

BDK7-06

Trouble at Harpy Hollow

A One-Round Dungeons & Dragons[®] Living Greyhawk[™]
Bandit Kingdoms Adventure
Version 0.95

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The little hamlet of Ankheg Springs has seen more than its fair share of excitement over the last few years. With the reappearance of the blackguard Arvad Michelson, one wonders if the Lammastide festival presided over by his sister Ilyena will go without a hitch. These could be interesting times in the barrens. A one-round Bandit Kingdoms adventure set in the Rift Barrens for characters level 1-10 (APLs 2-8). A sequel to BDK2-02 *Trouble at Ankheg Springs* and BDK3-03 *Trouble at Baco Canyon*. Members of the Old Faith and Citizens of Johrase are encouraged to play this adventure. Kobold PCs will find the thorp of Ankheg Springs to be very unwelcoming of their kind.

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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For questions specific to this document, please e-mail your regional POC at contact.bdk@iuzlg.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in **bold italics** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated

form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Bandit Kingdoms. Characters native to that region pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

Following the successful assassination of the Lord Wittenbach, father of the leader of the Urnstian attack on Sarresh, the Iuzian blackguard Arvad Michelson returned to Dorakaa and the good graces of Old Wicked. This mark of esteem by their dread lord has not gone unnoticed by the powers that rule the Combination of Free Lords, and many are wooing him to their banner. Arvad himself is leery of placing himself under the control of the likes of Cranzer or High Lord Tadorinal without developing a power base of his own to fall back upon. He only too well remembers how these same powers abandoned him and hounded him out of the region five years ago.

Thus, Arvad has spent these years of exile in the city of Dyvers, masquerading as a Johrase noble, rebuilding his network of followers and planning

revenge upon his sister and her allies for what they did to him and his reputation (detailed in BDK2-02 *Trouble at Ankheg Springs*).

While Arvad himself is busy at the court of Old Wicked, reveling in his re-found glory and ascension as one of Iuz's top warriors, he has sent some of his followers to the Combination to revenge themselves upon old enemies. He also sought divinations to ascertain the proper location and timing of the re-establishment of his power base. A cryptic prophecy has convinced Arvad that his sister's children (who are only 5 at this time) somehow could become a long term threat to his power. How they could be so, he does not know, but he is not willing to take any chances. He has therefore sent several of his followers to Ankheg Springs to kidnap his sister and her children. He plans to trick her into sacrificing her children on Lammastide, profaning the druidic ritual that takes place at a location known as Harpy Hollow. His followers are to then bring his sister to him in Dorakaa for purposes that are too gruesome to relate.

ADVENTURE SUMMARY

ENCOUNTER 1: THE BATTLE FIELD

The heroes come upon the scene of an attack by monsters upon a lone rider. They will find the heads of a man and a woman in the rider's saddlebags as well as a clue to what he was doing out in the barrens.

ENCOUNTER 2: ANKHEG SPRINGS

Entering Ankheg Springs, the PCs have an opportunity to find out what has been going on. They may get insight into who has stolen Ilyena Michelson's children and find some of the people who did it.

ENCOUNTER 3: THE MICHELSON RANCH

Depending on when the PCs arrive at the ranch, they will be there before the attack, during it, or after. Regardless, they can interact with Ilyena and find out more about what is going on.

ENCOUNTER 4: ULNARA'S CAMP

The heroes can track the Iuzians to their hideout in the barrens. There they probably find it abandoned, and find the animals that Ilyena was to sacrifice during that night's ceremony. They may find evidence that the children were here at one point.

ENCOUNTER 5: THE LAMMASTIDE CEREMONY

The heroes have an opportunity to foil Ulnara's plot. Depending upon what they have found out, they may or may not save the children.

PREPARATION FOR PLAY

Determine if any of the characters have the following plot points:

- **Hunted by Assassins** (BDK2-02 *Trouble at Ankheg Springs*)
- **Wanted for Questioning** (BDK3-03 *Trouble at Baco Canyon*)
- **Wanted for Questioning by Temple Grimacing** (BDK2-02 *Trouble at Ankheg Springs*)
- **Sitting at the Feet of the Master** (BDK4-03 *Trouble at Centaur Mesa*)
- Find out if any PC is *Wanted by the Church of Iuz* and, if so, whether the PC intends to make a Disguise check (the PC may NOT take 20 on this). If anyone has a Wanted! score of Malcontent or higher, be sure to make an ominous "hmmmmm" noise, and roll a few d20s behind a screen. Cackle evilly for effect.
- Ask each player if his/her character belongs to any BK meta-orgs and, if so, which one(s). If the PC does not belong to any, ask the player with which meta-org the PC has the most Influence Points. *Have the players write this information on slips of paper to maintain in-character secrecy.*
- Sunset occurs at approximately 6:30pm this time of year. Dawn occurs at approximately 6:00am.
- Be advised that this adventure is not necessarily "linear". Should the PCs do things in a certain order, it is possible for them to get the jump on the bad guys (perhaps by tracking them back to their hideout before they have left to disrupt Ilyena's festival). Be ready to adapt and improvise based on the characters' actions and the information provided to you in the scenario. A timeline of Ulnara's and her minions' actions is located in the Appendix.

Below is a summary of the villagers' and merchant's general perceptions about characters of unusual (non-Core) races. Naturally, this information only applies if the NPC can recognize the character's race. If a kobold is disguised as a halfling, and the NPC fails his Spot check to see past the disguise, then the kobold PC does not suffer for being a kobold.

MONSTROUS CHARACTER RACES

A "monstrous race" is any non-Core race that has an entry of "always", "usually", or "often" with an Evil (CE, NE, LE) alignment in its Alignment entry in its rules source stat block (i.e., kobolds are listed as "usually lawful evil" in the *Monster Manual*).

The people of Ankheg Springs, and the merchants in town for the festival's bazaar, are, for the most part,

normal, simple folk. As such, they will be severely suspicious and fearful of all monstrous race characters. At the minimum, they would expect one to be locked up by Hiram on sight, if not killed outright. Towards these races, the common people in town start with an attitude of Unfriendly. This attitude cannot be raised above Indifferent by any mundane means.

Furthermore, monstrous characters suffer a -4 circumstance penalty to social skill checks during this event. Anyone perceived as their friend suffers a -2 penalty on their social skill checks as well.

If a villager's attitude is lowered to Hostile by the monstrous character or by one of his friends (perhaps by a botched Diplomacy or Intimidate check), the offending monstrous character is run out of town by a mob of villagers, and the adventure is over for the monstrous character unless they have a means of disguising themselves and re-entering the village. Fighting the villagers is a Chaotic and Evil act that must be notated on the PC's AR. Please email the Bandit Kingdoms POC, bdkpoc@iuzlg.com, if this occurs.

Finally, monstrous Characters suffer a -4 penalty on living off the wild checks, and their lifestyle costs for this event are doubled; if they receive free lifestyle, they instead pay normal lifestyle costs; if their lifestyle costs are increased by other effects, use the core rules for stacking of multipliers.

UNUSUAL CHARACTER RACES

An "unusual race" is any non-Core race that has an entry of "always", "usually", or "often" with a Neutral (CN, N, LN) alignment in its Alignment entry in its rules source stat block (i.e., deep dwarves are listed as "usually lawful neutral or neutral" in the *Monster Manual*).

The people of Ankheg Springs, and the merchants in town for the festival's bazaar, will be wary of any unusual characters. Towards these races, the common people in town start with an attitude of Indifferent. This attitude cannot be raised above Friendly by any mundane means.

BENIGN CHARACTER RACES

A "benign race" is any non-Core race that has an entry of "always", "usually", or "often" with a Good (CG, NG, LG) alignment in its Alignment entry in its rules source stat block (i.e., unicorns are listed as "always chaotic good" in the *Monster Manual*).

The people of Ankheg Springs, and the merchants in town for the festival's bazaar, will be openly curious about any benign characters. Towards these races, the common people in town start with an attitude of Friendly. This attitude cannot be lowered below

Indifferent by any mundane means, except for outright hostility, crassness, boorish behavior, etc.

Furthermore, benign characters receive a +4 circumstance bonus to social skill checks during this event. Anyone perceived as their friend receives a +2 bonus on their social skill checks as well.

Finally, benign characters receive a +4 bonus on living off the wild checks during this event.

NAMED NPCs AND ATTITUDES

Named NPCs during this event will often have an initial starting attitude entry after their name, i.e. Milam (Friendly). This means that the character is initially Friendly to all PCs of Core and unusual races. Lower the NPC's attitude by one-step for monstrous race characters, and increase it by one for benign race characters. Thus, Milam (Friendly) is Indifferent to kobolds but Helpful to unicorns. Reverse this for bad guys (thus, Riff [Unfriendly] is Hostile to unicorns, and Indifferent to goblins).

REGIONAL WARNING

It is important to realize at all times that the Bandit Kingdoms are under the control of Iuz, the Old One, a chaotic, evil deity who revels in torture, depravity and trickery. Government officials tend to imitate many of the attributes of their dread lord. Things that you might take for granted in other lands, such as freedom of worship and the rule of law, are not valued by the rulers of the Combination of Free Lords. You may be able to strike at Iuz, but seldom can you strike at him overtly without paying the final price. Be warned, life is short for those who openly defy Old Wicked.

INTRODUCTION

The flat land of the Rift Barrens stretches before you like a vast, dry table. Not a tree or bush can be seen for miles in any direction, except for the ubiquitous sage that somehow seems to cling to life on this parched landscape. The hunter you met yesterday claimed that the trail you are following will lead you to the hamlet of Ankheg Springs, but it is almost beyond belief that a town or a water source could hide out here. The only things that you have seen all day was a herd of something that might have been horses on the horizon, and several lone riders who kept their distance off the trail.

Your little group of fellow travelers gathered in the Johrase capital of Kinemeet, each looking for companions for the journey into the barrens. Why each of you is traveling to Ankheg Springs is your own business, but it is always safer to avoid traveling

the wilderness alone in the Combination of Free Lords. What you do know is that it is only two days to Lammastide and if you don't find the town soon, you will miss the festival and the merchants who make their way to the village for it.

Allow characters to introduce themselves to each other at this point. The PCs have been traveling together now for roughly a week. Allow the PCs to make any preparations they would normally make for traveling cross-country in the Bandit Kingdoms.

For PCs who are a member of either the Old Faith, or the Johrase, pull the player(s) aside and briefly summarize the below information for them.

MEMBERS OF THE OLD FAITH

PCs who are members of the Old Faith have been asked by Bellamoh, ranking Druid of the Old Faith in the Combination, to attend the Lammastide Festival in Ankheg Springs this year as she cannot attend (she is busy with the Tangles Forest and with holding the festival in Kinemeet). She wants the Old Faith PC to keep an eye out for trouble, as last year Morginstaler himself showed up in Ankheg Springs (BDK6-07 *Love Letter*). Even though the dragon promised to leave the town alone for the time being, she has a nagging feeling that something bad is going to happen this year. It might just be her being a “worry-wart”, since she cannot be there this year, but she knows from the Johrase that Arvad Michelson was reportedly in the region not too long ago (at the Battle of Sarresh), so she worries for Ilyena’s safety,

CITIZENS OF JOHRASE

PCs who are citizens of the Kingdom of Johrase have been asked by “The Gardener”, Talbon Halfspear, espionage specialist to Chancellor Marischal Calmert Hind, to travel to Ankheg Springs to investigate rumors that the Iuzian Blackguard Arvad Michelson has a sister in the area. Ever since Arvad impersonated a Johrase viscount and assassinated a major County of Urnst noble, Lady Taleetha Hind, Billet of the Cudgel and niece to Lord Hind, has made it her mission to learn as much as she can about the blackguard so that he can be later recognized and killed. To that end, she tasks Talbon with asking the PC(s) to learn all they can about Ilyena Michelson, to determine if she is also an Iuzian in disguise, or to determine if she needs the Cudgel’s protection from her murderous brother. Lady Taleetha is aware that Bellamoh looks on Ilyena as something of an apprentice, but Taleetha has not yet approached the Druid regarding her concerns, as she prefers to gather her own intelligence on the situation first.

DEVELOPMENT

During the night, give the PCs on watch DC 20 Listen checks to hear creatures howling off in the distance.

1: THE BATTLEFIELD

You have been on the trail about an hour today when, perhaps a mile away, you see something startle a flock of large birds. Their screeching echoes faintly as they settle angrily into a circling pattern over something up ahead.

A DC 10 Knowledge (nature) check identifies the birds as vultures. As the PCs approach, they will see that the path passes into a dry gully. The gully is 20 feet deep and 20 feet wide and meanders during its travels. The vultures are circling to the left of the trail. Remember that the barghest and hellcats have scent, so they might very well scent the characters before they are seen themselves unless the characters make a point to come at the site from downwind. In addition, the monster(s) should get a Listen check to hear the PCs approaching, with a -5 penalty for being distracted while they eat.

When the PCs get close enough to see what is going on, read or paraphrase the following. You might have to adjust the text depending upon whether the monsters have surprised the PCs or not.

A grisly sight greets your eyes from the bottom of the gully, as bodies are strewn about. From the looks of it, there was a running battle against a significant number of monsters. The bodies of two demonic looking monsters lie piled next to a dead horse and its rider. A live monster is busily devouring the corpses. Dark blood seeps into the thirsty sand.

APL 2 (EL 3)

Howler: hp 39; see MM 154.

APL 4 (EL 5)

Greater Barghest: hp 67; see MM 23.

APL 6 (EL 7)

Hellcat: hp 60; see MM 54.

APL 8 (EL 9)

Hellcats (2): hp 60 each; see MM 54.

TACTICS

Remember that it is daylight, so the Hellcats at APLs 6 and 8 are invisible. If the barghest knows that the PCs are coming, it will activate its *invisibility sphere* and *mass bull’s strength* if it has the time. They will then

attempt to ambush to party. The barghest and hellcats are quite intelligent and will go after the biggest threat, pouncing on the magicians to neutralize them early in the combat before turning to the fighters. The howler at APL 2 is not very intelligent and will fight almost like an animal.

TREASURE

All APLs: Loot 10 gp; Coin 10 gp; Magic 150 gp -
- *hat of disguise* (150 gp)

DEVELOPMENT

The dead person (Almar Toothgrinder; CE; Will +7) was careful to hide his horse's tracks. A DC 24 Survival check by a PC with the Track feat reveals that Almar's horse was heading west, towards Riftcrag, and had come from the general direction of Ankheg Springs.

The rider was attacked on his way to Riftcrag by a pack of monsters that had fled from Dimre after the battle of Marsekeer in CY 596. They attacked mostly because they were hungry, but also because they revel in destruction.

A DC 15 Search check reveals that the rider was wearing a tattered tabard of the Johrase Mercenaries. A DC 20 Knowledge (geography, history, local – IBS, or nobility and royalty) check will reveal that the tabard he is wearing is of a slightly different style that dates back to the days before the Greyhawk Wars. Members of the Johrase Mercenaries will note this automatically.

The left arm of the rider reveals a Yuan-ti tattoo. A DC 20 Knowledge (local - Iuz Border States) check or a DC 25 Bardic Knowledge check will reveal that the Yuan-ti tattoo was the signature mark of the assassins of Temple Grimacing, the temple to Iuz that was reportedly destroyed last year by Boss Renfus of Stoink. Any character that played BDK3-03 *Trouble at Baco Canyon* will automatically recognize this mark.

A PC that has recognizes the oddity of the Johrase tabard being worn by someone with the yuan-ti tattoo may attempt to make a DC 20 Knowledge (local – IBS) check. Success indicates that they have heard that a powerful Iuzian warrior, formerly based out of Temple Grimacing, named Arvad Michelson recently returned to the region after years of exile. He and his men were disguised as Johrase mercenaries when they assassinated an important County of Urnst noble during the Battle of Sarresh earlier this year.

In a pouch on the rider's waist is a letter (Player Handout 1). The saddlebags contain the severed heads of a half-orc man and a Flan woman, as well as a pamphlet concerning obscene and profane rituals for the worship of Iuz. The woman has a hat on that detects as faint illusion (the *hat of disguise*, now not active).

She was disguised to appear as Ilyena Michelson, but, several minutes after her death, the hat's magic expired (after her head had already been placed in the saddlebag). PCs that have met Ilyena before will know that the dead woman's head is NOT Ilyena's, and thus they will probably be confused by the note until they discover the *hat of disguise*.

When the characters decide to continue on to Ankheg Springs, go to Encounter 2. The PCs will arrive in Ankheg Springs just before sunset.

If the PCs decide to track the dead rider all the way back to where he came from, let them. Twenty-eight consecutive DC 24 Survival checks (one for each mile of travel) made by a PC with the Track feat will lead them back to Ulnara's camp. Go to Encounter 4.

2: ANKHEG SPRINGS

Coming over a small rise on the sun-baked plains reveals a paradise of green. Pelor's light glints off a small ribbon of water as it runs past a hamlet of perhaps a dozen buildings. Most of the buildings appear to be unpainted, but you noticed a bright yellow building that cheerily stands out as Pelor's fading light reflects off it.

A temporary collection of tents, wagons and lean-tos lines the eastern side of the thorp. Several large pavilion tents have been erected, and a riding ring is being cleared in preparation for tomorrow's Festival of Lammas. The population of the village appears to have doubled.

On the south side of town is a cleared space that looks as though it was recently vacated.

A DC 15 Knowledge (religion) check, or asking any NPC in attendance, will explain the significance of the Festival of Lammas (see below).

Festival of Lammas: Celebrated annually on the 14th of Patchwall, this Old Faith Druidic Festival celebrates the transition of summer to autumn. 'Lammas' means 'loaf-mass', for this is the day on which loaves of bread are baked from the first grain harvest and laid on the Old Faith altars as offerings. It is a day representative of 'first fruits' and early harvest. The grain is harvested in the morning, prepared and baked into bread during the day, and then laid on the altar at sunset. In addition, some versions of the ritual call for a ritual sacrifice of small livestock, so that the animals' spirits can take the spirit of the bread into the next world.

Lammastide is also the traditional time of year for craft festivals. The merchants create elaborate displays of their wares, decorating their shops and themselves in bright colors and ribbons, marching in parades, and

performing strange, ceremonial plays and dances for the onlookers.

As the PCs enter the village, they will notice that the locals do not seem to be in a very festive mood. The people in the tent city are having a good time, but something seems to be oppressing the spirits of the locals.

The tavern in town is called the Rusty Nail. There are only four local businesses in town, and they, along with some other attractions, are listed below. Should the PCs wish to visit the merchants' stalls, refer to Judge Aid One.

DEVELOPMENT

Should the PCs decide to go to the Michelson Ranch, go to Encounter 3.

THE RUSTY NAIL

The local watering hole seems to be called the Rusty Nail. Its clapboard walls do not promise much but the smell of food is quite inviting.

Inside, you see a busy common room with boisterous patrons eating, playing darts, throwing bones, and wagering on cards. Based on their dress, most of the patrons seem as if they are from the larger cities of the Combination, rather than locals.

As you grab one of the last tables, a teenaged lad bustles towards you with a cheery smile and asks "What kin I git fer ya'll? We got stew in the pot, mutton on the spit and beer on the tap."

The teenager is Milam (Friendly), son of the owner Hiram (Indifferent). Hiram is also the town's constable and judge.

The PCs might have met Milam before in BDK6-07 *Love Letter*. If they have a moment, and they recognize the lad, he will try to quietly ask them questions regarding Morginstaler's recent activities. The lad seems oddly obsessed with the dragon, as if he does not realize just how evil and vicious Morginstaler really is.

Hiram is busy and rather harassed today. As he did for last year's festival, he has organized the town's teenagers into a workforce to help him feed all of the visitors in town for the festival and its bazaar. He talks with a thick Rift Barrens accent (think west Texas) and should be played as constantly being interrupted by requests from other employees and patrons. To these interruptions, he replies gruffly but efficiently, directing the serving teenagers much like a general controls his troops.

Hiram is in no mood to chitchat with strangers. Thus, any Diplomacy or Intimidate attempts made to

influence his attitude must be rushed (-10 to the PC's attempt). If a PC successfully changes Hiram's attitude to Friendly, Hiram will mention that he is a bit upset that Bellamoh will not be in town this year, just in case "big, red, and ugly" shows back up. Clearly, he is referring to Morginstaler, who terrorized this village a year ago (BDK6-07 *Love Letter*). He will consider any kobold character to be a possible servant of the dragon.

Hiram will be VERY upset if he sees any kobolds attempting to enter his establishment, and he will immediately attempt to arrest them as "evil critters". Hiram is the lawful authority in Ankheg Springs, so Lawful PCs should respect his authority. If Hiram's attitude is not shifted to Helpful by the PCs, he will insist on locking the kobold up in the inn's closet (the local jail, so to speak) until it can be escorted out of town after the festival. He will treat the kobold fairly, feeding it and giving it water.

If the PCs mention that his son seems to have an unhealthy interest in Morginstaler, Hiram will roll his eyes and say, "I'll knock some sense into that boy if it's the last thing I do." A DC 15 Sense Motive check reveals that he really does not plan to beat his son.

DEVELOPMENT

You need to keep track of the methods that the PCs use to Gather Information. There are two spies in the room (Simon and Thaddeus, see Appendix 1) that are working for Arvad. If they hear any conversation that indicates that the PCs are aware of their plot, that their messenger is dead, or that Ilyena is still alive, then that will have consequences later on. **Under no circumstances will the spies break cover to follow or accost the PCs at this time.**

Should the heroes reveal that it was not Ilyena who was killed, then note this as it will have consequences in Encounters 4 and 5.

Milam will share the following gossip with anyone he is Friendly towards as long as they ask about recent events in the village.

- "It was pretty strange the way that all the nomads just up and left a couple of days ago. They normally love the festival." (True)
- "Ain't been nobody out from the Michelson ranch since the nomads up and left. Old Jeffrey went out there and the hands turned him back and told him something in their jibber jabber." (True)

The characters may wish to Gather Information. Remind them that this takes 1d4+1 hours, and some mingling with the locals and merchants. Determine if the method they use is likely to raise the suspicions of the spies in the tavern (i.e., the PCs talk loudly or act

oddly, buy a lot of drinks for everyone in the bar, etc.). Remember, you should make this roll for them behind a screen, including all applicable bonuses, to prevent the players from metagaming.

- **DC 2** “The red haired guy over there in the corner is really Morginstaler, the red dragon of the rift.” (False, he is actually an Oeridian scholar/pilgrim here for the Lammastide festival. Unfortunately for him, he has red hair)
- **DC 5** “I hear we should expect a green haired woman this year. That is Morginstaler’s new girlfriend from the Fellreev.” (hopefully false!)
- **DC 7** “I like druids. They believe that ale is part of nature and so do I!” (True, he likes druids. The druids’ opinions on ale varies)
- **DC 10** “The Lammastide festivities this year are going to be the first ones run by Mistress Michelson. She got promoted to be some kind of head druidic muckity muck last year by that Bellamoh woman.” (True)
- **DC 12** “There are two parts of Lammastide. One is the big party here in town with the merchants, the other one is the druidic ceremony over in Harpy Hollow on the Michelson Ranch. Only the druids and local big wigs attend that ceremony.” (True)
- **DC 15** “Everybody in town has been nervous since word got here that Ilyena’s brother killed that guy from the County of Urnst. Nobody wants him back here. He’s a right mean bast . . . beggin’ yer pardon, a right scoundrel.” (True)
- **DC 20** “About five years ago, Ilyena’s brother tried to take the ranch from her, but got run off by some adventurers who found some dirt on him that made him leave town in a hurry.” (True, detailed in *BDK2-02 Trouble at Ankheg Springs*)
- **DC 25** “Been a bunch of rough looking people showing up for the festival this year. Some of them seem to know one another.” (True. Some of these are Arvad’s followers, and some are probably the PCs)

Milam: CN male human Bard 2; Common, Flan, Oeridian; Str 12, Dex 13, Con 10, Int 14, Wis 8, Cha 15; Will +2; Bluff +7, Diplomacy +9, Gather Information +9, Knowledge (local – IBS) +7, Perform (oratory) +7, Perform (stringed instruments) +7.

Hiram: LN male human elite Warrior 5; Common, Flan; Str 16, Dex 10, Con 13, Int 12, Wis 14, Cha 8; Will +6; Intimidate +7, Profession (innkeeper) +6.

DEVELOPMENT

If the characters Gathered Information in the tavern first, then it might be late when they get done. As it will be several hours after nightfall, most of the other business will be closed, as will be the merchant’s tents. However, several of the merchants will probably be sitting up around campfires, telling stories, mingling, etc.

THE DRY GOODS EMPORIUM

This small shop (open from dawn until sunset) sells flour, salt and other essentials to the locals and the nomads. The proprietor, Wyn Crookshanks (Friendly, but Unfriendly towards kobolds and goblinoids), is a garrulous male gnome of middle age with quite a belly, who laughs at all his own jokes as well as his patrons’. He is not a Nebjanow Gnome, and he finds those gnomes to be too dour and boring. Wyn will not deal with kobolds or goblinoids at all.

Characters can buy any goods from PH Table 7-8 that cost under 40 gp here, but they cost double the standard price for outsiders (locals enjoy normal prices). However, Wyn likes a good haggler. A character that wins an opposed Diplomacy or Intimidate check against Wyn can convince him to lower his prices to normal. Each item haggled over requires a separate opposed check. A non-Gnome PC can earn a +2 bonus to their check if they haggle with him in Gnome.

If the PCs spend at least 10 gp in the shop, his attitude is improved by one step. What he will share:

- Lots of the people who have showed up in town for the festival are thieves! (He believes this to be true, but it is false; they just aren’t used to his prices)
- Something strange is going on at the Michelson ranch. None of the hands have been seen for a couple of days and they won’t let anyone on the property. (True)
- Miss Ilyena, the owner of the ranch and leader of the village, is a wonderful lady with two of the nicest boys. (True)
- Miss Ilyena is some sort of bigwig with the nomads. How that is true is beyond him, because she isn’t a nomad. Her dead husband was a nomad, though. She sure is good with the ranching. (True)
- Sallie at the seamstress’ shop reported that some of the men in town might not be on the level. She didn’t explain. (True)

Wyn Crookshanks: NG male gnome Expert 8; Common, Elven, Dwarven, Gnome; Str 6, Dex 9, Con 12, Int 12, Wis 12, Cha 14; Will +7 (+9 vs. illusions); Appraise +12 (+14 vs. alchemy), Bluff +13, Craft

(alchemy) +11, Diplomacy +17, Gather Information +4, Intimidate +15, Knowledge (local – IBS) +12, Profession (merchant) +12, Sense Motive +12, Spot +6.

THE LIVERY STABLE

This barn (open from dawn until the sunset. Later visitors will have to rouse Sjem or Rinvass, both of whom have small quarters in the barn's loft) is attached by a corral to the Rusty Nail tavern, but is owned by Rinvass (Indifferent), a Rift Barrens nomad who left the nomadic life due to injury.

When the PCs arrive, they will see a Flan boy (about 12 years old) pitching hay into a stall. It looks like almost all the stalls are full and there are a half dozen other horses in the corral. The boy, Sjem (Indifferent), is polite, but rather reserved. He will inform the PCs that his boss, Rinvass, is not here right now and offer to stable their horses. He has several light warhorses that Rinvass has told him he can sell. In addition, the livery has available for sale anything listed at 10 gp or under from the Mounts and Related Gear section of Table 7-8 in the PH.

If made Friendly, Sjem will share some gossip with the PCs.

- His boss Rinvass Brighteagle, the owner of this stable, is a cousin of Ilyena Michelson's dead husband (Roche Brighteagle, detailed in BDK2-02 *Trouble at Ankheg Springs*).
- A nomad in Brighteagle colors arrived two days ago and Rinvass rode off with him. Must be some sort of nomad emergency. He hasn't seen him since. Hiram keeps an eye on the lad in the meantime.
- He overheard the man say, "her brother was spotted at Sarresh!" before Rinvass left with him.
- He hasn't seen a nomad around town since that time. They used to be camped out on the south clearing, but they all left two days ago.

If the heroes already know about Yancey and Riff from talking to Sallie, then they could ask Sjem about them. In this case he can tell them the additional information:

- Those two stabled their horses a day or two ago (on Patchwall 12). One tossed me a silver noble, can you believe it! I've taken good care of their horses!

Sjem: N male human (Flan) Commoner 1; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8; Will +0; Handle Animal +3, Ride +4.

THE SEAMSTRESS' SHOP

This one story house is home to Konstanta (Indifferent to males, Friendly to females) and her business (open

from 9am until 7pm). Konstanta, an escaped slave from Stoink, is a stunningly beautiful Rhenee (Atloi, i.e. land-dweller) woman in her early 30s. While most of the women in town were initially jealous of her exotic good looks, long ago Konstanta proved to the women of Ankheg Springs that she has no interest in seducing their men or teen-aged boys. She does not talk about her days as a slave. The villagers have come to accept her as one of their own, as nothing suspicious occurs in Konstanta's house.

Konstanta has recently taken on one local girl and one newcomer to be her assistants. Together, the three make most of the fancier clothing worn by the locals, often sewing while sitting on the front porch.

Unlike almost every other building in town, this one has been painted yellow (Convivia painted it to "brighten it up". In reality, yellow is the color of Syrul). There are window boxes on the windows outside and it has the impression of femininity in all its furnishings.

If the PCs visit Konstanta's house after hours, Sallie will have gone home to her family. Konstanta often enjoys sitting on her porch at night and watching the comings and goings of the town as Milam's storytelling or music drifts out of the Rusty Nail and to her ears. Convivia often sneaks off to the Rusty Nail, or to meet with Yancey.

Continue with the following once the PCs visit Konstanta's shop. Modify as necessary based on the time of day.

Inside the front door is a shop room with bolts of cloth sitting against the walls. There are three women in the front room: an attractive, dark haired and olive-skinned woman in her early thirties, a stunningly beautiful blonde girl who appears to be in her late-teens, and a homely brown-haired girl in her mid-teens. The adult and the blonde teenager are dressed well for such a rural town; the woman in an elaborate blue dress and the blonde in a yellow sundress. The brunette teenager's dress is far simpler, being a dull brown in color, but is still of good quality.

The adult woman looks up from her needlework as you enter and looks you over. "Good day to you. How may I help you?" she asks. Her voice carries a hint of gypsy accent.

The speaker is Konstanta, the proprietor of the business. The blonde teenager is Convivia (Friendly, she is bored by the locals), and she is very beautiful (she is 19 years old). She has very refined mannerisms, due to her upbringing.

Convivia is actually a member of a minor Urnstian noble house who became a Syrullite cultist at a young age. She was forced to flee when her cult was discovered by the authorities in Radigast City, so she

fled west into the Bandit Kingdoms and arrived in Ankheg Springs. As Ankheg Springs is about as far from civilization as she can imagine, and people who might be looking for her, she has remained here. She revels in causing discord, but is very good at controlling herself now, as she has no major allies or anywhere else to flee. Konstanta has a feel for Convivia's general alignment, as Convivia will often make up absurd lies from time to time, but does not know about the Syullite influence. Konstanta wishes to reach out to the young woman, believing that Convivia might have suffered some sort of trauma as a child.

As soon as Convivia met Yancey, it was love at first sight . . . sort of. Convivia sensed that there was something dangerous about Yancey and his partner Riff, and that intrigued her. She now hopes to use them to get out of Ankheg Springs, so she has been spending much of her free time with Yancey, telling him lies about how mean Konstanta is to her in an attempt to earn his sympathy. However, if she knew he was an Iuzian, she might not be so eager to go with him!

The other teenager, Sallie (Friendly, but shy), is literally a farmer's daughter (she is 16 years old). Plain looking and a bit shy, her parents encouraged her to seek employment off the farm once she turned 16 years old because she is as clumsy as they come. Also, they were worried about her finding a future husband if she did not have a strong craft due to inability to help on a farm. Being a weaver suits Sallie better, as she can sit down and do it without worrying about accidentally spilling the cow's milk, or lopping someone's hand off with a scythe. She secretly has a crush on Milam.

Konstanta: NG female human (Rhenee [Atloi]) Expert 4; Str 8, Dex 11, Con 9, Int 10, Wis 12, Cha 14; Will +5; Appraise +7 (+9 vs. weaving), Bluff +9, Craft (weaving) +8, Diplomacy +13, Escape Artist +7, Intimidate +4, Profession (tailor) +8, Sense Motive +8.

Convivia: NE female human Aristocrat 2; Str 11, Dex 12, Con 10, Int 9, Wis 8, Cha 13; Will +2; Bluff +6, Diplomacy +8, Disguise +6 (+8 when acting), Intimidate +8.

Sallie: NG female human Expert 1; Common, Flan; Str 9, Dex 8, Con 11, Int 12, Wis 13, Cha 10; Will +3; Appraise +5, Craft +5, Profession (tailor) +5.

If a male human or half-elf PC uses Diplomacy to make Sallie Helpful, she will reveal the following gossip that she has overheard:

- They have had several rough speaking customers over the last week. (True)
- One of them was named Yancey, the other would not give his name. (True)

- Yancey and Convivia seem to have taken quite a fancy to each other. (True)
- The last time they were here, Yancey gave her a blanket to turn into a cloak. It had the Brighteagle nomadic design on it. He must have bought it before the nomads left town. (True, except she doesn't know he got the blanket when he killed the twins' guards)
- They were here yesterday (note that this places Yancey and Riff in town after they left the livery stable).
- They always came from the north when they came to the shop. There isn't much out there but lots of barrens and some old abandoned huts. (True)

DEVELOPMENT

If Convivia overhears the conversation with Sallie, she will take soonest opportunity to warn Yancey and Riff that the heroes are asking about them. She will do this by asking Sallie (nicely, via Diplomacy) to deliver a package to Yancey. The package contains a warning about the heroes. In this case, Yancey and Riff will be waiting for them if the PCs come to their hut.

If confronted with evidence that Riff and Yancey were warned, Convivia will attempt to Intimidate into admitting to sending the message.

THE TENT CITY

Quite a nest of tents has sprung up on the east side of the little hamlet. At least two dozen tents of all sizes are scattered around in a slight depression along the springs itself. Inside the tent city, merchants are hawking goods and services to the travelers who have made their way into the barrens. Many of the souvenirs and trinkets available for sale seem to have a Lammastide theme.

A closer inspection reveals some slight level of desperation to the merchant's cries, and the piles of goods for sale seem stacked higher than one would expect for this deep into a festival fair. You are fairly swarmed with importunate offers of goods and services as soon as you set foot inside the market area.

The merchants generally have their wares on display from 8am until 6pm. At night, they often sit around campfires and share rumors and stories. The merchants all generally get along pretty well, but from time to time there are personality clashes or several get drunk and get into a fight (during which both merchants ineffectually throw punches at the other until they are winded).

The merchants are feeling the pinch of the sudden absence of the nomads. Most of the merchants came to deal with the horsemen, as trading was very good with

them last year, and their sudden disappearance is the cause of some panic and a lot of quite desperation. Rumors are flying around the tent city. Because of the preoccupation of the merchants with the absence of the nomads, they have not been paying much attention to what is going on in town and out at the Michelson ranch.

If the characters wish to purchase items, see Judges Aid One for details about what may be available. All items listed should be Core per the LGCS.

Characters who wish may Gather Information. Remember, this takes 1d4+1 hours per attempt. The information listed below is a general overview of what the PCs can learn from a few hours spent wandering around the merchants' stalls. More specific rumors, for each merchant group, are given in Judge Aid One.

- **DC 2** The nomads left because they got wind of a worg rider regiment riding on Ankheg Springs. (False)
- **DC 5** The nomads left because they were insulted by that Bakhlunish merchant over there. The one selling rugs. (False)
- **DC 8** The nomads left because they ran out of money and went to go get some more. (False)
- **DC 10** The nomads left because Morginstaler was spotted (False)
- **DC 15** Some thugs picked a fight with a group of travelers who wanted to set up tents on the north side of town. The thugs forced them to set up in the tent city. Hiram ignored the situation as no blood was shed. (True)
- **DC 20** The nomads left because a powerful warrior dedicated to the Old One was reportedly seen in the area (almost True. Arvad was seen weeks ago in Sarresh)

If the PCs succeeded on the DC 15 check, a character with the Urban Tracker feat may attempt to track the thugs (Riff and Yancey) to their hideout at the abandoned house.

THE ABANDONED HUT

Situated on the edge of the village and hidden from sight of the main buildings in town, this adobe brick house has the desolate feeling of an abandoned house. The roof has partially fallen in from disuse and the effects of weather. Only cacti seem to thrive in the yard, although from the looks of it, there were once flowers or vegetable beds. A shoddy wooden door barely hangs on the hinges.

Surprisingly, given the number of people who are over in the tent city looking for shelter, it looks as though this house has gone unclaimed.

A DC 21 Survival check made by a PC with the Track feat will reveal that there are several sets of medium-sized humanoid footprints going in and out of the house. Some of them were made as recently as yesterday.

A map of the hut is included in the DM's Map section. There are enough small holes in the wall to allow Riff and Yancey to see or hear anyone is not approaching cautiously.

Simple Wooden Door: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 13.

CREATURES

Inside the house are Riff (Unfriendly) and Yancey (Indifferent), two followers of Arvad Michelson who are there to provide muscle if needed to the clerics and spies. They are monstrosly bored with the assignment, having blown most of their money on games and drinking. Yancey is just happy that he met Convivia, and he is forming a plan to bring her with them when they leave, without Ulnara killing him or the girl.

Riff and Yancey are in the hut playing cards unless they have been warned by Convivia that new strangers in town are asking about them and are on their way over. In this case, they will have set up an ambush in the house. **Note, at higher APLs, their weapons glow with a bright light when unsheathed.** This light should be visible to the PCs from outside the hut, especially at night.

If they have not been warned by Convivia, then they will just act like travelers in town for the festival. If asked about the altercation between them and some travelers who tried to set up a tent nearby, they will tell the PCs, "mind your own business." Riff will stand in the doorway and demand that the party leave their property. He will attempt to Intimidate them into leaving. Yancey will be inside the hut, stashing their stolen loot and preparing for combat if needed. Riff and Yancey are under orders not to break cover unless they have no choice, so they will not fight unless the characters accuse them of foul deeds, attempt to get into the hut or they have reason to believe from Convivia that the heroes are on their trail.

If any of the PCs has any of the following plot points as detailed in the Preparation for Play section (Hunted by Assassins, Wanted for Questioning, Wanted for Questioning by Temple Grimacing), then Riff and Yancey will receive a +4 bonus to Spot checks made to recognize that character. If they recognize the PC, they will break cover, yelling something like "Been looking for you for years! Master will pay well for your head" and attack immediately.

APL 2 (EL 4)

Riff, Yancey: male human Ftr2; hp 20 each; see Appendix 1.

APL 4 (EL 6)

Riff, Yancey: male human Ftr4; hp 36 each; see Appendix 1.

APL 6 (EL 8)

Riff, Yancey: male human Ftr6; hp 52 each; see Appendix 1.

APL 8 (EL 10)

Riff, Yancey: male human Ftr8; hp 68 each; see Appendix 1.

TACTICS

If Riff and Yancey know that the PCs are coming for them, Riff will stand in front of the door while Yancey stands in the corner. Both will ready actions to attack whoever opens the door (this counts as a surprise round if the PCs have not yet seen or heard Riff and Yancey. See DMG 23). Once Riff attacks, he will 5-foot-step to the side. Remember, attacking around a corner provides the defender with a +4 Cover bonus to their armor class.

At APLs 4 and up, as above, but Yancey will use his *boots of stomping* as soon as the door is opened, hoping to make the heroes prone. Throughout the combat, the pair will attempt to use their boots to give them the best tactical advantage.

Riff and Yancey are not evil, but they are chaotic Iuzians. If they are attacked, they will attempt to kill the PCs. If they are clearly losing the fight, they will surrender.

TREASURE

In addition to the treasure listed below, a DC 20 Search check of the hut will turn up Convivia's warning note to Yancey (if she warned them). Tucked away inside a create are also a pair of old fashioned Johrase tabards, identical to the one worn by Almar.

APL 2: Loot 205 gp; Coin 2 gp; Magic 142 gp – *armband of elusive action* (2@67 gp each), *potion of cure light wounds* (2@4 gp each)

APL 4: Loot 138 gp; Coin 2 gp; Magic 476 gp – +1 *banded mail* (2@117 gp each), *armband of elusive action* (2@67 gp each), *boots of stomping* (2@50 gp each), *potion of cure light wounds* (2@4 gp each)

APL 6: Loot 86 gp; Coin 2 gp; Magic 996 gp – +1 *banded mail* (2@117 gp each), +1 *illuminating longsword* (2@235 gp each), *armband of elusive action* (2@67 gp each), *boots of stomping* (2@50 gp each),

potion of cure light wounds (2@4 gp each), *potion of cure moderate wounds* (2@25 gp each)

APL 8: Loot 86 gp; Coin 2 gp; Magic 1,704 gp – +1 *full plate of nimbleness* (2@471 gp each), +1 *illuminating longsword* (2@235 gp each), *armband of elusive action* (2@67 gp each), *boots of stomping* (2@50 gp each), *potion of cure light wounds* (2@4 gp each), *potion of cure moderate wounds* (2@25 gp each)

If they are defeated, the pair will answer some questions if made Friendly by Diplomacy or Intimidate (feel free to give the PCs a +2 circumstance bonus on their check for good role-playing, if they deserve it):

- Their boss is Arvad Michelson, the blackguard of Iuz who used to work for Temple Grimacing in Stoink. (True)
- Arvad and Boneheart Cranzer are good friends. Thus, Riff and Yancey have a lot of pull! (False, Arvad and Cranzer, as far as they know, have never met)
- They've spent the last few years in Dyvers. Arvad was impersonating a Johrase lord that he had killed while there. (True)
- They are here to get revenge upon his sister, Ilyena, for messing up his last plot five years ago. (True)
- Arvad is not here, as he is in Dorakaa getting rewarded for assassinating some County of Urnst noble a while ago (Bandits in the County Interactive). They were not there for that. (True)
- Their leader is Uleeta, a priestess of Iuz who left Temple Grimacing and went into exile with Arvad five years ago. She is a middle aged Oeridian woman with black hair and a scar over her left eye. (False, her name is Ulnara)
- The pair helped to capture Ilyena's kids while the children were riding with nomads. The nomads wounded four of their group. Tarvek got mad and killed Ilyena, which he wasn't supposed to. Uleeta (Ulnara) then killed Tarvek and sent his and Ilyena's heads back to Arvad. (True, but only truly told after being caught in a lie several times, as they know that helping to kidnap Ilyena's kids would probably earn them a death sentence from Hiram)
- They were told to wait here until they were contacted, but they haven't contacted them yet. (False, they know when the attack is to occur)
- The children are somehow involved in messing with some ceremony at Lammastide.
- Convivia is not an Iuzian, she is merely a foolish girl who fancies Yancey. (True, as he does not know about her Syrulite tendencies)

- They do not know where Ulnara's hideout is. (True)

DEVELOPMENT

Remind the players that it is a Chaotic act to loot Riff and Yancey of their gear if they surrendered. The Lawful thing to do would be to disarm them and take them, and their gear, to Hiram for him to deal with. In this case, Hiram will examine the evidence, hear both sides' stories, and then judge Riff and Yancey guilty and sentence them to death by stoning. He will give the PCs Riff and Yancey's gear as a reward for capturing the two Iuzian trouble-makers.

If the heroes do not find or fight Riff and Yancey in Encounter 2, then remember to add them to the foes in Encounter 4 or 5. If the PCs go to Ilyena's ranch the first night they are in town, and before midnight, go to Encounter 3a. If the heroes go to Ilyena's ranch the day after they arrived in town, proceed to Encounter 3c.

3A: THE MICHELSON RANCH, PRE—ATTACK

It is possible that some parties will head straight to the ranch on the first evening before the attack on the ranch occurs. In this case, the attack on the ranch has not occurred yet. Ilyena gives them the information that she has up to that point, but obviously cannot inform them of the attack.

The road to the Michelson ranch winds along the stream that is the only permanent source of water in this area of the barrens. The green of the verge contrasts with the unrelieved grey of the sagebrush plains beyond the borders of the valley.

As you come to the entrance of the ranch, you see a pair of nomads standing by the gate, their hostile gazes tracking your progress. Longbows are readied and aimed in your direction, as they demand that you stop and state your business.

The PCs are 180 feet away from the ranch at this point. The horseman are Golvar (Unfriendly) and Running Bear (Unfriendly), two nomads and relatives of Ilyena's who have taken it upon themselves to protect Ilyena. They will demand to know what the heroes are doing at the ranch. Any party without one of the influences (Sitting at the feet of the Master, Favor of Ilyena Michelson, Favor of Shining Rock) is refused entrance unless they agree to disarm and swear that they wish no harm to Ilyena, her children, or the nomads. Running Bear will guide the PCs to the ranch, while Golvar keeps an eye on the road and the heroes'

weapons. A successful, unassisted DC 25 Diplomacy check will allow that PC only to retain their weapons.

There is not much in the way of terrain to hide in, so sneaking past without magical assistance is going to be difficult.

Golvar, Running Bear: N male human (Flan) Ranger 3; see Appendix 1.

Once they are past the ranch hands, they can proceed to the house.

Once you are past the fence, it is as though you have left the barrens. On either side of the track are luscious fields of barley and oats, not only thriving, but also seemingly untouched by wildlife or pests. The track leads you towards a complex of buildings at the edge of a small grove of trees.

Standing upon the porch of what must be the main house, is a lone brown haired woman wearing a shawl decorated in nomadic patterns. She stands, observing you with an eager look that fades to bleak hopelessness, as you get closer.

"I am Ilyena of the Brighteagle, owner of this ranch, leader of Ankheg Springs, and Ovate of the Old Faith. I greet you and ask what I may do for you."

A DC 15 Knowledge (religion) check reveals that "Ovate" is a title for a tier of rank in the Old Faith. Ovates are above Aspirants (beginners) and below Initiates.

Until and unless the heroes reveal that they have information about her children or something related to the children, Ilyena's reaction to the heroes is Indifferent (Helpful towards those of the Old Faith). She is not yet aware that her sons have been kidnapped.

Ilyena Michelson Brighteagle, leader of Ankheg Springs, Aspirant of the Old Faith Druids: Female human Druid 5; see Appendix 1.

If the heroes can tell her about the letters that they found on the body of the Iuzian rider from Encounter 1, she will demand to read them for herself. From the description, she will recognize the flan woman as her children's nurse.

As she reads the letters, her face crumples into fresh grief.

"My children!" she cries out, clearly stunned. For a moment, it appears as if she is going to pass out from grief, so unsteadily is she now standing.

Ilyena needs a few moments to process the information that her children have been kidnapped, their guardians slaughtered, and their nurse beheaded. Ilyena is now convinced that her brother, Arvad has the children. She is also feeling very guilty that her nurse's disguise caused her death, although she realizes that they likely would have killed the nurse regardless.

If the PC(s) consoles her, by succeeding on a DC 15 Diplomacy check OR by being a member of the Old Faith, she is willing to talk to them and asks for their help.

- She will immediately assume that the Lord mentioned in the letter is her brother, Arvad Michelson. He is a blackguard of Iuz and blacksheep of the family who used to work for Temple Grimacing in Stoink. He tried to take over this ranch from her about five years ago.
- She suspects that he had something to do with the assassination of her husband four years ago.
- She heard only recently that her brother is back in the Combination of Free Lords and that has her very worried. In fact, that was partly why she had sent her children off with the nomads. Her children were being watched by some of their Brighteagle kinsman. Their father, Roche, was a Brighteagle.
- The children's nurse owned a hat that would make her look like Ilyena. This helped to soothe the boys at night, even when they knew that it was just their nurse pretending to look like their mother.
- If the PCs found the *hat of disguise*, she tells them to keep it, as seeing it would merely cause her more grief.
- She feared Arvad might show up at the Lammastide festival, hence why she sent the children away.
- She doesn't know any particular reason why her brother would want to kill her children except that he is an evil man.
- Most of the nomads left town to scout the Barrens to make sure Arvad was not in the area. They know all too well how dangerous Arvad can be.
- Her children are the rightful heirs to the Brighteagle clan chieftainship.
- This will be her first year to be in charge of the Lammastide ceremony, as last year she was still an Aspirant under Bellamoh (detailed in BDK6-07 *Love Letter*).
- The druidic ceremony occurs at a shrine in a grove located in a small dell named Harpy Hollow. They will harvest grain from a nearby field at dawn, bake bread during the day, and lay the bread on the altar at sunset. At that time, they will sacrifice two small goats. The goats' spirits will take the spirit of the bread to the Old Faith gods.

- As she has no idea where her children could be, she will force herself to continue with the ceremony in the hopes that it will help clear her mind and lead her to her children. If that fails, she will scour the Oerth for them, if she must.
- Ilyena will recommend that the PCs search around town to see if they can find anything out, as they are not nomads and not obviously affiliated with her.
- Should the heroes insist on spending the night at the ranch, she agrees, so long as she really trusts at least one of the PCs. They can sleep on the floor in the main room, out on the porch, in tents in the yard, or under the stars.

DEVELOPMENT

If the PCs stay the night at the ranch, they are there when Ulnara's forces attack. Go to Encounter 3b.

3B: THE MICHELSON RANCH, DURING THE ATTACK

Ulnara's plan depends upon what she knows at the time of the attack.

If the heroes were discreet in their inquiries at the Rusty Nail, then Ulnara is attacking the ranch to kill the ranch hands, so she may masquerade as Ilyena for the Lammastide ceremony. In this case, the primary attack is on the bunkhouse, targeting Golvar and Running Bear initially. If Ulnara ever gets sight of Ilyena, she immediately calls off the attack.

If the heroes were indiscreet in their inquiries at the Rusty Nail, the Ulnara knows that Ilyena is alive and the attack on the ranch is a diversion to cover the switching of the goats. In this case the attack is on the bunkhouse and ranchhouse, but the attackers try to distract them, rather than make an all out assault to wipe them out.

In both cases, part of the plan is to have Simon use the attack on the ranch to switch goats in the goat pen. As it is dark and the barn obscures the view of the pen from the ranch and bunkhouse, they will only notice Simon if they have the pen in sight when the attack occurs. With the heroes at the ranch, Ilyena will wait to get her armor on to leave the ranchhouse. As soon as Ulnara sees Ilyena, she will call a withdrawal.

It is entirely possible that the heroes will defeat Ulnara and her minions (except for Simon, who returns to the cave with the goats to wait for his companions). In this case, it is up to the heroes what to do. If they do not follow the trail back to the cave, then the ceremony goes off as planned by Arvad and Ilyena kills her children. Read the appropriate text in Encounter 5 and go to Conclusion B. If the heroes somehow put together

the plan, then read the appropriate text in Encounter 5 and go to Conclusion A.

Golvar, Running Bear: N male human (Flan) Ranger 3; hp 21 each; see Appendix 1.

Ilyena: Female human Druid 5; see Appendix 1.

Note: The following ELs take into account the fact that Ilyena, Golvar, and Running Bear will help the PCs fight off Ulnara and her crew, and the fact that Ulnara calls a retreat early, and the fact that Simon and Thaddeus are pre-occupied with switching the sacrificial goats with the polymorphed children.

APL 2 (EL 3)

Ulnara: female human Clr3; hp 21; see Appendix 1.

Simon, Thaddeus: male human Rog1; hp 8 each; see Appendix 1.

Riff, Yancey: male human Ftr2; hp 20 each; see Appendix 1.

APL 4 (EL 6)

Ulnara: female human Clr5; hp 33; see Appendix 1.

Simon, Thaddeus: male human Rog3; hp 20 each; see Appendix 1.

Riff, Yancey: male human Ftr4; hp 36 each; see Appendix 1.

APL 6 (EL 9)

Ulnara: female human Clr7; hp 50; see Appendix 1.

Simon, Thaddeus: male human Rog5; hp 32 each; see Appendix 1.

Riff, Yancey: male human Ftr6; hp 52 each; see Appendix 1.

APL 8 (EL 12)

Ulnara: female human Clr9; hp 66; see Appendix 1.

Simon, Thaddeus: male human Rog7; hp 48 each; see Appendix 1.

Riff, Yancey: male human Ftr8; hp 68 each; see Appendix 1.

TREASURE

See Encounter 2 for Riff's and Yancey's treasure, and Encounter 5 for Ulnara's, Simon's, and Thaddeus' treasure.

3C: THE MICHELSON RANCH, POST—ATTACK

Skip the parts that you might have read to the players in Encounter 3a if the PCs have already been at the ranch. If the PCs did not spend the night, then the attack will have gone off as detailed below.

BACKGROUND

Shortly after midnight of the night before Lammastide (the night the heroes arrive in town), the ranch is attacked by a group of Arvad's men led by Ulnara. The attack occurred because Ulnara believed at that point that Tarvek had already killed Ilyena, which had messed up her original plan. Consequently, Ulnara planned on disguising herself as Ilyena and defiling the ceremony by sacrificing Ilyena's children. Best laid plans . . .

When Ilyena appeared on the ranch house porch with her sling loaded and druidic magic ready, Ulnara called off the attack and retreated to her hideout. Ulnara used the distraction of the attack to cover the replacement of the real goats with the baleful polymorphed children before she left.

Immediately after the attack, Running Bear foolishly rushes off to track the attackers, but he has not returned (he was ambushed and killed).

Ilyena is at the ranch, trying to coordinate the search for her children with the nomadic tribesmen. She is understandably reluctant to confide in random strangers, and her ranch hands, all fiercely loyal to her, are feeling very protective.

The road to the Michelson ranch winds along the stream that is the only permanent source of water in this area of the barrens. The green of the verge contrasts with the unrelieved grey of the sagebrush plains beyond the borders of the valley.

As you come to the entrance of the ranch, you see a lone nomad standing by the gate, his hostile gaze tracking your progress. A longbow is readied and aimed in your direction as he demands that you stop and state your business.

The PCs are 180 feet away from the ranch at this point. The nomads are Golvar (Unfriendly) and Old Jervis (Indifferent), as Running Bear sent to track the attackers after they retreated.

Golvar will demand to know what the heroes are doing at the ranch. Any party without one of the influences (Sitting at the feet of the Master, Favor of Ilyena Michelson, Favor of Shining Rock) is refused entrance unless they agree to disarm and swear that they wish no harm to Ilyena, her children, or the

nomads. Old Jervis will escort the PCs to the ranch, while Golvar keeps an eye on the road and the disarmed heroes' weapons. A successful, unassisted DC 25 Diplomacy check will allow that PC only to retain their weapons.

There is not much in the way of terrain to hide in, so sneaking past without magical assistance is going to be difficult.

Golvar: N male human (Flan) Ranger 3; Common, Flan; Str 15, Dex 12, Con 13, Int 10, Wis 14, Cha 8; Will +5; Listen +8, Spot +8, Survival +8 (+10 above ground).

Old Jervis: N male human Expert 2; Common, Flan; Str 7, Dex 6, Con 8, Int 14, Wis 15, Cha 10; Will +5; Track, Skill Focus (Survival); Survival +10 (+2 above ground).

Once they are past the ranch hands, they can proceed to the house.

Once you are past the fence, it is as though you have left the barrens. On either side of the track are luscious fields of barley and oats, not only thriving, but seemingly untouched by wildlife or pests. The track leads you towards a complex of buildings at the edge of a small grove of trees.

Standing upon the porch of what must be the main house, is a lone brown haired woman wearing a shawl decorated in nomadic patterns. She stands, observing you with an eager look that fades, as you get closer. Clearly, she had hoped you were someone else.

"I am Ilyena of the Brighteagle, owner of this ranch, leader of Ankheg Springs, and Ovate of the Old Faith. You are?"

A DC 15 Knowledge (religion) check reveals that "Ovate" is a title for a tier of rank in the Old Faith. Ovates are above Aspirants (beginners) and below Initiates.

Until and unless the heroes reveal that they have information about her children or something related to the children, Ilyena's reaction to the heroes is Unfriendly, as several of her ranch hands were attacked two days ago and her ranch was attacked last night. She is very suspicious of outsiders. She is not yet aware that her sons have been kidnapped.

Ilyena Michelson Brighteagle, leader of Ankheg Springs, Aspirant of the Old Faith Druids: female human Dru5; see Appendix 1.

If the heroes can tell her about the letters that they found on the body of the Iuzian rider from Encounter 1, she will demand to read them for herself. From the description, she will recognize the Flan woman as her children's nurse.

As she reads the letters, her face crumples into fresh grief.

"My children!" she cries out, clearly stunned. For a moment, it appears as if she is going to pass out from grief, so unsteadily is she now standing.

Ilyena needs a few moments to process the information that her children have been kidnapped, their guardians slaughtered, and their nurse beheaded. Ilyena is now convinced that her brother, Arvad has the children. She is also feeling very guilty that her nurse's disguise caused her death, although she realizes that they likely would have killed the nurse regardless.

Adjust the following text as necessary. If the PCs captured or killed Riff or Yancey before the attack, then they were not at the battle. Once Ilyena has had a few moments to deal with the news that her children have been kidnapped, she will continue with the following:

"Last night, a group of men attacked the ranch. I went outside and saw several riders attacking the bunkhouse. Two of them, bearing bright swords, broke away and rode towards me. I thought for sure I was about to be killed, but at the last minute, a woman's voice called for them to stop and they wheeled and rode away."

She stops, her brow furrowing. "I didn't see her very well, but I thought I got a glimpse of a silver symbol of Old Wicked on her chest as she rode past. The funny thing was, they were winning. Why would they suddenly stop the attack and not kill us all?"

Ilyena is now convinced that her brother, Arvad has the children or soon will. She is also feeling very guilty that her nurse's disguise caused her death. If the PC(s) consoles her, by succeeding on a DC 15 Diplomacy check OR by being a member of the Old Faith, she is willing to talk to them and asks for their help.

- She will immediately assume that the Lord mentioned in the letter is her brother, Arvad Michelson. He is a blackguard of Iuz and blacksheep of the family who used to work for Temple Grimacing in Stoink. He tried to take over this ranch from her about five years ago.
- She suspects that he had something to do with the assassination of her husband four years ago.
- She heard only recently that her brother is back in the Combination of Free Lords and that has her

very worried. In fact, that was partly why she had sent her children off with the nomads. Her children were being watched by some of their Brighteagle kinsman. Their father, Roche, was a Brighteagle.

- The children's nurse owned a hat that would make her look like Ilyena. This helped to soothe the boys at night, even when they knew that it was just their nurse pretending to look like their mother.
- If the PCs found the *hat of disguise*, she tells them to keep it, as seeing it would merely cause her more grief.
- She feared Arvad might show up at the Lammastide festival, hence why she sent the children away.
- She does not know any particular reason why her brother would want to kill her children except that he is an evil man.
- Most of the nomads left town to scout the Barrens to make sure Arvad was not in the area. They know all too well how dangerous Arvad can be.
- Her children are the rightful heirs to the Brighteagle clan chieftainship.
- This will be her first year to be in charge of the Lammastide ceremony, as last year she was still an Aspirant under Bellamoh (detailed in BDK6-07 *Love Letter*).
- The druidic ceremony occurs at a shrine in a grove located in a small dell named Harpy Hollow. They were supposed to harvest grain from a nearby field at dawn (this is delayed due to the attack), bake bread during the day, and lay the bread on the altar at sunset. At that time, they will sacrifice two small goats. The goats' spirits will take the spirit of the bread to the Old Faith gods.
- As she has no idea where her children could be, she will force herself to continue with the ceremony in the hopes that it will help clear her mind and lead her to her children. If that fails, she will scour the Oerth for them, if she must.
- She begs the PCs to help her. She asks them to track down the people who attacked her ranch and if possible to save Running Bear and her children. If none of the PCs can track, she will send someone with them.

A DC 16 Survival check made by a character with the Track feat will allow the trail to be followed. If no one in the party can follow tracks, Ilyena will loan them the services of one of her ranch hands, Old Jervis (Indifferent). Old Jervis is a decrepit old man who is useless in combat and mumbles to himself constantly, but he can easily follow the trail. If they use Old Jervis, the heroes will take a -2 circumstance modifier on all

Hide and Move Silently checks as long as he is with them.

DEVELOPMENT

If the PCs agree to help Ilyena by tracking the Iuzians, go to Encounter 4. Note that it takes two hours to reach Ulnara's camp while tracking at half speed.

If the PCs decide it would be best to just stay and guard Ilyena, go to Encounter 5.

4: ULNARA'S CAMP

SPECIAL

The following presumes that the PCs arrive at the camp on the day of Lammastide, and after Ulnara and crew have left to attack the final ceremony. If the PCs arrive at some other time, consult Judge Aid Two for a timeline of events and modify the encounter as appropriate (for instance, if they arrive before Ulnara's attack on the ranch, then the dead goats will not be in the cave). See the Development for assistance with what to do if the PCs arrive here while Ulnara and her crew are here.

Once the PCs have arrived at the camp, continue with the following:

The trail leads you down into yet another of the innumerable ravines that seem to crisscross the Barrens. This time, instead of going up the other side, the trail seems to turn to the left and go down the bottom of the gully. Looking to the left, you see a narrow opening in the side of the ravine.

If the PCs arrive after Ulnara attacked Ilyena's ranch, add the following:

Beside the entrance lies a man's body. It is one of Ilyena's guards!

This is where Running Bear met his end, if he survived the fight the night before. He was stripped of all his possessions by Ulnara.

If Running Bear died during the battle at the ranch, then Gulvar has died here. If he too died during the battle, then a nameless nomad died while trying to track Ulnara's crew.

The tracks lead into the cavern. When the PCs enter the cavern, read the following.

The empty cavern looks as though it has been enlarged by tools in the past. The narrow entranceway is about 3 feet wide and 5 feet tall. It extends for about

20 feet before opening into a single 20 by 20 chamber. A shovel and a pick lie on the floor in one corner.

In the back left corner of the room is a pit, covered by a loose wooden door made out of rough planks, just large enough to hold a man. In the back right corner are three bedrolls.

The smell of blood permeates the chamber. The source is obvious: two pure white goats with black faces are lying in one corner of the room with their throats cut.

A DC 15 Survival check by a PC with the Track feat reveals that the pit seems to have been inhabited not too long ago by two small-sized humanoids. In addition, a small wooden wand-like stick rests at the bottom of the pit. The stick does NOT detect as magic, as its lingering aura faded 35 minutes after the last charge was used. Other divinations might reveal what spell the wand contained. Adjudicate as necessary.

A DC 15 Heal check will reveal that the goats have been dead less than 6 hours. A DC 15 Knowledge (religion) check will reveal that the goats were sacrificed in a manner consistent with the worship of Iuz (the notes and pamphlets obtained in Encounter 1 can confirm this).

A DC 20 Search check will locate several partially burned pieces of parchment in the remains of the fire. Only one has any writing on it. If the PCs find them, give them Player Handout 2. A DC 15 Knowledge (arcana), Spellcraft, or Use Magic Device check will recognize the rest as spent scrolls.

A DC 16 Survival check made by a character with the Track feat will reveal that several sets of fresh horse tracks head in the general direction of Ankheg Springs. They appear to be several hours old.

If the PCs follow these tracks for a half-hour, a DC 15 Knowledge (geography) check will reveal that the tracks are making a looping path back to the grove (this is why the PCs did not run into the Iuzians on their way to the cave). If it is late in the day, the PCs should hurry to get back to the festival in time to protect Ilyena.

DEVELOPMENT

It is possible that the PCs might arrive at the camp at a time when Ulnara and/or Simon and Thaddeus are there. If this happens, the PCs are attacked (refer to the appropriate stat blocks in Appendix 1), unless Ulnara is alone, at which point she will try to hide. One of the three will always be on watch from just inside the entrance to the cave. All will be in their armor unless sleeping.

If the PCs are ready to protect Ilyena at the ceremony, continue to Encounter 5. Remember, it takes approximately 1 hour to return to Ankheg Springs via horseback.

5: THE LAMMASTIDE CEREMONY

If Riff and Yancey have previously been captured or killed, remove them from this Encounter. If they have not been captured or killed, remember to add them as combatants.

BACKGROUND

Ulnara and her minions cast the spell *baleful polymorph* on the children, turning them into young goats that look like the goats that were to be sacrificed.

Her minions replaced the goats to be used in the ceremony with the two children last night under the cover of the attack on the ranch. Her plan is that Ilyena will unwittingly kill her own children as part of the sacrifice of the ceremony, profaning it and negating the prophecy against Arvad. Ulnara is then tasked with capturing Ilyena and bringing her to Dorakaa.

To this end, Ulnara and crew will actually be attending the ceremony! Ulnara and her crew are disguised and pretending to be a group sent by Bellamoh who have arrived just in time to witness the ritual. Assume that Ulnara took 10 disguising herself and her minions, with Simon and Thaddeus successfully assisting her. All benefit from the +5 bonus to Disguise checks for minor details only. Remember, PCs get a +4 bonus on their Spot check against NPCs that they recognize on sight (i.e., whom they have seen before). Beside each APL's EL number, the DC for using the Spot skill to see past the disguises will be listed.

Ulnara is disguised as an Aspirant of the Old Faith. Her Bluff, Disguise, and Knowledge (religion) skills make this very easy for her, and she has already fooled Ilyena. In fact, she will be standing in the circle during the ceremony! Simon and Thaddeus are disguised as young rangers, they will watch from outside the circle, next to Riff and Yancey (if here), who are disguised as Johrase soldiers. Riff and Yancey wear the same style of Johrase tabard that Almor was wearing.

TROUBLESHOOTING

If any of the bad guys have heard the heroes talking about the Johrase tabard found on the dead rider, or if they think that the PCs are onto them, then Riff and Yancey are instead disguised as Old Faith lay worshippers.

As you approach the druid grove, you can see firelight coming from its center. About a dozen worshippers are standing in a circle around a stone table chanting in a slowly rising crescendo. Standing outside the table off to themselves are two pairs of men. One pair

appears to be a pair of Old Faith rangers, while the other pair each wears a Johrase tabard.

At the table is Ilyena, dressed in green and white and wearing a crown of laurel leaves on her head. Tethered close to the stone table is a pair of pure white goats with black faces bleating loudly. Ilyena has a long dagger in her hand and is speaking in Druidic while looking at the sky. It looks as though the ceremony is reaching its climax!

In addition to the disguised Ulnara, the circle of worshippers contains the following people (see below), who are mostly dressed in grey or brown hooded robes. Most are wearing holy, mistletoe, and other accoutrements of the Old Faith. If fighting breaks out, most will run away screaming in terror, especially if flashy magic is used. Those that might help in a fight will have that notated. Their full stats are not included. Assume that all have a +0 Initiative modifier, that any attack above AC 10 hits them, and that they fail any saving throw they are forced to make.

Ilyena: female human Dru5; see Appendix 1.

Old Faith Aspirant (Ilyena's apprentice): N male human Dru1; hp 8; **Melee** mwk quarterstaff +2 (1d6+3); 1st-*calm animals, faerie fire*. Stays by Ilyena and tries to defend her.

Town Midwife: NG female human Adept 1; hp 6; 1st-*cure light wounds, obscuring mist*. Will cast *obscuring mist* to protect Ilyena. Will cure Ilyena or a wounded PC before retreating.

Hearth Daughter: NG female human Clr1 of Berei; hp 8; **Melee** mwk sickle +1 (1d6); Plant and Protection domains; 1st-D: *sanctuary* (DC 13), *bless, protection from evil* (DC 13). She will die to defend the people of Ankheg Springs.

Town Elder: N male human Commoner 10; hp 31. Too old to fight.

Old Jervis: N male human Expert 2; hp 8; Too old too fight.

Commoners (5): male and female human Commoner 1; hp 4.

Ulnara will do nothing to break cover unless detected by the heroes. If she (or her minions) notices that they have been detected, or the PCs act to stop the ceremony, then she will immediately initiate the fight. If the heroes pierce Ulnara's disguise and she notices, she will break cover and say:

"Fools. Do you think to match your puny wits against my lord Arvad? Your weak Lammastide ceremony cannot save you from the wrath of my master. You will all die tonight, except for you", she says as she

points to Ilyena, "for my lord has plans for his dear sister!"

Note: The following ELs do NOT take into account the fact that Ilyena and several of her followers will assist during the fight. This is because Riff and Yancey might also be here as well.

APL 2 (EL 5; DC 29 Spot)

Ulnara: female human Clr3; hp 21; see Appendix 1.

Simon, Thaddeus: male human Rog1; hp 8 each; see Appendix 1.

APL 4 (EL 7; DC 31 Spot)

Ulnara: female human Clr5; hp 33; see Appendix 1.

Simon, Thaddeus: male human Rog3; hp 20 each; see Appendix 1.

APL 6 (EL 9; DC 33 Spot)

Ulnara: female human Clr7; hp 50; see Appendix 1.

Simon, Thaddeus: male human Rog5; hp 32 each; see Appendix 1.

APL 8 (EL 11; DC 35 Spot)

Ulnara: female human Clr9; hp 66; see Appendix 1.

Simon, Thaddeus: male human Rog7; hp 48 each; see Appendix 1.

TACTICS

If the heroes were incautious at the Rusty Nail, or at any other time during the mod (such as by attacking Riff and Yancey but not defeating them) and alerted Simon and Thaddeus that they had found the dead rider, then Ulnara has taken extra precautions by casting any 10 minute/level spells that she has memorized.

At APL 2, Simon and Thaddeus will provide cover fire or will tumble to flank obvious casters in the party. At APLs 4 and up, they will each attempt to Use Magic Device their scrolls of *invisibility* or *greater invisibility* on round 1. Since they have the requisite ability score to cast the spell, they only need to emulate the caster level to succeed.

At APL 8, Ulnara uses her profane boost to maximize any inflict spell cast the next round, while she still has cover from the crowd unless that would be suicidal. Her second action is to use her best inflict spell on anyone in melee range of her. If the battle starts to turn against Ulnara, she will attempt to cast *invisibility* on herself and flee back to the horses to

escape. She has no compunction about leaving Simon and Thaddeus.

TREASURE (ULNARA, SIMON, THADDEUS)

If the PCs fight Riff and Yancey here, consult the Treasure section from Encounter 2.

APL 2: Loot 140 gp; Coin 52 gp; Magic 268 gp – boots of agile leaping (2@50 gp each), cloak of resistance +1 (83 gp), pearl of speech (Flan) (50 gp), potion of cure light wounds (4 gp), scroll of dispel magic (31gp)

APL 4: Loot 133 gp; Coin 52 gp; Magic 695 gp – boots of agile leaping (2@50 gp each), bracers of quick strike (2@117 gp each), cloak of resistance +1 (83 gp), pearl of speech (Flan) (50 gp), potion of cure light wounds (4 gp), ring of silent spells (167 gp), scroll of dispel magic (31gp), scroll of invisibility (2@13 gp each)

APL 6: Loot 100 gp; Coin 52 gp; Magic 1,289 gp – +1 glamerated breastplate (338 gp), boots of agile leaping (2@50 gp each), bracers of quick strike (2@117 gp each), cloak of resistance +1 (83 gp), pearl of speech (Flan) (50 gp), potion of cure light wounds (4 gp), ring of silent spells (167 gp), scroll of dispel magic (CL 7) (31gp), scroll of greater invisibility (2@58 gp each), third eye improvisation (2@83 gp each)

APL 8: Loot 100 gp; Coin 52 gp; Magic 2,064 gp – +1 displacement glamerated breastplate (588 gp), boots of agile leaping (2@50 gp each), bracers of quick strike (2@117 gp each), cloak of resistance +1 (3@83 gp each), pearl of speech (Flan) (50 gp), potion of cure light wounds (4 gp), ring of silent spells (167 gp), ring of the darkhidden (2@167 gp each), scroll of dispel magic (CL 9, 56 gp), scroll of greater invisibility (2@58 gp each), third eye improvisation (2@83 gp each)

DEVELOPMENT

If the heroes do not understand what Ulnara was attempting to do, then when the minions of Arvad are defeated, Ilyena will (after a few minutes to compose herself and tend to any wounded) restart the ceremony. At the climax of the ceremony, she will sacrifice the goats on the stone slab in the center of the grove. Read the following:

As the blood from the sacrifice seeps into the stone, the clouds start to swirl and a moaning of winds begins to sound in the grove. There is a sharp cracking sound as the stone shatters. The blood from the sacrifice starts to form a haze that resolves into the forms of two small children. Ilyena steps back in horror, her knife dropping from nerveless hands as she recognizes her children and realizes what she has

just done. The wind resolves into a faint, almost demonic, laughter that fades into nothingness, leaving only the sound of Ilyena's weeping behind.

If the heroes do NOT have Ulnara's description from Riff and Yancey, what happens here will depend upon whether the heroes know about the substitution of the goats.

If they attempt to stop the ceremony, and make it clear in the conversation with Ilyena that they are aware of the true identity of the goats, then Ulnara will signal to Simon and Thaddeus, and the combat will proceed as above.

If the heroes defeat Ulnara and stop the children from being sacrificed, then the scroll of *Dispel Magic* Ulnara carries can be used to undo the *baleful polymorph*. If the heroes are unable to use the scroll, Ilyena will use the scroll and reverse the effect (assume she makes the caster level check).

If they do not attempt to stop the ceremony, then Ilyena will sacrifice the goats at the climax of the ceremony on the stone slab in the center of the grove. Read the following:

As the blood from the sacrifice seeps into the stone, the clouds start to swirl and a moaning of winds begins to sound in the grove. There is a sharp cracking sound as the stone shatters. The blood from the sacrifice starts to form a haze that resolves into the forms of two small children. Ilyena steps back in horror, her knife dropping from nerveless hands as she recognizes her children and realizes what she has just done. The wind resolves into a faint, almost demonic laughter that fades into nothingness, leaving only the sound of Ilyena's weeping behind.

Note: Remember that if the heroes have not encountered and defeated Riff and Yancey from Encounter 2, they will be here now.

At this point, Ulnara will break cover and will gloatingly confront Ilyena.

A middle aged Oeridian woman steps forth from the crowd of astonished worshippers. She laughs evilly at the weeping Ilyena. "Yes, my dear, you see what you have done. Your puny attempts to defy Old Wicked come to naught as always. You void the prophecy and confirm my lord in his power. Come, let us go visit your brother in Dorakaa so that he can console you!"

Ilyena is too broken to put up any resistance. Assuming that the heroes resist, use the stats detailed above. Remember that if they have not previously beaten Riff and Yancey, to add them to the encounter.

CONCLUSION: SUCCESS!

Read this conclusion if Ilyena is still alive and the heroes stopped Ilyena from sacrificing her children.

You stand on the porch of the ranchhouse, watching two boisterous children play in the yard under the watchful eyes of two nomads in the colors of the Brighteagle clan. With you on the porch is a young woman wearing an amulet with the engraving of a silver horseshoe upon it. She also gazes with maternal eyes upon the two boys, then turns to you. "I would have you know that the clans thank you for what you have done. I think that it is past time that the clans put away their neutrality and fight the evil that besets this land. I wish you to know that you have the gratitude of Shining Rock of the Silverhoof. If you know of those who wish to fight against the master of the worg riders, send them to me and we will talk."

The heroes gain access to the favor of Shining Rock, Gratitude of Ilyena and Enmity of Arvad Michelson.

Citizens of Johrase gain the Favor of the Johrase as long as they report back to Kinemeet.

CONCLUSION: FAILURE!

Read this conclusion if the children were sacrificed.

The day is sunny and clear, but it seems as though there is a dark shadow upon the ranch. Several nomads in Brighteagle colors work dejectedly in the yard. A young woman wearing a large amulet with a silver horseshoe engraved upon it comes to join you on the porch, a worried frown on her face. "Ilyena is finally sleeping. This is a terrible blow for my cousin's widow. I do not know if she can weather the storm in her soul. There is something evil growing in this Harpy Hollow, and I fear that it is linked to my cousin in some way." She looks over at the grove and sighs. "I fear that it is time once again to flee to the safety of the barrens."

The woman is Shining Rock of the Silverhoof clan, head shaman of the Rift Barren's nomads.

The heroes gain the trait Touched by the Horror.

If Ulnara was killed, the heroes gain the Enmity of Arvad Michelson.

Citizens of Johrase gain the Favor of the Johrase as long as they report back to Kinemeet.

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.

1: THE BATTLEFIELD

Defeat the monsters	
APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

2: ANKHEG SPRINGS

Defeat Riff and Yancey	
APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

5: THE LAMMASTIDE CEREMONY

Defeat Ulnara and her followers	
APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

STORY AWARD

Heroes stop Ilyena from sacrificing her children and profaning the Lammastide ceremony

APL 2	50 XP
APL 4	90 XP
APL 6	120 XP
APL 8	150 XP

DISCRETIONARY ROLEPLAYING AWARD

APL 2	40 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP

TOTAL POSSIBLE EXPERIENCE

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section

within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

1: THE BATTLEFIELD

All APLs: Loot 10 gp; Coin 10 gp; Magic 150 gp - *hat of disguise* (150 gp)

2: ANKHEG SPRINGS

APL 2: Loot 205 gp; Coin 2 gp; Magic 142 gp - *armband of elusive action* (2@67 gp each), *potion of cure light wounds* (2@4 gp each)

APL 4: Loot 138 gp; Coin 2 gp; Magic 476 gp - +1 *banded mail* (2@117 gp each), *armband of elusive action* (2@67 gp each), *boots of stomping* (2@50 gp each), *potion of cure light wounds* (2@4 gp each)

APL 6: Loot 86 gp; Coin 2 gp; Magic 996 gp - +1 *banded mail* (2@117 gp each), +1 *illuminating*

longsword (2@235 gp each), *armband of elusive action* (2@67 gp each), *boots of stomping* (2@50 gp each), *potion of cure light wounds* (2@4 gp each), *potion of cure moderate wounds* (2@25 gp each)

APL 8: Loot 86 gp; Coin 2 gp; Magic 1,704 gp - +1 *full plate of nimbleness* (2@471 gp each), +1 *illuminating longsword* (2@235 gp each), *armband of elusive action* (2@67 gp each), *boots of stomping* (2@50 gp each), *potion of cure light wounds* (2@4 gp each), *potion of cure moderate wounds* (2@25 gp each)

5: THE LAMMASTIDE CEREMONY

APL 2: Loot 140 gp; Coin 52 gp; Magic 268 gp - *boots of agile leaping* (2@50 gp each), *cloak of resistance* +1 (83 gp), *pearl of speech (Flan)* (50 gp), *potion of cure light wounds* (4 gp), *scroll of dispel magic* (31gp)

APL 4: Loot 133 gp; Coin 52 gp; Magic 695 gp - *boots of agile leaping* (2@50 gp each), *bracers of quick strike* (2@117 gp each), *cloak of resistance* +1 (83 gp), *pearl of speech (Flan)* (50 gp), *potion of cure light wounds* (4 gp), *ring of silent spells* (167 gp), *scroll of dispel magic* (31gp), *scroll of invisibility* (2@13 gp each)

APL 6: Loot 100 gp; Coin 52 gp; Magic 1,289 gp - +1 *glamered breastplate* (338 gp), *boots of agile leaping* (2@50 gp each), *bracers of quick strike* (2@117 gp each), *cloak of resistance* +1 (83 gp), *pearl of speech (Flan)* (50 gp), *potion of cure light wounds* (4 gp), *ring of silent spells* (167 gp), *scroll of dispel magic* (CL 7) (31gp), *scroll of greater invisibility* (2@58 gp each), *third eye improvisation* (2@83 gp each)

APL 8: Loot 100 gp; Coin 52 gp; Magic 2,064 gp - +1 *displacement glamered breastplate* (588 gp), *boots of agile leaping* (2@50 gp each), *bracers of quick strike* (2@117 gp each), *cloak of resistance* +1 (3@83 gp each), *pearl of speech (Flan)* (50 gp), *potion of cure light wounds* (4 gp), *ring of silent spells* (167 gp), *ring of the darkhidden* (2@167 gp each), *scroll of dispel magic* (CL 9, 56 gp), *scroll of greater invisibility* (2@58 gp each), *third eye improvisation* (2@83 gp each)

TOTAL POSSIBLE TREASURE

APL 2: Loot 355 gp; Coin 64 gp; Magic 560 gp; Total 450 gp (529 gp over-the-cap).

APL 4: Loot 281 gp; Coin 64 gp; Magic 1,321 gp; Total 650 gp (1,016 gp over-the-cap).

APL 6: Loot 196 gp; Coin 64 gp; Magic 2,435 gp; Total 900 gp (1,795 gp over-the-cap).

APL 8: Loot 196 gp; Coin 64 gp; Magic 3,918 gp; Total 1,300 gp (2,878 gp over-the-cap).

ADVENTURE RECORD ITEMS

Enmity of Arvad Michelson: Arvad knows who you are and has instructed his minions to target you whenever they see you. +1 WCI (Insurgent).

Favor of the Johrase: Citizens of Johrase may purchase (Freq: Regional): *medal of gallantry*, *surcoat of valor*; *charging*, *impact* upgrades (all from MIC).

Favor of Shining Rock: Shining Rock makes available the following items (Freq: Regional): *everlasting feedbag*^{MIC}, *everlasting rations*^{MIC}, *horseshoes of the zephyr*, *horseshoes of speed*.

Gratitude of Ilyena []: This IP may be spent to gain access to one of the following benefits (circle when used and write the applicable AR # in the circle):

1) (Freq: Regional): *collar of healing*, *goodberry bracelet*, *hair shirt of suffering*, *shirt of the treant* (all from MIC).

Members of the Old Faith Druids of the Northern Reaches gain Regional access to the items listed above without spending the IP.

2) Ilyena will ask Bellamoh, ranking Druid of the Old Faith in the Combination of Free Lords, to have you reincarnated at no cost.

3) A Good PC (LG, NG, CG) may spend this IP and 4 TUs to gain access to one male giant owl cohort (ECL 6). This cohort advances by class, has a favored class of scout, will always have a Neutral Good alignment, and starts with the feats Alertness and Wingover, and its ability scores are listed below.

For an additional 6 TUs, you may work successfully with Ilyena and the giant owl to train it to bear a rider in combat. As a nocturnal creature, if he is active for more than an hour during the day, he will be fatigued until he gets 8 hours of rest. He needs a shady place to sleep during the day. He is very demanding about that. He prefers to eat dire rats.

Abilities Str 23, Dex 20, Con 14, Int 10, Wis 17, Cha 8.

Touched by the Horror: The memory of the slaughter of the innocent children is causing you to have nightmares. You start all future adventures with the shaken and fatigued conditions. If the conditions are somehow removed during an adventure, you still start the next adventure shaken and fatigued as the nightmares return. A *remove curse* cast at CL 15 will end these nightmares permanently.

Failure to comply with these conditions will imply that your character has embraced the dark terrors. Your PC's alignment will switch to Evil and your PC will be retired from play.

ITEM ACCESS

APL 2:

- *Armband of Elusive Action* (Adventure; MIC; 800 gp)
- *Boots of Agile Leaping* (Adventure; MIC; 600 gp)
- *Hat of Disguise* (Adventure; DMG)
- *Pearl of Speech (Flan)* (Adventure; MIC; 600 gp)

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

- *Boots of Stomping* (Adventure; MIC; 600 gp)
- *Bracers of Quick Strike* (Adventure; MIC; 1,400 gp)
- *Ring of Silent Spells* (Adventure; MIC; 2,000 gp)

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

- +1 *Glamered Breastplate* (Adventure; DMG; 4,050 gp)
- +1 *Illuminating Longsword* (Adventure; MIC; 2,815 gp)
- *Third Eye Improvisation* (Adventure; MIC; 1,000 gp)

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

- +1 *Displacement Glamered Breastplate* (Adventure; MIC; 7,050 gp)
- +1 *Full Plate of Nimbleness* (Adventure; MIC; 5,650 gp)
- *Ring of the Darkhidden* (Adventure; MIC; 2,000 gp)

APPENDIX I: ALL APLs

- Items marked with an asterisk (*) can be found in Appendix 2: New Rules Items
- “mwk” is the abbreviation for “masterwork”
- +2 bonus to Disguise checks from disguise kits already included in the stat blocks

ILYENA OF THE BRIGHTEAGLE (NEE MICHELSON) CR 5

Female human druid 5
NG Medium humanoid (human)
Init -1; **Senses** Listen +3, Spot +11
Languages Common, Flan

AC 12, touch 9, flat-footed 12
(-1 Dex, +2 armor, +1 natural)
hp 33 (5 HD)
Fort +6, **Ref** +1, **Will** +8

Speed 30 ft.
Melee mwk sickle +4 (1d6)
Ranged mwk sling +3 (1d4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +3
Combat Gear *potions of cure light wounds* (3), *potion of barkskin* (+2), *potion of delay poison*
Druid Spells Prepared (CL 5th):
3rd—*call lightning* (DC 16), *spike growth* (DC 16)
2nd—*flame blade*, *hold animal* (DC 15), *lesser restoration*
1st—*calm animals* (DC 14), *entangle* (DC 14), *cure light wounds*, *obscuring mist*
0—*create water*, *cure minor wounds*, *detect magic*, *detect poison*, *read magic*
Deity: Berei (Old Faith)

Abilities Str 10, Dex 8, Con 12, Int 13, Wis 16, Cha 14
SQ animal companion (bison), nature sense, woodland stride, trackless step, resist nature's lure, wild empathy (+7), wild shape 1/day
Feats Brew Potion, Track, Augment Summoning
Skills Diplomacy +10, Handle Animal +10, Heal +11, Knowledge (nature) +9, Spot +11, Survival +11 (+13 aboveground)
Possessions combat gear plus *cloak of resistance* +1, *amulet of natural armor* +1, mwk leather armor, mwk sickle, mwk dagger, mwk sling, 10 bullets

GOLVAR AND RUNNING BEAR CR 3

Male human (Flan) ranger 3
N Medium humanoid (human)
Init +2; **Senses** Listen +8, Spot +8
Languages Common, Flan

AC 17, touch 12, flat-footed 15
(+2 Dex, +4 armor, +1 shield)
hp 21 (3 HD)
Fort +4, **Ref** +5, **Will** +3

Speed 30 ft.
Melee mwk throwing axe +5 (1d6+1 [plus 2 vs. humans])
Ranged mwk shortbow +7 (1d6+1 [plus 2 vs. humans]/x3) or
Ranged mwk shortbow +5/+5 (1d6+1[plus 2 vs. humans]/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +4
Combat Gear *potions of cure light wounds*, *potion of cure moderate wounds*

Abilities Str 12, Dex 15, Con 13, Int 10, Wis 14, Cha 8
SQ favored enemy +2 (humans), wild empathy +2, combat style (archery)
Feats Track^B, Rapid Shot^B, Endurance^B, Mounted Combat^B, Mounted Archery, Weapon Focus (shortbow)
Skills Bluff -1 (+1 vs. humans), Handle Animal +5, Knowledge (nature) +8, Listen +8 (+10 vs. humans), Move Silently +8, Ride +10, Sense Motive +2 (+4 vs. humans), Spot +8 (+10 vs. humans), Survival +8 (+10 above ground, +2 more vs. humans)
Possessions combat gear plus +1 *studded leather armor*, mwk buckler, mwk composite shortbow (+1 Str bonus), mwk throwing axe, throwing axe, light warhorse

2: ANKHEG SPRINGS

RIFF AND YANCEY

CR 2

Male human fighter 2

CN Medium humanoid (human)

Init +5; **Senses** Listen +1, Spot +1**Languages** Common**AC** 19, touch 11, flat-footed 18

(+1 Dex, +6 armor, +2 shield)

hp 20 (2 HD)**Fort** +5, **Ref** +1, **Will** +3**Speed** 20 ft. in banded mail (4 squares), base movement 30 ft.**Melee** mwk longsword +6 (1d8+2/19-20)**Ranged** mwk shortbow +4 (1d6/x3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +4**Combat Gear** *potions of cure light wounds* (2)**Abilities** Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8**Feats** Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (longsword)**Skills** Handle Animal +4, Intimidate +4, Ride +6**Possessions** combat gear plus *armband of elusive action**, mwk banded mail, mwk heavy steel shield, mwk longsword, dagger, shortsword, mwk shortbow, light warhorse, 20 arrows, 6 gp

5: THE LAMMASTIDE CEREMONY

ULNARA

CR 3

Female human cleric 3

CE Medium humanoid (human)

Init -1; **Senses** Listen +2, Spot +2**Languages** Common, Flan (*pearl of speech*)**AC** 15, touch 9, flat-footed 15

(-1 Dex, +5 armor, +1 shield)

hp 21 (3 HD)**Fort** +5, **Ref** +1, **Will** +6**Speed** 20 ft. in chainmail (4 squares), base movement 30 ft..**Melee** mwk heavy mace +4 (1d8+1)**Ranged** light crossbow +1 (1d8/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +3**Combat Gear** *potion of cure light wounds*, *scroll of dispel magic***Cleric Spells Prepared** (CL 3th):2nd—**D**: *invisibility*, *inflict moderate wounds* (DC 15), *sound burst* (DC 14)1st—**D**: *command* (DC 14), *cure light wounds*, *cause fear* (DC 14), *inflict light wounds* (DC 14)0—*cure minor wounds* (x2), *detect magic*, *read magic***D**: Domain spell. Deity: Iuz. Domains: Trickery (Bluff, Disguise, Hide added to class skills), Tyranny (+1 to the DC of enchantment [compulsion] spells).**Abilities** Str 12, Dex 8, Con 13, Int 10, Wis 15, Cha 14**SQ** rebuke undead 5/day**Feats** Skill Focus (Concentration), Spell Focus (Necromancy), Silent Spell**Skills** Bluff +3, Concentration +10, Disguise +10, Knowledge (religion) +5**Possessions** combat gear plus mwk breastplate, mwk buckler, mwk heavy mace, dagger, light crossbow, 10 bolts, *cloak of resistance* +1, *pearl of speech* (Flan)*, 3 onyx gems (100 gp each), disguise kit

SIMON AND THADDEUS

CR 1

Male human rogue 1

CN Medium humanoid (human)

Init +6; **Senses** Listen +3, Spot -1**Languages** Common, Flan**AC** 17, touch 13, flat-footed 14

(+3 Dex, +3 armor, +1 shield)

hp 8 (1 HD)**Fort** +2, **Ref** +4, **Will** +1**Speed** 30 ft. in studded leather**Melee** short sword +0 (1d6/19-20)**Ranged** shortbow +2 (1d6/x3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +0; **Grp** +0**Abilities** Str 10, Dex 15, Con 14, Int 12, Wis 8, Cha 13**Special Qualities** sneak attack (+1d6), trapfinding**Feats** Improved Initiative, Iron Will**Skills** Balance +6, Bluff +5, Disguise +7, Hide +6, Jump +6, Listen +3, Move Silently +6, Search +5, Tumble +6, Use Magic Device +5**Possessions** combat gear plus *boots of agile leaping**, mwk studded leather armor, mwk buckler, shortsword, dagger (2), shortbow, 20 arrows, disguise kit, 6 gp

2: ANKHEG SPRINGS**RIFF AND YANCEY****CR 4**

Male human fighter 4

CN Medium humanoid (human)

Init +5; **Senses** Listen +1, Spot +1**Languages** Common**AC** 20, touch 11, flat-footed 19

(+1 Dex, +7 armor, +2 shield)

hp 36 (4 HD)**Fort** +6, **Ref** +2, **Will** +4**Speed** 20 ft. in banded mail (4 squares), base movement 30 ft.**Melee** mwk longsword +9 (1d8+5/19-20)**Ranged** mwk shortbow +6 (1d6/x3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +7**Combat Gear** *potions of cure light wounds* (2)**Abilities** Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8**Feats** Combat Reflexes, Hold the Line*, Improved Initiative, Iron Will, Weapon Focus (longsword), Weapon Specialization (longsword)**Skills** Handle Animal +6, Intimidate +6, Ride +8**Possessions** combat gear plus *armband of elusive action**, +1 banded mail, *boots of stomping**, mwk heavy steel shield, mwk longsword, dagger, shortsword, mwk shortbow, light warhorse, 20 arrows, 6 gp**5: THE LAMMASTIDE CEREMONY****ULNARA****CR 5**

Female human cleric 5

CE Medium humanoid (human)

Init -1; **Senses** Listen +3, Spot +3**Languages** Common, Flan (*pearl of speech*)**AC** 15, touch 9, flat-footed 15

(-1 Dex, +5 armor, +1 shield)

hp 33 (5 HD)**Fort** +6, **Ref** +1, **Will** +8**Speed** 20 ft. in chainmail (4 squares), base movement 30 ft.**Melee** mwk heavy mace +5 (1d8+1)**Ranged** crossbow +2 (1d8/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +4**Combat Gear** *potion of cure light wounds*, *scroll of dispel magic***Cleric Spells Prepared** (CL 5th):3rd—**D**: *nondetection*, *bestow curse* (DC 17), *Silent silence* (DC 16)2nd—**D**: *invisibility*, *calm emotions* (DC 16), *inflict moderate wounds* (DC 16), *sound burst* (DC 15)1st—**D**: *command* (DC 15), *bless* (DC 14), *cure light wounds*, *cause fear* (DC 15), *inflict light wounds* (DC 15)0—*cure minor wounds* (x2), *detect magic*, *read magic*, *resistance***D**: Domain spell. Deity: luz. Domains: Trickery (Bluff, Disguise, Hide added to class skills), Tyranny (+1 to the DC of enchantment [compulsion] spells).**Abilities** Str 12, Dex 8, Con 13, Int 10, Wis 16, Cha 14**SQ** rebuke undead 5/day**Feats** Skill Focus (Concentration), Spell Focus (Necromancy), Silent Spell**Skills** Bluff +5, Concentration +12, Disguise +12, Knowledge (religion) +5**Possessions** combat gear plus mwk breastplate, mwk buckler, mwk heavy mace, dagger, light crossbow, 10 bolts, *cloak of resistance* +1, *pearl of speech* (Flan)*, *ring of silent spells**, 3 onyx gems (100 gp each), disguise kit**SIMON AND THADDEUS****CR 3**

Male human rogue 3

CN Medium humanoid (human)

Init +6; **Senses** Listen +5, Spot -1**Languages** Common, Flan**AC** 17, touch 13, flat-footed 14

(+3 Dex, +3 armor, +1 shield); +1 dodge AC vs. traps

hp 20 (3 HD)**Fort** +3, **Ref** +5 (+6 vs. traps), **Will** +2**Speed** 30 ft. in studded leather**Melee** mwk short sword +5 (1d6/19-20)**Ranged** shortbow +4 (1d6/x3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +2**Combat Gear** *scroll of invisibility***Abilities** Str 10, Dex 15, Con 14, Int 12, Wis 8, Cha 13**Special Qualities** sneak attack (+2d6), trapfinding, evasion, trap sense +1**Feats** Improved Initiative, Iron Will, Weapon Finesse**Skills** Balance +10, Bluff +7, Diplomacy +3, Disguise +9 (+11 when acting), Hide +8, Intimidate +3, Jump +10, Listen +5, Move Silently +8, Search +7, Tumble +10, Use Magic Device +7**Possessions** combat gear plus *bracers of quick strike**, *boots of agile leaping**, mwk studded leather armor, mwk buckler, mwk shortsword, dagger (2), shortbow, , disguise kit, 20 arrows, 2 gp

2: ANKHEG SPRINGS

RIFF AND YANCEY

CR 6

Male human fighter 6

CN Medium humanoid (human)

Init +5; Senses Listen +1, Spot +1

Languages Common

AC 20, touch 11, flat-footed 19

(+1 Dex, +7 armor, +2 shield)

hp 52 (6 HD)

Fort +7, Ref +3, Will +5

Speed 20 ft. in banded mail (4 squares), base movement 30 ft.

Melee +1 *illuminating longsword* +11/+6 (1d8+6/19-20)

Ranged mwk shortbow +8 (1d6/x3)

Space 5 ft.; Reach 5 ft.

Base Atk +6; Grp +9

Atk Options Power Attack

Combat Gear *potions of cure light wounds* (2), *potion of cure moderate wounds*

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Combat Reflexes, Hold the Line*, Improved Initiative, Iron Will, Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Handle Animal +8, Intimidate +8, Ride +10

Possessions combat gear plus *armband of elusive action**, +1 *banded mail*, *boots of stomping**, mwk heavy steel shield, +1 *illuminating longsword**, dagger, shortsword, mwk shortbow, light warhorse, 20 arrows, 6 gp

5: THE LAMMASTIDE CEREMONY

ULNARA

CR 7

Female human cleric 7

CE Medium humanoid (human)

Init -1; Senses Listen +4, Spot +4

Languages Common

AC 16, touch 9, flat-footed 16

(-1 Dex, +6 armor, +1 shield)

hp 50 (7 HD);

Fort +7, Ref +2, Will +9

Speed 20 ft. in chainmail (4 squares), base movement 30 ft.

Melee mwk heavy mace +7 (1d8+1)

Ranged light crossbow +4 (1d8/19-20)

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +6

Combat Gear *potion of cure light wounds*, *scroll of dispel magic* (CL 7)

Cleric Spells Prepared (CL 7th):

4th—D: *fear* (DC 19), *freedom of movement*, *Silent dispel magic*3rd—D: *nondetection*, *bestow curse* (DC 18), *magic vestment*, *Silent silence* (DC 16)2nd—D: *invisibility*, *calm emotions* (DC 16), *hold person* (DC 16), *inflict moderate wounds* (DC 17), *sound burst* (DC 15)1st—D: *command* (DC 15), *bane* (DC 14), *bless*, *cure light wounds*, *cause fear* (DC 16), *inflict light wounds* (DC 16)0—*cure minor wounds* (x2), *detect magic*, *read magic* (x2), *resistance*

D: Domain spell. Deity: Iuz. Domains: Trickery (Bluff, Disguise, Hide added to class skills), Tyranny (+1 to the DC of enchantment [compulsion] spells).

Abilities Str 12, Dex 8, Con 13, Int 10, Wis 16, Cha 14

SQ rebuke undead 5/day

Feats Greater Spell Focus (Necromancy), Skill Focus (Concentration), Spell Focus (Necromancy), Silent Spell

Skills Bluff +7, Concentration +14, Diplomacy +4, Disguise +14 (+16 when acting), Intimidate +4, Knowledge (religion) +5

Possessions combat gear plus +1 *glamered breastplate*, mwk buckler, mwk heavy mace, dagger, light crossbow, 10 bolts, *cloak of resistance* +1, *pearl of speech (Flan)**, *ring of silent spells**, 3 onyx gems (100 gp each), disguise kit

SIMON AND THADDEUS

CR 5

Male human rogue 5

CN Medium humanoid (human)

Init +7; Senses Listen +7, Spot -1

Languages Common, Flan

AC 18, touch 14, flat-footed 18

(+4 Dex, +3 armor, +1 shield); +1 dodge AC vs. traps

hp 32 (5 HD)

Fort +3, Ref +7 (+8 vs. traps), Will +2

Speed 30 ft. in studded leather

Melee mwk short sword +7 (1d6/19-20)

Ranged shortbow +6 (1d6/x3)

Space 5 ft.; Reach 5 ft.

Base Atk +3; Grp +3

Combat Gear *scroll of greater invisibility*

Abilities Str 10, Dex 16, Con 14, Int 12, Wis 8, Cha 13

Special Qualities sneak attack (+3d6), trapfinding, evasion, trap sense +1, uncanny dodge

Feats Improved Initiative, Iron Will, Weapon Finesse

Skills Balance +13, Bluff +9, Diplomacy +3, Disguise +11 (+13 when acting), Hide +11, Intimidate +3, Jump +13, Listen +7, Move Silently +11, Search +9, Tumble +13, Use Magic Device +9; (1/day, +5 to any one untrained skill check, *third eye improvisation*)Possessions combat gear plus *bracers of quick strike**, *boots of agile leaping**, *third eye improvisation**, mwk studded leather armor, mwk buckler, mwk shortsword, dagger (2), shortbow, 20 arrows, disguise kit, 6 gp

2: ANKHEG SPRINGS

RIFF AND YANCEY

CR 8

Male human fighter 8

CN Medium humanoid (human)

Init +6; Senses Listen +1, Spot +1

Languages Common

AC 23, touch 12, flat-footed 21

(+2 Dex, +9 armor, +2 shield)

hp 68 (8 HD)

Fort +8, Ref +3, Will +5

Speed 20 ft. in full plate (4 squares), base movement 30 ft.

Melee +1 *illuminating longsword* +13/+8 (1d8+6/17-20)

Ranged mwk shortbow +10 (1d6/x3)

Space 5 ft.; Reach 5 ft.

Base Atk +8; Grp +11

Atk Options Power Attack

Combat Gear *potions of cure light wounds* (2), *potion of cure moderate wounds*

Abilities Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8

Feats Combat Reflexes, Hold the Line*, Improved Critical (longsword), Improved Initiative, Iron Will, Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Handle Animal +10, Intimidate +10, Ride +12

Possessions combat gear plus *armband of elusive action**, +1 *full-plate of nimbleness**, *boots of stomping**, mwk heavy steel shield, +1 *illuminating longsword**, dagger, shortsword, mwk shortbow, light warhorse, 20 arrows, 6 gp

5: THE LAMMASTIDE CEREMONY

ULNARA

CR 9

Female human cleric 9

CE Medium humanoid (human)

Init -1; Senses Listen +4, Spot +4

Languages Common

AC 18, touch 10, flat-footed 18

(-1 Dex, +6 armor, +2 shield, +1 deflection)

Miss Chance 50% (*displacement*, 1/day, 5 rounds)

hp 66 (9 HD);

Fort +9, Ref +3, Will +10

Speed 20 ft. in chainmail (4 squares), base movement 30 ft..

Melee mwk heavy mace +8/+3 (1d8+1)

Ranged dagger +5/+0 (1d4+1/19-20)

Space 5 ft.; Reach 5 ft.

Base Atk +6; Grp +7

Special Actions Profane Boost*

Combat Gear *potion of cure light wounds*, *scroll of dispel magic* (CL 9)

Cleric Spells Prepared (CL 9th):

5th—D: *greater command* (DC 20), *slay living* (DC 20)4th—D: *fear* (DC 19), *freedom of movement*, *poison* (DC 19), *Silent dispel magic*3rd—D: *nondetection*, *bestow curse* (DC 18), *inflict serious wounds* (DC 18), *magic vestment*, *Silent silence* (DC 17)2nd—D: *invisibility*, *calm emotions* (DC 17), *hold person* (DC 17), *inflict moderate wounds* (DC 17), *silence* (DC 16), *sound burst* (DC 16)1st—D: *command* (DC 16), *bane* (DC 15), *bless*, *cure light wounds*, *cause fear* (DC 16), *inflict light wounds* (DC 16)0—*cure minor wounds* (x2), *detect magic*, *read magic* (x2), *resistance*

D: Domain spell. Deity: Iuz. Domains: Trickery (Bluff, Disguise, Hide added to class skills), Tyranny (+1 to the DC of enchantment [compulsion] spells).

Abilities Str 12, Dex 8, Con 14, Int 10, Wis 16, Cha 14

SQ rebuke undead 5/day

Feats Greater Spell Focus (Necromancy), Profane Boost*, Skill Focus (Concentration), Spell Focus (Necromancy), Silent Spell

Skills Bluff +9, Concentration +16, Diplomacy +4, Disguise +16 (+18 when acting), Intimidate +4, Knowledge (religion) +5

Possessions combat gear plus +1 *displacement glamered breastplate**, mwk buckler, mwk heavy mace, dagger, light crossbow, 10 bolts, *cloak of resistance* +1, *pearl of speech (Flan)**, *ring of silent spells**, 3 onyx gems (100 gp each), disguise kit

SIMON AND THADDEUS**CR 7**

Male human rogue 7

CN Medium humanoid (human)

Init +7; **Senses** Listen +9, Spot -1**Languages** Common, Flan

AC 18, touch 14, flat-footed 18

(+4 Dex, +3 armor, +1 shield); +2 dodge AC vs. traps

hp 44 (7 HD)**Fort** +5, **Ref** +9 (+11 vs. traps), **Will** +4

Speed 30 ft. in studded leather**Melee** mwk short sword +9 (1d6/19-20)**Ranged** shortbow +8 (1d6/x3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +5**Atk Options** Arterial Strike***Combat Gear** *scroll of greater invisibility*

Abilities Str 10, Dex 16, Con 14, Int 12, Wis 8, Cha 13**Special Qualities** sneak attack (+4d6), trapfinding, evasion, trap sense +2, uncanny dodge**Feats** Arterial Strike*, Improved Initiative, Iron Will, Weapon Finesse**Skills** Balance +15, Bluff +11, Diplomacy +3, Disguise +13 (+15 when acting), Hide +13, Intimidate +3, Jump +15, Listen +9, Move Silently +13, Search +11, Tumble +15, Use Magic Device +11; (1/day, +5 to any one untrained skill check, *third eye improvisation*)**Possessions** combat gear plus *bracers of quick strike**, *boots of agile leaping**, *third eye improvisation**, *ring of the darkhidden**, *cloak of resistance* +1, mwk studded leather armor, mwk buckler, mwk shortsword, dagger (2), shortbow, 20 arrows, disguise kit, 6 gp

APPENDIX 2: NEW RULES ITEMS

FEATS

Arterial Strike

Your sneak attacks target large blood vessels, leaving wounds that cause massive blood loss.

Prerequisites: Sneak attack ability, base attack bonus +4

Benefit: If you hit with a sneak attack, you may choose to forgo +1d6 of extra sneak attack damage to deliver a wound that won't stop bleeding. Each wound caused in this manner saps an extra 1 point of damage per round from the victim until the victim receives the benefit of a DC 15 heal check or any cure spell or other magical healing. Wounds from multiple arterial strikes result in cumulative bleeding loss (two successful arterial strikes cause an extra 2 points of damage per round until healed). You may deliver only one bleeding wound per successful sneak attack.

Source: *Complete Warrior* 96

Hold the Line

You are trained in defensive techniques against charging opponents.

Prerequisites: Combat Reflexes, base attack bonus +2

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Source: *Complete Warrior* 100

Profane Boost

You can channel negative energy to increase the power of inflict wounds spells cast near you.

Prerequisites: Ability to Rebuke Undead

Benefit: You can spend a rebuke attempt as a standard action to place an aura of negative energy upon each creature within a 60 ft. burst. Any inflict spell cast on one of these creatures before the end of your next turn is automatically maximized, with no adjustment to the spell's level or casting time.

Source: *Complete Divine* 84

MAGIC ITEMS

ARMBAND OF ELUSIVE ACTION

Price (Item Level): 800 gp (3rd)

Body Slot: Arms

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: Immediate (mental)

Weight: 1 lb.

When activated, the band allows you to avoid provoking a single attack of opportunity that your actions would otherwise incur.

An *armband of elusive action* functions once per day.

Prerequisites: Craft Wondrous Item, *cat's grace* or *evade attack* (CP 89).

Cost to Create: 400 gp, 32 xp.

BOOTS OF AGILE LEAPING

Price (Item Level): 600 gp (3rd)

Body Slot: Feet

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: --

Weight: 2 lb.

When wearing *boots of agile leaping*, you can add your Dexterity modifier (instead of your Strength modifier) to Jump checks.

If you have at least 5 ranks in Balance, you can stand from prone as a swift action without provoking an attack of opportunity.

Prerequisites: Craft Wondrous, *cat's grace*.

Cost to Create: 300 gp, 24 xp.

BOOTS OF STOMPING

Price (Item Level): 600 gp (3rd)

Body Slot: Feet

Caster Level: 3rd

Aura: Faint; (DC 16) evocation

Activation: Standard (manipulation)

Weight: 1 lb.

When you stomp your feet and activate *boots of stomping*, you generate a 15-ft.-long cone-shaped burst of psychokinetic force that travels along the ground, toppling creatures and loose objects. The shock wave affects only creatures standing on the ground within the area. Creatures that fail a DC 13 Reflex save are thrown to the ground, prone, and take 1d4 points of nonlethal damage.

Boots of stomping function three times per day.

Prerequisites: Craft Wondrous, sonic blast (SC 195) or stomp (EPH 133).

Cost to Create: 300 gp, 24 xp.

BRACERS OF QUICK STRIKE

Price (Item Level): 1,400 gp (5th)

Body Slot: Arms

Caster Level: 5th

Aura: Moderate; (DC 17) transmutation

Activation: Swift (command)

Weight: 1 lb.

When you activate *bracers of quick strike*, you can make one extra attack with any weapon you are holding if you already made a full attack on this turn. This attack is made at your full base attack bonus, plus any modifiers appropriate to the situation. This effect is not cumulative with any other effect that grants you an extra attack when making a full attack, such as the Rapid Shot feat, a speed weapon, or the haste spell.

Bracers of quick strike function once per day.

You must wear *bracers of quick strike* for 24 hours before you can access their abilities. If you take them off, they become inactive until worn for an additional 24 hours.

Prerequisites: Craft Wondrous Item, *haste*.

Cost to Create: 700 gp, 56 xp.

DISPLACEMENT ARMOR

Price: +1 bonus

Property: Armor

Caster Level: 5th

Aura: Faint; (DC 17) illusion

Activation: Swift (command)

When you activate displacement armor, you appear to be standing right next to your actual location, as if affected by a *displacement* spell.

The displacement property functions once per day, and the effect lasts for 5 rounds.

Prerequisites: Craft Magic Arms and Armor, *displacement*.

Cost to Create: Varies.

ILLUMINATING WEAPON

Price: +500 gp

Property: Weapon

Caster Level: 5th

Aura: Faint; (DC 17) evocation

Activation: --

When drawn, an illuminating weapon glows with pure white light, brightly illuminating a 20-foot-radius area and providing shadowy illumination for another 20 feet beyond that.

Prerequisites: Craft Magic Arms and Armor, *light*.

Cost to Create: 250 gp, 20 xp.

NIMBLENESS ARMOR

Price: +1 bonus

Property: Armor

Caster Level: 8th

Aura: Moderate; (DC 19) transmutation

Activation: --

A suit of armor that has this property has a maximum Dexterity bonus 1 higher than normal, and its armor check penalty is reduced by 2.

Prerequisites: Craft Magic Arms and Armor, *cat's grace*.

Cost to Create: Varies.

PEARL OF SPEECH

Price (Item Level): 600 gp (3rd)

Body Slot: Face

Caster Level: 7th

Aura: Moderate; (DC 18) divination

Activation: -- and standard (command)

Weight: --

When you place a *pearl of speech* upon your tongue (a standard action), it is absorbed into your mouth until you speak the proper command word to release it. While absorbed, the pearl grants you the ability to speak and understand a specific language, such as Dwarven or Draconic. Each pearl is created for a specific language, and you can have only one *pearl of speech* active at a time.

In addition, while the pearl is active, it can be activated to produce a *command* effect once per day (Will DC 11 negates).

Prerequisites: Craft Wondrous Item, *command*, *tongues*.

Cost to Create: 300 gp, 24 xp.

RING OF THE DARKHIDDEN

Price (Item Level): 2,000 gp (6th)

Body Slot: Ring

Caster Level: 3rd

Aura: Faint; (DC 16) illusion

Activation: --

Weight: --

You are invisible to darkvision, although you are fully visible in normal light.

Prerequisites: Forge Ring, *invisibility*.

Cost to Create: 1,000 gp, 80 xp.

RING OF SILENT SPELLS

Price (Item Level): 2,000 gp (6th)

Body Slot: Ring

Caster Level: 5th

Aura: Faint; (DC 17) illusion

Activation: Swift (command)

Weight: --

When you activate a *ring of silent spells*, it creates a *silence* effect, as the spell, centered on you. While this effect lasts, you can cast up to three spells of 3rd level or lower without verbal components (as though using the Silent Spell feat, except that the spells do

not require a higher level spell slot or increased casting time).

This ability functions once per day.

Prerequisites: Forge Ring, Silent Spell, *silence*.

Cost to Create: 1,000 gp, 80 xp.

THIRD EYE

When you issue the proper command thought (a standard action) to a *third eye*, it adheres to the center of your forehead (the same command causes the item to disengage). Some third eyes function continuously when worn, while others require activation.

THIRD EYE IMPROVISATION

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

Body Slot: Face

Caster Level: 5th

Aura: Faint; (DC 17) divination

Activation: Swift (mental)

Weight: --

You can activate this crystal to gain a +5 competence bonus on a single skill check for a skill in which you have no ranks. You are treated as being trained in the skill for the purpose of making this check. You must begin the check before the end of your turn to gain this benefit, and the check must be completed within 10 minutes. You can't take 20 on this check (though you can take 10).

This ability functions once per day.

Prerequisites: Craft Wondrous Item, *guidance*.

Cost to Create: 500 gp, 40 xp.

M'lord,

I know that you requested we are not to communicate, but there is a complication that I feel that you must know about. I am sending this message with Almar to the temple at Riftcrag, where they can quickly send it on to you in Dorakaa.

We inserted our men into the town as you requested and they were able to find out the location of your sister and her spawn. As you predicted, they were off with the herder scum to do something to prepare for the festival. We trailed them until they camped, then we assassinated the herder guards. We have captured the spawn!

Alas, Tarvek seemed to get carried away during the attack and he killed your sister, which he knew was against your orders. Since I knew that you had other plans for her and would be angry, I took the liberty of punishing Tarvek for you. I include with this missive the heads of your sister and Tarvek as partial repayment for his mistake. If it pleases you, please present them to our master to be added to the Road of Skulls.

We will deliver the spawn to the druids who are even now diligently preparing for the ritual on Lammastide. Even your sister's death won't stop those Old Faith Fools from their dusty rituals. By the time that you receive this, your revenge will be complete upon those who spurned your greatness!

U

Only a small fragment of the writing can be deciphered

...therefore I trust that all will be well.

Turn your righteous anger from me at the failure of our servants and know that I go tonight to substitute myself for her so the ceremony can go as planned. The name of Harpy Hollow will strike fear in generations to come after we are done tomorrow. The children have been bespelled and are in positi...

The rest of the note has been burned beyond recognition.

Ankheg Springs (Thorp): Conventional; AL NG; 40 gp limit; Assets 100 gp; Population 51; Mixed (human [Flan] 48, halfling 1, gnome 1, half-elf 1).

Authority Figures: Ilyena Michelson of the Brighteagle Clan (NG female human Drd5 of Berei; Aspirant of the Old Faith Druids of the Northern Reaches, mother of five-year old twins Roche and Marvak).

Important Characters: Hiram (LN male human War5, town constable/judge).

Others: Adp1 (midwife), Ari2 (Convivia), Brd2 (Milam), Clr1 of Berei (healer), Com10, Com5 (2), Com3 (twins' nurse [deceased], 3 others), Com1 (Sjem, 10 others), Drd1 (Ilyena's apprentice), Exp8 (Wyn Crookshanks, gnome), Exp4 (Konstanta, Rinvas), Exp2 (Old Jervis, 3 others), Exp1 (Sallie, seven others), Ftr2 (half-elf), Ftr1 (2), Rog2 (halfling), Rog1 (2), War3 (2), War1 (4).

Ilyena Michelson of the Brighteagle: Ilyena is the determined leader of this small community. The widow of Roche Brighteagle, and mother of twin sons, Ilyena's tireless efforts over the past few years have finally allowed Ankheg Springs to thrive. Her druidic powers continue to grow, and she constantly strives to maintain a balance between her peoples' needs and the needs of the land.

While Ilyena's wisdom is valued by the folk of Ankheg Springs, she is often unavailable for days at a time due to her wanderings as she looks over the crops, keeps an eye on the spring, visits her kin in the Brighteagle clan, etc. As a result, Hiram is the local authority whenever Ilyena is not present.

Hiram: The owner of the Rusty Nail is a somewhat dour man. Hiram was "elected" constable and judge by the other farmers of the area after they realized that they were continually going to him whenever a dispute needed to be settled and Ilyena was not available to help. At these times, the Rusty Nail becomes a civic center where disputes can be debated, often over a hearty meal and with a strong mug of ale.

A middle-aged man, Hiram is an able warrior and often leads the other fighting-men on forays to ensure that the thorp remains safe. He has become quite adept at hunting ankhegs as a result.

Milam, Hiram's son, is the opposite of his father. Where Hiram is dour, Milam is friendly and outgoing. Just coming into his growth as a teenager, the good-looking lad is beginning to be seen by the young women of Ankheg Springs as future husband material.

EXPLORING ANKHEG SPRINGS

The Rusty Nail: A pleasant surprise in this small thorp, the food is good and the ale is decent and strong. A large hearth dominates one wall, while several wooden benches and tables crowd the common room. On most nights, Hiram's teen-aged son, Milam, entertains the locals with stories, songs, and poems. Some even say that soon he will be a better singer than Roche was.

Dimre Merchants (Indifferent): The merchants from Dimre are mainly looking to purchase grain, weapons, and armor to help supply their army. They will view any kobold characters as run-away-slaves at first, until they remember that they did not bring any of their slaves with them.

They do have a few Core items available for sale (*potions of cure light wounds*, holy texts of Pholtus [Ebongleam], nothing that costs more than 150 gp).

Rumors: If made Friendly, the Dimrites will share the following gossip: ***A storm is brewing. He of the Blinding Light has been preparing them for the day that is to come.***

Johrase Merchants (Indifferent): The Johrase merchants appear to be shopping for things that will help in the building of siege engines (lumber rights, rope, etc.). In addition, they have a few Core items available for sale (light and medium armor and martial weapons from the PH).

Rumors: If made Friendly, the Johrase will share the following gossip: ***We are desperate to know where Cranzer is keeping our king's soul. I fear we cannot attack Riftcrag until we know where the soul gem is being hidden.***

Keladon (Helpful): Keladon, the owner of Lookout Point Trading Point at the edge of the Rift Canyon, does not mind monstrous PCs at all as long as their gold is good. He has some Core items for sale (anything weird but Core with a value under 200 gp).

Rumors: ***The road from Riftcrag to Wraithkeep does not seem to be as heavily patrolled these days. I heard that the garrison at Sarresh was overrun a few months back by some Urnstian sponsored mercenaries. Maybe that has something to do with it.***

Nebjanow Merchants (Indifferent): The gnomes from Nebjanow are mainly looking to purchase fruit, mining equipment, and water rights as they are still settling into their new homes. However, they do have

a few Core items available (anything gnomish or alchemical that is Core).

Rumors: If made Friendly, the gnomes will share the following gossip: ***Our elders recently tried to scry our former homelands in the Bluff Hills. All they saw was swirling darkness, and several reported feeling cold afterwards. They fear That Which Slept is gaining strength.***

Tauren (Indifferent): Tauren (N female human Div6; Cha 14) is the twenty-six year old apprentice of Menfri Rauveen, an eccentric explorer of the Rift Canyon. He periodically sends her “to the surface” to gather news and supplies. Normally mousy and straight laced, she is ready to let her hair down during the festival. She is attracted to male half-elves who have Charismas of 16 or higher.

She has several Core arcane potions and scrolls available for purchase (she has one of any arcane potion or scroll from the DMG under 750 gp).

She knows nothing of, and has no interest in, Hellstone Tower.

Rumors: If made Friendly, Tauren will share the following gossip: ***My master, Menfri Rauveen, sage of the Rift Canyon, was recently dragged off by Morginstaler for several weeks. When I asked him what the dragon had asked of him upon his return, my master asked me if I knew who someone named “Alcor” was. When I replied that I did not, Menfri said that he felt sorry for him and spoke no more about his time with the dragon. If you know this Alcor, I suggest you warn him that the dragon has something dire planned for him.***

JUDGE AID TWO – TIMELINE

Below is a timeline to help place the NPCs, depending on the time and day. If PC actions alter this, then adjust accordingly.

PATCHWALL 12

- Morning – Ulnara's minions kill nomads and capture Ilyena's twin sons. Ulnara kills Tarvek and sends Almar to Riftcrag. Ulnara carefully hides their trail via magic so that the nomads cannot track her back to her cave hideout. Riff and Yancey leave for Ankheg Springs.
- Late Morning – Riff and Yancey arrive in Ankheg Springs. They stable their mounts and then wander around town. Yancey and Convivia meet and take a fancy to each other.
- Early Afternoon – Simon and Thaddeus stay at the cave with Ulnara. Simon uses a *wand of baleful polymorph* on the children, turning them into goats. The wand is now out of charges and is discarded.
- Midnight – Ulnara prepares her spells.

PATCHWALL 13

- Early Morning – Almar is killed by monsters.
- Morning – PCs come across his corpse.
- Afternoon – Ulnara stays in the cave. Simon and Thaddeus head to the Rusty Nail to keep an eye on things.
- Evening – PCs arrive in Ankheg Springs.
- Mid Evening – Simon and Thaddeus wander around the merchants' stalls and campfires, attempting to blend in and look like ordinary travelers.
- Late Evening – One hour before midnight, Ulnara leaves the cave. Simon and Thaddeus leave Ankheg Springs. The trio meets up 30 minutes outside of town. Fifteen minutes before midnight, Riff and Yancey quietly slip out of town to meet up with them. The group holes up a mile from Ilyena's ranch.
- Midnight – Ulnara prays to Iuz and her crew prepares to attack the ranch.

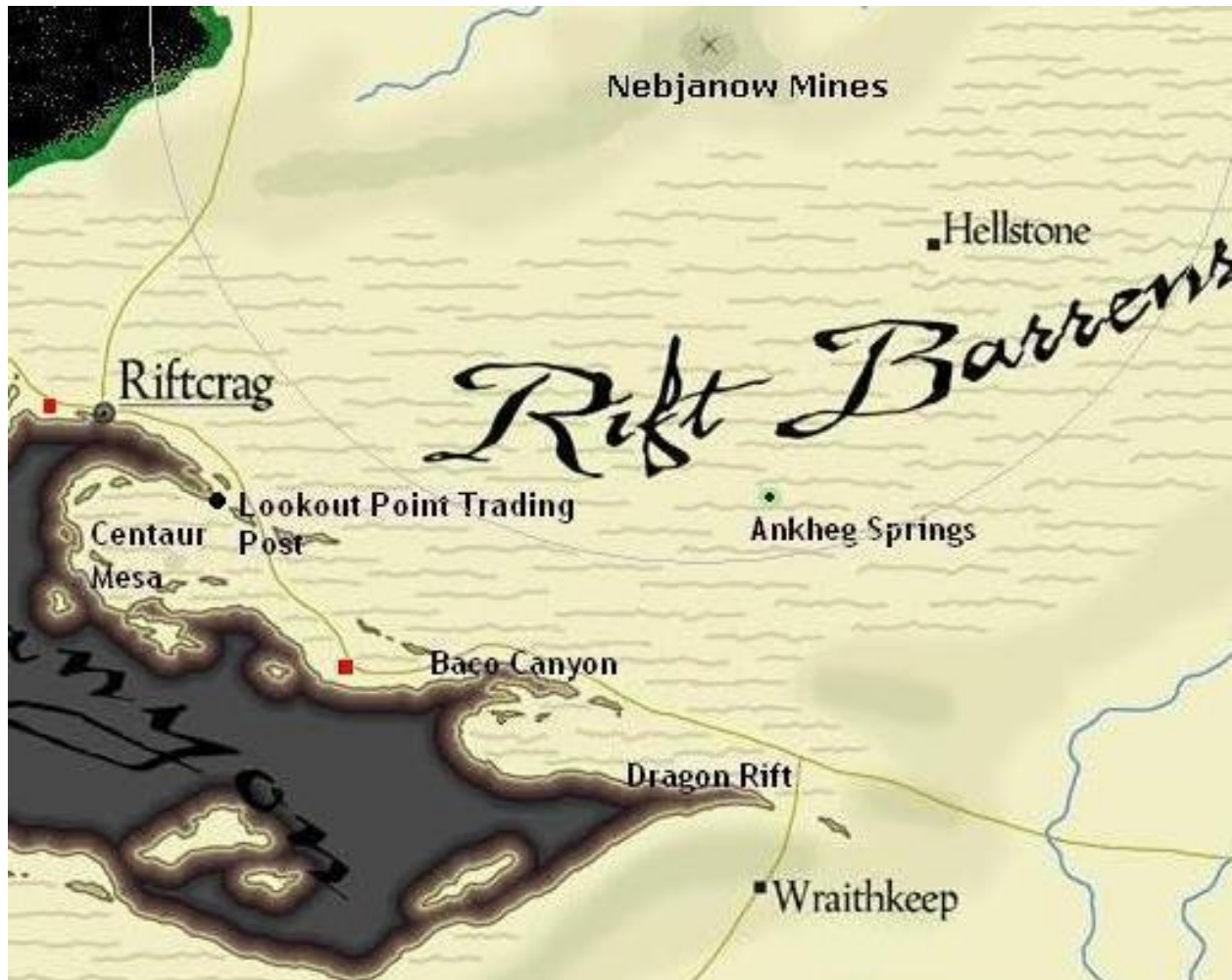
PATCHWALL 14 (LAMMASTIDE)

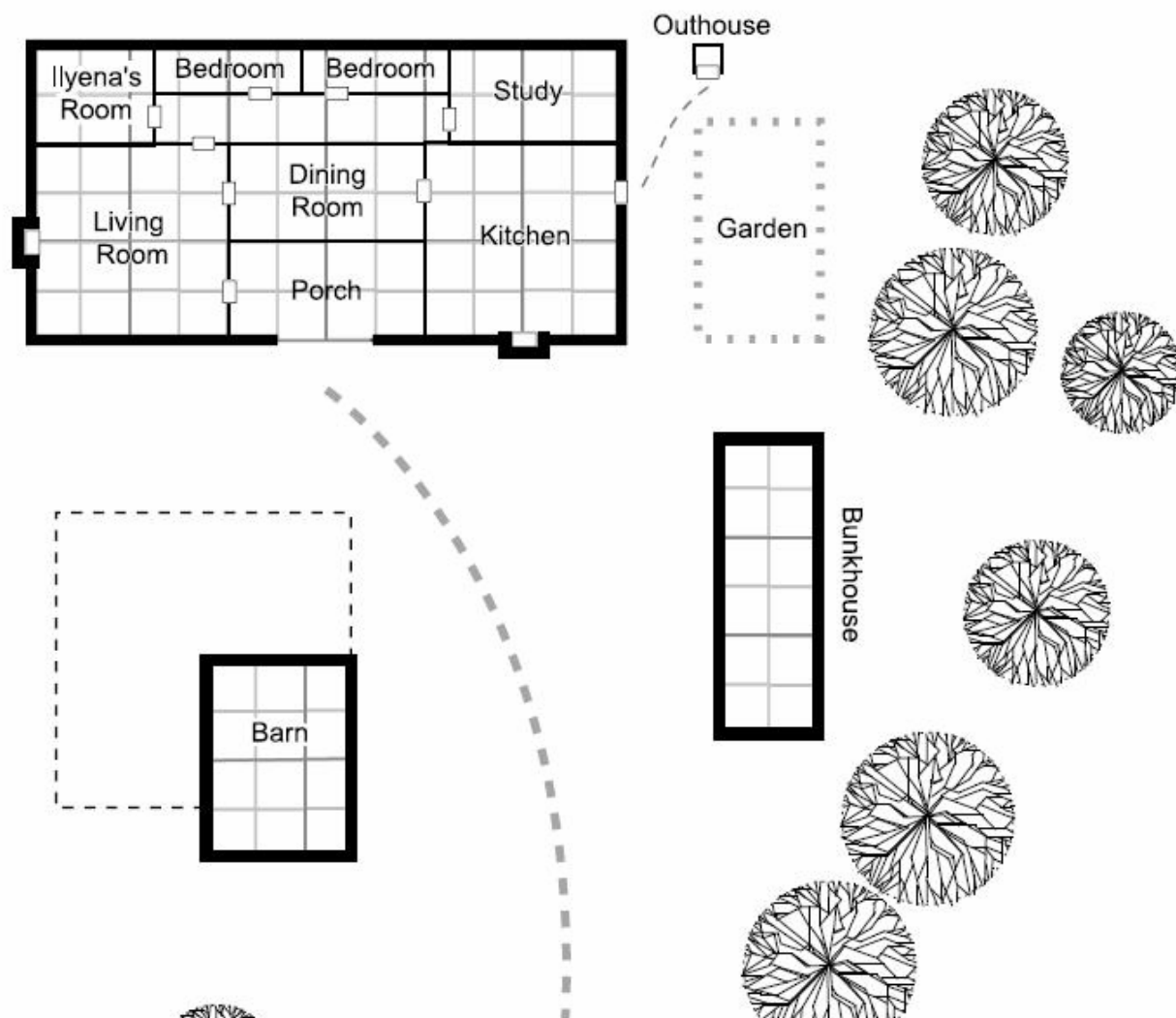
- One hour after midnight – Ulnara and crew attack Ilyena's ranch. Ulnara shocked to learn that Ilyena is still alive, orders a retreat. Sacrificial goats replaced by polymorphed twins. Riff and Yancey return to abandoned hut.

Ulnara, Simon, and Thaddeus return to their cave.

- Early Morning – Running Bear tracks Ulnara's crew to the ravine and is killed by them. Ulnara's crew takes turns sleeping, resting for the attack to come.
- Dawn – Ilyena leads the village in the First Harvest prayer and ceremony out in the fields. She is worried about her children and Running Bear.
- Afternoon – Ilyena leads the village in the making of the ritual Lammastide bread.
- Late Afternoon – Ulnara and crew prepare to disrupt the druidic festival. Ulnara sacrifices the goats in a ceremony which mocks the Old Faith, which pleases Iuz and he allows her to replenish her spells a few hours early.
- One hour before sunset – Ulnara and crew leave the cave and move towards the ceremony. They meet up with Riff and Yancey before arriving at Harpy Hollow.
- Sunset – Ilyena prepares to lay the bread on the altar and sacrifice the goats.

For a full copy of the Bandit Kingdoms regional map, please see our website at www.bandit-kingsdoms.net. Special thanks to Eric Anondson of the Shield Lands Triad for creating the original map.





Abandoned hut map courtesy of http://www.wizards.com/dnd/images/mapofweek/mar_3D2X4_gm.jpg. Original map modified by Casey Brown.

ABANDONED HUT

