

BIS1-07

BLIND FAITH

A One-Round D&D LIVING GREYHAWK[®]

Bissel Regional Adventure

Version 1

by Brian T. Sweeney
and Kevin P. Hogan

A Baklunish tent community on the edge of the village of Turidar is a haven to refugees from the war. When a mysterious blinding sickness takes hold of the village, guess who the locals blame. Does a priestess of Geshtai hold the key, or just a desire to help? A Living Greyhawk Bissel regional scenario for characters levels 1-6.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2001 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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

PREPARATION

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

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

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

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

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

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

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

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

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

This adventure is set in a village named Turidar, which is located in the Barony of Gerorgos in the March of Bissel. The village is located along the Low Ridge Path, midway between the towns of Wrekin and Sareden.

The forces of Ket occupied Turidar during the Greyhawk Wars. The despotic Ketite leader of the garrison took over a villa in the village and turned it into a headquarters, constructing underground chambers to serve as a prison and storage for plundered loot. In the process of excavation, his men broke into a natural cavern that contains a spring. The spring has curative powers that are bestowed to any who drink from its pool. The Ketites pacified the elemental creatures that they found by the spring, blocked it off with a clever secret door, and used it as a treasure room.

A nefarious bard named Ornaeus snuck into the underground area searching for treasure, opened the secret door, and discovered the healing spring. However, the Ketites captured him. The leader had Ornaeus' eyes burnt, and they imprisoned him in the underground chambers.

After the village was liberated, Ornaeus was freed. Some of the Ketite leader's treasure was left behind in his flight from the village. Ornaeus resumed his search for the secret door and the treasure beyond it. Pressing a set of colored tiles opens the secret door, but Ornaeus' blindness has prevented him from opening it.

Recently, a band of Baklunish refugees arrived from northern Bissel, and set up their tents just outside the village. They are led by a female cleric of Geshtai named Zaida Jahan who has followed a rumor of healing waters believed to be in or near the village. Zaida has a scrap of paper with a clue for opening the secret door that she obtained from a fleeing Ketite soldier, but she has no idea where the door is located. Over time, the Baklunish refugees have had some success as traders, opening a tentside marketplace. This has angered many of the inhabitants of Turidar, who hold a grudge against the Baklunish dating from the Ketite occupation, and they see their businesses hurting from the competition.

Ornaeus has learned of Zaida Jahan's interest in the healing spring, which threatens his ongoing search for the treasure. He has hatched a scheme to get rid of her and the Baklunish refugees. He has begun to infect the village's water supply with a blinding sickness, and he has convinced some of the village, including a leading merchant named Grunion Mel, that Zaida Jahan is a "water witch" responsible for the illnesses. Grunion has whipped up a mob of angry village residents to go to the tent town, arrest the priestess, and burn down their tents.

When the mob arrives, they find the PCs perusing goods at the tentside marketplace. Play begins as the player characters confront the angry mob.

INTRODUCTION

As the afternoon sun beams down on another clear fall day, you begin to pick up the scent of Baklunish spices. The traders of this Baklunish tent community have been doing well of late, and the meals have become more elaborate using exotic ingredients from the Baklunish West. Not surprisingly, the aroma is rapidly overpowering the less desirable fragrances of the community. As you look around, it is hard to believe that this tent town was originally set up as roving refugee camp following the war.

The Barony of Gerorgos is home to several such tent towns due to the harsh battles and destruction wrought by the Ketites during their occupation. This particular band has set up on the edge of Turidar, a village in the barony. It is in Turidar that the Rampant Stag, a tavern of national renown resides. It is said that Dasirius Jereth of the Barony of Besselar has one of the finest wineries in the Sheldomar Valley and that he always keeps some of his best vintage on hand at his brother Kanis' tavern, despite the expense of transporting there. Your interest in sampling some of this wine, plus the reports of exotic goods at the tent community, drew you to this village.

The talk of wondrous and exotic wares by some of the locals at breakfast this morning has peaked your curiosity and brought you down the hill to the tent town. You barely have a chance to look around when you hear a rumbling and shouting growing louder. Looking back up the hill, you see a small mob of villagers approaching the tent town.

ENCOUNTER 1: A WITCH! A WITCH!

A scream of "Get the witch!" is echoed throughout the mob, leading you to believe that this is not necessarily a rational assemblage of villagers. As they near, you see some armed with forks, clubs, torches, and other simple implements. At the edge of the tent town, one of the men shouts, "Send out the Water Witch!"

☛ **Mob Members (31):** male/female human Com 1; CR 1; Medium Humanoid (Human); HD 1d4; hp 4 each; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +0 melee (1d3/x2, fist) or +0 melee (1d6/x2, club or sickle); SV Fort +0, Ref +0, Will +0; AL NG; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and feats: Various Craft and Profession skills; Simple Weapon Proficiency.

The mob is intent on capturing Zaida Jahan. The PCs may confront the mob. None of the merchants or Zaida will come out to address the mob.

If the PCs choose to confront the mob, they will have three rounds to try to stop the mob. Each round, they can choose one PC as their spokesman. The spokesman can try to convince the mob to leave by means of a Bluff check (DC 21), a Diplomacy check (DC 16), or an Intimidate check (DC 11), but they may only try each check once. Another option is some sort of spell effect that prevents the mob from moving forward or causes them to flee.

If the PCs fail to stop the mob, they will storm into the tent town and grab Zaida Jahan from her tent. She will be taken to jail in Turidar. The PCs may choose to fight, but the villagers will flee if any are killed and then the village militia will come to arrest the PCs and Zaida.

ENCOUNTER 2: PLEASANT CONVERSATION

Assuming the PCs stop the mob, Zaida Jahan comes out to meet them.

Shortly after the mob disperses, a middle-aged woman in robes emerges from a large tent in the middle of the community. She wears the robes of a priestess of Geshtai. As she approaches, you see a warm smile on her face. "Thank you for helping us to avoid that unpleasant situation. I'm afraid there has been an illness in the village of late, and some would like to put blame to such unfortunate circumstances. My name is Zaida Jahan of Geshtai, and these are my people. We traveled here because our beloved village in Bandalar was destroyed during the war.

I believe there's something unnatural about the illness but I haven't been able to determine what it is. Perhaps you could assist me in finding out what's causing this illness. You see my people aren't overly welcome in the village. It seems many see us as no different than the Ketites who rampaged through this area during the wars. Even though we have lost more than they during that time.

I have heard rumors of an ancient spring of healing waters hidden near the village and have been searching for it. I even know of a legend that teaches the way to enter the chamber of the font, should it prove to be true. Should you choose to assist us in discovering the cause of this illness and convincing the villagers that we pose no threat, I'd be happy to share the legend if you promise to tell me if you find the font.

If the PCs offer to help, Zaida gives them a sheet of parchment with some ancient Baklunish writing (Player Handout #1). She will translate if the PCs cannot read Ancient Baklunish.

🔮 **Zaida Jahan:** female human (B) Clr5 of Geshtai.

If the PCs wish to question Zaida, she can explain that a child gave her the ancient scroll; he found it on the fallen body of a Ketite soldier in a field, after the war ended. Zaida is a priestess of Geshtai, a goddess of natural bodies of water. A spring of healing waters would be of great interest to the Church of Geshtai in Bissel. Geshtai is also popular in Ket so the Ketites may have been searching for the well in the area as well. She learned the soldier was not here by coincidence as he also had a rough map of the area with an X in the location of the village. She believes he was sent to the village to search for the font by the leaders of Ket, but that he finally succumbed to wounds from battle on his way north.

Zaida knows that the village constable Maxis Ubriel is among those infected and that he might be someone to speak with.

If the PCs have killed a villager in Encounter One, they and Zaida get hauled off to jail by a band of village militiamen at the conclusion of this encounter.

ENCOUNTER 3: THE CONSTABLE

If the PCs did not help Zaida or if they killed a villager, Zaida has been taken to jail (in the case of killing a villager, so have the PCs). In this case, she will divulge the information from Encounter Two if the PCs talk to her at the jail. The PCs might also decide to visit the village constable based on Zaida's knowledge that he is infected.

🔮 **Maxis Ubriel,** male human (O) Clr1 of Rao/Ftr1.

The village constable, Maxis Ubriel, resides at the jail. Ubriel has already contracted the blinding sickness and has lost 4 points of Str. He will lose his sight in two days if he doesn't receive a cure before then.

The disease affecting the village is a particularly nasty version of blinding sickness (DUNGEON MASTER's Guide page 75). It is identical to the version in the DUNGEON MASTER's Guide except for the method of infection; this version has two methods of infection. It can be acquired by ingestion of tainted water or contact with infected water (DC 16 in either case).

Ubriel believes that Zaida is not behind the illness. He has suspicions that the water supply may be contaminated. He has a clay jug of water that he drew from the village well on his desk and is waiting for Elbas to come, but he has no idea why he hasn't arrived yet. PCs wishing to examine the water may make an Alchemy check (DC 20) to determine that it is tainted with some form of natural toxin (produced by the infectious organism).

If the PCs killed any of the villagers, they will be acquitted on the grounds of self-defense of any martial punishment and freed the following day. They will still be assessed a fine of 25 gp per head killed. Zaida will be allowed to go once the constable is sure she will be safe to return to her home (in a few hours). If Zaida is not present, Maxis will allow the PCs to take the jug to her to examine and she will determine that it is infected.

ENCOUNTER 4: WELL, WELL, WELL!

On the south edge of town, is the village well. It is a simple pulley and bucket well made of river stones and sturdy beams.

The well is tainted with the blinding sickness. PCs may make a Spot check (DC 17) to notice an object floating at

the bottom. Descending into the well is treacherous without a rope as the walls are moss covered and slick (Climb DC 25). With a rope, it is much simpler (Climb DC 10). The water is 20 feet down, and, if a PC falls, they suffer no damage but are submerged in the 30 foot deep water and must make a Swim check to stay afloat. Contact with the water requires a Fort save (DC 16, -4 to check if immersed by falling) to avoid contacting the illness.

At the bottom is an old bucket floating in the well water that bears a stamped insignia from the Ket military. A strange mark on the bottom of the bucket is the stamp of Grunion Mel, the leading merchant of the village. There are no other signs of tampering in the well.

ENCOUNTER 5: THE RAMPANT STAG

As night begins to set in once again, the PCs may still be at a loss to determine the cause of the infection and need to hole up for the night. Returning to the Rampant Stag, the PCs find Ornaeus performing (unless they've already visited Grunion Mel's villa).

As you enter the Rampant Stag, your ears are filled with the delightful sounds of a bard performing atop a small riser by the bar. He sings some of the traditional Bissel rally songs from the war years and plays an exquisite mandolin. As you look on, you realize that his eyes are covered with a blindfold as he sings.

Ornaeus cast *undetectable alignment* before this encounter. He sings patriotic songs to cause animosity between the drunken patrons and the Baklunish refugees. Once Ornaeus becomes aware of the PCs, he slips away at first opportunity using his Hide skill and returns to his chamber (see Encounter Eight for Ornaeus' statistics).

The local magistrate, Elbas the dwarf, sits drinking. He was sent to the village to investigate the sickness but was cowed into inactivity by Ornaeus. If the PCs question Elbas he knows little about the sickness. He has been lax in his investigation due to what he believes is a vampire that has been haunting him (Ornaeus' has one of his dire bats visit him at night and frighten him).

☛ **Elbas:** male hill dwarf War2/Ari 2.

The tavern owner, Kanis Jereth, can tell the PCs that there has been a bad outbreak of the sickness among the workers at the adjoining stable. He can explain that Ornaeus is blind and has been that way since the war with Ket. No one is sure how it came about, as Ornaeus will not talk about it.

☛ **Kanis Jereth:** male human (OS) War1.

ENCOUNTER 6: THE STABLES

The stables are eerily quiet. The horses have all been moved and there are no signs of stablehands. Eight stalls lined with hay mark the locations where the horses once stayed.

The stable is vacant due to the illness. A cistern behind the stables is tainted with the blinding sickness. PCs investigating the cistern can discover (Search DC 15) several Ketite copper helm coins nearby. The coins are old and tarnished and bear dates from 20 years in the past. Ornaeus placed the coins there when he tainted the cistern to cast suspicion on the Baklunish refugees.

ENCOUNTER 7: GRUNION MEL

A short jaunt to the edge of the village brings you to a small hillside. There, atop the hill you see the villa of Grunion Mel, a lavish home for this small village. It overlooks the village to the east and a large vineyard to the west. As you approach, a servant girl quickly steps to meet you at the base of the porch. She has a pitcher and bowl and offers it for you to wash up. "Greetings sirs/madams, I am Staice, welcome to the Mel villa. Whom shall I say is calling?"

The girl will look a bit taken back if the PCs refuse the water to wash up. If asked, where it came from, the villa has its own well. The water is not tainted with the sickness.

Grunion Mel is a rotund Oeridian man in his early forties. His balding head gives way to a fiery red beard that is tied into a knot. He greets visitors warmly and has nothing to hide. If confronted about the illness or the items, he is truly flabbergasted that such an accusation would be made. He will calmly deny any knowledge of such things and how the items could have been found there.

☛ **Grunion Mel:** male human (O) Ari4; CR4; Medium Humanoid (Human); HD 4d8-4; hp 18; Init -1 (Dex); Spd 30 ft.; AC 9 (touch 9, flat-footed 9) [-1 Dex]; Atk +5 melee (1d4+2/19-20/x2, dagger); AL N; SV Fort 0, Ref 0, Wil +5; Str 14, Dex 8, Con 8, Int 15, Wis 13, Cha 16.

Skills and feats: Appraise +11, Bluff +10, Diplomacy +12, Gather Information +10, Read Lips +9, Sense Motive +10, Spot +8; Skill Focus (Appraise), Skill Focus (Diplomacy), Skill Focus (Sense Motive).

Grunion Mel speaks Common, Dwarven, and Old Oeridian.

Grunion will then explain that he hasn't been to the village in several weeks and that his new servant, Ornaeus, has been running his errands for him. Grunion hired Ornaeus after seeing him perform at the Rampant Stag although he didn't really need a servant at the time. He thinks perhaps he hired him out of pity. Ornaeus cast *charm person* on him at the time and Grunion is still under

the spell. He will allow the PCs to question Ornaeus if they insist. If they appear aggressive towards Ornaeus, or if he is given reason to believe they will hurt him, Grunion will defend him, as he is still charmed.

Stalice will show them to Ornaeus's chamber in the basement of the villa. If asked why Ornaeus lives in the basement, he will explain that Ornaeus expressed an interest in one of the chambers down there and its archaeological significance and studies the writings and art in his free time.

ENCOUNTER 8: ORNAEUS'S ROOM

Ornaeus is aware of the PCs arrival and investigation into the illness. He fears discovery and will set an ambush in his underground chamber. He plans to eliminate the PCs so he can continue trying to push the tiles. When they open the door, his dire bat(s) swoop in to attack as he uncovers his rapier that has darkness cast upon it.

The door opens into an opulent and ancient looking chamber. Suddenly, a large winged creature swoops towards you with an eerie shriek. And then everything goes black.

APL 2 (EL 6):

➤ **Ornaeus:** male human (S) Brd5; CR 5; Medium-size humanoid (human); HD 5d6; hp 22; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +4 mage armor]; Atk +6 melee (1d6+1/18-20/x2, rapier) or +6 ranged (1d6/x3, shortbow); SQ blind, bardic music, bardic knowledge; AL CE; SV Fort +1, Ref +7, Will +3; Str 12, Dex 16, Con 10, Int 12, Wis 8, Cha 16. *Skills and Feats:* Concentration +8, Gather Information +11, Hide +11, Move Silently +11, Tumble +11; Blind-fight, Improved Initiative, Weapon Finesse (Rapier).

Spells Known (3/4/2 – one 1st level spell and both 2nd level spells already used; base DC = 13 + spell level): o—detect magic, ghost sound, mage hand, mending, open/close, read magic; 1st—charm person, mage armor, sleep, summon monster I; 2nd—darkness, tasha's hideous laughter, undetectable alignment.

Grunion Mel speaks Ancient Baklunish, Ancient Suloise, Common, Dwarven, Infernal, and Old Oeridian.

➤ **Dire Bat (1):** hp 30; see *Monster Manual* page 57.

APL 4 (EL 8):

➤ **Ornaeus:** male human (S) Brd7; CR 7; Medium-size humanoid (human); HD 7d6; hp 30; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +4 mage armor]; Atk +8 melee (1d6+1/18-20/x2, rapier) or +8 ranged (1d6/x3, shortbow); SQ blind, bardic music, bardic knowledge; AL CE; SV Fort +2, Ref +8, Will +4; Str 12, Dex 16, Con 10, Int 12,

Wis 8, Cha 16. *Skills and Feats:* Concentration +10, Gather Information +13, Hide +13, Move Silently +13, Tumble +13; Blind-fight, Combat Reflexes, Improved Initiative, Weapon Finesse (Rapier).

Spells Known (3/4/3/1 – one 1st level spell and two 2nd level spells already used; base DC = 13 + spell level): o—detect magic, ghost sound, mage hand, mending, open/close, read magic; 1st—charm person, mage armor, sleep, summon monster I; 2nd—darkness, hold person, tasha's hideous laughter, undetectable alignment; 3rd—confusion, haste.

Grunion Mel speaks Ancient Baklunish, Ancient Suloise, Common, Dwarven, Infernal, and Old Oeridian.

➤ **Dire Bats (3):** hp 30 each; see *Monster Manual* page 57.

APL 6 (EL 10):

➤ **Ornaeus:** male human (S) Brd7; CR 7; Medium-size humanoid (human); HD 7d6; hp 30; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +4 mage armor]; Atk +8 melee (1d6+1/18-20/x2, rapier) or +8 ranged (1d6/x3, shortbow); SQ blind, bardic music, bardic knowledge; AL CE; SV Fort +2, Ref +8, Will +4; Str 12, Dex 16, Con 10, Int 12, Wis 8, Cha 16. *Skills and Feats:* Concentration +10, Gather Information +13, Hide +13, Move Silently +13, Tumble +13; Blind-fight, Combat Reflexes, Improved Initiative, Weapon Finesse (Rapier).

Spells Known (3/4/3/1 – one 1st level spell and two 2nd level spells already used; base DC = 13 + spell level): o—detect magic, ghost sound, mage hand, mending, open/close, read magic; 1st—charm person, mage armor, sleep, summon monster I; 2nd—darkness, hold person, tasha's hideous laughter, undetectable alignment; 3rd—confusion, haste.

Grunion Mel speaks Ancient Baklunish, Ancient Suloise, Common, Dwarven, Infernal, and Old Oeridian.

➤ **Dire Bats (7):** hp 30 each; see *Monster Manual* page 57.

Treasure: masterwork mandolin, 5 flasks of acid, potion of hiding, potion of mage armor, potion of resistance.

ENCOUNTER 9: THE SPRING

Looking around the chamber, you see a number of stone carvings and images. Several ancient portraits of robed figures gathered around a pool of water are painted onto the stone. The strangest feature is an odd looking collection of what appears to be random colored tiles next to an outline of a great stone door.

The 12 tiles are colored from left to right:

Top row: black, white, yellow, brown

Middle row: pink, red, purple, gold

Bottom row: silver, green, blue, gray

Using the clue supplied by Zaida, the PCs can open the secret door and find the healing spring.

Depressing a tile will cause it to remain pressed until 6 have been pressed. If incorrect, they reset. The correct sequence is Yellow, Blue, Green, Gray, White and Red.

If the tiles are pressed correctly:

With a loud click, the tiles pop back out followed by a grinding sound as the huge stone wall begins to slide open. A glimmer of blue light glows from the chamber. Stepping inside, you see a shimmering pool of clear water. The water seems to move of its own accord and suddenly a wall of water stands before you. Even more strangely, the water begins to make low rumbling tones, almost as if it were speaking to you.

If any PCs speak Aquan, the elemental is informing them that this spring is under its protection and none may approach without the correct password. The password was lost with the retreat of the Ketites, so they PCs will be unable to answer the query. The PCs must find some way to force the elemental to leave or cooperate. Otherwise, any attempt to approach will result in an attack by the elemental and the mephit.

APL 2 (EL 4):

☛ **Water Mephit:** hp 16; see *Monster Manual* page 133.

☛ **Water Elemental, Small:** hp 11; see *Monster Manual* page 84.

APL 4 (EL 5):

☛ **Water Mephit:** hp 16; see *Monster Manual* page 133.

☛ **Water Elemental, Medium:** hp 30; see *Monster Manual* page 84.

APL 6 (EL 6):

☛ **Water Mephit:** hp 16; see *Monster Manual* page 133.

☛ **Water Elemental, Large:** hp 68; see *Monster Manual* page 84.

Treasure: In the corner of the room, is a small chest bearing the logo of a Ketite military outfit. It was stored here when the Ketites occupied the villa. It contains a masterwork large steel shield, a scroll of *summon monster II*, and 205 gp in coins and gems.

The Magical Healing Spring of Turidar:

A drink from the pool will confer *Remove Disease* and *Remove Blindness* on any who imbibe, but only once per person. A second or subsequent drink by the same person (at any time) has no effect. This magical water loses all of its potency exactly one day after being removed from the spring.

CONCLUSION

If the PCs are successful in finding the spring, they may offer it to the village and cure all those suffering from the illness. Zaida can also use it to neutralize the infection in the wells.

If the PCs take Zaida to the spring, she will be quite grateful and offer her and her church's assistance in the future (each PC receives an Influence Point and a favor from Zaida). In addition her people will offer to sell the PCs some of their more exotic items. These are:

- 1 masterwork scimitar (315 gp)
- 3 bundles of 10 sunrods (20gp each bundle)
- 4 vials of antitoxin (50gp each)
- 1 scroll of *barkskin* (150gp)

The DM should ensure the proper expenditure of gold from the PCs' log sheets in exchange for the appropriate cert. All unpurchased certs need to be destroyed at the end of the scenario; they cannot be given out as rewards.

The Church of Geshtai in Bissel will purchase the villa from Grunion Mel after the scenario and turn it into a temple. They will then allow those in need to imbibe some of the spring water (charging those that can afford it).

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter One

Getting mob to back down peacefully	50 xp
-------------------------------------	-------

Encounter Three to Six

Determining that water is contaminated	50 xp
--	-------

Encounter Eight

Defeating Ornaeus & Dire Bats	150 xp
-------------------------------	--------

Encounter Nine

Opening door to spring	50 xp
Defeating Elemental & Mephit	100 xp
Offering the spring water to help the town	50 xp

Total experience for objectives	450 xp
Discretionary roleplaying award	0-50 xp
Total possible experience	500 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things that it later finds unreasonable but which were allowed at the time.

Encounter Eight

- masterwork mandolin (100gp)
- 5 flasks of acid (Cost: 10 gp each; Item Size: 1 pt.; Uses: Once; Tradable: Yes; Rarity: Common; Weight: 1 lb.): A flask of acid.
- *Potion of Hiding* (Cost: 150 gp; Item Size: 1 oz.; Uses: Once; Tradable: Yes; Rarity: Common; Weight: None): A *potion of hiding* at caster level 2.
- *Potion of Mage Armor* (Cost: 50 gp; Item Size: 1 oz.; Uses: Once; Tradable: Yes; Rarity: Common; Weight: None): A *potion of mage armor* at caster level 1.

- *Potion of Endure Elements (fire)* (Cost: 25 gp; Item Size: 1 oz.; Uses: Once; Tradable: Yes; Rarity: Common; Weight: None): A *potion of resistance* at caster level 1.

Encounter Nine

- Masterwork Large Steel Shield (Cost: 170 gp; Item Size: L; Uses: unlimited; Tradable: Yes; Rarity: Common; Weight: 15 lb.): A masterwork large steel shield.
- *Scroll of Summon Monster II* (Cost: 150 gp; Item Size: 8.5" x 11"; Uses: Once; Tradable: Yes; Rarity: Common; Weight: None): A *scroll of summon monster II* at caster level 3.
- 205 gp in coins and gems.

Conclusion

Each PC receives:

- Influence Point (Cost: None; Item Size: None, Uses: Once; Tradable: No; Rarity: Common; Weight: None): This is an influence point with the Church of Geshtai in Bissel that can be pooled or used individually (contact the Bissel Triad for details).
- A Favor from Zaida Jahan (Cost: None; Item Size: None, Uses: Once; Tradable: No; Rarity: Unusual; Weight: None): A promise from Zaida Jahan of one drink from the magical healing spring of Turidar. This cures the PC of blindness and disease as per the spells *Remove Blindness* and *Remove Disease*. The cert can only be used before or after a scenario, not during the scenario.

PLAYER HANDOUT #1 - PARCHMENT OF THE MYSTIC FONT

Should the pool's edge be near,
Find the sun at its peak,
The heart of the ocean,
The tops of the trees along the lake,
The sky as the rain falls from above,
The crests of the waves in the wake of wind,
And the sun again when its work is almost done.

Follow these, and you shall find the pool.

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.