common, orcish, infernal

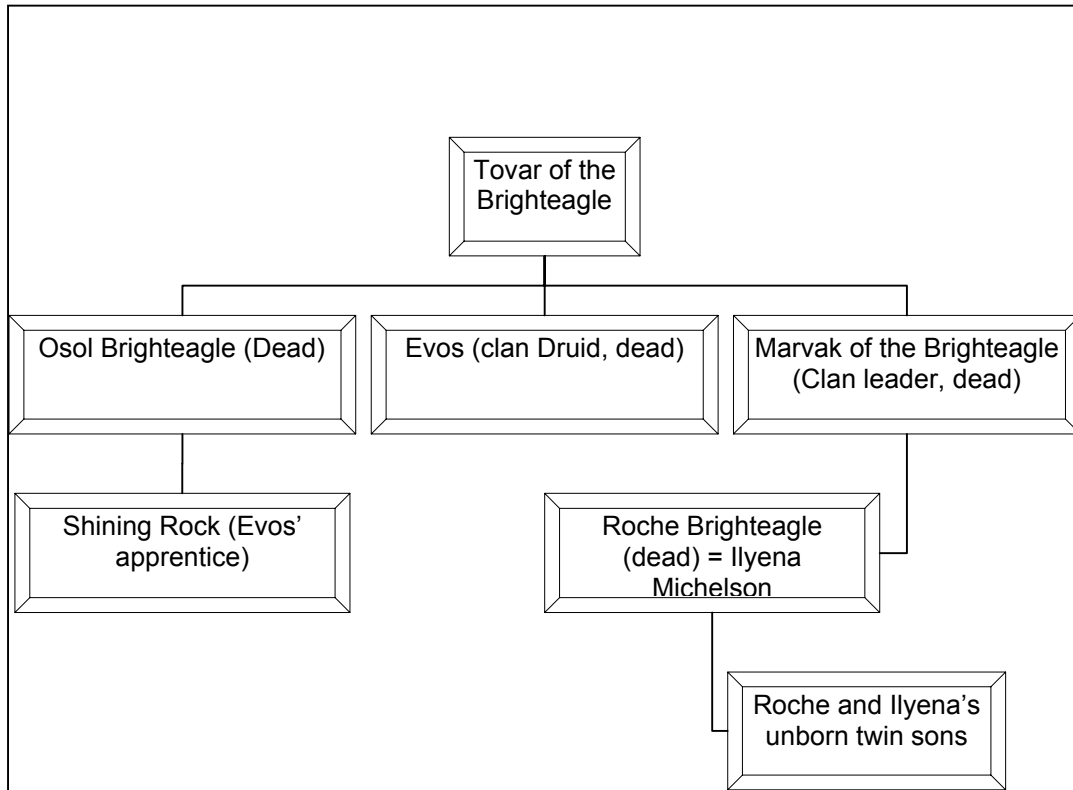
Feats: Point blank shot, precise shot, improved initiative, weapon focus (shortsword), weapon finesse (shortsword), improved critical (short sword)

Skills: Hide +20, Listen +12, Spot +12, Ride +5, Disable Device +3, Escape Artist +16, Tumble +20

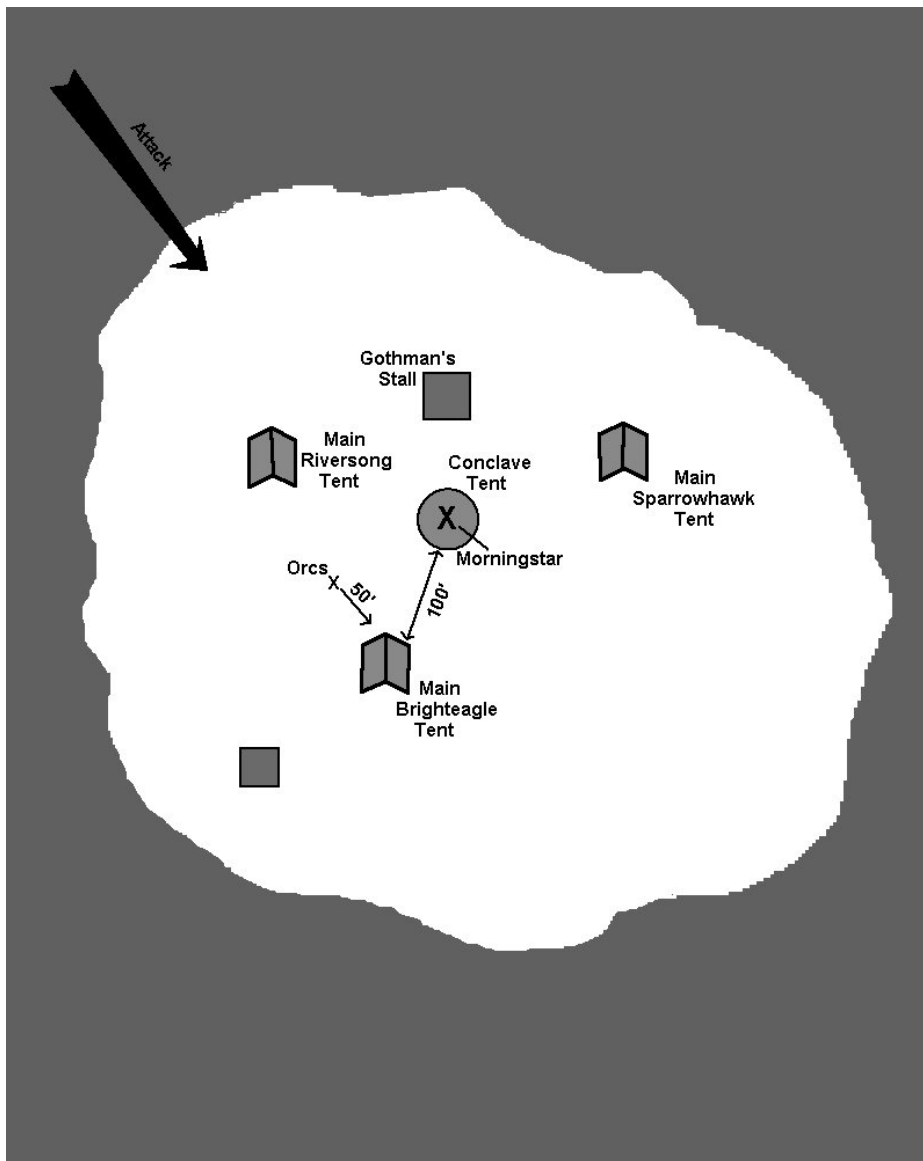
Spells: Obscuring mist, change self, spider climb, undetectable alignment*, darkness, non detection*, misdirection, improved invisibility*

Equipment: MW studded leather armor, mighty composite short bow (+2), 20 arrows, MW poisoned short sword (Dragon Bile (from Morginstaler), Fort DC 26. 3d6 Str, no secondary)

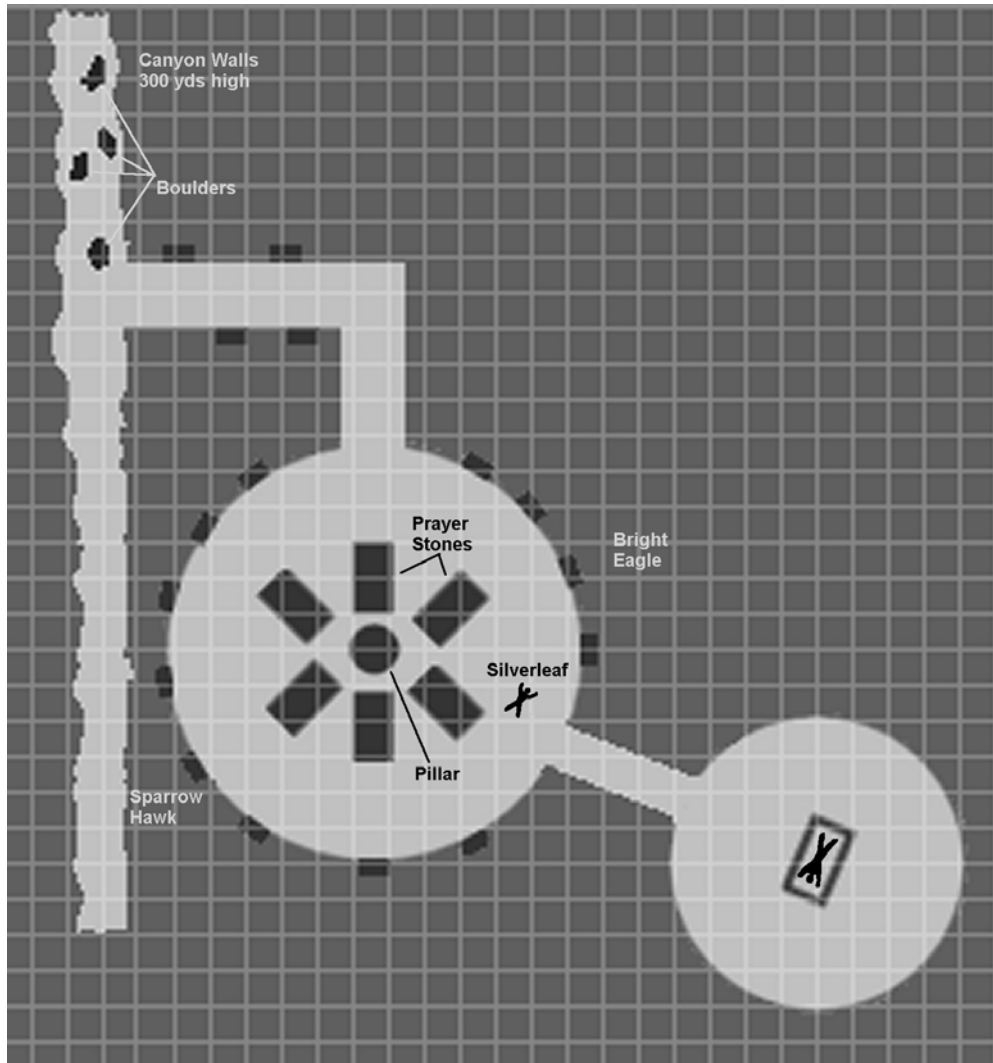
Appendix 3: Family Tree of the Brighteagle.



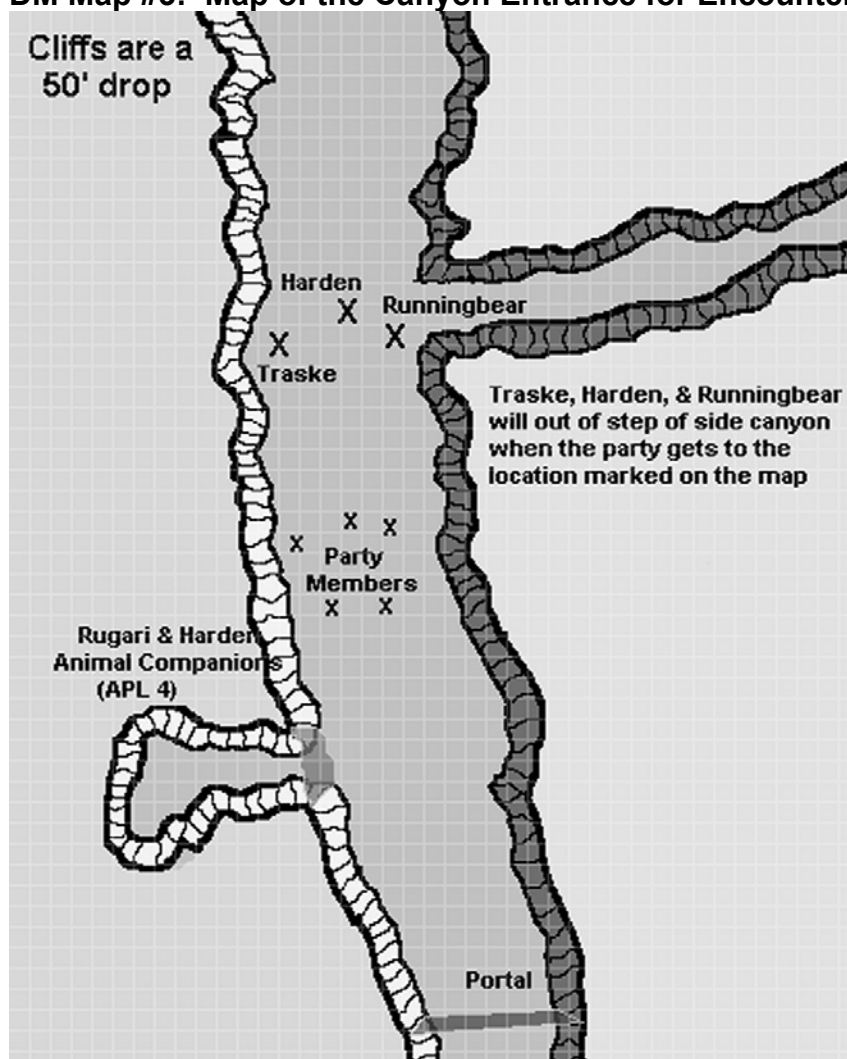
DM Map #1: Map of the Conclave Site



DM Map #2: Map of the Tomb Complex



DM Map #3: Map of the Canyon Entrance for Encounter 9



Player Handout #1

You had a disturbingly vivid dream the previous evening.

You are in a forest clearing, surrounded by a circle of green clad mages and clerics. Several you recognize from your time in the Fellreev as important members of the inner circle of the defenders of the Greenkeep, although you can't remember their names. A slender elven woman in a green tunic is looking at you. She says, "Our diviners are troubled by events that are happening around you. We fear some great plot that may threaten our homeland and somehow you have become entwined, perhaps by fate. It may be some trickery of the old one, but what it is we cannot divine." She looks troubled and glances over at a human next to her dressed in clerical robes with the symbol of Obad-Hai on them. "We believe the plot involves the rift barrens in some way, but our vision is clouded by some sorcery of the old one. Be wary, be wise. As you have helped us in the past, help us again. Tell no one not of the brotherhood of this message."

With that, the dream ends and you awaken. It is morning and time to go to the blasted tree.

To Gruvar Redheart,

His Excellency is not pleased with the failure of Virag and Ustak to discover the adventurers that were behind the slaying of our servant Raif. Word has reached us that those same adventurers are traveling to the meeting place. I need not tell you that they must not interfere with this mission. Standard Bounty will be paid for their ears.

Contact with the horse scum has been made. You will make sure that Hulfdan and his men follow his Excellency's plan. You will not let Hulfdan know that you are reporting to me. The recovery of the artifact is of primary importance to the temple. If you do not return with either the artifact or its location, you will follow in the footsteps of Ustak and can console him personally during the remainder of his sentence in the Gul Bertha.

May you cower in obedience to these words,

Ulmak, 3rd Sealer of Fate

Player Handout #3

The following is a fragment obviously copied hurriedly:

You will not be able to sery for the gem, as it is protected in some way. It should be about one half of an inch across and, if it follows the pattern of the others found in Miridor's workshop, it is probably an emerald. Some elvish humor, I presume. It is probably set in some sandy nomad jewelry, as we are sure that none of the herder scum would understand its purpose. You will return with it as soon as it is in your possession, or you will face the wrath of Lord Bloodhand.

Written in a different hand, just underneath, is the following:

Does it make sense that Miridor would hide something that could breach the elven wards of the Fellreev with the nomads? Something doesn't ring true here. Is this just a ruse? Remember: It is not wise to assume that Hextor is blind.

Hulfdan,

I have inquired, but I have reached a brick wall. No one will admit to knowing why or even if Rugari of all people is there. Are you sure you really saw him? I fear to inquire more, as seeming to be too curious carries its own penalties. One can only guess what kind of power play is brewing upstairs, but it would be wise to stay out of it. You know his reputation as well as I. I need not tell you that you are in danger if anything goes wrong. Beware, and may Old Wicked blind your foes' eyes. Watch out for daggers in the night!

Trangar

Player Handout #5

The last three journal entries of Rugari Mortimenso

Assassinated that annoying Ravensong druid. Used the Tol Gutak cut. Amulet to Muzkag to take back to Lord Fleishschrive at the temple. Had to kill 6 nomads to get out of camp. Wonder what I should wear when I present the gem to Lord Fleishschrive?

Used the left handed Bas Loth cut on that nomadic druid scum at the entrance to the canyon. I think the elbow is dropping a little when I strike with the left hand. Note to self: practice that on next batch.

I have interpreted the symbol on the pillar. It is a symbol of death trap that seems to keep out all but good characters. These scum think they can foil me! I have sent Tragar back to the temple for reinforcements. Now that we know where the tomb is, it should be easy to break in. I believe that a simple non detection spell will allow me to enter the room, recover Garnash's body and loot the tomb before Tragar gets back. Then mine will be the glory! This is a glorious day for Iuz and Rugari. I will live in luxury forever with the gem of Miridor in my pocket! If I am right, then I can now just walk in and take the treasure.