

The Scourge

A One-Round Dungeons & Dragons[®] Living Greyhawk[™] Bandit Kingdoms Regional Adventure Version 0.92

by Ken Jenks

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A new temple. An old scourge. The fate of Redhand will be settled this day. Whose side are you really on? Citizens of Redhand and members of the Brotherhood of the Sundered Axe are encouraged to participate in this adventure. PCs that are “Banned from Redhand” may not play this adventure. A one-round Bandit Kingdoms Regional adventure set in the Principality of Redhand for APLs 2-8. (Roleplay intensive module.)

Resources for this adventure include Bandit Kingdoms Meta-Org Guidebook [Bandit Kingdoms Triad, et. al.], BDK2-04 Rising Shadow [Tom Harrison], BDK3-02 Alhaster Fog [Jonathan Cary], BDK5-03 The Secret Ingredient [Jeff Moore], BDK5-08 Hirelings [Britt F. Frey], BDK6-04 The Last Word [Theo Judd and Susan Threadgill], BDK6-05 Grass Roots [John Filipek], BDK6-09 To Bleed or to Die [David “Keyoke” Polansky], Book of Vile Darkness [Wizards of the Coast], Complete Warrior [Wizards of the Coast], Fiendish Codex I: Hordes of the Abyss [Wizards of the Coast], Living Greyhawk Gazetteer [Gary Holian, Erik Mona, Sean K Reynolds, Frederick Weining], Monster Manual III [Wizards of the Coast], Player’s Handbook II [Wizards of the Coast], Races of the Dragon [Wizards of the Coast], Races of Stone [Wizards of the Coast], Sandstorm [Wizards of the Coast], Spell Compendium [Wizards of the Coast].

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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 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

This is the last module in the entire Redhand plotline, so there is a lot of background. Most of the background is in Player Handout 3, which summarizes all of the regional scenarios in the Redhand plotline leading up to these events, but some background is in the Dramatis Personae section of Appendix 3.

In addition, DM Aid #4 may help you understand how the adventure was constructed.

ADVENTURE SUMMARY

This adventure may be a difficult scenario to judge because of the intense roleplaying required. You will deal with a troubled teen and her dysfunctional family. Hopefully, the party can talk some sense into them.

You will also deal with Prince Zeech, a complex NPC who is at the cusp of a major change. Prince Zeech's decision and the fate of the Principality of Redhand depend on words, not swords.

It is highly likely that some parties will not be able to complete this adventure, not because the combats are too hard or because they get stuck on the puzzles, but because of the roleplaying decisions their characters are likely to make. It is possible to win every fight and still fail to complete the adventure. That's okay.

This adventure may be a difficult scenario for new players to play because it is the end of a series involving a very complicated plot. In addition to an introduction to Living Greyhawk and the Bandit Kingdoms, you may have to help new players with the background of the adventure, like what is the Principality of Redhand, who is Prince Zeech, who are the Brotherhood of the Sundered Axe and what are their goals, and what has happened so far. Details of the Brotherhood of the Sundered Axe can be found in the Bandit Kingdoms Meta-Org Guidebook. Player Handout 3 will help, too, when the party receives it in Encounter 2.

INTRODUCTION: LOCKS AND KEYS

The party is asked to assist in solving a lock and key puzzle. Then the cleric asks the party to bring the locked box to the youth, a young lady named Atynia Rosehue of Alhaster.

ENCOUNTER 1: THE GATES OF ALHASTER

As they are going through the city gates of Alhaster, Atynia is exiting through the same gate. The gate guards are starting to hassle the party about customs or gate taxes or searches, etc., when some demons teleport in.

By her actions, Atynia reveals that she is a fledgling cleric of Iuz. The party might choose to end the adventure at this point rather than help "the enemy".

ENCOUNTER 2: ATYNIA AT THE SEAMAN'S

WIDOW

Over refreshments, Atynia asks the party about their adventures and shares some information with them. She asks them to escort her home.

ENCOUNTER 3: WALKING ATYNIA HOME

As Atynia is walking home, with or without the party as an escort, she passes Zeech's forces making preparations for an anticipated battle against the forces of Iuz. When she reaches her home, she invites the party inside so they can meet her dysfunctional family.

Her family is having a celebration and Atynia's father, Ion, invites the party to stay the night.

ENCOUNTER 4: MIDNIGHT TEARS

Long after everyone else is asleep, Atynia is crying in her room. She wants to help her friend, Nadalie, overcome her trauma and regain her sanity. The PCs can wake up and accompany her on her midnight mission to the Castle.

During this midnight mission, a PC might catch a whiff of sewage, providing a clue for Encounter 7.

ENCOUNTER 5: ZEECH'S DECLARATION OF SECESSION

The next morning, a crowd is rounded up to hear a speech from the Prince of Redhand. Naturally, forces of Iuz (including clerics, demons and other troops) choose this moment to attack.

Battles rage throughout the city. They see Major Blaine and his mounted troops surrounding a burning building in the distance. The tide of the battle turns, and Zeech's troops are winning.

ENCOUNTER 6: BLAINE'S MERCY

Blaine and his troops have surrounded a small candle shop that is on fire. The party can negotiate with Major Blaine, fight the mounted troops or ignore the people trapped in the burning building.

After their victory over Major Blaine and his forces, the party meets Sir Ingo. He gives the party Player Handout 5 and invites the heroes to use stealth and subterfuge to infiltrate Prince Zeech's castle and solve a puzzle in the throne room.

He has a contact who can sell the party scrolls of a few Silent spells.

ENCOUNTER 7: INFILTRATING CASTLE ALHASTER ITSELF

Due to a large *dimensional lock*, teleportation won't work inside the castle itself. In addition, there are traps, a door that can only be opened by brute force or by the use of a Silent spell. And there's the smell! Oh, the smell!

ENCOUNTER 8: NEVER SPY ON A SPYMASTER

In the empty throne room, the party finds a word puzzle. The Prince seems to be puzzling something out. Maybe the party can help.

But while the party is solving the anagram puzzle, Elhilbor has the throne room surrounded by an overwhelming force of armed men and devils. He has a soldier politely knock on the door and ask the party

members (by name) to kindly lay down their arms, holy symbols, spell books and spell component pouches for a peaceful discussion with Prince Zeech.

ENCOUNTER 9: HE IS SUCH A PRINCE

The Prince enters the throne room and his guards bring in the Rosehues. Prince Zeech has already heard the story from the Rosehue family. He wants to hear the party's side of the story. This may bring on an epiphany for Prince Zeech.

CONCLUSION

Depending on the party's actions so far, several different conclusions can be reached.

PREPARATION FOR PLAY

Determine whether any PCs are members of the following meta-organizations or have Influence with them:

- Brotherhood of the Sundered Axe (members receive Player Handout 1 during the Introduction)
- Citizens of Redhand (members receive Player Handout 2 during the Introduction)

Determine whether any PCs have the "Banned in Redhand" AR entry (BDK3-02 *Alhaster Fog*); **these PCs may not participate in this scenario.** Ask the player to choose another character.

Determine whether any PCs have the following AR entries (these will play a role in the final encounter).

- "Branded Criminal of Redhand" (BDK5-03 *The Secret Ingredient*)
- "Enmity of Redhand" (BDK5-08 *Hirelings*)
- "Enmity of Elhilbor" (BDK6-04 *The Last Word*)
- "Ire of Prince Zeech" (BDK6-09 *To Bleed or to Die*)
- "Failed the Brotherhood" (BDK5-08 *Hirelings*)
- "Hero of the Brotherhood" (BDK6-09 *To Bleed or to Die*)

Determine whether any PCs have the "Squire of Redhand" AR entry (BDK6-09 *To Bleed or to Die*). This may determine rewards on the AR.

REGIONAL WARNING

Please remember that things are different in the Bandit Kingdoms; heroes can be made, bought or sold, all in the same day and all depending on the situation and the price. The question is not 'What is the right thing to do?' in a given situation, but rather 'What will be the ramifications of any decisions I

make? Whose bad side do I not want to be on?', and 'When will I need to call in a favor?' Remember, everything's negotiable, and some things are more negotiable than others.

INTRODUCTION: CHUM CHOWDER

It is a fine day in the southern Bandit Kingdoms as you make your way south from Pomfrey. You were almost tempted to visit Morannon Keep during your travels, but thought better of it after hearing tales from the barflies at the Other Place tavern describing the new Baron, a dwarf, as a bit crazy. Still, rumor has it he is nowhere near as mad as the previous Baron of Morannon, something the locals are thankful for while even though they miss his wild shenanigans from time to time.

The word in Pomfrey was also that Prince Zeech had recalled his sister to Alhaster. She had been newly married to Baron Chiu, the winner of the Barony after Ulik left. Apparently, she was not happy being so far away from her brother, and quite frankly her marriage to the new Baron, a dwarf, was a disaster. At least Baron Chiu was nice to her.

For the past day, you have traveled with the lapping waters of the Nyr Dyv to your right. From time to time, you could see sails on the horizon as mighty sailing vessels made for or left Alhaster. Traffic along the road has been steady, with plenty of well-armed Redhand patrols to guard against bandits and other dangers.

Light, wispy clouds drift slowly across the afternoon sky as a city finally comes into view. Pennants bearing Redhand's symbol flutter briskly in the stiff southerly wind. These flags make it clear that you have reached the white-walled city of Alhaster, capital of the Principality of Redhand.

Just outside of the city, you came across a two-story wooden building with a sign proclaiming it to be The Merry Dolphin. With a long line of common folk entering the city for market day, the tavern was a good place to wait for the morning crowds to thin out.

Upon entering the tavern, you were surrounded with the smell of fish roasting over a spit. The innkeeper was busy pouring ales for the few patrons, but managed to grunt a welcome to your group as you entered. A lively young girl no more than fifteen rushed about table-to-table delivering food.

The PCs should take this opportunity to introduce themselves to each other. If the PCs know each other, then they can assume to have traveled together. If they do not know each other, then they are all sitting together at the tavern's only empty table.

Give members of the Brotherhood of the Sundered Axe Player Handout 1. Give Citizens of Redhand and PCs who have earned Influence with the Brotherhood of the Sundered Axe Player Handout 2.

Midway through your meal, you are interrupted by a blonde-haired middle-aged man carrying a sturdy but small box. Two parallel half-circles of steel protrude from the box. A lock binds the two half-circles together, keeping the box shut despite being able to slide along the half-circles. The lock appears to be covered in wax, with some sort of seal having been stamped into the wax. Clearly, he is befuddled.

The man has the air of a soldier about him, but he wears no livery. “Er, greetings! My name is Jeromie. Um, I know this is going to sound most odd, but do any of you have any knowledge of locks and keys?”

A DC 20 Intelligence check will reveal that the wax on the lock is designed to let someone know if it has been tampered with. If so, the wax cracks and breaks off, ruining the seal.

He has approached the PCs because he either recognizes them from BDK6-09 To Bleed or to Die, or because he has a “good feeling” about them. If any of the PCs are members of the Brotherhood, he will flash them a greeting via innuendo and the Bluff skill (DC 21 to intercept, Brotherhood members will automatically recognize the greeting).

Jeromie is an alias and the man is actually the leader of the Brotherhood of the Sundered Axe (BotSA), rescued from Prince Zeech’s prisons in BDK6-09 To Bleed or to Die. Atynia met him one day in Alhaster’s markets, where he was kind, polite, and talked to her as if she were an adult instead of a child. It did not take much snooping for her to find out where he likes to spend time in the Merry Dolphin, but she has no idea that he is part of the Brotherhood of the Sundered Axe or a paladin to boot.

Atynia begun a series of correspondence with Jeromie, but she lives with her father who spies on everyone and everything, thus she is no longer happy with sending unprotected mail. Her father is not exactly evil, but he is a priest of Hextor (itself a secret from the rest of the city, for now). If her father finds her writing to someone about the things she wants to talk about, he will whip her again with his scourge (beating the demon out of her, so to speak). To date, she and Jeromie have only talked about Redhand’s history and nothing of major importance, but Atynia feels that she might be able to get some good advice from the stranger if only she could write freely.

Briefly evading her father, Atynia managed to send the box, unlocked, to Jeromie. Inside was a note that

merely said, “Buy a good lock”. He did, then he sent the box back, unlocked, with a note in it that said, “Now what?” The box recently arrived back with the wax-covered lock on it, and now he is stumped.

Jeromie cannot figure out why the box came back with his lock on it and with a wax seal. Atynia sent her reply message in the locked box (DC 40 Open Lock)

The clever young lady has devised a slow and simple means of communicating via the locked box – so simple that Jeromie cannot quite figure it out on his own and he needs help (Atynia just assumed that he would figure it out). He asks the party to assist in solving the puzzle.

Jeromie cannot hand deliver the box to Atynia or write her to ask her what the meaning of the box and locks are (nor would he wish to alarm her father by showing up to just ask her about it as he is well aware that it would appear very fishy for an older man to ask to see a teenage girl). Therefore, the PCs’ goal is to lock the box so that Atynia and Jeromie can send letters securely back and forth.

Answer: Jeromie has a key to his lock and Atynia has a key to her lock. Jeromie breaks the seal confirming that the lock hasn’t been tampered with and unlocks the lock with his key (after all it is his lock). He retrieves the message, puts in a response, puts his unlocked lock in the box and takes out her unlocked lock from the box. He locks the box with her lock and dips the lock in wax and impresses it with a seal. He sends the box back to here and the cycle can repeat ad nauseum (locking the box with the other person’s lock so they can unlock it to retrieve the message.)

If quietly asked about the divination by a member of the Brotherhood, he will say that he feels in his heart that the Arch-Paladin wants him to help Atynia, but he does not know exactly how or why. Thus, he is desperate to figure out the box puzzle and begin communicating in earnest with her.

Jeromie: LG (*undetectable alignment*) male human paladin 9 (Heironeous): Bluff +11, Diplomacy +19, Sense Motive +18.

DEVELOPMENT

After the PCs help him solve the puzzle (or not), the man asks the party to take the locked box to a young lady named Atynia Rosehue of Alhaster. He describes her and gives them her address. This assumes that he trusts the PCs. If not, he bids them good day and they must do the rest of the adventure without any of the encounters that hinge upon Atynia’s involvement in the scenario.

The lock and key puzzle is actually optional, so do not let the players spend more than 15 minutes

on it before Jerome gives up and asks the party to just deliver a message themselves. Even if the heroes figure out the puzzle, he gives them the letter (Player Handout 4) to deliver, as it has been a week since he wrote it and he knows that Atynia must be getting anxious. They will use the box system in the future, he imagines. He makes the PCs swear not to read the letter. If he doesn't believe them, he won't give it to them.

Once the heroes are ready to enter the city, proceed to Encounter One.

1: THE GATES OF ALHASTER

The queue in front of your party has dwindled as the uniformed hobgoblin guards at the gate check all people entering. Those of you who have been to Alhaster before recognize that this is new; on your previous visits, there were no guards checking your face against an orderly array of sketches arranged on a wooden board. "Banned," says the caption. Sure enough, you recognize some faces on the board as trouble-making adventurers.

"Next!" calls one of the hobgoblin soldiers as a human officer looks on. Another guard stands just inside the gate with a clipboard on the back of his tower shield.

Hobgoblin soldiers (12): LN male hobgoblins; hp 6 each; MM 153. Replace Alertness with Tower Shield Proficiency. Replace light steel shield with tower shield; DMG 117.

The guards ask for name, home town, the characters' business in Alhaster, etc. The bored guards are Taking 10 on Spot (the human officer has a modifier of +8 for 18 total) and Sense Motive (+2 for 12 total) so they can be fooled by a decent disguise or a glib lie.

Just before this gets boring, two things happen at once:

- A cloaked figure (Atynia) walks out of the city gates unchallenged. A DC 12 Spot check will reveal that she matches Jerome's description.
- A magical gate from the Abyss opens briefly, allowing a small group of demons to step out before shutting. If any of the PCs speaks Abyssal, they will hear a voice in their head say, "Hey! Where is everyone? Are we a day early?" Another voice will reply, "More for us to kill then!" The demons then dive at the crowd as peasants scatter. The soldiers are completely surprised.

Atynia Rosehue: CN female human (Oer) cleric 1 (Iuz); hp 6; Appendix 1.

ATYNIA'S TACTICS

By coincidence, Atynia Rosehue, the troubled teen who is the intended recipient of the locked box that the party is carrying, happened to choose this exact time to run away from home as Jerome has not replied yet (he took too long while trying to figure out the puzzle). She gets caught up in the melee with the demons and she will fight alongside the party. She is a brave, angry lass, and she's willing to take her anger out on anyone, including some demons! Roll initiative for her and have her assist the PCs.

She is unarmed, but Atynia will aid the party, using her magic to defend herself (and her town) against the demon attack. She speaks Abyssal, she has maximum ranks in Knowledge (planes) (+5), and she has spells prepared and a few scrolls that will aid in the fight. (This gear is not included in the Treasure Summary for this encounter because the party is not likely to kill Atynia).

At APLs 6 and 8, she will offer her arcane *scroll of fly* to the party for immediate use against the demons (she stole it from dad). She's never flown before, so if the PCs make her fly, she will be very excited.

Her first action will be to cast *bless* on the party. However, as her divine focus is a home-made holy symbol of Iuz (Knowledge Religion DC 10 to recognize the holy symbol, but Knowledge Religion DC 20 to recognize that it its home-made nature indicates that this symbol did not come from the "organized" Church of Iuz), this should weird out the heroes. The gate guards and the demons do not care at all that she is a cleric of Iuz, even if they figure it out. When Atynia reveals that she is a fledgling cleric of Iuz, the party might choose to end the adventure at this point rather than help "the enemy".

Since she is not intending to attack the party, her CR is not included in the EL calculation. However, if the PCs attack her, she will switch sides or attempt to flee.

CREATURES

Several demons get dumped out of the short-lived *gate* that was accidentally created somewhere in the Abyss. The hobgoblins decide that the better part of valor is to guide the fleeing citizens safely away from the fight rather than to attack the demons themselves, especially if they see adventurers jumping at the chance to fight the demons, thus they form a shield wall barrier between the demons and the city and guide the civilians through the gates while they shout, "Seventeen Bravo!" at the top of their lungs. Clearly, they expect this to bring reinforcements.

At APL 6, when the gate guards see a gaze weapon being used, one will shout, "Gaze weapon protocol 1!"

and they will all close their eyes, taking cover behind their tower shields. Every round, a guard will yell, “Gaze protocol 2!” then take a quick look around while averting his gaze. For fun, feel free to roll the 50% chance to see if he needs to make the saving throw against the gaze attacks. If killed, he turns into a ghoul (MM 118) and he attacks the PCs. The next round, another soldier will avert his gaze and look around, and so on and so forth until all the guards are dead or until the nabassu are dead.

APL 2 (EL 5)

Dretch (3): hp 13 each; MM 42.

APL 4 (EL 7)

Rutterkin (4): hp 32 each; Appendix 1.

APL 6 (EL 9)

Juvenile Nabassu (4): hp 52 each; Appendix 1.

APL 8 (EL 11)

Armanite (4): hp 85 each; Appendix 1.

TACTICS

At no point in time do the demons attack Atynia. They see her holy symbol and just assume that she is trying to lure the PCs into a false sense of security by “pretending” to attack them.

APL 2

One dretch will start with a *stinking cloud* and the other will use its *scare* ability (to even the odds), then both will hustle into the *stinking cloud*, attempting to surround any PCs caught in it. The dretches are immune to the nausea induced by the *stinking cloud* because of their poison immunity, but they are still affected by the concealment (per *fog cloud*).

Within the concealment of the *stinking cloud*, they will each attempt to summon another dretch because dretches prefer mobs. The dretches then attack with their natural weapons. They are demons, thus they fight to the death.

APL 4

The rutterkin are fairly straightforward combatants. They wade right into combat and fight to the death. Once hit, they will attempt to summon another rutterkin.

APL 6

The nabassu will arrive at ground level, but flying. As an initial tactic, they will fly in circles out of the party’s reach, using their death-stealing gaze on the party’s

weakest looking PCs (elves, skinny humans in robes, etc.). After two rounds of this, they will attempt to flank a character and attack. They want to devour humanoids, not create ghouls.

APL 8

The armanites will *gate* in at ground level with *air walk* active. In the first round, they will move away from the PCs and up into the air (so they are not in “*fireball* formation”) and fire with their composite longbows. As an initial tactic, most of them will hover above the party, using their ranged weapons. However, if damaged by bows or spells, they will switch weapons before charging. Remember to include the +1 to hit from higher ground if the armanites fight from above the PCs.

TREASURE

APL 2: Coin 80 gp; Total 80 gp.

APL 4: Loot 144 gp; Total 144 gp.

APL 6: Coin 300 gp; Total 300 gp.

APL 8: Loot 513 gp; Total 513 gp.

TROUBLESHOOTING

The party may attack Atynia, even though she is unarmed and helping them. This may cause a real problem for the rest of the adventure because it is all about being friendly with Atynia. Some fancy Diplomacy rolls can save the day.

Although the characters might want to talk to Atynia during the battle, the conversation with Atynia really starts in Encounter 2. See the Dramatis Personae in DM Aid #2 for more about roleplaying Atynia. See her character description in Appendix 1.

The party may flee from the demons. The demons will pursue for a few rounds then regroup at the city gate. Then the demons will *teleport* or climb or fly over the city gate and be killed by the city guards eventual reinforcements, but not before they cause a little mayhem and kill a few innocent civilians.

DEVELOPMENT

If the party kills Atynia, or if she ends up Hostile to them or them to her, the adventure is not necessarily over, but you will have to adjust on the fly for her being missing as she will carry out her plan to run away from home. Skip all encounters that rely on Atynia and play out the ones that do not.

If the party cooperates with Atynia, she will change her mind about running away from home, at least for today. She wants to go make sure that her mom and siblings are okay. She will hang out with the adventurers; go to Encounter 2.

If Atynia is somehow killed by a demon or by the PCs, but they wish to find her family to make amends, they can spend 1d4+1 hours and Gather Information (DC 15) to find her father, who happens to have a *raise dead* spell prepared. In this case, Atynia loses a point of Constitution. Skip to Encounter 3, but you will need to have a modified version of the conversation from Encounter 2 at some point.

If Atynia is killed by a demon and the party does not help her get raised, the town guard will bring her body to her well-known father so that she can be raised anyway. To get the mod back on track, you can have the guard invite the party to meet with Ion so he can thank them in person for helping his daughter with the demons.

2: ATYNIA AT THE SEAMAN'S WIDOW

This encounter is all about an extended conversation with Atynia. Make this a free-form roleplaying encounter; do not just read the whole page out loud.

After the demons are defeated, the city guard mills about inside the gate. Eventually, reinforcements arrive, but the battle is over. After a few more minutes during which time human officers grill the hobgoblin soldiers, the gate reopens and you are let into the city of Alhaster. One of the hobgoblins even slaps you on the back, nodding at you in way of thanks!

"Well, that was . . . fun," says the young lady in black. Her voice is flat, but rich with irony. "I'm Atynia. Who are you? Do you often fight demons? That was my first time, but I've studied them in school."

Atynia will talk to the party while walking through the city. The group encounters several patrols of city guards along the way, but they are all busy with other affairs.

SHOPPING

Alhaster has grown from a large town to a small city in recent years. Virtually anything can be found for sale if looked for hard enough. Any Open item of 15,000 gp or less may be purchased in Alhaster's market.

Alhaster (Small City): Conventional; AL LE; 15,000 gp limit; Assets 3,900,000 gp; Population 5,200; Mixed (79% human, 9% hobgoblin, 5% halfling, 3% elf, 2% dwarf, 1% gnome, 1% half-elf).

Here are some of the tidbits of conversation that she will use. Mix them up and use them in a conversational style:

- *"Demons. Attacking the city. Did you catch what they said to each other? One of them said, 'Where is everyone? Are we a day early?' The other replied 'Shut up and fight.'"*
- *"Yes, I speak Abyssal. Never spoken it to an actual demon before, unless you count Dame White, my history teacher. I think she's a succubus who angered a demon lord and now has to spend her days on Oerth as an old woman."*
- To the male PC with the highest Charisma: *"Well, I'm impressed by your fighting there. Would you like to have some mulled wine with me? I know a little place by the docks and I feel adventurous all of a sudden."*
- If asked what she was doing at the gate: *"Actually, I was just running away from home. But if demons attack me when I set foot outside the city, I think I can tough it out a home a little while longer. Dad's bad, but he's not THAT bad."*
- *"After some mulled wine, would you folks like to meet my family? I think they'd get a kick out of it. Plus, Dad won't yell at me if you guys are there telling him how you kicked the stuffing out of those demons."*

Unless the PCs have somewhere else to be, they should be willing to spend some time with Atynia, to find out why an Iuzian is being so friendly, perhaps, or to talk a wayward girl from a dark path.

The Seaman's Widow is described briefly in Appendix 3. The proprietor, Otha, knows Atynia well and brings her a cup of mulled wine, watered down a bit, without being asked.

Over refreshments, Atynia asks the party about their adventures, especially those involving Redhand or clerics of Iuz. Anytime the heroes mention Iuzians being evil scum, she gets a strange look on her face, as if she hadn't expected them to be that mean (because in Alhaster, Zeech never let them truly do the chaotic and evil things they wanted to do, thus Atynia grew up around the most civilized Iuzian on Oerth).

Since the party is obviously a group of adventurers, she gives the party Player Handout 3, the rough draft of a research paper she has been writing on the role of adventuring parties in the history of Redhand. She is curious to know if they can add anything to it.

She gladly accepts the locked box (if they give it to her) and/or Jeromie's letter. If asked about the box, she explains how it works, but then adds that Jeromie must not have been able to figure it out because she sent it to him a week ago and he never sent it back.

If she likes the PCs, she will share Jeromie's letter (they might have read it by now, see Player Handout 4). The letter gives her some sage advice against running

away from home, but she ignores it and declares her firm intention of going to Balmund to serve the clerics of Iuz there, since she sees that as the only decent career path open to a determined young woman. Naturally, the party should try to talk her out of that.

If asked about her homemade holy symbol, she will reply and accidentally let it slip that she has learned enough from the clerics of Hextor to become a cleric, but she decided on her own to worship Iuz. She found the rules of the Hextorite too limiting and boring. Also, she has not met with anybody in the “official” Church of Iuz, yet, but she does greatly admire what she has heard about a cleric named Jaleena.

If asked what she will do with the box, she will shrug and say that she will drop it off at home, since she will not need it after she runs away.

(THIS NEXT PART IS IMPORTANT)

In any event, Atynia tells the party that she happens to know that there will be a major announcement the next morning from Prince Zeech and they should definitely join the townsfolk in the castle’s courtyard. She does not know what he intends to say, but she has seen that Zeech’s staff is preparing the courtyard with his banners. And they are giving out free crossbows. She does not know why.

She wistfully hopes that it will not be more woe for her friend. She tells the party that she is caring for a girl whose brother made a pact with a most powerful devil long ago. She says that her friend witnessed some unspeakable event years ago and has been, well, a bit off ever since. Her friend lived at her brother’s country manor until a couple of years ago, when there was some trouble there. Then, last year, her brother tried to marry her off to a dwarf, but that did not work out so well, so her brother called her home. Still, her brother is quite rich and takes care of her, with bodyguards and servants and a nursing staff, but her friend is in need of some assistance, especially since Atynia was leaving town soon. Perhaps the adventurers have encountered something in their travels that can help an innocent soul become cleansed of the burden of witnessing ineffable evil?

If questioned about who her friend is, she will say, “Oh, she’s a princess, I guess. Princess Nadalie, Prince Zeech’s younger sister. My dad got me a job looking after her. Poor thing never says a peep, just sits in her chair and watches the water.”

SPECIAL

Note that if there is a cleric of a chaotic human god in the party, especially of the following Oeridian deities (Kurell, Kuroth, Lirr, Olidammara, Procan, Rudd,

Sotillion), she will be very interested in what they have to say. In fact, if a cleric of one of these gods can make her Helpful via a DC 25 Diplomacy check, AND beat her at an opposed Knowledge (religion) check, Atynia will be ready to accept an *atonement* and secretly convert to their religion, as something the cleric says rings true within her soul.

DEVELOPMENT

Assuming the party accepts Atynia’s invitation, go to Encounter 3.

3: WALKING ATYNIA HOME

As you escort Atynia to her home, you pass by a uniformed group of humans and hobgoblins carefully arranging large cold iron-tipped bolts into barrels. Each barrel is on an artillery cart that also bears a ballista. Zeech’s flag flies from each cart. The carts are rigged so that horses can draw them, but for now, at least, they are being shunted about the yard by teams of goblins.

One of the hobgoblins calls out to you in challenge, but another quickly stops him, and with a rough accent calls out, “You be on your way, Atynia! Your father will want you home tonight!”

Atynia calls back, “Thank you, Sjen! I’m going right home.” She smiles at you and whispers, “That’s Sjen. He is a sweetie. Just made Lieutenant. I’ve known him since I was twelve.”

When she reaches her home, she invites the party inside so they can meet her family.

Atynia’s home is a tidy white washed two-storey surrounded by a well-kept garden. The spectacular spring flowers of azaleas and other rhododendrons burst from neat rows of greenery. The bright red door to the cottage looks freshly painted.

Atynia opens the door and ushers you inside. She calls out, “Mom, I brought home some friends!” She gestures you inside.

She moves quickly to a small library. Shelves surround the room, bearing scrolls and bound books. White cards in neat handwriting label each shelf – astronomy, botany, grammar, logic, mathematics, philosophy, rhetoric, spellcraft, zoology. In the center of each bookcase is a glass case containing a weapon. Each one is a kind of a whip with several thongs fastened to a handle. Each case bears a label – army prison scourge, cat o’ nine tails, tawse, etc. Warm light fills the room from heatless flames atop the bookcases.

In the library, an older man sits at a polished wooden table reading a book. He barely looks up as

she breezes into the room. A thin adolescent girl sits in a hard wooden chair, waxing a longbow. A middle-aged woman enters the room carrying a tray of tea and cakes. She looks startled to see you. She speaks harshly, “Atynia. What is going on?”

Over a late night tray of tea and cakes, the party can talk to Atynia’s mother (Rayla Rosehue), father (Ion Rosehue, a lawful neutral cleric of Hextor) and her stubbornly-silent kid sister (who goes by the nickname Zing) about Zeech, Redhand, Iuz, Atynia, etc. Be sure to read up on Hextor in the LG Deities 2.0 document, as Ion is the spitting image of a LN cleric of Hextor (just because he is not evil doesn’t mean he doesn’t enjoy dominating others that he considers to be lesser, such as goblinoids). Still, he is an honorable man. If he makes a deal, he sticks with it. Keep in mind that Ion will not talk about being a cleric of Hextor just in case one of the PCs is an Iuzian.

This is a roleplaying encounter where the DM must take on several very different roles. If the heroes can make either Ion (initial starting attitude Indifferent) or his wife (Friendly) Helpful, they will be invited to stay the night. Ion trusts that his new demon ally will keep the adventurers from trying any shenanigans in his house.

The family is celebrating because Ion has just received a promotion. What they DO NOT know is that part of the promotion entailed dear old dad selling his soul to a bone devil (MM 52) so that it will guard his family as long as they live under his roof. The party is invited to participate in the celebration so long as they are polite, especially if they tell stories of fighting off the demons and protecting Atynia. While Ion might be harsh, he does respect the heroes for guarding the general populace and his daughter, plus he hates demons and the chaos they cause. The only thing he might hate more are Heironeans and self-righteous people from the Shield Lands.

During this encounter, the silent Zing slips out the back door to do some late night archery practice. If an adventurer or two comes with her and makes a passable showing of hitting the target with any ranged weapon without forcing unwanted conversation on her, Zing will say simply. “Not bad. I guess I should tell you: Atynia works for Zeech. And dad is a high priest. Good night.” Then she will quietly pack up her bow and go to bed.

If questioned, Atynia will admit that she is on the castle’s staff, caring for the Prince’s sister, Nadalie. She is proud to say that she is Nadalie’s favorite nurse, and Nadalie is the one person she will miss from all of Alhaster when she leaves home. She sees Prince Zeech almost every day, but they only talk about Nadalie.

At this point, Atynia is still determined to run away from home, but she might have been impressed enough with the adventurers to change her immediate career goal away from “Cleric of Iuz”.

CREATURES

Ion Rosehue: LN male human cleric 9; Will +9.

Zing Rosehue: LN female human expert 7; Will -1.

Madame Rayla Rosehue: N female human commoner 2; Will +6.

TROUBLESHOOTING

The party may choose to ditch these losers when they discover that Ion has sold his soul to a devil (perhaps via magic like *detect thoughts*) or that he is a cleric of Hextor (and who could blame them?). If that happens, have Zing chase after them. She is not normally talkative, but she will say, “Please come back. My family needs some sanity. They’re all nuts.”

If that does not work, try to get the party to attend the Prince’s speech in Encounter Five. They’ll miss out on curing Nadalie, but they might join up with Atynia again for the rest of the mod.

If the PCs offend Ion or his wife, he will demand that they leave his house. If they refuse, his diabolic ally arrives to deal with them.

4: MIDNIGHT TEARS

Around midnight, you hear the quiet sound of sobbing coming from Atynia’s room.

Atynia is crying. The party probably has someone on watch, and they’ll probably hear her, and probably investigate. If they can see invisible creatures, they will see the bone devil standing guard in the room. He will not attack unless the PC attempts something inappropriate.

The door is open a crack, revealing a moonlit room strewn with clothes, scrolls and the detritus of teenage life. The walls of the room are painted black, and the furniture is all black as well – curtains, dresser, chair, bedclothes, and the frame on the single tiny portrait adorning the wall. The portrait shows a garden scene of a smiling Atynia next to a grinning young noblewoman dressed in green.

Atynia kneels next to the bed, her back to the door as she reaches under her bed to retrieve something. The hem of her shirt has risen a bit, revealing whip scars. As she stands, she holds a scroll case in her right hand.

She is upset because of a thousand things. She hates running away from home. She hates staying. She hates her family. She hates her father. She hates her room. She hates Alhaster. She hates Prince Zeech. She hates leaving her friends. She hates her clothes. She hates her hair. She hates whip scars. She hates Hextor. She hates acne. And everybody in town hates her, too.

There's only one thing she really wants to do before she leaves Alhaster forever. She wants to help her friend, Nadalie, the noblewoman in the portrait. She wants to help Nadalie overcome her trauma and regain her sanity. Atynia has stolen a scroll of *heal* from her father and she intends on using it on Nadalie, even though she knows she probably cannot activate it. And she feels that she must do it tonight, before something dreadful happens tomorrow. She does not know exactly what will happen the next day, but she feels it will change everything because of the way Zeech has been acting lately.

She has decided to get dressed and go out to the castle tonight. The PCs can wake up and accompany her on her midnight mission. She'd appreciate the company, but she warns the party that no weapons, spellbooks or spell component pouches are allowed, especially at the servant's entrance in the middle of the night. She can vouch for them, saying they were sent by her father to guard her, but that's as much leeway as she has with the castle guards.

Dressed in her skulls-and-kittens leather outfit, Atynia slips quietly out of her room, leading you through the dark, silent streets of Alhaster. You encounter patrols of Zeech's forces, but at each encounter the troops recognize Atynia and let your group pass. Clearly her father is a man of importance.

Atynia strides confidently through the night to a tiny, guarded door at the southeast corner of the castle. A closed portcullis covers the sally port. A dozen hobgoblin guards bearing tower shields stand in front of the door with whistles in their mouths.

The guards here will be friendly because of Atynia's presence, but they are firm in their insistence that nobody armed with spells or weapons will be allowed to enter the castle. They are polite but firm about this. If there's any trouble, they'll use their whistles to summon an overwhelming force of humans and devils, who will arrive within 2 rounds of any whistling. This is Prince Zeech's castle; any fight that breaks out will be untiered.

A PC with the scent ability will automatically note the smells of animals, cooking, and sewage.

The PCs can use a higher level cleric to activate the scroll. See the rules for activating scrolls on DMG

page 238, especially if a divine caster has a low ability score or a caster level lower than 9.

Once in the castle, Atynia will sneak them into the servants' hidden passages, one of which leads to Nadalie's room. While two guards are posted outside her door at all times, they are used to hearing Atynia talking to Nadalie at night, soothing her to sleep or just keeping her company. However, if the PCs make noise, they will grow suspicious and will open the door. Atynia will remind the PCs to be quiet before they enter the room.

When she is cured, Nadalie will be able to relate the traumatic events that shattered her mind in CY 577: Zeech tried to make a deal with a powerful devil, but the deal went bad and the devil killed their parents after giving Zeech the power to prevent Redhand from being swallowed up by the Hierarchs during their attack on the Shield Lands. Nadalie witnessed the devil taking the souls of her parents. See *Dramatis Personae*.

If the PCs cure Nadalie, Atynia will be grateful and will spend the remainder of the night talking with Nadalie before leaving just before dawn, exhausted but happier than she has been in years. The PCs are welcome to sleep on the floor or to stay up and talk. Remember that PCs who don't sleep will be fatigued the following morning.

So why hasn't Zeech ordered a cleric to cast *heal* on his sister? He has, but it has never worked. Zeech's attempts to cure his sister have been driven out of a selfish desire not to feel guilty. After the *heals* failed, he came to believe that her affliction was given to her by the devil that killed his parents. Everyday, her ailment reminds him of his failure in regards to their parents. He subconsciously punishes himself for not having found a cure for her ailment. If Zeech only wanted to cure his sister for her own sake, and not to save his own conscience, then the magic would work. Because Atynia wants to cure Nadalie out of selfless friendship, the cure will work for her.

TREASURE

All APLs: Loot 0 gp; Coin 0 gp; Magic 137 gp; *divine scroll of heal* (137 gp each); Total 137 gp.

Note: If the party uses the scroll of *heal*, cross it off the AR and make sure the gp total is correct. At most APLs, the characters cannot receive full gp for the adventure if they use the scroll. And they cannot receive full xp for the adventure if they do not cure Nadalie. (Life's full of hard choices.)

DEVELOPMENT

Running around at midnight instead of sleeping may interfere with the party's ability to prepare spells for the next day. That might be a problem for them, but they

can purchase Open access items (including scrolls, potions and wands) in Alhaster. The party can hire an NPC to cast the *heal* spell for 660 gp, but the priest would charge double if they drag her out to the castle in the middle of the night.

5: ZEECH'S DECLARATION OF SECESSION

The next morning, a crowd has gathered to hear a speech from the Prince of Redhand. The prince stands upon a balcony, looking down upon the crowd gathered below, in the courtyard. The party will probably want to attend. Atynia wants to go too, despite being fatigued from her midnight excursion.

Everyone entering the square is given a light crossbow and one cold iron bolt, "Compliments of Prince Zeech. One per person."

Behind an invisible *wind wall* (just in case the armed crowd turns ugly), Zeech makes a grand, pompous speech about the past and future of the proud Principality of Redhand, about its Iuzian oppressors and its struggles with its neighbors. Use your knowledge of the BK to come up with something inspiring and grand, in a Lawful Evil kind of way.

Prince Zeech then reveals his great triumph, a rebuilt, and previously hidden, Temple of Hextor. Where once before a warehouse stood directly opposite the castle's front gates, now stands the temple, surrounded by Hextorites (including Atynia's father) and devils. The devils had used powerful magic to hide the building's construction from the Iuzians.

Just as the Iuzians in town are getting mad and about to attack, Zeech declares that at this moment he has arranged a special soul sacrifice to grant a magical boon to everyone in Alhaster such that all should be able to call upon the power and fury of Hextor in a time of need to strike true with a single attack. With that announcement, a wave of evil power rushes out from the newly opened Temple of Hextor, to all corners of the city and affecting all people who do not worship Iuz. All who choose to accept the dark power gain the Evil Eye of Lindroos (an AR entry for a standard action *true strike*, once ever, noted as an evil act if used). Zeech declares that this power should be used to defend Alhaster against enemies from the outside. Naturally, most of the citizenry accept.

He declares that the forces of Iuz are in decline in the region, as evidenced by Marionnen's failed assassination attempt against Zeech himself. He vows to throw off the yoke of outside interference that has been strangling Redhand. This announcement clearly takes Atynia by surprise, and if the party is near her, she will whisper as much.

Naturally, forces of Iuz (including clerics, demons and other troops) choose this moment to attack. Just as

naturally, Zeech and his Hextorite allies (including clerics, devils and other troops) are ready to defend. (Especially since everybody in the city now has *true strike* and a cold iron crossbow bolt. A couple hundred of those will really sting.)

Dimensional locks prevent teleportation in or out of the castle itself so the incoming demons *teleport* in just outside the walls. Devils though are not blocked by the *dimensional lock*, and they arrive to fight the demons. All hell breaks loose in Alhaster, literally, as a battle in the Blood War is fought on mortal soil. Describe demons and devils fighting while Hextorites take the fight to the Iuzians. Ordinary citizens strike down demons by the dozens using the dark blessing and cold iron bolts.

Battles rage throughout the city. Atynia screams for her mom and rushes for home, asking the heroes to come with her to help protect her family. On the way there, they see Major Blaine and his mounted troops surrounding a burning building. The tide of the battle turns, and Zeech's troops are winning.

TREASURE

All APLs: Loot 17 gp; Total 17 gp.

6: BLAINE'S MERCY

The scents of burning wax become stronger as you approach. "I recognize him!" whispers Atynia. "That's Major Blaine! He just joined Zeech's troops a few years ago." She indicates a mounted man in full plate who leads a group of riders surrounding a faded green candle shop on Calway Square, set well back from the other buildings in the area. The shop is on fire!

As you watch, a devil teleports in and speaks to Blaine. The devil teleports out and Blaine calls out to his troops, "You troops stay here. Kill them if they come out. The boss wants me." With that, he rides off hurriedly.

If the party asks the riders what is going on, a rider will tell the party that there are some traitors inside, and the cavalry are waiting for the walls of shop to burn down so they can take out the people with lances or arrows.

The party can negotiate with Major Blaine's cavalry squad, fight the mounted squad or ignore the people trapped in the burning building. Atynia is desperate to return home, but she fears for her safety so she will wait for the adventurers.

These riders are skilled at horsemanship and are loyal to Major Blaine and Prince Zeech. However, they aren't the smartest soldiers in the army, so it should be relatively easy to trick them with a successful Bluff check as long as the PC looks like a high-ranking

Redhand officer. Something like, “We’ll take care of these guys. You go help Major Blaine!” would suffice. Diplomacy, however, will not work as no matter how charming someone is, they won’t disobey orders.

Remember that each of the riders gets a Sense Motive check against such a bluff, and they each get a +10 bonus to their Sense Motive checks because the bluff is hard to believe and puts them at significant risk of being demoted or losing their lives if they obey an unlawful order from an officer they do not recognize. **(Note: Be careful, though; most of the treasure in the adventure is on those riders, and if the party uses social skills to make them ride away, the treasure rides away, too.)**

If the PCs defeat the soldiers, they can rescue the people inside the building easy enough (they are hiding in the cellar).

CREATURES

APL 2 (EL 3)

Goblin Cavalry and Riding Dog mount (3 each): hp 5 (goblins), 13 (dogs); *MM* 133 and *MM* 272. The goblins wield small lances and have small composite shortbows with 20 arrows. The goblins have riding saddles, bit and bridle.

APL 4 (EL 5)

Human Cavalry and Light Warhorse mount (2 each): hp 14 (humans), 22 (horses); *Appendix 1*.

APL 6 (EL 7)

Human Cavalry and Light Warhorse mount (2 each): hp 21 (humans), 22 (horses); *Appendix 1*.

APL 8 (EL 9)

Human Cavalry and Light Warhorse mount (2 each): hp 41 (humans), 22 (horses); *Appendix 1*.

TACTICS

At all APLs, the mounted cavalry squad will not initially attack the party. However, they will keep the candle shop guarded. One will shoot an arrow through the window every once in a while and the other(s) will keep their lances ready.

The lancers will hold their lance in one hand and a potion of *bull’s strength* in the other. When combat breaks out, they will spend the first round drinking the potion and getting into position for a two-handed mounted lance charge.

In their initial position on the map, the lancers do not have a direct path to charge the party in the first round.

APL 8

The Shock Trooper feat (see Appendix 2) enables the heedless charge maneuver. These lancers will use full Power Attack, taking the entire penalty from their armor class, for maximum damage.

TREASURE

Each of the riders carries a *potion of bull’s strength*.

At APL 6 and APL 8, each one also has an *oil of extend spell infernal wound*. See the spell description in Appendix 2.

At APL 8, each lancer also wields a +1 *adamantine lance*.

APL 2: Loot 38 gp; Coin 167 gp; Magic 75 gp; *potion of bull’s strength* x3 (25 gp each); Total 280 gp.

APL 4: Loot 236 gp; Coin 133 gp; Magic 50 gp; *potion of bull’s strength* x2 (25 gp each); Total 419 gp.

APL 6: Loot 236 gp; Coin 100 gp; Magic 174 gp; *potion of bull’s strength* x2 (25 gp each), *oil of extend spell infernal wound* x2 (62 gp each); Total 510 gp.

APL 8: Loot 236 gp; Coin 0 gp; Magic 1,008 gp; *potion of bull’s strength* x2 (25 gp each), *oil of extend spell infernal wound* x2 (62 gp each), +1 *adamantine lance* x2 (417 each); Total 1,244 gp.

TROUBLESHOOTING

The party might leave the occupants of the burning candle shop to their hideous fate. If they start to move away, Sir Ingo will cry out from the shop, “Soldiers! Let us go! There are children here! Somebody, help us!” This should really put the PCs in a bind.

If the party does not rescue Sir Ingo and the family within five minutes, they are overcome by smoke and flames and die. For troubleshooting, you might allow the party to find Player Handout 5 in the ashes, but that is not likely to be enough help.

DEVELOPMENT

If the party rescues the survivors from the cellar of the burning shop, the survivors include a mother and her four young children, a soot covered gnome who is bemoaning the loss of his shop and Sir Ingo. Sir Ingo is effusively thankful. He will be coughing and choking as he speaks to the party. That’s when the heroes will notice that they just rescued Jeromie, and that he has a holy symbol of Heironeous on display. Jeromie is really Sir Ingo, who is really the leader of the Brotherhood of the Sundered Axe. If none of the PC recognize him as Sir Ingo, and odds are they won’t, then they won’t know this.

He gives the party Player Handout 5, telling the party that divination magic recently revealed that a group of heroes might soon use stealth and subterfuge to infiltrate Prince Zeech’s castle and solve a puzzle in

the throne room. However, the divinations also revealed that such a party would almost certainly be captured in the attempt. Any reasonably sane adventuring party would turn down this mission. Atynia, happy to see “Jeromie” alive, offers to take the PCs back to the castle if Jeromie will go check on her mother and sister. Jeromie agrees.

Sir Ingo can’t provide much help, but before he goes he gives the PCs some scrolls before heading off to protect Atynia’s mother, the women, children, and gnome in tow behind him. Even if any of the PCs played BDK5-03 *Secret Ingredient*, the gnome will not recognize them due to his state of shock.

The scrolls are (one of each at minimum caster levels):

- Silent Spell *sleep mote* (arcane scroll)
- Silent Spell *power word fatigue* (arcane scroll)
- Silent Spell *silence* (divine scroll)

Due to the raging battle, the PCs will be unable to purchase anything at this time.

7: INFILTRATING CASTLE ALHASTER

Following the vague clues from Jeromie, your party has elected to infiltrate the castle at night.

The hobgoblin guards at the top of the wall cannot see far from the walls due to all the smoke created by the battle. The smoke provides concealment, allowing the PCs to hide as they approach the area. The guard’s are taking 10 on their Spot check, but they are distracted by combat and are at least 30 feet away from the PCs, which sets a DC 4 vs. players’ Hide check.

Due to the concealment, the guards are being careful, listening for any sounds of approaching demons. The guards are taking 10 on their Listen check, but they are distracted by combat and are at least 30 feet away from the PCs which sets a DC 4 vs. players’ Move Silently. If a hobgoblin hears or sees the party moving, they will call in a handful of devils and the party will be arrested (assume that an overwhelming force of devils arrives). The guards and devils aren’t taking any chances with the battle raging so close to the castle. See Conclusion 2.

Teleportation won’t work inside the castle itself due to a *dimensional lock* around the castle.

If the party smelled the sewage during Encounter 4, they can follow the clue in the Player Handout to move directly to the northwest corner of the castle and find the pool of filth. A DC 25 Knowledge (local - Iuz Border States) check will reveal that the local plumbers were working on a sewage problem in the northwest corner of the castle, but that effort has been put on hold for the last month and there is quite a pool building up.

ENCOUNTER 7A: THE PIT OF FILTH

The white walls of the castle can be seen dimly in the starlight and smoky air. The battle rages throughout the city and here you are, standing in front of a vast pool of human and animal waste next to the northwest corner of the castle. The stench is so bad that even goblins avoid the area.

See DM Map – Encounter 7A.

Sure enough, the party must swim through the filth to find the secret door leading into the castle. Once they find the secret door (DC 20 Search check, but searching underneath the muck imposes a -5 penalty to all Search checks), they must figure out how to get through it. Anyone moving through the muck must make a DC 15 Fort save or be nauseated. Once out of the muck, a nauseated PC becomes sickened until they have bathed thoroughly.

They could conceivably sunder the door (hardness 9, HP 90), but that would be extraordinarily difficult under the muck. The best way to open it is to cast a spell with the Silent Spell feat or to activate a scroll with a Silent Spell on it within 20 feet of the secret door. The casting of a Silent Spell within 20 feet is the trigger for opening the secret door.

The party does not actually need to find the exact location of the secret door; they could guess at its approximate location and cast several Silent Spells until they happen to cast one within 20 feet of it. Just assume that a party that is smart enough to cast a silent spell from OUTSIDE the sewage just happens to be close enough to open the door. The same is true for a PC in the muck and their second try if they don’t know where the door is.

Opening the secret door causes its own problems, as the pool of filth will immediately drain into the tunnel into the castle, sucking those within 15 feet of the door along with it. But the castle guards will pay no attention to the newly-drained pool because at that moment a demon will fly towards them and attack.

Movement through the tunnel will be at ¼ speed unless the party has *freedom of movement* (which can be purchased as an Open scroll or through NPC spellcasting at 280 gp, caster level 7). The tunnel will be full of filth, so the PCs must hold their breath or use *water breathing* (which can be purchased as an Open scroll or through NPC spellcasting at 150 gp, caster level 5).

ENCOUNTER 7B: THE SECOND GUARD

The secret entrance to the castle leads upward through a winding series of catacombs.

TRAP

After they get out of the filth-filled tunnel, the corridor beyond it is trapped. The EL has been reduced by one because the party was warned that the encounter is here, so they should be prepared for and actively searching for the trap. There is no real time pressure here (other than finishing the job tonight), so they can take 20 on Search checks and take 10 on Spot checks. However, do not let them know this! Tell them that they keep seeing demons heading towards the castle through the secret door to give them a sense of urgency.

If the PCs are searching for traps, give them Search checks as normal according to their wishes. Make sure they have a marching order, for a 10-foot-wide, 5-foot-tall corridor. If the PCs fail to locate the trap, PCs in the front rank must make Reflex saves to avoid the trap. At APL 2, there is no trap, just a gelatinous cube wandering the corridors. The PCs must make a DC 15 Spot check to notice it or they will stumble right into it and automatically be engulfed. Due to its amorphous nature, the ooze takes no penalties for squeezing in the small corridor.

Note APL 4 and above: If a PC fails his Reflex save, he falls into the pit, is automatically engulfed by the ooze at the bottom, but he only takes half of the falling damage.

APL 2 (EL 3)

Gelatinous Cube: hp 54; see *MM* 201.

APL 4 (EL 5)

Camouflaged Pit Trap: CR 3; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 20 Reflex save avoids; 30 ft. deep (3d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 24; Disable Device DC 18.

Gelatinous Cube: hp 54; see *MM*, page 201.

APL 6 (EL 7)

Camouflaged Pit Trap: CR 4; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 25; Disable Device DC 17.

Glitterfire: hp 32; see Appendix 1.

APL 8 (EL 9)

Well-Camouflaged Pit Trap: CR 8; mechanical; location trigger; repair reset; hidden switch bypass (Search DC 30); DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); multiple targets (first target in each of

two adjacent squares); Search DC 27; Disable Device DC 18.

Glitterfire: hp 32; see Appendix 1.

DEVELOPMENT

The secret corridor leads out into the compost pile in the royal stables. The guards are off fighting demons and Iuzians. The party can sneak through the dark corridors to the unoccupied throne room, thanks to the chaos of the battle, Encounter 8.

8: NEVER SPY ON A SPYMASTER

The white alabaster walls of Prince Zeech's throne room gleam in the diffuse light coming from somewhere deep within the walls. The marble throne is unoccupied, but on a small white table next to the throne, you see paper, pens and ink.

On the paper (Player Handout 6) is the name of Atynia's father (Ion Rosehue) followed by dozens of anagrams of his name (Oh Sine Roue, Noose Rue Hi, Here I No Sou, I No Reuse Ho, etc.). The Prince seems to be puzzling something out. Maybe the party can help.

Elhilbor has figured out that something is going on, as Nadalie's guards reported hearing strange noises the night before (spells must be cast in a loud, clear voice). He's never trusted Atynia (but he doesn't know that she has become a fledgling cleric of Iuz), although he respects her father, so his troops have already rounded up the rest of the Rosehue family, having easily beat Jeromie there, and he's summoned Ion to the castle. The fighting in the city is almost over by this point, with the Iuzians and demons having been routed.

While the party is solving the anagram puzzle, Elhilbor has the throne room quietly surrounded by an overwhelming force (no Listen check, hobgoblin mages have cast *silence*). When they are in place, he has a soldier politely knock on the door and ask the party members (by name) to kindly lay down their arms, holy symbols, spell books and spell component pouches for a peaceful discussion with Prince Zeech. If they decline, a horned devil (*MM* 55) *teleports* into the room and Elhilbor asks them to surrender one more time. If a fight ensues, the horned devil subdues them and they are arrested and imprisoned for breaking into the castle (see Conclusion 2).

There is a delay of fifteen minutes or so during which time the party is confined in the throne room with the Rosehue family, the horned devil and two dozen very nervous guards. Nadalie makes her way to the gathering as well, demanding that Elhilbor allow

her into the chamber. They can use this time to talk with Atynia again about running away from home.

While Ion is initially angry at his daughter's unlawful ways (sneaking people into the castle is a sure way to get him fired, he thinks), he is glad that she, along with the rest of his family, are alive and he is very proud that she was able to help cure the Prince's sister. After a few angry minutes arguing with Atynia about her actions, he will shut her up with a hug in a rare display of emotion. The entire Rosehue family will experience a group hug while Ion tells them that he loves them and he's sorry he's been such a jerk the past few years (the stress of hiding the fact that he was a cleric of Hextor from the Iuzians had gotten to him).

9: HE'S SUCH A PRINCE

The Prince enters the throne room covered in blood. Despite his having aged and his effete mannerisms, Prince Zeech is quite the warrior.

Prince Zeech has already heard the story from the Rosehue family. He wants to hear the party's side of the story. Why did they enter the castle? What were they doing here? Were they the people who helped his sister, Nadalie? If so, why now? The Prince is concerned about his sister, but he has more important things to worry about right now, like the future of the Principality of Redhand and a war of secession from Iuz. However, that anyone could help his sister during the most important battle in Redhand since the Greyhawk Wars was completely unexpected and quite frankly has him confused.

It is here that Atynia should renounce Iuz, if the PCs haven't previously convinced her to do so. Her courage to do so convinces Ion to renounce Hextor. He would rather worship Daern anyway.

If they lie (Elhilbor has a cleric cast *zone of truth* and then "suggests" that the PCs submit), they will be asked again – once – to tell the truth. If they lie again, they'll be imprisoned for breaking into the castle (see Conclusion 2).

Elhilbor will question each party member in turn, looking for lies. If they tell him the truth, if they have convinced Atynia to reunite with her family, and if the party has solved the anagram of Ion Rosehue's name (Heironeous), Zeech will suddenly put all of the puzzle pieces together.

Zeech will realize that if young Atynia can forsake the ways of Iuz, return to her father, and be forgiven, then he can forsake the ways of Hextor, be forgiven by his sister, return to Heironeous, and maybe, just maybe, set right what has been wrong with his soul for so long. And, along the way, set right what has been wrong with his beloved homeland, the Principality of Redhand. He realizes that his sister WAS Redhand, in a manner of

speaking. She survived, but she was a shell of her former self. Since the Greyhawk Wars, Redhand has survived, but it has been a mere shell of a nation. Zeech will have an epiphany right there in front of the PCs that just as Nadalie needed just a simple *heal* spell, so Redhand needs curing in the way of commerce, not more war.

Zeech, still astounded by his sister's recovery, will openly apologize to her for their parents' death and for sending her away to get married. Crying, Nadalie will forgive him and tell him that she loves him. Zeech will feel something snap inside like a dark dam breaking.

Elhilbor, sensitive to his lord's moods more than any other, quietly tells Zeech that the city is still defended by devils, some of whom have not yet been paid the souls that are due to them. He will nod at the horned devil in the chamber. Also, there is a newly opened Temple of Hextor to consider as well.

With the powerful devil watching, which is confused about what is going on, Zeech will kneel and prey openly to Heironeous begging for his forgiveness, thanking him for his sister's restored mental health, and asking for guidance and strength.

IF A PC CLERIC OF HEIRONEOUS IS PRESENT, THEY RECEIVE A STRONG URGE TO ATONE PRINCE ZEECH. Even if the PC can't cast *atonement*, or doesn't have it prepared, they suddenly find that they have the ability to cast the spell as a quickened spell-like ability (the blessing of Heironeous). They should do so quickly, before the devil attacks.

At this, the devil will snarl and move to attack Zeech, its master betrayed. Zeech, having expected this, leaps to his feet, draws his sword, and engages the devil in combat.

As the soldiers, and perhaps the PCs, move to defend Zeech, Elhilbor will command everyone, "Hold! This is his fight!" He has realized that the devil is indeed Zeech's test, as it represents the LE side of his personality that he seeks to slay.

Throughout the fight, Zeech will be apologizing to everyone he has ever hurt, starting with his parents. He fully expects to die during the fight, and he wants to repent before he does. This is his salvation, as the repenting brings him back to lawful good, and his willingness to die so long as he repents brings him fully back to Heironeous. At this point, whether or not a PC had cast *atonement* on him, he regains his long-dormant paladin powers. As they come back, he realizes that Heironeous wants him to live, and he fights with skill and courage against the devil, eventually defeating it and driving it back to the Nine Hells.

At the same time, throughout the city, lawful good citizens who had had to renounce Heironeous to protect their families over the years turn on the devils, whether they wear armor or not. Heironeous is a god of valor, and their bravery at this time leads them back to him as well. While they aren't many, the devils forces have been decimated by the fight with the demons, and the remaining devils are driven from Redhand.

Meanwhile, the clerics of Hextor are confused. On the day of their great victory, the citizens are spontaneously turning on the devils. Out of spells, they are easy targets for the citizens of Redhand. Most are subdued, although a few particularly vicious clerics are killed. The new Temple of Hextor is set afire, as a crowd gathers in front of Zeech's castle for word has trickled out from a guard of Zeech's fight with the devil.

DEVELOPMENT

If Zeech converts to lawful good, go to Conclusion 1. Do not just give the PCs this conclusion, the players had to earn it by role-playing. If they do not earn it, go to Conclusion 2.

CONCLUSION 1

The party helped to convert Prince Zeech away from lawful evil and Hextor. Redhand successfully secedes from Iuz and Prince Zeech pardons the remnants of the Brotherhood of the Sundered Axe. Redhand, still a militaristic nation, begins the transition from LE (LN) towards LN (LG). Construction begins on a new Temple of Heironeous where the Temple of Hextor used to stand, led by Jeromie, aka Sir Ingo.

Atynia no longer feels the need to run away from home. She can wait a few years to travel the Combination, and instead, she stays in Alhaster to help with the rebuilding, starting her life anew (and having moved from the CN of teenaged rebellion to the N of personal responsibility). She does not join the Church of Iuz. Cross off the corresponding favor from the AR.

If any PCs have the following AR entries, Prince Zeech will cancel them in gratitude. Mark each AR entry void on the PC's original AR.

- "Branded Criminal of Redhand" (BDK5-03 *The Secret Ingredient*)
- "Enmity of Redhand" (BDK5-08 *Hirelings*)
- "Enmity of Elhilbor" (BDK6-04 *The Last Word*)
- "Ire of Prince Zeech" (BDK6-09 *To Bleed or to Die*)

In addition, the PCs are lauded as heroes, and Zeech personally invites them to stay in his castle and to help clean it of Hextorian influence.

CONCLUSION 2

Your party has been arrested by a dozen bone devils. This was a unique experience, and it lead quite quickly to the unique experience of imprisonment in Prince Zeech's orderly, well-run prison for the [attempted] infiltration of the Prince's castle.

Attempted infiltration (if the party is caught in encounter 7A) gets them 13 TUs in the slammer.

Successful infiltration (if the party is caught in encounter 9 and cannot convert Zeech to Lawful Good) gets them 26 TUs in prison.

Prince Zeech will reduce this sentence by 2 TU per favor used from the following list. Be sure to void each favor on the original AR. A player may use a favor to assist another player's PC.

- "IP with Elhilbor" (BDK6-04 *The Last Word*)
- "Influence Point" with Prince Zeech (BDK3-02 *Alhaster Fog*)
- "Gratitude of Redhand" (BDK5-08 *Hirelings*)
- "Influence Points with Redhand" (BDK5-08 *Hirelings*)
- "Service to Redhand" (BDK6-09 *To Bleed or to Die*)
- "Citation of Redhand" (BDK2-04 *Rising Shadows*)

The party's gear is returned to them at the end of their imprisonment.

Atynia eventually ran away from home and joined the Church of Iuz. The party now has a friend in the church. Atynia will use her influence there to reduce each PC's WCI score by 2.

CONCLUSION 3

The party chose not to infiltrate the castle. Redhand secedes from Iuz and remains in league with Hextorites and assorted devils.

Atynia eventually ran away from home and joined the Church of Iuz. The party now has a friend in the church. Atynia will use her influence there to reduce each PC's WCI score by 2.

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 GATES OF ALHASTER

Defeated the demons.

APL 2

150 XP

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

6: BLAINE'S MERCY

Rescued Sir Ingo and the family from the burning candle shop.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

7: INFILTRATING CASTLE ALHASTER

Got past the secret door and the trap.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

STORY AWARD

Helped Prince Zeech convert to LG – only awarded at Conclusion A.

All APLs	30 XP
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Note to judges: The characters cannot get maximum XP for the adventure without the story award.

DISCRETIONARY ROLEPLAYING AWARD

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP

Note to judges: The roleplaying award should be granted primarily for in-character interactions with Atynia and her dysfunctional family, but secondarily for dealing with Prince Zeech and his alignment change. DO NOT GIVE THIS XP FOR PLAYERS THAT DID NOT ROLE PLAY!!!

TOTAL POSSIBLE EXPERIENCE:

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

Note to judges: The party can earn slightly more XP than is allowed for the APL cap. The AR lists the maximum XP rewards for the adventure.

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 GATES OF ALHASTER

APL 2: Loot 0 gp; Coin 80 gp; Magic 0 gp; Total 80 gp.

APL 4: Loot 144 gp; Coin 0 gp; Magic 0 gp; Total 144 gp.

APL 6: Loot 0 gp; Coin 300 gp; Magic 0 gp; Total 300 gp.

APL 8: Loot 513 gp; Coin 0 gp; Magic 0 gp; Total 513 gp.

4: MIDNIGHT TEARS

All APLs: Loot 0 gp; Coin 0 gp; Magic 137 gp; *divine scroll of heal* (137 gp each); Total 137 gp.

Note to judges: The party will not receive the GP value for this scroll if they use it up in an attempt to cure Nadalie.

5: ZEECH'S DECLARATION OF SECESSION

All APLs: Loot 17 gp; Coin 0 gp; Magic 0 gp; Total 17 gp.

6: BLAINE'S MERCY

APL 2: Loot 38 gp; Coin 167 gp; Magic 75 gp; *potion of bull's strength* x3 (25 gp each); Total 280 gp.

APL 4: Loot 236 gp; Coin 133 gp; Magic 50 gp; *potion of bull's strength* x2 (25 gp each); Total 419 gp.

APL 6: Loot 236 gp; Coin 100 gp; Magic 174 gp; *potion of bull's strength* x2 (25 gp each), *oil of extend spell infernal wound* x2 (62 gp each); Total 510 gp.

APL 8: Loot 236 gp; Coin 0 gp; Magic 1,008 gp; *potion of bull's strength* x2 (25 gp each), *oil of extend spell infernal wound* x2 (62 gp each), +1 *adamantine lance* x2 (417 each); Total 1,244 gp.

TOTAL POSSIBLE TREASURE

APL 2: Loot 55 gp; Coin 247 gp; Magic 212 gp; Total 514 gp.

APL 4: Loot 397 gp; Coin 133 gp; Magic 187 gp; Total 717 gp.

APL 6: Loot 253 gp; Coin 400 gp; Magic 311 gp; Total 964 gp.

APL 8: Loot 766 gp; Coin 0 gp; Magic 1,145; Total 1,911 gp.

Note to judges: The party can earn slightly more GP than is allowed for the APL cap. The AR lists the maximum GP rewards for the adventure.

ADVENTURE RECORD

Knight of Redhand: If you have the "Squire of Redhand" AR entry (BDK6-09 *To Bleed or to Die*), that entry is void and you are promoted to Knight of Redhand. You have free luxury lifestyle in any scenario that begins in Redhand and you gain a +2 Great Renown bonus to your leadership score when attracting a Lawful Good Citizen of Redhand paladin of Heironeous cohort.

Service to Redhand: Gain the following:

___Regional access to one of the following: *axiomatic* and *shock weapon upgrades*, *boots of speed*, any one item of any APL on this AR,

___Receive the title of Squire of Redhand as well as access to a half-price mansion or grand house along with accompanying lands. Gain a +1 Renown bonus to Leadership when recruiting a Lawful Good Citizen of

Redhand paladin of Heironeous cohort (Requires PC to be a Defender of Morannon Keep, or Citizen of Redhand).

Hero of the Brotherhood: You gain free standard upkeep in adventures set in Redhand, as the revived Brotherhood pays your way. In addition, you gain regional access to any two of the following items: *hat of disguise*, *ring of mind shielding*, *lesser rod of silent spell*, *rod of silent spell*, *wand of invisibility*, *wand of protection from evil*, *wand of silence*, *vest of escape*.

Members of the Brotherhood also gain regional access to any one of the following items (circle now): *holy weapon enhancement*, *medallion of thoughts*, *ring of invisibility*, *ring of x-ray vision*, *staff of healing*.

Cell members are automatically upgraded to senior cell members, regardless of prerequisites.

Evil Eye of Lindroos: One time only, this character can use *true strike* as a spell-like ability. Activating this ability is a standard action requiring only a wink. Because of the infernal origin of this ability, its use counts as an evil act. Mark this favor VOID when used.

A Friend in the Church of Iuz: Atynia Rosehue ran away from home and joined the Church of Iuz. She will use her newfound influence there to reduce your WCI score by 2 Dissenter level points.

ITEMS FOUND DURING THE ADVENTURE

APL 2:

- Divine scroll of *heal* (Adventure; DMG)
- Arcane scroll of Silent Spell *sleep mote* (Adventure; DMG; *Sandstorm* 121, CL 11; 1,125 gp)
- Arcane scroll of Silent Spell *power word fatigue* (Adventure; DMG; *Races of the Dragon* 115, CL 3; 150 gp)
- Divine scroll of Silent Spell *silence* (Adventure; DMG; CL 5; 375 gp)

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

- Masterwork snap-tong (Adventure; FC1; 550 gp)
- Masterwork tri-blade (Adventure; FC1; 335 gp)

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

- Oil of Extend Spell *infernal wound* (Adventure; DMG, *Spell Compendium*; CL 5, 750 gp)

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

- +1 *adamantine lance* (Adventure; DMG; 5,010 gp)
- Large masterwork composite longbow (+6 Str) (Adventure; PHB; 1,000 gp)

1: THE GATES OF ALHAFTER**ATYNIA ROSEHUE****CR 1**

Female human (Oer) cleric 1

CN Medium humanoid (human)

Init -1; **Senses** Listen +3, Spot +3**Aura** faint chaos, faint evil (PH, page 218)**Languages** Common, Abyssal**AC** 12, touch 9, flat-footed 12

(-1 Dex, +3 armor)

hp 5 (1 HD)**Fort** +3, **Ref** -1, **Will** +6**Speed** 30 ft. in studded leather (6 squares)**Melee** unarmed strike +0 (1d3)**Base Atk** +0; **Grp** +0**Special Actions** rebuke undead**Combat Gear** *divine scroll of cure light wounds, oil of bless weapon, divine scroll of protection from evil, arcane scroll of fly***Cleric Spells Prepared** (CL 2nd):1st—**D**: *disguise self* (DC 13), *bless*, *magic weapon*0—*detect magic*, *cure minor wounds* (x2) (DC 11)**D**: Domain spell. Deity: Iuz. Domains: Trickery, Mind**Abilities** Str 10, Dex 8, Con 12, Int 13, Wis 15, Cha 14**Feats** Divine Ward*, Iron Will**Skills** Bluff +8, Knowledge (the planes) +5, Knowledge (religion) +5, Sense Motive +9**Possessions** combat gear plus home-made holy symbol of Iuz, trail rations (2 weeks), canteen with water, a small lock, a small key, Player Handout 3, *divine scroll of heal*, *potion of owl's wisdom***Turn Undead (Su)** 6/day; 1d20+2/2d6+4

Physical Description: Short and lean, this teen-aged human female wears tight studded leather armor under a black leather cloak decorated with playful kittens and grinning skulls. She wears black army boots with pink shoelaces. Her jet-black hair falls just above her shoulders with her bangs forming a ragged line above her hollow eyes. Black mascara, black-and-red eyeshadow, black eyeliner and black lipstick stand in stark contrast to her amazingly pale skin. Around her neck are a spiked collar and a symbol of a grinning skull. Dangling from each ear are a half-dozen tiny silver earrings. Her lips are drawn back in an expression of wry amusement, but the smile does not reach her eyes.

For Atynia's voice, use a deadpan delivery with lots of irony.

Note for judges: A cleric of an evil deity will radiate evil, even if the cleric herself is neutral. See the *detect evil* spell for details. If the party uses *detect evil* on Atynia, make sure to follow the rules for studying the subject for three rounds before revealing that she radiates a faint aura of evil.

1: THE GATES OF ALHAFTER**RUTTERKIN****CR 3**

CE Medium outsider (tanar'ri, extraplanar, evil, chaotic)

Init +2; **Senses** darkvision 60 ft.; Listen +9, Spot +9**Languages** Abyssal, telepathy 100 ft.**AC** 18, touch 12, flat-footed 16

(+2 Dex, +6 natural)

hp 37 (5 HD); **DR** 5/cold iron or good**Immune** electricity, poison**Resist** acid 10, cold 10, fire 10; **SR** 14**Fort** +7, **Ref** +6, **Will** +5**Speed** 20 ft. (4 squares)**Melee** mwk snap-tong +8 (1d10+3) or**Melee** 2 claws +7 (1d6+2)**Ranged** tri-blade +7 (2d4+2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +7**Atk Options** snap-tong grapple**Special Actions** *summon tanar'ri***Spell-Like Abilities** (CL 6th):At will—*darkness*, *cause fear* (DC 11)1/day—*desecrate***Abilities** Str 14, Dex 15, Con 17, Int 9, Wis 12, Cha 10**SQ** Damage reduction 5/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, fire 10, *summon tanar'ri*, telepathy 100 ft.**Feats** Exotic Weapon Proficiency (snap-tong), Exotic Weapon Proficiency (tri-blade)**Skills** Balance +4, Climb +10, Intimidate +8, Jump +12, Listen +9, Move Silently +10, Spot +9, Tumble +12**Possessions** masterwork snap-tong, 5 tri-blades**Summon Tanar'ri (Sp)** Once per day, a rutterkin can attempt to summon can attempt to summon 1 rutterkin or 1d6 dretches with a 35% chance of success. This ability is the equivalent of a 3rd level spell (CL 5th).**Rutterkin Weapons**

A rutterkin's double axe has the same weapon statistics as an orc double axe. In addition, a rutterkin can use a snap-tong or a three-armed blade.

Snap-Tong: Many rutterkins carry this large exotic weapon rather than a double axe. A snap-tong deals 2d6 points of piercing damage, threatens a critical hit on a 20, and deals double damage on a critical hit. A wielder that hits an opponent of Small to Large size may attempt to start a grapple as a free action without provoking an attack of opportunity. If the wielder gets a hold, the snap-tong grabs the

opponent and deals 2d6 points of damage each round the hold is maintained. All rutterkins are proficient in the use of this weapon.

Three-Armed Blade: This exotic ranged weapon is a 1-foot wide, three-bladed wedge that is launched from a slinglike device. It has a range increment of 20 feet and deals 1d10 points of slashing damage. It threatens a critical hit on a 20 and deals double damage on a critical hit. All rutterkins are proficient in its use.**6: BLAINE'S MERCY****HELL HOUND SQUAD MEMBER****CR 2**

Female human (Oer) fighter 2

LN Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +0**Languages** Common, Goblin**AC** 17, touch 11, flat-footed 16

(+1 Dex, +6 armor); can use Ride skill (DC 15) to get cover from mount for +4 AC

hp 14 (2 HD)**Fort** +5, **Ref** +1, **Will** +0**Speed** 20 ft. in banded (4 squares), base movement 30 ft.**Melee** masterwork lance +5 (1d8+3/x3) or**Melee** armor spikes +4 (1d6+2)**Ranged** mwk composite longbow (+2 Str) +5 (1d8/x3)**Base Atk** +2; **Grp** +4**Combat Gear** 20 arrows, *potion of bull's strength***Abilities** Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 8**Feats** Mounted Combat, Quick Draw, Ride-By Attack, Spirited Charge**Skills** Ride +10, Handle Animal +4, Knowledge (local) +2, Ride +4, Swim -2**Possessions** combat gear, riding straps, ride kit, riding saddle**Power-Up Suite (Potion – bull's strength):****Melee** masterwork lance +7/x3) or**Melee (Mounted Lance Charge)** mwk lance +9 (3d8+18/x5)**Ranged** mwk composite longbow (+2 Str) +5 (1d8+2/x3)**Physical Description:** This mounted cavalry soldier is clad in well-polished banded armor. Her spike-heeled leather-riding boots are in the stirrups of a high-quality leather saddle bearing Major Blaine's symbol. Her hair is cut in a single strip running from the back of her shaved skull to her front, and her armor spikes look like a Hell Hound horn

protruding from her forehead. Her olive complexion indicates her Oeridian ancestry.

1: THE GATES OF ALHAFTER**JUVENILE NABASSU****CR 5**

The demon's body is tall and sinewy. The head is long, with small horns and ears like a bat's. Its teeth are practically tusks, set in a mouth that seems too large for its head. Its eyes glow with a hateful yellow light. Its long fingers end in equally long talons, and scales cover its wings and skin. Tufts of black fur stud the tops of its shoulders. The demon's back and arms are dull black, while the chest and belly are a sickly dirty gray.

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +6; **Senses** darkvision 60 ft.; Listen +10, Spot +10

Languages Abyssal, Common; telepathy 100 ft.

AC 18, touch 12, flat-footed 16
(+2 Dex, +6 natural)

hp 52 (5 HD); **DR** 5/cold iron or good

Immune electricity and poison

Resist acid 10, cold 10, fire 10; **SR** 16

Fort +10, **Ref** +6, **Will** +8

Speed 40 ft. (8 squares), fly 60 ft. (average)

Melee bite +11 (1d8+6) and
2 claws +6 (1d4+3)

Base Atk +5; **Grp** +11

Atk Options sneak attack +2d6

Special Actions death-stealing gaze, feed

Spell-Like Abilities (CL 5th):

At will—*darkness*, *obscuring mist*

Abilities Str 22, Dex 14, Con 22, Int 14, Wis 15, Cha 17

SQ camouflage, tanar'ri traits

Feats Improved Initiative, Iron Will

Skills Bluff +11, Concentration +14, Diplomacy +5, Hide +10 (+18 in underground or barren environments), Intimidate +13, Jump +16, Knowledge (local – Iuz) +10, Listen +10, Move Silently +10, Spot +10, Tumble +12

Camouflage (Ex): A juvenile nabassu has the ability to change the coloration of its flesh between various shades of black, grey, and brown. As a result, it gains a +8 circumstance bonus on Hide checks made in underground or barren environments.

Death-Stealing Gaze (Su): 30 feet, Fort DC 15 negates, bestows 1 negative level. Any humanoid creature drained to 0 levels by the juvenile nabassu's death-stealing gaze dies and is immediately transformed into a ghoul (MM 119) under the nabassu's permanent command. The death-stealing gaze has no effect on creatures that

are not humanoids. The save DC is Charisma-based.

Feed (Su): A juvenile nabassu can feed on the body of a helpless living humanoid, devouring both its flesh and life force. To do so, the nabassu makes a coup de grace attack against the humanoid creature; this provokes an attack of opportunity from any creatures that threaten it. If the victim is slain by the coup de grace, a significant physical portion of its body is eaten by the nabassu while the remaining portions quickly rot away to a foul-smelling paste. This prevents any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* can restore a devoured victim to life.

For every three humanoids the juvenile nabassu devours in this fashion, it gains the following benefits: +1 profane bonus to its natural armor, attack rolls, saving throws, skill checks, and ability checks; +5 hit points, +1 effective level.

A juvenile nabassu that devours 30 humanoids in this fashion loses the above benefits and instantly transforms into a mature nabassu. On its next turn, the newly matured nabassu *plane shifts* back to the Abyss with any items currently in its possession, abandoning its ghoul minions.

Source: *Fiendish Codex I: Hordes of the Abyss*, pg 48.

6: BLAINE'S MERCY**HELL HOUND SQUAD MEMBER****CR 3**

Female human (Oer) barbarian 1/fighter 2

N Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Goblin

AC 17, touch 11, flat-footed 16

(+1 Dex, +6 armor); can use Ride skill (DC 15) to get cover from mount for +4 AC

hp 21 (3 HD)

Fort +7, **Ref** +1, **Will** +0

Speed 30 ft. in banded (4 squares), base movement 40 ft.

Melee masterwork lance +6 (1d8+3/x3) or

Melee armor spikes +5 (1d6+2)

Ranged mwk composite longbow (+2 Str) +5 (1d8/x3)

Base Atk +2; **Grp** +4

Combat Gear 20 arrows, potion of *bull's strength*, oil of *extend spell* *infernal wound*

Abilities Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 8

Feats Mounted Combat, Quick Draw, Power Attack, Ride-By Attack, Spirited Charge

Skills Handle Animal +5, Knowledge (local) +5, Ride +11, Swim -8

Possessions combat gear, riding straps, ride kit, riding saddle

Power-Up Suite (Rage, Potion – *bull's strength*):

Melee masterwork lance +10 (1d8+6) or

Melee (Mounted Lance Charge) +1 *adamantine lance* +12 (3d8+18/x5)

Ranged mwk composite longbow (+2 Str) +6 (1d8+2/x3)

Mounted Lance Charge +1 *adamantine lance* +12 (3d8+18/x5)

Physical Description: This mounted cavalry soldier is clad in well-polished banded armor. Her spike-heeled leather riding boots are in the stirrups of a high-quality leather saddle bearing Major Blaine's symbol. Her hair is cut in a single strip running from the back of her shaved skull to her front, and her armor spikes look like a Hell Hound horn protruding from her forehead. Her olive complexion indicates her Oeridian ancestry.

1: THE GATES OF ALHASTER

ARMANITE

CR 7

CE Large outsider (tanar'ri, extraplanar, evil, chaotic)
Init +0; **Senses** darkvision 60 ft.; Listen +13, Spot +13

Languages Abyssal, telepathy 100 ft.

AC 23, touch 9, flat-footed 23
(-1 size, +0 Dex, +8 armor, +6 natural)
hp 85 (9 HD); **DR** 10/cold iron or good
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 18
Fort +11, **Ref** +6, **Will** +7

Speed 40 ft. in plate armor (8 squares), base movement 60 ft.; Run, *air walk*
Melee mwk lance +14/+9 (2d6+7/x3) and hooves +8 (1d6+2) or
Melee mwk heavy flail +14/+9 (2d8+7/19-20/x2) and hooves +8 (1d6+2)
Ranged Composite longbow +9/+4 (1d8+6/x3 plus 1d6 electricity [plus 2d10 electricity on a critical hit])
Space 10 ft.; **Reach** 5 ft. (10 ft. with lance)
Base Atk +9; **Grp** +18
Atk Options Improved Bull Rush, Power Attack, cavalry charge, sparkbolt
Special Actions *summon tanar'ri*

Abilities Str 20, Dex 11, Con 20, Int 8, Wis 12, Cha 13

SQ Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, fire 10, telepathy 100 ft.

Feats Improved Bull Rush, Power Attack, Run, Track
Skills Intimidate +13, Jump +17, Listen +13, Search +11, Spot +13, Survival +13, Tumble +8

Possessions full plate, masterwork lance, masterwork heavy flail, composite longbow (Str +5) with 20 arrows

Physical Description: *This creature has the lower body of a muscular horse and the torso, arms, and head of a sickly human. Its flesh is pale and festers with sores. Heavy horns protrude from its brow, and it wears an intricate suit of full plate armor. Patches of bristly hair protrude from chinks in its armor.*

6: BLAINE'S MERCY

HELL HOUND SQUAD MEMBER

CR 6

Female human (Oer) barbarian 1/fighter 5
N Medium humanoid (human)
Init +1; **Senses** Listen +0, Spot +0
Languages Common, Goblin

AC 17, touch 11, flat-footed 16
(+1 Dex, +6 armor), can use Ride skill (DC 15) to get cover from mount for +4 AC
hp 41 (6 HD)
Fort +8, **Ref** +2, **Will** +1

Speed 30 ft. in banded (4 squares), base movement 40 ft.

Melee +1 *adamantine lance* +5 (1d8+4/x3) or

Melee (Mounted Lance Charge, with Shock Trooper/heedless charge and full Power Attack)
+1 *adamantine lance* +11 (3d8+45/x5) or

Melee armor spikes +8 (1d6+2/20)

Ranged mwk composite longbow (+2 Str) +8 (1d8+2/x3)

Base Atk +2; **Grp** +4

Combat Gear 20 arrows, potion of *bull's strength*, *oil of extend spell* *infernal wound*

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

Feats Improved Bull Rush, Mounted Combat, Power Attack, Quick Draw, Ride-By Attack, Shock Trooper, Spirited Charge

Skills Climb +1, Handle Animal +8, Knowledge (local) +8, Listen +4, Ride +15, Sense Motive +1, Swim -7

Possessions combat gear, riding straps, ride kit, riding saddle

Power-Up Suite (Rage and Potion – bull's strength):

hp 53

Melee +1 *adamantine lance* +13 (1d8+4/x3)

Melee (Mounted Lance Charge with Shock Trooper/heedless charge and full Power Attack)
+1 *adamantine lance* +14 (3d8+66/x5)

Ranged mwk composite longbow (+2 Str) +8 (1d8+2/x3)

Physical Description: This mounted cavalry soldier is clad in well-polished banded armor. Her spike-heeled leather riding boots are in the stirrups of a high-quality leather saddle bearing Major Blaine's symbol. Her hair is cut in a single strip running from the back of her shaved skull to her front, and her armor spikes look like a Hell Hound horn protruding from her forehead. Her olive complexion indicates her Oeridian ancestry.

7B: INFILTRATING CASTLE ALHASTER

GLITTERFIRE

CR 6

N Medium ooze (living spell)

Init +0; **Senses** blindsense 60 ft.; Listen +13, Spot +13

Languages none

AC 13, touch 13, flat-footed 10
(+3 deflection, +0 Dex)

hp 32 (5 HD)

DR 10/magic

Immune poison, sleep effects, paralysis, polymorph, and stunning

SR 15

Fort +5, **Ref** +4, **Will** +4

Speed 40 ft. (8 squares), base movement 40 ft.

Melee Slam +4 melee (1d4+1 plus 5d6 fire plus glitterdust)

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

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

Atk Options Engulf

Special Actions *fireball*, *glitterdust*

Abilities Str 13, Dex 10, Con 13, Int —, Wis 10, Cha 13

Physical Description: A low cloud of bright, crackling motes of light move along the ground, causing tiny explosions in its wake.

Source: *Monster Manual III*, page 92.

FEATS

DIVINE WARD

You create a channel of divine energy between yourself and a willing ally. This link allows you to cast upon him from greater than normal range.

Prerequisite: Ability to turn or rebuke undead.

Benefit: Once every 24 hours, you can spend 10 minutes creating a magical ward between you and one willing target. For the rest of the 24-hour period, you can increase the range of a touch spell to short range (25 feet + 5 feet per 2 caster levels) if you target the creature, and only the warded creature. When you cast a spell in this manner, you must spend a turn or rebuke undead attempt.

You can create a ward between you and more than one target, so long as you expend the necessary time and turning attempts. You must expend an turn or rebuke undead attempt to create each ward beyond the first.

Source: PH2 89.

SHOCK TROOPER

Prerequisites: Improved Bull Rush, Power Attack, base attack bonus +6

Benefit: The Shock Trooper feat enables the use of three tactical maneuvers.

Headless Charge: To use this maneuver, you must charge and make the attack at the end of the charge using your Power Attack feat. The penalty you take on your attack roll must be -5 or worse. In addition to normal charge modifiers, you can assign any portion of the attack penalty from Power Attack to your Armor Class instead, up to a maximum equal to your base attack.

Directed Bull Rush: To use this maneuver, you must make a successful bull rush attempt as part of a charge. For every square you push your foe back, you may also push that foe one square to the left of right.

Domino Rush: To use this maneuver, you must make a successful bull rush attempt that forces a foe into the same square as another foe. You make a free trip attempt against both foes at the same time, and neither foe gets a chance to trip you if your attempt fails.

Source: Complete Warrior 112.

ITEMS

Riding Straps: Armor equipped with riding straps is specially fitted to allow the wearer maximum maneuverability while riding. Armor with the straps affixed grants a +1 circumstance bonus to Ride

checks. This bonus stacks with the bonus a military saddle provides on Ride checks to stay in the saddle.

Source: Races of Stone 157.

MUNDANE EQUIPMENT

Snap-tong (FC1 p51): Exotic two-handed weapon; Dmg (S) 1d8, Dmg (M) 1d10; Critical: x2; Weight: 10 lb.; Type: Piercing. This short polearm ends in a sharp spike that has one or more crescent-shaped pincers designed close around it. A proficient wielder that hits an opponent of at least one size category smaller can attempt to start a grapple as a free action without provoking an attack of opportunity. If the wielder gets a hold, the snap-tong grabs the opponent and deals 1d10 points of damage (plus the wielder's Strength modifier) each round the hold is maintained.

Tri-blade (FC1 p51): Exotic ranged weapon; Dmg (S) 1d6, Dmg (M) 2d4; Critical: x2; Weight: 3 lb., Type: Slashing. This thrown weapon consists of a three-bladed wedge launched from a slinglike device. Rutterkins usually carry five of these for use in ranged combat.

SPELLS

INFERNAL WOUND

Transmutation [Evil]

Level: Cleric 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You wave your hands over the blade and it takes on a gray pallor. Its attacks will now leave a lingering, painful memory in their wake.

A creature injured by a weapon with infernal wound cast upon it loses 2 additional hit points each round for the duration of the spell (regardless of how many times it is struck during that time). The continuing hit point loss can be stopped by a Heal check (DC 10 + spell level + your relevant ability modifier), a cure spell, or a heal spell.

Source: Spell Compendium 123.

POWER WORD FATIGUE

Enchantment (Compulsion) [Mind-

Affecting]

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 100 hp or less

Duration: See text

Saving Throw: None

Spell Resistance: Yes

With a syllable, you sap vigor from your target.

You utter a single word of power that instantly causes one creature of your choice to become fatigued, whether the creature can hear the word or not. (A fatigued creature instead becomes exhausted for the spell's duration, then reverts to being fatigued.) The duration of the spell depends on the target's current hit point total, as shown below. Any creature that currently has 101 or more hit points is unaffected by *power word fatigue*.

Hit Points	Duration
25 or less	1d4+1 hours
26–50	1d4+1 minutes
51–100	1d4+1 rounds

Source: *Races of the Dragon* 115.

SLEEP MOTE

Enchantment (Compulsion) [Mind-Affecting]

Level: Druid 5, sorcerer/wizard 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 5-ft.-diameter sphere

Duration: 1 round/level; see text

Saving Throw: Will partial

Spell Resistance: Yes

You create a dust devil composed of slumber-inducing particles. It flies at a speed of 30 feet per round (perfect maneuverability), and you can concentrate on controlling its every movement or specify a simple program. Directing the vortex's movement is a move action, while changing its programmed movement is a standard action. If you do not move or program the vortex, it merely stays at rest, spinning and howling. The vortex dissipates if it exceeds the spell's range.

If the *sleep mote* enters a space with a creature, it stops moving for the round and causes a magical slumber to come upon any creature whose space it completely engulfs that fails a Will saving throw (thus, creatures larger than Medium size have immunity to a *sleep mote*). Even on a successful Will

saving throw, affected creatures are sleepy, and take a -2 penalty on all Wisdom, Intelligence, and Charisma checks for the spell's duration.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). *Sleep mote* has no effect on unconscious creatures.

Arcane Material Component: A pinch of sand and a live cricket.

Source: *Sandstorm* 121.

APPENDIX 3: DRAMATIS PERSONAE

Below is a list of all the important NPCs appearing or mentioned in this module. All of them are human.

Adventure Path (which diverges from the Living Greyhawk timeline).

PRINCE ZEECH

The long story of Prince Zeech is one of loyalty, sedition and treachery. Once a lawful ruler in the Shield Lands, a Knight of the Shield, and a follower of Heironeous, he and his domain of Redhand broke with the Shield Lands in 577 CY. In 579 CY, the Shield Lands were invaded by the Horned Society; as city after city fell, Prince Zeech and his forces stood neutral by the sidelines. It was roughly during this time that rumors of Zeech's conversion to Hextor began to surface. Since then, Zeech has been quietly unremitting in his devotion to the Oeridian god of war and tyranny and emulates his patron in many ways.

Of course, Zeech did not stop at neutrality; when Iuz brought his forces to bear on the area during the Greyhawk wars, Prince Zeech willingly swore fealty to Iuz. For this, he was allowed to keep control of his domain, with only nominal subservience to the four Iuzian clerics of Balmund. His service to Iuz and his minions has been outwardly loyal in the ensuing years; however, recent events such as the Siege of Hallorn and the formation of the Northern Alliance have encouraged Prince Zeech toward secession once again.

During the events of BDK5-08 Hirelings, Zeech secured a pact of non-aggression with the Warfields to the northwest. With his left flank thus secured, and with Stoink and Dimre to his north as buffers against Riftcrag, and Cranzer of Riftcrag apparently occupied with the Johrase, Prince Zeech feels that now is the perfect time to secede from Iuz's Empire. Declaring a grand, weeklong celebration to commemorate his secession from the Shield Lands, Zeech planned to cap the festival by seceding from the Empire of Iuz when his populace is at their most devoted. Commander Marionnen (the half-fiend commander of Trallant Keep) attempted to intercede by sending Mathos to assassinate Prince Zeech, but adventurers stopped Mathos (in BDK6-09 To Bleed or to Die). This delayed Prince Zeech's secession from the Empire of Iuz -- until now.

Prince Zeech is an effete ex-Shield Lands noble and a worshiper of Hextor. Roleplay him as a dandy, but keep in mind that his heart is cold as steel and twice as hard. He is a Lawful Evil prince and he is walking a fine line on a dangerous precipice.

He was first mentioned in the Living Greyhawk Gazetteer and also appears in the Age of Worms

ELHILBOR

The captain of Zeech's secret police, Elhilbor, is the Prince's strongest supporter. Now that the nest of rebel scum known as the Brotherhood of the Sundered Axe has been largely dealt with, Elhilbor has turned most his attention back to Prince Zeech and his plans for secession.

He first appeared in BDK2-04 Rising Shadow.

ATYNIA ROSEHUE

Atynia is on the brink of running away from home to join the Church of Iuz. If the party can help her deal with her dysfunctional family, she might be convinced not to leave home.

Atynia is a chaotic young lady in a lawful household. She learned how to be a cleric from the Hextorites, but she has not chosen Hextor as her deity. Instead, she has decided that worshiping Iuz is the most obvious path to power for a young lady in the Bandit Kingdoms. Even though she is not evil, she has selected Iuz as her patron deity, mostly because he is the most powerful deity around. She has not made contact with the Church of Iuz yet, but she does greatly admire what she heard about a cleric named Jaleena.

Atynia has been in secret communication with the leader of the Brotherhood of the Sundered Axe for two months. He contacted her after a divination spell said he should. He has been trying to help this troubled teen, but she does not know if she should trust him. (After all, his organization is in tatters.)

Atynia is under the mistaken impression that nobody loves her, that she is not important, that she will not be missed if she leaves home. The fact that everybody in town seems to know her and seems to like her, and will usually let her pass without question, should be a clue that she is mistaken. But she is too wrapped up in herself to notice.

If questioned, Atynia will admit that she is on the castle's staff, caring for the Prince's sister, Nadalie. She is proud to say that she is Nadalie's favorite nurse, and Nadalie is the one person she will miss when she leaves home. She wants to help her friend, Nadalie, overcome her trauma and regain her sanity. She sees Prince Zeech almost every day, but they only talk about Nadalie.

Characters can use the Diplomacy skill to try to convince her not to run away from home or not to join the Church of Iuz or to change religions, or

players can just role-play these discussions without having their PCs make skill checks. If the characters (or the player) are particularly convincing, she can be persuaded. Do not make it too easy, but do not make it too difficult, either. She is an impressionable teen and a party of friendly adventurers – especially a party that includes women she can relate to – is just what it would take to impress her. This can be accomplished at any point during the adventure.

Atynia dresses in black and she speaks with a deadpan, ironic inflection (goth/emo). She has whip scars on her back from her father's most severe punishment, which he inflicted after he found her homemade holy symbol of Iuz.

This is her first appearance in a scenario.

NADALIE

Sister of Prince Zeech. Long ago, Prince Zeech made a pact with a most powerful devil. Nadalie witnessed the unspeakable event of her parents souls and hearts being ripped from their bodies and has been a bit off ever since. Nadalie lived at her brother's country manor until a couple of years ago, but there was some trouble with an angry mob and some evil clerics. Now she lives in Castle Alhaster.

Nadalie's best friend is Atynia Rosehue.

In the events of BDK2-04 Rising Shadow, a group of adventurers protected Nadalie but failed to restore the shadow oak at Wylro's Folly, leading to the awakening of That Which Sleeps.

She first appeared in BDK2-04 Rising Shadow.

ION ROSEHUE

This lawful neutral cleric of Hextor is trying to hold his family together while dealing with an impending civil war in Alhaster. As the adventure begins, he has just sold his soul to a devil for the power to defend the city against the upcoming attacks by Iuzians and demons. He is proud of his contribution to the war effort, but he is daunted by the afterlife that now awaits him.

Ion is a scholar researching the history of holy symbols and scourges for the church of Hextor. He has a stable job at the new church in town and he is widely respected in the community.

He and his rebellious daughter, Atynia, are often arguing, sometimes fighting. He does not understand what makes her so chaotic and he blames himself for not being stricter. When he found her making a holy symbol of Iuz, he whipped her with his scourge in punishment.

He spies on Atynia, opening her mail and eavesdropping on her conversations. He thinks this is

part of being a proper father. This shows his lack of trust in her on several levels.

He is not an evil man and he truly loves his family. But he is stubborn and he lacks the interpersonal communication skills needed to talk to and understand his rebellious daughter.

He can be convinced, by the Diplomacy skill and/or good roleplaying, to soften up his approach to Atynia and to try to welcome her back into the family. He is really just clueless about how to bring up a rebellious teen. He could use a good talking to, if it can be done in a way that he does not lose face.

This is his first appearance in a scenario.

RAYLA ROSEHUE

Rayla is an obsessive neat freak. She loves cleanliness and order. She wants her whole life to be orderly and predictable, so she married a career man, Ion, in the most orderly, lawful city in the region. Her world is crumbling around her as her older daughter rebels and her husband has literally sold his soul to preserve their way of life. She is in denial about all of that. On the outside, all is well, all is in order, and everything is where it should be. On the inside, she is absolutely terrified that everything important to her in her life is about to be shattered and thrown into chaos. (Which is exactly what happens, of course.)

Play her as calm and happy, but with a nervous energy inside her that reveals her inner torment.

This is her first appearance in a scenario.

ZING ROSEHUE

Zing is the only sane person in a world gone mad, and she knows it. Her sister is a goth/emo drama queen, her mother is a loon, and her father cannot bring his head out of his books long enough to see his family disintegrating around him. But she knows that if she speaks up, she will get in trouble. So she is quiet. Her only solace is her devotion to archery.

This is her first appearance in a scenario.

SIR INGO

Knight of the Shield Lands and leader of the Brotherhood of the Sundered Axe, he goes by Jeromie in this adventure.

He first appeared in BDK2-01 The Gauntlet.

BROTHERHOOD OF THE SUNDERED AXE (META-ORGANIZATION)

The Brotherhood of the Sundered Axe opposes Prince Zeech and seeks the political return of the Principality of Redhand back to the Shield Lands. The Brotherhood owes its beginnings to Zeech's

decisions to first secede from the Shield Lands and then join Iuz during the Greyhawk Wars. While most of those who opposed the “Prince” were either slain or exiled to the Shield Lands, a small number have remained hidden in Redhand. Forming into small and secretive cells, the Brotherhood had managed to keep itself well hidden until the foolish actions of certain PC members lead to the organization’s discovery by Elhilbor and his secret police. Now they have been almost completely wiped out in Alhaster as well as the majority of Redhand, and the executioners have been kept busy hanging any members who were caught alive.

Even the leader of the Brotherhood was not immune to the purge; he was held in Prince Zeech’s most secure prison, tortured daily so that the last few agents and cells could be located and expunged. He was rescued by adventurers (in BDK6-09 To Bleed or to Die).

PRINCIPALITY OF REDHAND

Redhand is a feudal principality, currently under the sway of Iuz. Prince Zeech is its titular ruler, but he has sworn allegiance to Iuz. Alhaster is its capital city. Major towns also include Kellswald, Pomfrey and Trallant. It has three provinces, Alhaster, Morannon and Trallant. Its population is chiefly human, with orcs and goblinoids mixed in. Hobgoblins in particular get along well in the Lawful Evil region and are trusted by the human officers to a great extent.

Redhand was once part of the Shield Lands, but Redhand broke with the Shield Lands in 577 CY. In 579 CY, the Shield Lands were invaded by the Horned Society. As city after city fell, Prince Zeech and his forces stood neutral by the sidelines. For this, he has never been forgiven by the Shield Landers.

Redhand is one of the most lawful and organized fiefdoms of the Bandit Kingdoms. It prospers in part because Prince Zeech has steered clear of open warfare with his neighbors, relying instead on treachery, diplomacy and back room deals to keep Redhand safe.

CITY OF ALHASTER

Iuz’s only true port city on the Nyr Dyv, the “Lake of Unknown Depths,” it is a nexus of trade. Perhaps more importantly for Iuz, for years he ordered the docks closed and the shipbuilders to only build warships for his war effort. This put a huge strain on the economics of the city, especially the Rhenee traders.

Alhaster (Small City): Conventional; AL LE; 15,000 gp limit; Assets 3,900,000 gp; Population 5,200; Mixed (79% human, 9% hobgoblin, 5% halfling, 3% elf, 2% dwarf, 1% gnome, 1% half-elf).

Authority Figures: Prince Zeech (LE male human fighter/cleric [Hextor]).

Important Characters: Captain Elhilbor (LN male human spymaster); Major Blaine (LN male human cavalry officer).

EXPLORING ALHASTER

SHOPPING

Should the PCs need to re-supply, they can purchase any Open item from the PHB or DMG with a cost of 15,000 gp or less.

BLOODY GRUNK’S

This is a small, seedy tavern in one of the nastier parts of the city of Alhaster. The barkeep and owner is a barrel-chested human named Bayard. He wears a stained leather apron over his hirsute chest and red-dyed trousers. A once-white rag hangs from his belt. He keeps a loaded heavy crossbow and a greatclub under the bar.

SEAMAN’S WIDOW

This tavern is owned by Otha, a middle-aged woman whose husband sailed out to sea 12 years ago and never returned. She took what little cash they had saved up and used it to turn their small home in the harbor district into a tavern. While the ale wasn’t particularly good, Otha’s a good cook, and had an early clientele among the sympathetic sailors. Her cooking skills brought in enough customers that she was able to buy a nicer, waterfront building for her tavern a few years ago. Otha has graying dark hair, with a cheerful face that is uncommon in Alhaster.

REVENIRE

Owned by Vadim, an Attloi Rhenee, this dilapidated tavern sees most of its custom from Rhenee in port for a day or two before passing on, and other Attloi like Vadim. Vadim is an overweight Rhenee man who inherited this tavern from his father. He didn’t particularly want to be a barkeep, but it was really the only avenue open to him. His lack of interest has taken its toll on the tavern his father built, and the only thing that keeps customers in the tavern is the cheap alcohol and the company of other Rhenee. PCs who speak Rhopan will recognize that “Revenire” translates to “the Return”, probably a reference to the origins of the Rhenee on Oerth.

DM AID #3: GATHERING INFORMATION

A Gather Information check takes 1d4+1 hours. The DC of the check is 15. For each successful check, roll 1d6 and consult the chart below to randomly generate a rumor. For each 5 full points by which the PC's Gather Information check beats the DC, add 1 to the d6 roll, to a maximum of +3. Give the party that number of rumors from this list:

1. The clerics of Balmund have made a secret deal with Zeech. The two plan to seize the Duchy of the Artonsomay from the orcs that run amok there. Zeech is announcing the alliance at a festival to celebrate the 20th year of his rule later in the week. (False.)
2. Boneheart Cranzer is back! Ever heard of him? He is an archmage of incredible power who serves Old Wicked as governor of these Bandit Lands. He hadn't been seen for several years but he just showed up again earlier this year. He is a dastardly fellow. Folks say he is personally responsible for the complete destruction of that forest up north called the Tangles. (True.)
3. My neighbor's daughter said that the Old Wicked is pulling out of the Bandit Kingdoms to concentrate his forces somewhere else. She said that everybody should be ready for rebellion. (True or appears to be true.)
4. The four priests of the Old One who rule here in Balmund are supposed to answer to Cranzer, but they are usually too busy bickering with each other to answer to anyone. Jaleena the Merciless is the most powerful politically, but the warrior-priest Hazakar Kogo could give her a run for her money if he wanted. Xerenal the Outsider and Norvin Blackteeth are the other priests but neither have the clout Jaleena and Hazakar have. As long as Balmund stays divided, it is probably a ripe target for neighbors like the Warfields or even Prince Zeech. (True.)
5. I hear that Prince Zeech keeps his very own sister locked up in that there castle. She is got something wrong in her head, that one. She used to be kept out in the country, but Zeech brought her back here after some trouble with an angry mob. (Almost true.)

6. You ever hear of Commander Marionnen, the guy who runs the garrison in Trallant? Word is he made an alliance with Prince Zeech. They say he looks like a human, but that's just a farce. The secret is he is actually a cambion, the spawn of a true demon! Nobody ever sees his true form... well, nobody who's lived to tell about it anyway. A fiendish fellow like that surely has some ambitious plan. I wonder what it is. (True.)
7. Nobody can touch Zeech! His right hand man and captain of the secret police, Elhilbor, keeps him up-to-speed on all the goings-on in Redhand. You cannot spit on the ground without old E' knowing. He is got a number of tricks up his sleeve. He even goes incognito sometimes, sneaking about in disguise and pretending like he is someone else to foil plots against the prince. (True.)
8. Jaleena the Merciless, one of the local rulers here in Balmund, is fuming at an attempted break-in of her temple a few months ago. Security has been pretty tight around here since then. The Iuzians are keeping a close eye on the city gates and highway patrols have been stepped up. Best to keep on your guard. (True.)
9. Do not tell anyone I said this, but I've heard that Marionnen sent an assassin named Malthos to kill Prince Zeech. You know about that Marionnen – he is the ruler of Trallant. (True.)

Gathering information about Atynia Rosehue:

- DC 10 She is the eldest daughter of Ion Rosehue, an important and respected religious scholar and cleric of Hextor. (True.)
- DC 20 She is changed in the last year, after her grandmother died of old age. Atynia became darker and started to dress strangely, but everyone in town still loves her. (True.)
- DC 25 Atynia worships the Old One! (True.)

Gathering information about Alhaster:

- DC 10 Something big is coming soon. It probably has to do with that new Church of Hextor. (True.)

DC 20 Did you hear? War is coming. Zeech is going
to secede from Old Wicked! (True.)

DM AID #4: ORDER VS. CHAOS, GOOD VS. EVIL

Greyhawk is all about shades of gray, good vs. evil, order vs. chaos. While writing this adventure, I implemented the concept of “Blood War on earth” as the standard literary theme of order vs. chaos.

In the Intro, the characters are bringing order to chaos by solving the lock-and-key puzzle.

In Encounter 1, the demons chaotically show up early for the battle, to be met by the well-organized gate guards. And we introduce the good vs. evil theme when Atynia is revealed to worship an evil deity, the divine enemy of all good characters in the Bandit Kingdoms.

In Encounter 2, the chaotic Atynia accepts the box in person, making the lock-and-key puzzle moot. (Chaos does that – makes Law irrelevant.)

In Encounter 3, we see the orderly preparations for the coming battle (and battles always mean chaos). The spic-and-span order of the Rosehues’ neat, tidy house contrasts with the mess of Atynia’s room. Ion’s sacrifice for his town and family contrasts with Atynia’s desire to run away from it all. I also had the theme of rebellious daughter breaking away from her domineering father as literary analogy for Zeech breaking away from Heironeous long ago.

In Encounter 4, curing Nadalie is clearly bringing order to her chaotic mind.

Encounter 5 is where we actually have demons fighting devils, Iuzians fighting Hextorites. No literary pretensions here – this is part of the real Blood War.

In Encounter 6, we have fire as a symbol of chaos and the well-disciplined mounted cavalry troops as symbols of law. The party rescues the Shield Landers from the middle of that mess.

In Encounter 7, the sewage is another symbol of chaos, and the adventurers wallowing in it is symbolic of their role in changing Zeech’s orderly life. (The secret door that requires the Silent Spell feat is there because the Brotherhood of the Sundered Axe has been offering the Sudden Silent feat for a long time. This is a little nod to the characters who selected that feat.)

In Encounter 8, the order and structure of the anagram puzzle is there to bring things back toward law.

And in Encounter 9, we change it around to have the lawful Prince Zeech make a good-vs.-evil choice instead of law-vs.-chaos. That is how the Blood War plays out – law and chaos, fighting eternally, but hopefully, in the end, good wins over evil.

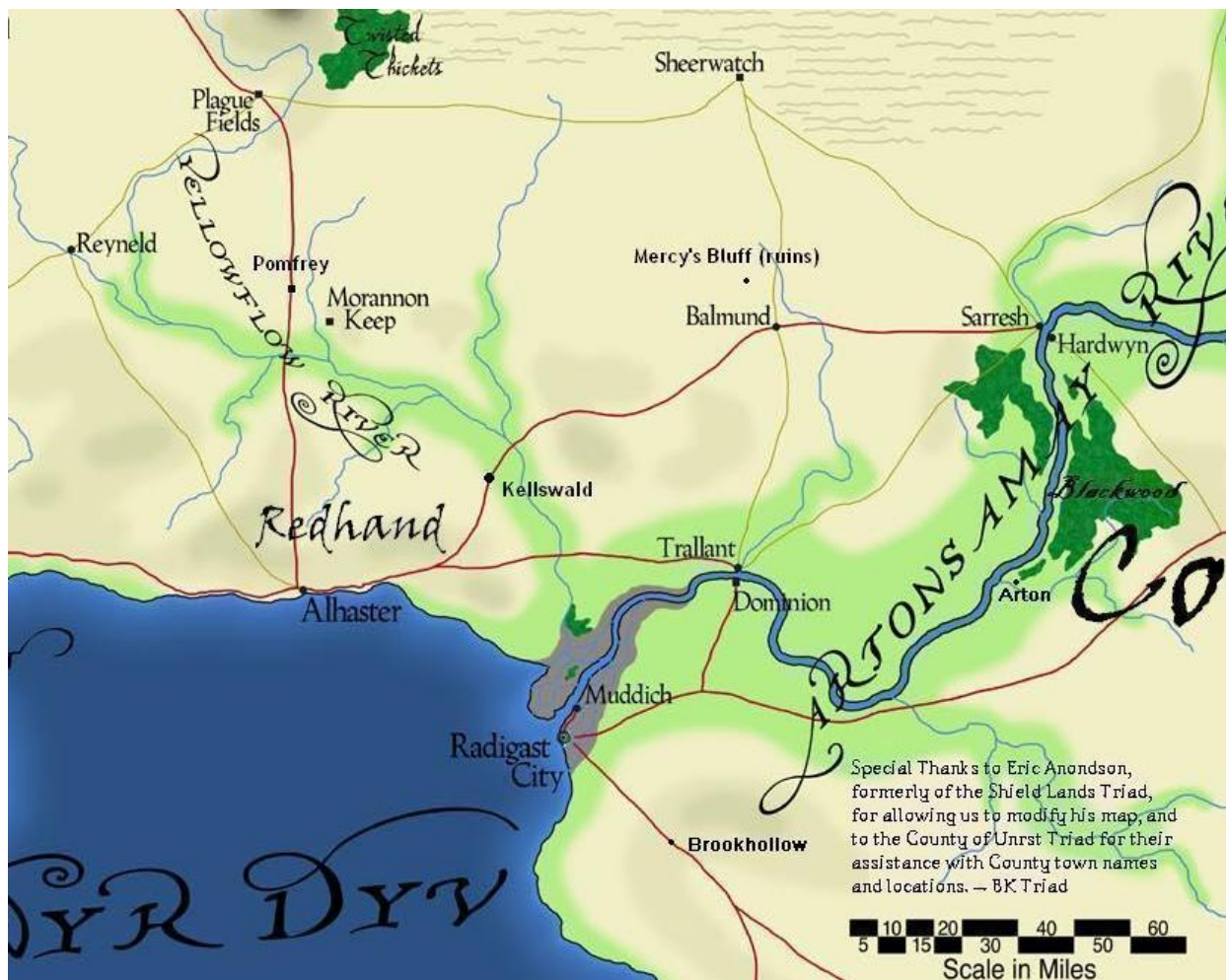
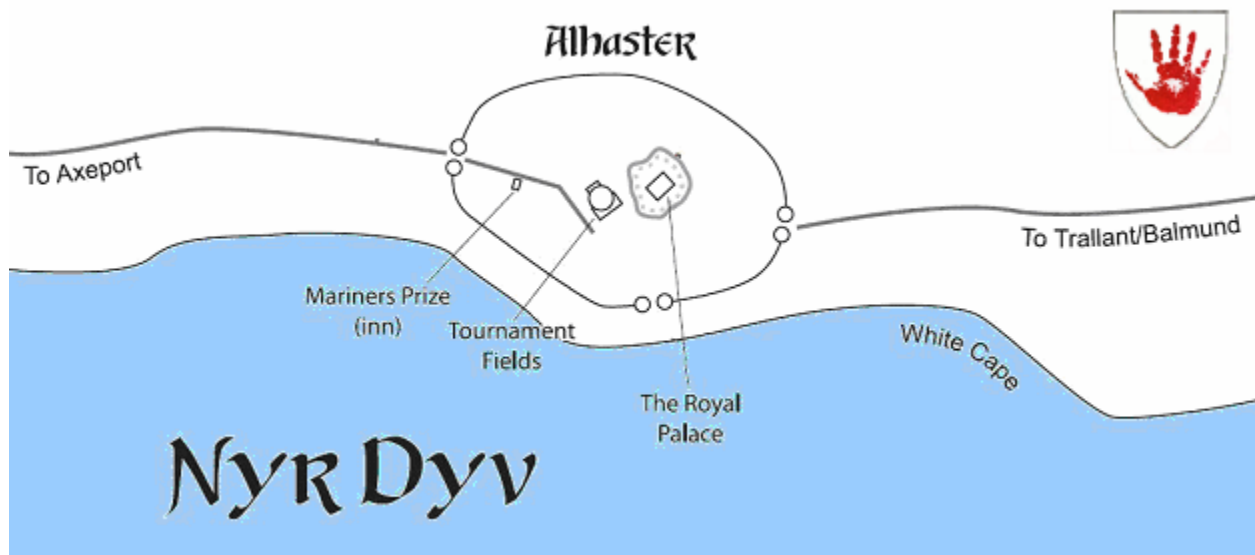
In the end, the Brotherhood of the Sundered Axe cannot win for losing. If this lawful good organization actually succeeded in their primary goal of deposing

lawful evil Prince Zeech and returned the Principality of Redhand to the weakened Shield Lands, the full force of Iuz’ wrath would quickly fall on Alhaster, Zeech would be killed (or worse), and the Principality would be lost to the forces of Iuz.

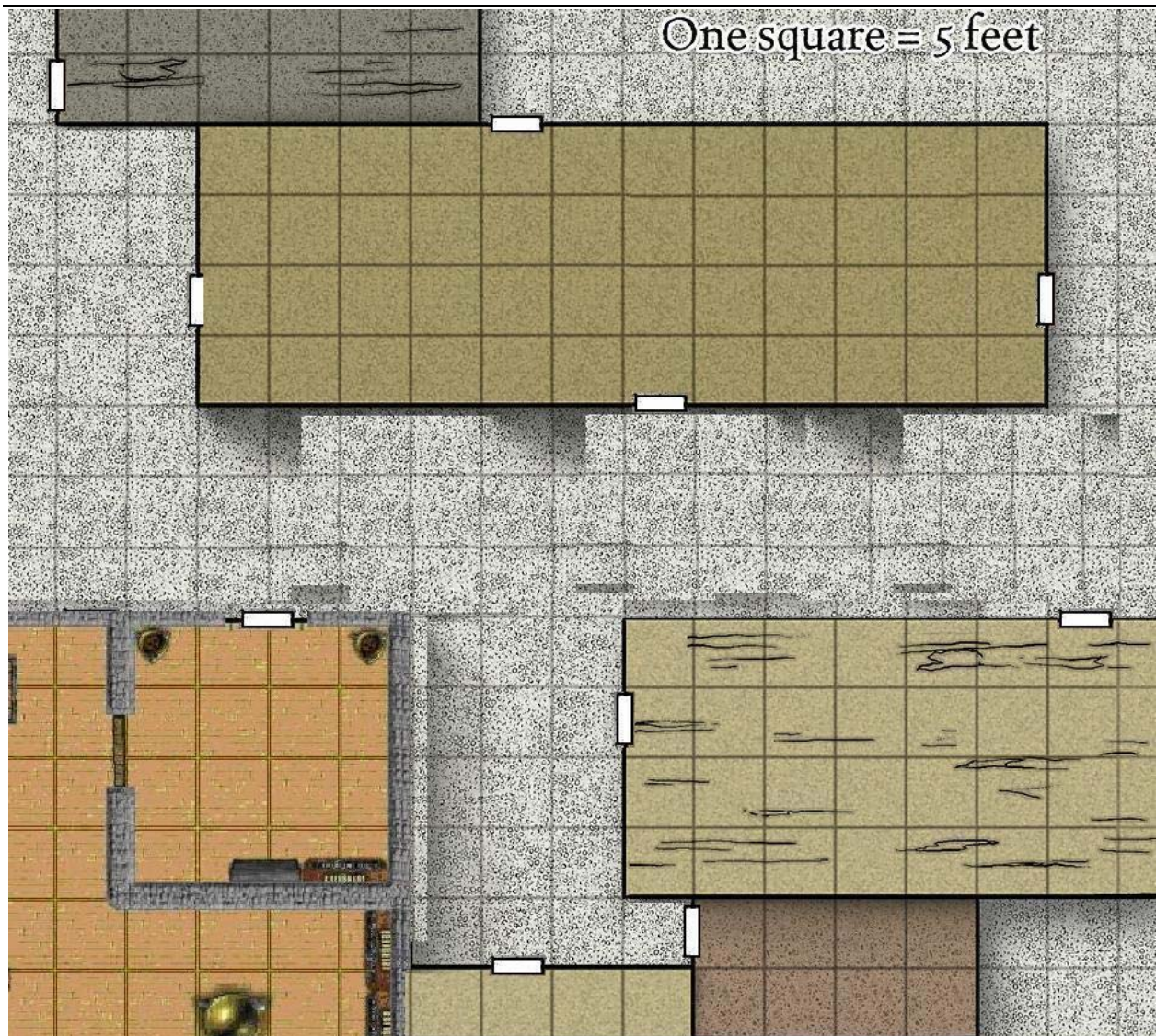
Instead, in the unlikely event that the adventurers succeed, the BotSA accidentally aids Prince Zeech into holding on to power, the Principality of Redhand will not return to the Shield Lands, and Zeech will return to worship Heironeous once again. (Notice that it is divinations from Heironeous that drive the entire plot here. The Arch-Paladin wants Zeech back as he knows that he is not a lost cause.)

Zeech has always been opportunistic and patriotic. According to Greyhawk canon, Zeech will make whatever deal he needs to make, even changing alignments, changing deities, and making deals with enemies, to save the Principality of Redhand and to hold onto power. So it only makes sense that he is willing to do that one more time, this time for Heironeous.

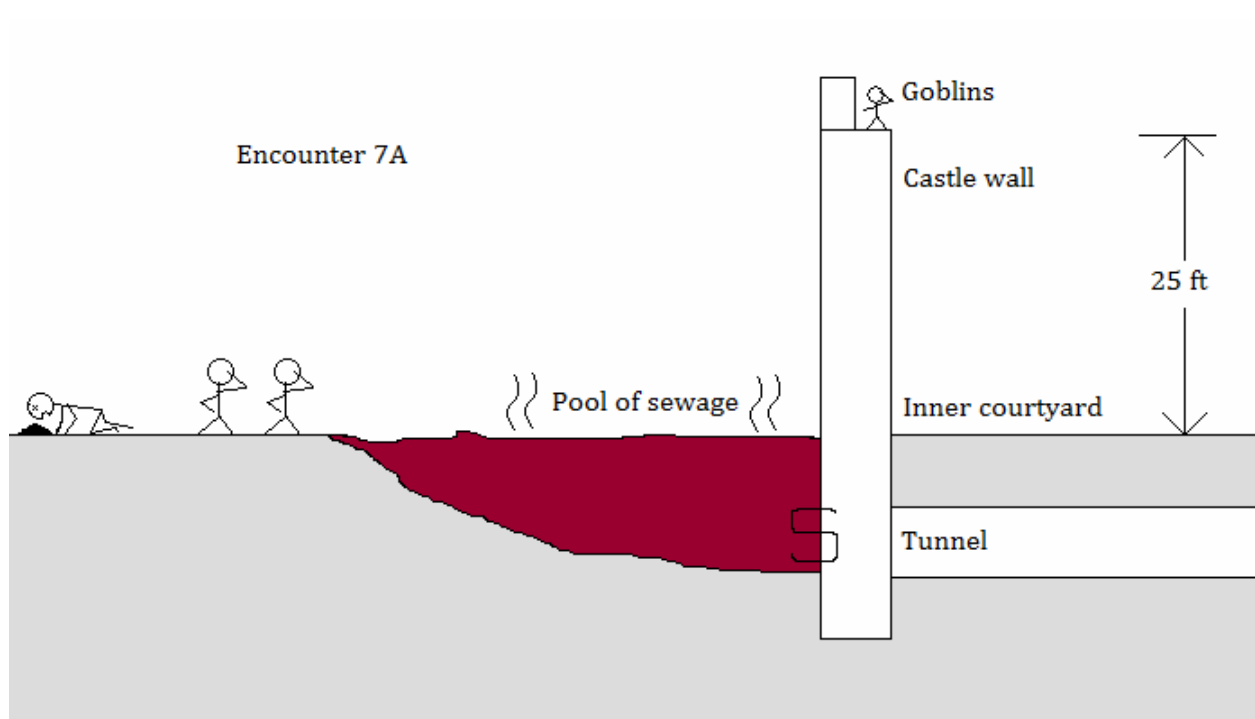
DM MAP – ENCOUNTER 4 – MIDNIGHT TEARS



DM MAP – ENCOUNTER 6 – NEBRIK'S CANDLE SHOP



The mounted cavalry NPCs begin the combat grouped in the northwest corner of the map. The PCs enter from the east.



Brotherhood of the Sundered Axe members receive this during the Introduction.

Brother,

As you know by now, we are but a shadow of our former selves. Although our numbers are diminished, our purpose remains.

Events are changing rapidly. Although we lack the manpower to track down every clue we have about the coming storm, I need you to gather some trusted friends and meet me at The Merry Dolphin outside of Ashaster for a mission.

I have a divination from the Arch-Paladin that says that helping a troubled teen will somehow help the entire region, but I am unsure why.

*By the Axe,
BL*



Citizens of Redhand or PCs who have Influence with the Brotherhood of the Sundered Axe receive this during the Introduction.

Friends,

I represent a group that seeks the downfall of the false ``prince'' Zeech and a return of Redhand to the Shield Lands. Recently, however, our organization was penetrated by Zeech's lapdog Elhilbor, and many of our members were captured by his secret police. So we are but a shadow of our former selves.

Through much gathering of knowledge, we have determined that events are changing rapidly. But due to the recent purges in our organization, we lack the manpower to track down every clue we have about the coming storm.

I have a divination that says that helping a troubled teen will somehow help the entire region, but I am unsure why. Please meet me at The Merry Dolphin outside of

Alhaster. You will know me by my golden locks. Please, Redhand needs your help!

BL

Research paper: The Role of Adventuring Parties in Local Politics - a timeline
By Atynia Resehue

This research paper is on the history of Redhand and its struggle against Suz, particularly focusing on situations where a small group of adventurers made a difference in regional affairs.

It is hard to sort out the names of the adventurers. They often do not want to have their names widely known. So in this paper, I have left out the names. No sense getting adventurers mad at me, as they tend to kill first and never ask questions.

UY 591: Zeech got married. A group of adventurers played a small role at his wedding.

UY 592: A group of adventurers protected Nadalie (who is Prince Zeech's sister) but failed to restore the shadow oak at Wyhre's Folly, leading in part to the awakening of some sort of sleeping dragon late in 596 UY.

UY 594: Major Blaine left Xavendra to work for Zeech, becoming his mounted cavalry captain. His daughter is a tramp. (Note to self: Leave this out of the final paper!).

UY 593: A group of adventurers presented Prince Zeech with evidence that some smugglers had been eliminated, getting Mariennen off Zeech's back for a while.

UY 595: Chaos broke out on the docks of Alhaster regarding a bit of contraband on a Rhenee barge. A wizard named Malthos Pe handru was responsible but disappeared. Adventurers intervened, but it is unclear what the result was. (Our class was at the docks that day, watching the shipbuilding. I watched one of the docks get blasted by a big ol' ball of fire! It was spectacular! Those poor hobbes!)

Later that same year, a group of adventurers escorted Zeech's cousin from Redhand to negotiate a treaty with General Hek. The delegation continued on to Reckreost to negotiate with the Northern Alliance. The delegate secured a non-aggression pact between Zeech and Hek, but Xavendra sent the cousin's head back in a box (my kind of woman!).

The Drinkers of the Cup of Midnight are supposed to be a secret organization, but almost everybody knows about them. They negotiated some kind of treaty with Prince Zeech. But later events essentially destroyed the Drinkers, making the deal moot. Merons.

UY 596: Malthos was captured and Zeech's agents gained some sensitive documents from Jaleena, a priestess of Old Wickedness. (She was scary in a good way, doesn't take crap from no man!)

Later that year, Mariennen hired Malthos to assassinate Elshilber, who is some kind of aid to Prince Zeech. A group of adventurers aided Elshilber. Malthos escaped. Mariennen was thwarted and Elshilber is still at Zeech's side. The adventurers rescued some other idiot from Zeech's prison.

UY 597: A BakJunish merchant was attacked in an alleyway, but her mercenary bodyguards totally beat the heck out of her attackers. One of Jaleena's altar boys was killed in the fight.

Atynia,

I agree that we should avoid your father's spying on your mail. However, I am stumped as to what to do with the locked box. I hope that this letter reaches you intact and that you can tell me what you intended.

It is difficult for me to find the words to express my deep and sincere sympathy for you and your family situation. I encourage you to take a few more steps to resolve the conflicts in your home before you take the most drastic step of running away.

I know it is hard for you to do, but you must face the differences between you and your parents. They care for you, in their own way. And, even though your father's punishments are far harsher than anybody should ever inflict, they show that he has some twisted affection for you. If he truly didn't care about you at all, he'd ignore you or avoid you. Or he'd force you to leave home. Instead, in his own way, he cares.

From your letters, it seems that your mother and your sister care for you, too, again in their own way. But caring is not enough. I hope that you can build on that caring relationship and learn how to communicate with them better and build a relationship of trust and respect. Yes, some people do indeed have those relationships, even in these dark times.

Although it happened long ago, I'm very sorry to hear about your grandmother's death. Here's the reason I was asking about your grandparents: I wish there were some benevolent figure in your lives who could mediate the central disputes within your family, but my experience with power-seeking men like your father makes me believe that this will be very difficult. It will take patience and courage.

As we've discussed before, the risks of the open road and the life of adventuring are great. Even with your father's wrath, I think that your life is not in danger at your home in the way that it would be at risk if you were to run away. There is unrest everywhere in the lawless lands outside your home city. It is a dangerous life outside the city and your life is in peril if you run away from home. Once you have completed your studies, I hope that you can travel the region and see for yourself, but even that is fraught with danger. If you do so, be sure to choose your traveling companions carefully, for many would seek to take advantage of one such as you.

You show remarkable insight and initiative for someone your age. I'm proud of your accomplishments in learning to be a cleric. I applaud the way you have learned from the Scourge's priests without falling under their evil spell. I know your studies with them must have been difficult. You have demonstrated a good grasp of the basic knowledge of Oerth's religions. As for a choice of a deity, I know that my own patron is probably not the best choice for you. I hope you choose the deity who matches your heart and your soul, but I do not believe that you have truly done so yet.

-I

At the throne room of the
Prince,
A wordy puzzle they will glimpse
But it might all be for naught
For they surely will be caught
And only a miracle will
convince.

Found in Prince Zeech's throne room:

Anagrams for ION ROSEHUE

Letters: EEHINOORSU

HEROINE SOU	HIRE ONE SOU	REIN USE OOH	SEER OHO I NU	EH ROE I ONUS	HOE RE IN SOU
REHOUSE ION	HEIR EON SOU	REIN SUE OHO	SEER OOH I NU	EH ROE IN SOU	HOE RE ION US
OSIER EON UH	HEIR ONE SOU	REIN SUE OOH	REUSE HO I NO	EH ROE ION US	HOE USER I NO
OSIER ONE UH	HIES EON OUR	SINE ROUE HO	REUSE HO I ON	EH ROUES I NO	HOE USER I ON
HUE EROSION	HIES ONE OUR	SINE ROUE OH	REUSE OH I NO	EH ROUES I ON	HOE RUES I NO
HONOREE I US	HIES ROUE NO	SINE RUE OHO	REUSE OH I ON	EH ROUSE I NO	HOE RUES I ON
HEREON I SOU	HIES ROUE ON	SINE RUE OOH	SEE HI NO OUR	EH ROUSE I ON	HOE RUSE I NO
REHOUSE I NO	HONE IRE SOU	IRE NOOSE UH	SEE HI ON OUR	EH ROUE I SON	HOE RUSE I ON
REHOUSE I ON	HONE ROUES I	EON ROUES HI	SEE HON I OUR	EH ROUE I NOS	HOE SURE I NO
HERE ION SOU	HONE ROUE I	EON ROUE HI	SEE HO IN OUR	EH ROUE IN SO	HOE SURE I ON
SEINE HO OUR	HONE ROUE IS	EON ROUE HIS	SEE OH IN OUR	EH ROUE IS NO	HOE RUE I SON
SEINE OH OUR	HONES ROUE I	ONE ROUES HI	SEE OHO I URN	EH ROUE IS ON	HOE RUE I NOS
SOIREE HO NU	SHONE ROUE I	ONE ROUE HI	SEE OHO I RUN	EH RE ION SOU	HOE RUE IN SO
SOIREE OH NU	HOE REIN SOU	ONE ROUE HIS	SEE OOH I URN	EH RUE I SOON	HOE RUE IS NO
SOIREE UH NO	HOE INURE SO	HIE ONEROUS	SEE OOH I RUN	EH RUE ION SO	HOE RUE IS ON
SOIREE UH ON	HOE URINE SO	HEINOUS ORE	SEE HOUR I NO	EH USE ION OR	HOE USE I NOR
SIREE OHO NU	HOE SINE OUR	HEINOUS ROE	SEE HOUR I ON	EH SUE ION OR	HOE USE IN OR
SIREE OOH NU	HOE OSIER NU	NOOSE RUE HI	SEE UH ION OR	HIE EN OR SOU	HOE SUE I NOR
NEE HOURI SO	HOE IRE ONUS	NOES ROUE HI	HE IRE NO SOU	HIE EN OUR SO	HOE SUE IN OR
ENSURE OHO I	HOE ROUES IN	EONS ROUE HI	HE IRE ON SOU	HIE EON OR US	HERO EN I SOU
ENSURE OOH I	HOE ROUSE IN	NOSE ROUE HI	HE EON I SOUR	HIE ONE OR US	HERO EON I US
ENURES OHO I	HOE ROUE SIN	ONES ROUE HI	HE EON I OURS	HIE ORE NO US	HERO ONE I US
ENURES OOH I	HOE ROUE INS	HERE I NO SOU	HE EON IS OUR	HIE ORE ON US	HERO USE I NO
ENURE OHO IS	HOE USER ION	HERE I ON SOU	HE ONE I SOUR	HIE ORE NU SO	HERO USE I ON
ENURE OOH IS	HOE RUES ION	NEE HI OR SOU	HE ONE I OURS	HIE ROE NO US	HERO SUE I NO
ENURE OOH IS	HOE RUSE ION	NEE HI OUR SO	HE ONE IS OUR	HIE ROE ON US	HERO SUE I ON
ENURE SHOO I	HOE SURE ION	NEE HO I SOUR	HE NOES I OUR	HIE ROE NU SO	HOER EN I SOU
REUSE HO ION	HOE RUE IONS	NEE HO I OURS	HE EONS I OUR	HIE RE NO SOU	HOER EON I US
REUSE OH ION	HOE USE IRON	NEE HO IS OUR	HE NOSE I OUR	HIE RE ON SOU	HOER ONE I US
REUSE OHO IN	HOE SUE IRON	NEE OH I SOUR	HE ONES I OUR	HIE RUE NO SO	HOER USE I NO
REUSE OOH IN	HERO USE ION	NEE OH I OURS	HE ORE I ONUS	HIE RUE ON SO	HOER USE I ON
SEE HOURI NO	HERO SUE ION	NEE OH IS OUR	HE ORE IN SOU	HIE USE NO OR	HOER SUE I NO
SEE HOURI ON	HOER USE ION	NEE RHO I SOU	HE ORE ION US	HIE USE ON OR	HOER SUE I ON
SEE HONOUR I	HOER SUE ION	NEE HOUR I SO	HE ROE I ONUS	HIE SUE NO OR	SHOE EN I OUR
SEE OHO RUIN	SHOE ROUE IN	NEE OHS I OUR	HE ROE IN SOU	HIE SUE ON OR	SHOE ORE I NU
SEE OOH RUIN	SHOE RUE ION	NEE HOS I OUR	HE ROE ION US	HEN ORE I SOU	SHOE ROE I NU
SEE HOUR ION	HOES ROUE IN	ENURE HO I SO	HE ROUES I NO	HEN ROE I SOU	SHOE RUE I NO
HE NOISE OUR	HOES RUE ION	ENURE OH I SO	HE ROUES I ON	HEN ROUE I SO	SHOE RUE I ON
HE ONEROUS I	HOSE ROUE IN	SEEN HO I OUR	HE ROUSE I NO	HONE ORE I US	HOES EN I OUR
HE ROUES ION	HOSE RUE ION	SEEN OH I OUR	HE ROUSE I ON	HONE ROE I US	HOES ORE I NU
HE ROUSE ION	HOUSE IRE NO	ENSUE HO I OR	HE ROUE I SON	HONE RE I SOU	HOES ROE I NU
HE ROUE IONS	HOUSE IRE ON	ENSUE OH I OR	HE ROUE I NOS	HONE RUE I SO	HOES RUE I NO
EH NOISE OUR	HOUSE ORE IN	ERE HI NO SOU	HE ROUE IN SO	HONE USE I OR	HOES RUE I ON
EH ONEROUS I	HOUSE ROE IN	ERE HI ON SOU	HE ROUE IS NO	HONE SUE I OR	HOSE EN I OUR
EH ROUES ION	HOUSE RE ION	ERE HON I SOU	HE ROUE IS ON	HOE IRE NO US	HOSE ORE I NU
EH ROUSE ION	HES ROUE ION	ERE HO I ONUS	HE RE ION SOU	HOE IRE ON US	HOSE ROE I NU
EH ROUE IONS	SHE ROUE ION	ERE HO IN SOU	HE RUE I SOON	HOE IRE NU SO	HOSE RUE I NO
HIE EON SOUR	HUES ORE ION	ERE HO ION US	HE RUE ION SO	HOE EN I SOUR	HOSE RUE I ON
HIE EON OURS	HUES ROE ION	ERE OH I ONUS	HE USE ION OR	HOE EN I OURS	HOUSE EN I OR
HIE ONE SOUR	HUE NOISE OR	ERE OH IN SOU	HE SUE ION OR	HOE EN IS OUR	HOUSE RE I NO
HIE ONE OURS	HUE OSIER NO	ERE OH ION US	EH IRE NO SOU	HOE RUNE I SO	HOUSE RE I ON
HIE NOES OUR	HUE OSIER ON	ERE OHO I NUS	EH IRE ON SOU	HOE ENS I OUR	HER EON I SOU
HIE EONS OUR	HUE IRE SOON	ERE OHO I SUN	EH EON I SOUR	HOE ORE I NUS	HER ONE I SOU
HIE NOSE OUR	HUE SOONER I	ERE OHO IN US	EH EON I OURS	HOE ORE I SUN	HES EON I OUR
HIE ONES OUR	HUE ORE IONS	ERE OHO IS NU	EH EON IS OUR	HOE ORE IN US	HES ONE I OUR
HIE ORE ONUS	HUE ROE IONS	ERE OOH I NUS	EH ONE I SOUR	HOE ORE IS NU	HES ROUE I NO
HIE ROE ONUS	HUE ROES ION	ERE OOH I SUN	EH ONE I OURS	HOE ROE I NUS	HES ROUE I ON
HIE ROUES NO	HUE SORE ION	ERE OOH IN US	EH ONE IS OUR	HOE ROE I SUN	SHE EON I OUR
HIE ROUES ON	HUE ORES ION	ERE OOH IS NU	EH NOES I OUR	HOE ROE IN US	SHE ONE I OUR
HIE ROUSE NO	HUE ROSE ION	ERE OOH I NU	EH EONS I OUR	HOE ROE IS NU	SHE ROUE I NO
HIE ROUSE ON	NOISE ORE UH	ERE SHOO I NU	EH NOSE I OUR	HOE ROES I NU	SHE ROUE I ON
HIE ROUE SON	NOISE ROE UH	ERE UH I SOON	EH ONES I OUR	HOE SORE I NU	HUES EON I OR
HIE ROUE NOS	NOISE RUE HO	ERE UH ION SO	EH ORE I ONUS	HOE ORES I NU	HUES ONE I OR
HIE RUE SOON	NOISE RUE OH	SERE OHO I NU	EH ORE IN SOU	HOE ROSE I NU	HUES ORE I NO
HIRE EON SOU	REIN USE OHO	SERE OOH I NU	EH ORE ION US	HOE RE I ONUS	HUES ORE I ON