

COR1-07



BRENDINGUND'S BLOOD

A One-Round D&D Core LIVING GREYHAWK™ Adventure

version 1

by Sean Flaherty and John Richardson

Auldon Brendingund needs you to assist him again. This time his wife has given birth to an unexpected child and he seeks your help to find the father. Part III of the Brendingund Chronicle. An adventure for characters level 1-6.



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This is an RPGA® Network scenario for the DUNGEONS & DRAGONS® game. A four-hour time block has been allocated for each round of this scenario, 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 rule books 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.

LIVING GREYHAWK Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4th
T2:	13-22	14-24	15-26	16-28	6th
T3:	23-32	25-35	27-38	29-41	8th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

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

BRENDINGUND HISTORY:

A year and a month have passed since Auldon Brendingund was saved from bankruptcy and an ugly death at the hands of his creditors by a band of adventurers who retrieved a valuable family heirloom, the *Necklace of the Forlorn Cairn*, from the Cairn Hills. The necklace appraises as 20,000 gp if it were a piece of jewelry only, and it has several magical properties, many of which even Auldon does not know about. However, one power of the necklace of which Auldon is very aware is that it returns to him if it is removed.

Auldon has used this property of the *Necklace of the Forlorn Cairn* to rebuild his family's fortune. He has sold the necklace to several merchants that were visiting Greyhawk and more recently has traveled widely in the civilized regions surrounding the Nry Dyv and the Woolly Bay to sell it. Auldon rarely sells the necklace for its full value, so most buyers assume it is stolen. This helps Auldon rationalize taking advantage of the buyers because in his mind they have tried to cheat him. Because the buyers believe the necklace to be stolen, few of Auldon's marks are willing to report him to local authorities when the necklace disappears, though many have cursed him to their deities.

Initially the time the necklace took to return to Auldon was uncontrollable, but it never took more than a half an hour. The necklace has become more attuned to Auldon over the past year and now will remain where Auldon places it for up to a full day. In addition, Auldon has also learned to control the return of the necklace to some extent. If he removes the necklace he can instantly summon it over any distance with a single thought at any time up to when the necklace automatically returns. Another effect of the necklace growing more attuned to Auldon is that it can no longer be removed by a simple *remove curse* spell. The necklace also emits an aura that causes servants of Iuz the Old to fear its wearer and avoid him. Finally, in the last month, Auldon has discovered that the necklace is functioning as a *rod of splendor*, boosting his Charisma and allowing him to create incredibly expensive clothing for himself.

Having rebuilt his family fortune and reestablished his merchant presence, Auldon quickly fell back into his old habits including gambling, which nearly destroyed him. This irresponsibility has had two consequences. First, Auldon was forced to sell the necklace too many times in the first few months he possessed it and he came to the attention of the Greyhawk Thieves' Guild. Second, because he was uncomfortable selling the necklace so frequently, Auldon fulfilled his promise to the adventurers who retrieved the necklace for him and hired a man to manage the Brendingund family business. Sadly, this man is actually

a member of the Thieves' Guild who has every intention of taking great advantage of Auldon and the necklace.

RECENT EVENTS:

Since being hired to manage Auldon's affairs seven months ago, Bwirse has proven indispensable. Under his direction, and with some help from the Thieves' Guild, the Brendingund Merchant House's investments have become very profitable. Auldon still sells the necklace from time to time, but only to pay his personal debts and when Bwirse instructs him to do so. Auldon trusts Bwirse implicitly and has allowed him to hire several men to serve as clerks and bodyguards. Bwirse earned this trust when he killed a thief that was trying to rob them on a trip to Urnst.

There is tension building in the Brendingund home in Clerkgurg because of Bwirse's presence. Jemar, Auldon's butler and the last of his family's original servants, does not like or trust Bwirse and is threatened by Bwirse and his men. Because of the revitalization of the Brendingund family fortune, Jemar has restaffed the family home and is very territorial of all things domestic. Bwirse is amused by Jemar and his behavior, but plans to kill him if the issue becomes problematic.

Recently, Bwirse arranged for Auldon to marry Adra, a woman from Hardby whose family owned prime dock space. Bwirse intended the marriage as a purely commercial venture, but it has had several unforeseen consequences. First, Adra and Jemar have quickly developed a strong bond and her presence has brought the culture that has been lacking during Auldon's bachelorhood to the Brendingund home. Young and beautiful, Adra's influence over Auldon has proven substantial and given Jemar a bit more control over Auldon's undisciplined tendencies like gambling, drinking, and uncontrolled spending. Jemar is very protective of Adra and has appointed himself her personal servant as he served Auldon's mother before her.

Bwirse is not happy about the recent shift in the balance of power, but is biding his time and constantly reminding Auldon of the difference between family decisions and business decisions. Bwirse is also hopeful that Auldon's new status as a family man will grant him access to more elite Greyhawk social circles, so he is reluctant to interfere with Adra and Auldon's relationship. To complicate matters further, in the month since the wedding Adra has gone from a slender maiden to very pregnant woman who gave birth to twins. Bwirse, Jemar, Auldon, and Adra are all troubled by this obviously supernatural event.

ADVENTURE SYNOPSIS:

The adventure begins with the PCs being drawn to the Brendingund home where a mob is forming with the intent to burning down the home. Fesgrit, a new lieutenant of Pacanan, who is aware of the recent births and the nature of Auldon's sons,

has orchestrated the mob. Pacanan is a follower of Vecna who is interested in the *Necklace of the Forlorn Cairn* and had an initial attempt to steal it thwarted by heroes at Auldon's wedding in Hardby the previous month (see the scenario *COR1-05 Brendingund's Bride*). The PCs should be able to drive off the mob with a small show of force or magical power.

After the mob is dispersed, Bwirse invites the PCs in and show them through the home to Auldon who is waiting in an opulent tent in the backyard. Auldon explains to the PCs that his wife has given birth to twins, but one of them is hideously deformed. He also points out that his wife had these children within a month of their wedding. Auldon tells the PCs that he has sent information and gold to several temples asking them to divine what has happened. He asks the PCs to do him the service of retrieving the temples responses and helping him to discover who is the real father of these children.

The PCs may opt to interview Adra, who has not left her rooms since giving birth. She's not give be able to give them much information about what has happened except to say that Auldon was the first man she ever "loved." On the way out however, Jemar asks the PCs to speak with him. He tells them that Adra was close to two men she knew from Hardby who are now in Greyhawk: Velyn a retired Hardby Marine and Nothenan, a student at the University of Magical Arts. Jemar knows the locations of both Velyn and Nothenan and gives the PCs that information.

Auldon has asked for assistance from the temples of St. Cuthbert, Heironeous, and Pelor. When the PCs go to visit the three temples they get somewhat cryptic responses. When they go to see Velyn, he is shocked to hear what has happened to Adra, thank the PCs for informing him, and ask what he can do to help. When the PCs visit Nothenan he reacts emotionally and insist that they take him to Adra immediately.

When the PCs return to the Brendingund home, Auldon asks the PCs to guard the house through the night to protect it from the possibility of another mob or other dangers. During the night, Fesgrit has a band of thieves attack the house and attempt to kidnap the children. If the PCs are unable to thwart this attack, Velyn and friends of his from Nightwatchmen's Guild may be able do so. In the aftermath of the battle, Velyn recognizes one of the thieves as someone who works for Fesgrit in the Artisan's Quarter. When the PCs go to confront Fesgrit they find his murdered body and directions to a mausoleum in a cemetery outside the city.

Upon reaching the mausoleum, the PCs are greeted by a beautiful woman who is actually an erinyes in disguise. She tells the PCs the truth about the Auldon's children and then summons several baatezu to kill them. After defeating the baatezu, the PCs can return to Auldon with the truth they have found.

Several of the sites in this scenario are on the new Map of the City of Greyhawk that appeared in *LIVING GREYHAWK Journal* #2. The map designations of the following locations may be helpful: Nightwatchmen's Guildstation (A9), the Black Dragon Inn (C4), the Bridge of Entwined Hearts (C10), the Sacred Temple of St. Cuthbert (G4), the Temple of Pelor (G10), and the Sanctum of Heirononeous (G14). The house of Auldon Bendingund is the upside-down 'T' shaped building between the Black Dragon Inn (C4) and the Jewelers' and Gemcutters' Guildhall (C5).

PLAYERS' INTRODUCTION

Many adventurers are eating a meal just before noon at the Black Dragon Inn on this cool autumn day, when two excited looking laborers rush in. The taller of the two speaks, as the shorter heavier one wrings his hands with excitement.

"Hey barkeep! You got any torches? There's going be a burning. We're torching the Brendingund place, down the street. It's filled with demons, or undead, or something."

A well-equipped-looking adventurer pulls a torch from his pack and tosses it to the men, who quickly rush out.

The adventurer who gave the men the torch has no interest in what is going on and, if confronted by the PCs, tells them that he was "just trying to get the idiots out of the bar." If the PCs go outside they see the two laborers several hundred feet up the street desperately trying to light the torch with a flint and steel while they walk. The two men, Ched and Flune, know nothing about what is going on, except that there's a mob that's going to burn the Brendingund home and it sounds exciting.

ENCOUNTER 1: THE MOB

As you approach a crowd of thirty people standing in front of a well-appointed three-story home you hear the loud crash of shattering glass. Most of people in the crowd are standing, talking, and watching the events unfold, but a few men here and there are shouting about demons and unholy pacts. A few heads turn as a shout of, "kill the lich," rings out of the crowd. About this time the two men from the Black Dragon Inn arrive and hurl their lit torch at the marble steps of the home as several others in the crowd pick up rocks to throw.

If the PCs attempt to disperse the crowd, the slightest bit of force (Intimidate, DC 10) suffices. If the PCs decide to only watch, after three minutes two armed men walk out from around the fence surrounding the house. One of the men walks over and steps on the burning torch, extinguishing it. The other takes a

5 THE ADVENTURE

club to Flune, knocking him unconscious. At this violent attack, someone screams and the crowd stampedes. Ched runs across the street and waits for everyone to leave. He then helps Flune.

The two men, Docco and Hensen, are bodyguards Bwirse employs to keep Auldon and his family safe. The bodyguards have no interest in fighting the PCs, but defend themselves if attacked. Bwirse will attempt to nonviolently intervene if such a fight occurs.

☛ **Docco, male human Rog3:** AC 14; hp 15; +2 melee (1-6, club).
Possessions: leather armor, club, dagger.

☛ **Hensen, male human Rog1:** AC 14; hp 5; +0 melee (1-6, club)
Possessions: leather armor, club, dagger)

The Brendingund home is a three-story manor in excellent repair. The the first floor's stonework shows signs of recent improvement, and the wood of the upper stories has been freshly painted. Standing at the top of the marble stairs are imposing twin mahogany doors with pure silver knockers polished to what would be a blinding shine were it not for the rainy day.

☛ **Bwirse, male human Rog5:** CR 5; Medium-size humanoid (human); HD 5d6; hp 24; Init +7; Spd 30ft.; AC 13 (Touch 13, Flat-footed 13); Atk +6 melee (1d4/19-20, dagger), or +6 ranged (1d4/19-20, dagger); SA Rog sneak attack 3d6; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +4, Ref +7, Will +4; Str 12, Dex 16, Con 10, Int 13, Wis 12, Chr 12. (5 ft. 8 in. tall).

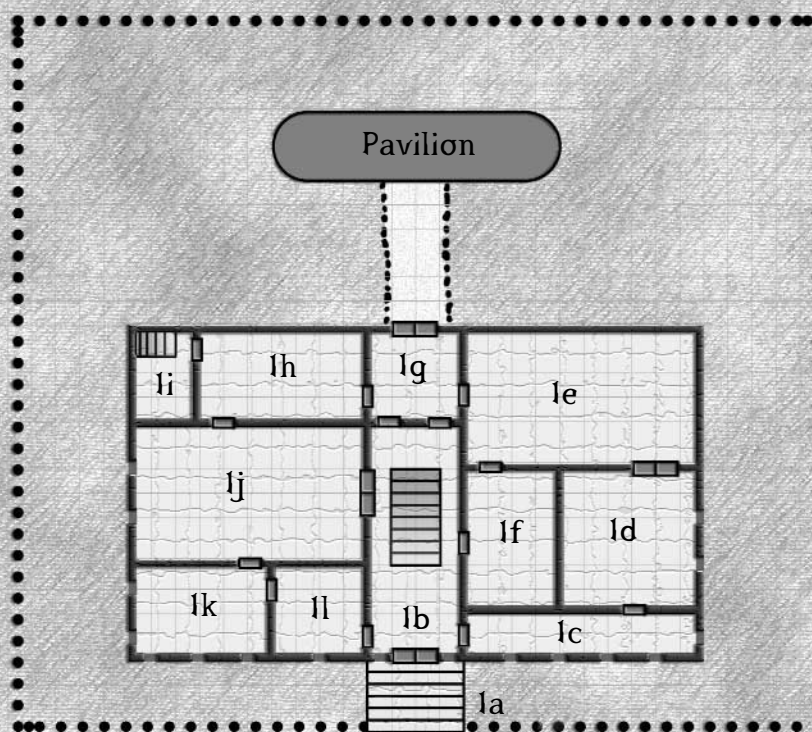
Skills and Feats: Appraise +5, Bluff +9, Climb +2, Decipher Script +9, Disable Device +5, Disguise +4, Escape Artist +5, Forgery +5, Gather Information +5, Hide +5, Innuendo +5, Listen +5, Move Silently +5, Open Locks +5, Profession (merchant) +5, Read Lips +5, Search +5, Sense Motive +5, Spot +5, Tumble +5, Use Magical Device +7; Improved Initiative, Iron Will,

Weapon Finesse (dagger).

Possessions: 2 daggers, merchant's outfit, ledgers, scrolls.

Description: Bwirse is a scholarly-looking man of about average height and build. He has close-cut, brown hair and is lean to the point of looking a little sickly. Bwirse is in his mid-thirties, but looks a little older. He tries to keep his movements in line with his older, feeble appearance saving his speed and dexterity for surprise, when necessary. As Auldon's business manager, Bwirse is in a perfect situation. He will do nothing that risks blowing his cover and is respectful, if detached, when dealing with PCs. He pays close attention to those things he sees as important, and seems to brush off all else as trivial. Bwirse speaks Common and Gnome.

MAP 1: BRENDINGUND'S MANOR, GROUND LEVEL



One square equals 5 feet.

KEY

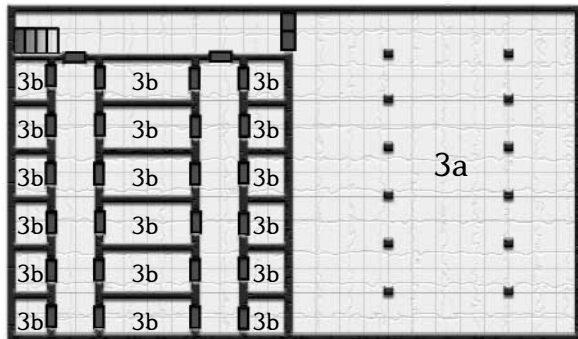
- 1a. Worn marble staircase leading to mahogany double doors.
- 1b. Foyer, grand staircase, entry hall.
- 1c. Front hall.
- 1d. Sitting room.
- 1e. Aldon's study.
- 1f. Private dining room.

- 1g. Back foyer.
- 1h. Kitchen.
- 1i. Pantry, back stairs.
- 1j. Formal dining room.
- 1k. Ladies sitting room.
- 1l. Outer sitting room.

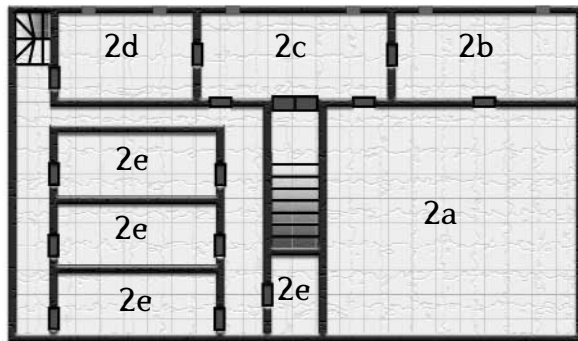


MAP 2: BRENDINGUND'S MANOR, UPPER LEVELS

Third Floor



Second Floor



One square equals 5 feet.

KEY

- | | |
|--|-------------------------|
| 2a. Master bedroom. | 2e. Guest room. |
| 2b. Nursery. | 3a. Attic storage. |
| 2c. Upstairs sitting room. | 3b. Servants' quarters. |
| 2d. Adra's recovery room, formerly Auldon's mother's room. | |

The people in the crowd don't really know what's going on. Some have heard rumors that the Brendingund house is harboring an evil monster in return for infernally-guided, successful business deals. Once the mob departs, the door to the Brendingund front doors open and Bwirse emerges to survey the scene.

If the PCs assisted in dispersing the crowd, Bwirse asks them to come in and discuss that event with his employer. If the PCs only watched but have Favors of the Brendingund Merchant House (from COR1-02 *The Reckoning* or COR1-05 *Brendingund's Bride*), or they have a Favor of Bwirse (from the scenario COR1-06 *Forbidden Choice*), he will recognize them as having been helpful in the past and asks them in. If neither of these is the case, it is up to the PCs to offer their services to Bwirse.

Note: This does not "cash in" any of the above mentioned favors, it only means he recognizes them.

ENCOUNTER 2: AULDON'S REQUEST

You are shown through the Brendingund home and out the back door to a well-kempt backyard. In the middle of which stands a huge silk pavilion that is sixty feet across. The floor is strewn with silk pillows and cushions of the highest quality. Silver serving dishes filled with a luxurious buffet of expensive and exotic fare have been placed on tables scattered throughout the pavilion. Ambling toward you amid this opulence is a heavy-set human in his mid-forties. He has thinning black hair and a patchy goatee. He is wearing robes of the finest fabrics adorned with furs and jewels.

A successful Appraise check (DC 15) reveals that the man's clothing alone is worth at least 7,000 gp.

The man is Auldon Brendingund. PCs who have met Auldon before note he has gained some girth, and he looks very tired. Now that he has rebuilt the Brendingund fortune, Auldon attempts to put on airs from time to time, but most of the time he forgets his recently regained social status and treats the PCs as equals or superiors. He was planning to have a party in the relative seclusion of his backyard this afternoon, but, because of the mob, he has decided to cancel the affair.

Auldon asks the PCs to join him for lunch in the pavilion as he walks over, serves himself a plate, and sits down alone at one of the tables. Once the PCs join him, Auldon thanks them for their help, if appropriate, and tells them his tragic tale. He tells the PCs that the Brendingund's were once a great merchant house, but he lost everything because he wasn't smart enough. Then, some adventurers helped him revive his fortune, he made some great business deals with the help of his new bookkeeper, Bwirse, and, just over a month ago, he married a beautiful young woman, Adra. Auldon admits to the PCs that at first he was marrying her just to get access to the dock space her family owned, but when he met her they fell deeply in love. Unfortunately, on the journey back from Hardby she fell ill and her belly began to swell. Just three weeks after they were married Adra went from a slender maiden to a woman ripe with twins. Even worse, those twins have already been born. Auldon's luck was sourer still: one of the twins was hideously malformed; born with claws and leathery batlike wings. Even the beauty of their little girl, born at the same time, has not comforted Adra. She has withdrawn to her chambers, and the only visitors she takes are Jemar, Auldon, and the children.

Auldon is at his wit's end. At Jemar's suggestion he sent messages accompanied with generous donations to several of the temples (St. Cuthbert, Heironeous, and Pelor), asking for help. He has requested divine divination asking who is, and what can be done about, the father of Adra's children. The responses to the divinations should be ready today. As he talks frantically about his family's problems Auldon hits on the idea of asking the PCs to retrieve the results of the divinations. Auldon also tells the PCs that the nagging pain of not knowing who fathered the children is what plagues him the most. Lastly, he requests the PCs if try to visit with Adra and plead with her on his behalf to reveal the true nature of the children's father.

◆ **Brendingund, male human Exp7:** CR 6; Medium-size humanoid (human); HD 7d6+7; hp 40; Init +0; Spd 30; AC 14 (Touch 10, Flat-footed 14); Atk +5 melee (1d6-1, club); AL CN; SV Fort +4, Ref +4, Will +7; Str 9, Dex 10, Con 13, Int 15, Wis 10, Cha 16. (5 ft. 11 inches tall).

Skills and Feats: Appraise +12, Bluff +15, Diplomacy +13, Gather Information +10, Innuendo +2, Knowledge (commerce) +8, Pick Pockets +12, Ride +2, Sense Motive +10, Use Magical Device +5; Iron Will, Great Fortitude, Lightning Reflexes, Skill Focus (Bluff).

PCs who have played other adventures of the Brendingund Chronicles are likely to believe that the *Necklace of the Forlorn Cairn* has caused this problem. If they ask Auldon about this, he tells them that he still has the necklace but hasn't sold it since he his last adventure involving the neckless. He is not convinced that the item has anything to do with his current situation. He asks the PCs to do what he has asked and they can talk about it later. It is something he absolutely does not want to discuss. Auldon knows that the necklace has caused him some problems, but he cannot fathom that it could be causing this one. He also cannot bear to think of parting with it since it has given him so much.

ENCOUNTER 3: ADRA'S TALE

If the PCs ask to see Adra, Auldon shouts to a servant waiting near the backdoor to fetch Jemar. Jemar appears a few minutes later and show the PCs back into the house. He leads them up a wide staircase and into the living chambers on the second floor (through the sitting room [2c] and into Adra's recovery room [2d]).

Jemar is the only remaining servant of Auldon who has been around since his master's childhood. He is an older human with thinning gray hair and slightly stooped shoulders. The PCs may have rescued him from a thief in *COR1-02 The Reckoning*.

Reaching a newly furnished sitting room on the second floor of the Brendingund home, Jemar quietly opens a door on the left side. Holding a finger to his lips—beckoning for silence—he ushers you into a dimly lit bedroom. The bedroom is well furnished, but in a style popular many years ago. The shades are drawn, and a single candle burns weakly on a table near the door. Despite privacy screens that stand closed on all sides of the four-poster bed dominating the room, the shadow of figure can be seen sitting upright on the bed.

The figure is Adra, Auldon Brendingund's new bride. She is in a state of extreme shock from her accelerated pregnancy and the trauma of giving birth to a child with fiendish features. Aside from this, she is otherwise a normal human woman in her late teens. She answers any questions the PCs ask, but in a sad and quiet voice. Although much younger than Auldon, Adra truly loves him for his kindness and generosity toward her and his somewhat simple ways. She is greatly troubled by recent events and has no idea what caused her pregnancy, nor does she have any idea what has corrupted her offspring. She does not know why one of her children is normal and the other is malformed. If a PC has that audacity to ask, she swears that Auldon was the first man she has "been a wife to," and that he is the only man she has ever "loved." Both statements are true, emotionally and physically. If pushed too hard on any topic, Adra collapses into uncontrolled sobbing, and does not respond to anything the PCs do, except with more sobs. Jemar, who stays nearby at a discreet distance, will ask the PCs to leave if this occurs.

If the PCs ask to see the children the request is denied. If they insist, it will still be denied. If they try to force their way into other rooms to find the children or otherwise violate the Brendingund's privacy without permission, Jemar summons Docco and Hensen, and has the PCs removed. If this occurs revoke all favors of the Brendingund Merchant House that the PCs hold. The adventure is over.

If the PCs behave themselves, Jemar draws them aside conspiratorially before showing them out and share what he knows about Adra's social life. Jemar has appointed himself Adra's personal servant, as he was Auldon's mother's servant before. He has been with or near Adra almost every moment since the wedding, and he believes her story—or lack of one—about the children. However, he does know of two men who live in Greyhawk with whom Adra corresponded with prior to giving birth. The first is a retired Hardby Marine named Velyn who lives in the Artisan's district. The second is a student at the University of Magical Arts named Nothenan. Jemar offers the PCs the last letters Adra received from each of these men to help the PCs locate them. Adra did not disclose her condition to either of these old friends from Hardby in her letters and has not sent them any messages since the births. He asks the PCs to be discrete when asking questions.

From this point the PCs can proceed either to the temples (Encounter 4), or to investigate Nothenan (Encounter 5) or Velyn (Encounter 6).

ENCOUNTER 4: THE TEMPLES

The PCs may visit the temples in any order they wish. They are presented in this encounter in the order of their location, starting in the east, moving west. All three of the temples are located in the Garden Quarter of Greyhawk, which is home to a variety of smaller estates, fine inns and clubs, as well as the temples of most of the major faiths in the city. The Garden Quarter, as well as the High Quarter with which it mingles, has a completely different ambiance than the southern portions of Greyhawk City. There are numerous open spaces and expanses of well-tended and fragrant beauty that give the area its name. There are no shops in the Garden Quarter except for those at the High Market.

4A: THE SACRED TEMPLE OF SAINT CUTHBERT

Perched atop a low rise in the eastern portion of the Garden Quarter is the Sacred Temple of Saint Cuthbert. Entering the grand temple one cannot help but note the gold and silver ornaments and jeweled symbols of the faith lining its walls. A youthful acolyte in the rust-brown garments of the Billet's of St. Cuthbert approaches you to see to your needs.

The acolyte is Edran of Cuthbert (Clr1), a member of the Billets of St. Cuthbert order, which is charged with ministering to and protecting the faithful. When the PCs disclose that they are working for Auldon Brendingund he quickly ushers them into the main sanctuary and introduce them to Eritai Kaan-Ipzirel, the high priestess. Eritai personally cast a *divination* spell in response to Auldon's request and shares the answer she received with the PCs, as well as giving them a letter as documentation of the spell it for Auldon. The response from *divination* is:

"The father must be punished for he is an instrument of evil."

Eritai tried to determine who the father was, but something blocked her power. If Eritai is asked what could block her attempt to discover the identity of the father, she tells them that it could be a powerful magic item or maybe a powerful outsider. If the PCs ask about the nature of punishment, Eritai responds that:

"The evil must be beaten from him and he must be stripped of all rewards from his weakness."

☞ Eritai Kann-Ipzirel female human, Clr 11.

4B: THE TEMPLE OF PELOR

As you approach the Temple of Pelor from the High Street, the exterior of the over-a-century-old building shows signs of disrepair. In contrast to this the interior of the building is hung with bright new golden draperies symbolizing the goodness of Pelor. As you enter the temple you can see two large rooms in addition to the sanctuary. One is devoted to housing those with nowhere else to live, and the other is used for providing food and drink to people attending services. An old homely woman with straw-colored hair and green eyes dressed in yellow and gold robes—the colors denote her as the High Matriarch of Pelor—approaches you from the sanctuary proper.

The woman is Sarana, the High Matriarch of Pelor. She has been expecting the PCs. Sarana is kind and forgiving, dislikes dealing with the high and mighty, and prefers to work with the lowly and shunned. She knows that beggars and gutter rats are often rascals, but that they also usually have great goodness in their hearts. Sarana will share with the PCs that she was greatly disturbed by Auldon's request and has spent much time trying to obtain an answer to his question. Sarana has divined from Pelor that:

"The children must be turned to the light, but the father must lead the way."

She takes the result of the *divination* to mean that the only path for the children's salvation is through their father. The father of the children must be found and turned to righteousness through kindness, mercy, and compassion. Sarana shares with the PCs that she believes the fact that the response deals with both children is most important piece of his message. Sarana is concerned but has not done anything else to pursue this issue because she was not asked to do so. She does not know Auldon, and he has never been to her temple. She is a very frustrated that Auldon seems to think he can buy answers to life's most important questions with gold. She indicates to the PCs that she is willing to do more to help Auldon if he comes see her. Sarana gives the PCs a written copy of Pelor's response for Auldon.

☞ Sarana, female human Clr14.

4C: THE SANCTUM OF HEIRONEOUS

Ascending the stairs of the temple Heironeous, you face a pair of armed guards in half-plate. As you attempt to enter, they cross their glaives blocking your way. They challenge you in unison, shouting: "Who would enter the halls of the Invincible and Valorous Knight?"

Once the PCs identify themselves the guards lift their polearms and permit their entry. As they enter, an orderly steps from an alcove addressing the PCs as the “cohort of Brendingund.” The orderly’s name is Jenenan. Jaikor Demien, the temple head, has instructed him to pass on a letter containing the results of the *divination* cast for Auldon. Jenenan is not at liberty to discuss the contents of the letter, but will be of whatever assistance he can to the PCs. The letter contains a simple message in Jaikor’s hand:

“Heironeous has bade me tell you this: Life is fraught with difficulty and challenges, but the way of the valorous is clear. The father must honor his duty to the child and if he will not he must be compelled by force of arms or suffer the consequences.”

☙ Guards, male humans Pal1 (2).

☙ Jenenan, male human Pal3.

☙ Jaikor Demien, male human Ftr5/Clr7.

ENCOUNTER 5: NOTHENAN THE LOVESICK WIZARD

The letter that Jemar gave the PCs from Nothenan to Adra should make it clear to them that he can be found at the Bridge of Entwined Hearts at highsun each day. The bridge is known throughout the city as a romantic spot for couples to meet and court. Legends say that a marriage proposals made and accepted on the bridge lead to life-long unions.

The Bridge of Entwined Hearts is the sole way for horses and coaches to cross the Millstream in Clerkborg. The bridge itself has two balconies at its highest point, one on each side, with a small bench only large enough to hold two people. Approaching the Millstream and the Bridge of Entwined Hearts just after highsun, you see a thin young man in simple blue robes sitting alone in one of the balconies. He is whispering to himself as he plucks petals from a rose and one by one and drops them into the stream.

Nothenan has been waiting for Adra at the bridge at highsun everyday for over two weeks, and while he has not given up hope of her arrival, he is beginning to wonder what is taking so long. If the PCs show recognition as they approach him, call him by name or mention Auldon or Brendingund, he assumes they have been sent to “deal with him” and panics. He begins by casting *sleep* on the PCs and then trying to *levitate* and escape. If the PCs manage to approach him without provoking him by indicating that they are messengers from Adra, he is very cooperative.

Nothenan tells the PCs that he and Adra were childhood sweethearts in Hardby, but that he has been in Greyhawk studying magic for the past three years. He has neither forgotten Adra nor their love for each other, and has written her faithfully every month since they were separated. He was very excited when she wrote that she was coming to Greyhawk, but was devastated when he learned that she was being forced to marry some wrinkled old puss bag against her will (at least that’s his impression—she never told him that it was against her will, neither has she ever called her husband a “wrinkled old puss bag.”). He received a single letter from Adra shortly after her arrival, but it indicated that she was not feeling well. Nothenan believes she was heart-sick. He immediately sent her the letter that the PCs have seen and has been waiting for her since. Nothenan has just completed his initial training at the University of Magical Arts and is hoping Adra will run away with him.

If asked about Velyn, Nothenan remembers him only as some old guy who was a friend of Adra’s father.

Nothenan pushes the PCs for each and every detail they can give him about Adra and her current situation. If the PCs tell him about the pregnancy and the children, he is completely devastated. A mixture of concern for her safety, and the realization that his dreams for the two of them are not going to happen overwhelms him. After a few minutes of shock, Nothenan becomes incredibly focused on saving Adra and ask the PCs what they are looking for and how he can help. He takes whatever information the PCs give him and retreat to the University of Magical Arts to research the problem.

☙ **Nothenan, male human Wiz3:** CR 3; Medium-size humanoid (human); HD 3d4; hp 9; Init +1; Spd 30 ft.; AC 11 (Touch 11, Flat-footed 10); Atk +1 melee (1d3 subdual, fits); AL CG; SV Fort +1, Ref +2, Will +4; Str 10, Dex 13, Con 11, Int 17, Wis 12, Chr 15.

Skills and Feats: Concentration +4, Knowledge (arcana) +7, Spellcraft +5; Combat Casting, Dodge, Mobility, Scribe Scroll.

Possessions: 2 sp, 12 cp.

Spells Prepared (4/3/2; Spell DC = 13 + spell level): 0—*light*, *detect magic*, *prestidigitation*, *read magic*; 1st—*comprehend languages*, *feather fall*, *sleep*; 2nd—*invisibility*, *levitate*.

ENCOUNTER 6: FAITHFUL Velyn

Based on the letter Jemar gave the PCs, they should realize that they can find Velyn at the Nightwatchmen’s Guildstation in the Artisan’s Quarter any time between a few hours before dusk and midnight. The Artisan’s Quarter branch of Greyhawk’s privately funded nighttime peacekeepers is located in a four-story brick building just off the Processional. The lawful-minded

Nightwatchmen concern themselves with protecting the establishments of these merchants who refuse to fall victim to the protection racket run by the Thieves' Guild, a job that keeps them very busy. Velyn is an enthusiastic member of the Nightwatchmen but less aggressive about it as a sacred duty to St. Cuthbert than some of his peers.

Entering the Nightwatchmen's Guildstation, you receive measuring stares from the three men in the building. Two younger men sit quietly watching you from a table, sipping from their steaming cups, as an older, balding man with stands to greet you. He wears a chain shirt and a longsword. He moves with the easy grace of a man who has spent many years in arms.

"Good evening friends. What brings you to the Nightwatch?"

The old man and his associates have quickly measured the PCs and determined that they are not know members of the Thieves' Guild or their associates, although they will keep a close eye on anyone who blatantly acts roguish. The old man is Velyn, the retired Hardby Marine the PCs are seeking. Because of his many years living in Hardby he defers to any female PC, assuming that they are in command. When questioned about his connection to Adra, he asks if the PCs would step outside to allow for a private conversation about the matter. He does not wish to discuss personal matters in front "the men." Velyn tells the PCs that he saved Adra's father during a pirate attack on Hardby many years ago, and he has been a close friend of the family ever since. His retirement from the marines six months ago brought him back to Greyhawk, but he has periodically corresponded with Adra and her father. Velyn was pleased to here about Adra's marriage and was happy to get her letter indicating that she had arrived in Greyhawk, but he has not heard from her since.

Velyn is curious about why the PCs are questioning him, and anything they disclose is a complete surprise to him. He expresses concern for her safety, as he views Adra as a favorite niece that he needs to be protected. Velyn knows that Nothenan was a young boy who was one of Adra's playmates when she was a child. He understands that Nothenan evidenced some talent for magic and was sent to study in Greyhawk, but knows little else about him.

If the PCs are honest to Velyn about Adra's situation, he collects a few of his old friends from the marines and watch the Brendingund manor. This will greatly assist the PCs in the combat later.

ENCOUNTER 7: ATTEMPTED KIDNAPPING

Upon returning to the Brendingund home with news from the temples and whatever information they may have gathered from Nothenan and Velyn, Auldon meets with the PCs in his study. His planned high society event has successfully been cancelled and there is no sign of the fine pavilion in the backyard.

You are lead to double doors that open to reveal a study lined with bookshelves on three walls and a marble fireplace on the fourth. A small secretary piled with ledgers stands against one wall, and a fine wooden desk dominates the room with a plush high back chair behind it. Seated comfortably in the high back chair, Auldon awaits your news.

When the PCs give Auldon the letters from the various temples, he will read them and be very perplexed. He claims to be a simple businessman who does not understand the will of the gods, and ask the PCs what they think of the *divination* responses. The PCs may suggest that this has something to do with the necklace if they are aware of it. He says that this is an interesting idea, but that he must give it more thought.

After some discussion along these lines, Auldon ask the PCs about their plans for the evening. He tells them that even though they dispersed the mob this morning, stones have been periodically thrown at the house and small groups of people have been shouting in the streets every so often ever since. Auldon has only Docco and Hensen for protection and is concerned about the security of his home. He asks the PCs if they are willing to camp in the foyer and make certain no harm comes to him, his home, or his family. He will pay them 25 gp each to do this. Once the PCs agree, Auldon calls for Jemar who shows them to the foyer and the sitting room to its west (see *Maps 1 and 2*). Have the PCs set up their camp indicating where they will be sleeping and guarding, as well as determine watches. Late that evening the Brendingund's home erupts with a variety of activities.

Fesgrit has planned a sophisticated attack on the home designed to allow his minions to kidnap the Brendingund children. A force of armed men and spellcasters are to launch a frontal assault on the home as a distraction, while two highly trained rogues sneak into the house through second story windows at the rear. These rogues have orders to grab the children and then leave before the battle is over. Several events will complicate this plan. The PCs may thwart the frontal attack, the children resist abduction, and finally, depending on what the PCs told him and some of his own research, Velyn and several of his fellow retired marines have been watching the house. If the PCs are unable to drive off the attackers and catch the rogues, Velyn and his men attempt to shoot them down as they attempt to flee

across the Brendingunds' backyard.

Two hours after midnight, the attack on the house begins with vials of alchemist's fire being thrown through the windows at the front of the house (area 1b). If a PC is watching the front, he may see or hear the men who throw the vials. Have any PC who is watching roll Spot and Listen checks. If the PC is inside the house, the checks are DC 20 for both; if the PC is outside watching, DC 12.

The stillness of the Greyhawk night is broken by the shattering of glass at the front of the Brendingund home. Flames erupt in the foyer, sitting room, and front hall quickly consuming curtains and spreading to the walls and carpet. As Docco and Hensen thunder down the stairs from their posts and begin to beat out the flames, the twin front doors are kicked open.

Docco and Hensen spend the battle trying to get the fire under control and leave the PCs to handle the invaders. If the PCs are watching, the battle certainly proceeds differently than the way it is planned.

TIER 1 (EL 6)

The following men are attacking the front of the home:

➤ **Heavies, male human Ftr1** (5): CR 1; Medium-size humanoid (human); HD 1d10+1; hp 7; Init +2; Spd 30 ft.; AC 16 (Touch 12, Flat-footed 14); Atk +3 melee (1d8+1/x3, battleaxe); AL CE; SV Fort +2, Ref +2, Will +2; Str 12, Dex 14, Con 12, Int 8, Wis 11, Chr 9.

Skills and Feats: Climb +5, Jump +5; Iron Will, Power Attack, Weapon Focus (battle axe).

Possessions: Scale mail, battleaxe, 12 cp.

➤ **Thalcazar, male elf Sor4**: CR 4; Medium-size humanoid (elf); HD 3d4+4; hp 14; Init +6; Spd 30 ft.; AC 12 (Touch 12, Flat-footed 10), 16 (Touch 12, Flat-footed 14) with *mage armor*, or 23 (Touch 19, Flat-footed 21) with *mage armor* and *shield*; Atk +4 melee (1d6-1/18-20, rapier); SQ elven traits; AL NE; SV Fort +2, Ref +3, Will +4; Str 8, Dex 14, Con 12, Int 12, Wis 14, Chr 17.

Skills and Feats: Concentration +8, Hide +4, Knowledge (arcana) +3, Move Silently +4, Spellcraft +5; Improved Initiative, Weapon Finesse (rapier).

Possessions: Dagger, rapier, vial of alchemist's fire, 8 gp.

Spells Known (6/5/4; Spell DC = 13 + Spell Level): o—light, daze, disrupt undead, detect magic, ray of frost, read magic; 1st—mage armor, shield, magic missile; 2nd—glitterdust.

TIER 2 (EL 7)

The following men are attacking the front of the home:

➤ **Heavies, male elf Ftr2** (5): CR 2; Medium-size humanoid (elf); HD 2d10+6; hp 18; Init +3; Spd 30 ft.; AC 16 (Touch 12, Flat-footed 14); Atk +6 (1d8+3/x3, battleaxe); SQ elven traits; AL CE; SV Fort +6, Ref +2, Will +2; Str 16, Dex 14, Con 16, Int 8, Wis 11, Chr 9.

Skills and Feats: Climb +6; Blind-Fight, Iron Will, Weapon Focus (battleaxe).

Possessions: Scale mail, battleaxe, 12 cp.

➤ **Thalcazar, male elf Sor5**: CR 4; Medium-size humanoid (elf); HD 5d4+4; hp 20; Init +6; Spd 30 ft.; AC 12 (Touch 12, Flat-footed 10), 16 (Touch 12, Flat-footed 14) with *mage armor*, or 23 (Touch 19, Flat-footed 21) with *mage armor* and *shield*; Atk +4 (1d6-1/18-20, rapier); SQ elven traits; AL NE; SV Fort +2, Ref +3, Will +4; Str 8, Dex 14, Con 12, Int 12, Wis 14, Chr 17.

Skills and Feats: Concentration +8, Hide +4, Knowledge (arcana) +3, Move Silently +4, Spellcraft +5; Improved Initiative, Weapon Finesse (rapier).

Possessions: Dagger, rapier, alchemist's fire, 8 gp.

Spells Known (6/5/5; Spell DC = 13 + spell level): o—light, daze, disrupt undead, detect magic, ray of frost, read magic; 1st—mage armor shield, magic missile; 2nd—blindness, glitterdust.

TIER 3 (EL 9)

The following men are attacking the front of the home:

➤ **Heavies, male elf Ftr3** (5): CR 3; Medium-size humanoid (elf); HD 3d10+9; hp 27; Init +3; Spd 30 ft.; AC 16 (Touch 12, Flat-footed 14); Atk +6 (1d8+3/x3, battleaxe); SQ elven traits; AL CE; SV Fort +7, Ref +3, Will +3; Str 16, Dex 14, Con 16, Int 8, Wis 11, Chr 9.

Skills and Feats: Climb +7; Blind-Fight, Iron Will, Power Attack, Weapon Focus (battleaxe).

Possessions: Scale mail, battleaxe, 12 cp.

➤ **Thalcazar, male elf Sor5**: CR 4; Medium-size humanoid (elf); HD 5d4+4; hp 20; Init +6; Spd 30 ft.; AC 12 (Touch 12, Flat-footed 10), 16 (Touch 12, Flat-footed 14) with *mage armor*, or 23 (Touch 19, Flat-footed 21) with *mage armor* and *shield*; Atk +4 (1d6-1/18-20, rapier); SQ elven traits; AL NE; SV Fort +2, Ref +3, Will +4; Str 8, Dex 14, Con 12, Int 12, Wis 14, Chr 17.

Skills and Feats: Concentration +8, Hide +4, Knowledge (arcana) +3, Move Silently +4, Spellcraft +5; Improved Initiative, Weapon Finesse (rapier).

Possessions: dagger, rapier, alchemist's fire, 8 gp.

Spells Known (6/5/5; Spell DC = 13 + spell level): o—light, daze, disrupt undead, detect magic, ray of frost, read magic; 1st—mage armor shield, magic missile; 2nd—blindness, glitterdust.

ON ALL TIERS:

Tactics: Thalcazar has precast *mage armor* and *shield* (and the above totals reflect that). He is in command of the men attacking and his instructions are to keep the fight going for at least a minute and then break off and run. He begins the attack by casting *glitterdust* in an attempt to blind everyone (causing a 50% miss chance on all attacks) and prolong the fight.

At the beginning of the attack the following two rogues (EL 6) climb into a second story window at the rear of the Brendingund home. These men are using a *rope of climbing*.

🗡️ **Second-story men, male human Rog4** (2): CR 4; Medium-size humanoid (human); HD 4d6; hp 20; Init +7; Spd 30 ft.; AC 16 (Touch 13, Flat-footed 13); Atk +3 melee (1d8+1/x3, battleaxe); SA sneak attack +2d6; SQ evasion; AL CE; SV Fort +1, Ref +6, Will +1; Str 13, Dex 16, Con 10, Int 13, Wis 11, Chr 10.

Skills and Feats: Balance +10, Climb +8, Escape artist +10, Hide +10, Jump +8, Listen +7, Open Locks +10, Move Silently +10, Search +8, Tumble +10; Improved Initiative, Dodge, Martial Weapon Proficiency (battleaxe)

Possessions: Studded leather, battleaxe, dagger, 3 gp.

The rogues progress as follows while the battle at the front of the mansion takes place.

Round 1	Cross the back yard
Round 2	Climb the wall of the house
Round 3	Break window, enter room (Listen check DC 25 for PCs at front of house to hear)
Round 4	Grab children
Round 5	Child bites rogue (Listen check DC 20 for PCs at front of house to hear rogue scream)
Round 6	Climb out window
Round 7	Run across yard
Round 8	Vernyn and marines kill rogues

If the PCs have informed Vernyn of the situation with Adra, he is guarding the back of the house. He sees the thieves go in the back and attacks them as they leave. The men attack with bows from outside the fence while Vernyn moves to intercept any thief trying to climb it. He cut these lawbreakers down mercilessly if given the opportunity. Once the thieves are dead, he leads his men to help the PCs if they are still fighting.

🗡️ **Vernyn, male human Ftr6:** CR 6; Medium-size humanoid (human); HD 6d10+18; hp 60; Init +1; Spd 30 ft.; AC 15 (Touch 11, Flat-footed 14); Atk +9/+3 (1d6+4/19-20, short sword); AL LG; SV Fort +8, Ref +3, Will +4; Str 14, Dex 12, Con 16, Int 12, Wis 15, Chr 10.

Skills and Feats: Climb +11, Jump +7, Listen +9, Search +3, Spot +9, Swim +11; Alertness, Blind-Fight, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: Scale mail, short sword.

🗡️ **Hardby marines male human Ftr3** (4): CR 3; Medium-size humanoid (male); HD 3d10+9; hp 30; Init +3; Spd 30 ft.; AC 16 (+4 scale mail, +2 Dex); Atk +6 ranged (1d6/crit x3, composite long bow), or +6 melee (1d6+3/19-20, short sword); AL LG; SV Fort +7, Ref +3, Will +2; Str 16, Dex 14, Con 16, Int 10, Wis 12, Chr 10.

Skills and Feats: Climb +7, Listen +5, Spot +5, Swim +9; Alertness, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow).

Possessions: Scale mail, composite longbow, short sword.

Once the battle is over and the PCs have thwarted the attackers and either the PCs or Vernyn and the marines have killed the kidnappers. The PCs come upon the strange scene in the backyard.

As you approach the bodies of the two fallen kidnappers, Vernyn and a group of hardened-looking men with swords and crossbows stand watching from beyond the fence surrounding the Brendingund home. Some faces are distorted with shock, other jaws simply hang open. Following the line of their gaze your eyes fall upon the Brendingund children for the first time. One is a lovely blond female, while the other is a boy of similar size with leathery wings spreading from his back and fangs protruding from his cherubic smile. As you watch, he crawls across one of the bodies and begins to lap at the blood oozing from a fresh bite mark in its neck.

At this point Auldon, Jemar, and Adra emerge from the house and Vernyn enters the backyard through the gate his men have been guarding. Jemar and Adra quickly bear the children back into house. If a PC cast *detect evil* he or she will find that neither children have an evil aura. Vernyn rolls one of the bodies onto its back and tells the PCs he recognizes the man as being a member of a gang led by a man named Fesgrit who lives in the Artisan's District. Vernyn can give them directions. If any of the attackers were captured without being killed, they confirm that they were hired by Fesgrit to either kidnap the Brendingund children or serve as a distraction during the kidnapping. They believed that Fesgrit intended to ransom the children, however if a prisoner sees the child with wings and fangs he revises his expectation to blackmail.

If the PCs did not tell Vernyn about the situation but stopped the thieves from escaping with the children, Vernyn shows up a few rounds after the combat is over. Someone reported the attack to the Nightwatchmen and Vernyn responded with a patrol.

If the thieves escape with the children the PCs have lost

them. Although they may be able to get information from the attackers that lead them to Fesgrit, he's gone before they arrive with no sign of where he went. Ullena has the children and is gone; the adventure is over for the PCs.

If a PC was permanently blinded, Auldon offers to send for his friend Wugut, a 5th-level priest of Fharlanghn. Wugut arrives within an hour, but he is unable to cast *remove blindness* until after dawn. Wugut casts the spell only if PCs make a donation of 100 gp to the church of Fharlanghn.

If the PCs met Nothenan earlier and revealed Adra's situation to him, he is waiting outside to talk to the PCs when they come out. Nothenan is very excited as he has been researching at the university non-stop since meeting the PCs. He has reached several conclusions. Nothenan relates that the only way for the children to have been corrupted is either for Adra to have consorted with fiends (which he refuses to believe), for Auldon to have consorted with fiends (which is his leading theory) or for either of them to have somehow fallen under the power of certain powerful evil artifacts. He recommends that the PCs be wary of the presence of outsiders or mortals that may have been corrupted. If asked about the powers of such creatures, he says that most are immune to normal weapons, but the weakest can be harmed by silver and all can be harmed by magic if powerful enough. He also relates that they are immune to fire and poison, virtually immune to cold and acid, can see perfectly in any darkness, and communicate using their thoughts. He does not accompany the PCs in their search. The PCs could also go to the Great Library of Greyhawk and research this themselves, finding similar information.

ENCOUNTER 8: DEAD FESGRIT

A quick trip across Clerkgburg takes the PCs into the Artisan's District and to the building Velyn indicated was Fesgrit's lair. The PCs are able to enter the rundown-looking apartments, which are accustomed to late night activity. As the approach the rooms they were told belong to Fesgrit, they notice that the door stands ajar. Upon entering the PCs see a grizzly scene.

A single candle flickers on the desk revealing a gruesome scene. The mutilated corpse of a half-elven man in studded leather armor hangs from a rope tied to a hook in the ceiling. The man's left hand has been severed just above the wrist and his left eye socket is a gaping bloody hole. There is no sign of the missing hand and eye, but the floor and a table below the body are soaked with blood from the wounds.

Pacanan has killed Fesgrit as punishment for his failure to kidnap the Brendingund children and to create an opportunity to lure the PCs into a trap. He has disfigured Fesgrit in such a way

as to give fair warning to anyone coming across the corpse that the ire of followers of Vecna has been aroused. If the PCs search Fesgrit and the blood-soaked table, they find several documents that are still legible. A successful Search check (DC 10) picks out a note signed with a "P" followed by a circle with a dot in the center (looking somewhat like an eye) requesting a meeting that night at a cemetery outside the city walls. Searching the general area (Search, DC 20) may yield two potions hidden in a drawer with a false bottom. Aside from these the room has typical furnishings, but nothing of value.

Treasure: *Potion of bull's strength* and a *potion of lesser restoration*.

ENCOUNTER 9: PACANAN'S SPONSOR

When the PCs arrive at the graveyard indicated in the note they found in Fesgrit's rooms, they encounter the following scene. If for some reason they wait and arrive by day, modify the descriptions as necessary, but the erinyes is still alone. She used her charm person supernatural ability to chase away any unwanted visitors to the area.

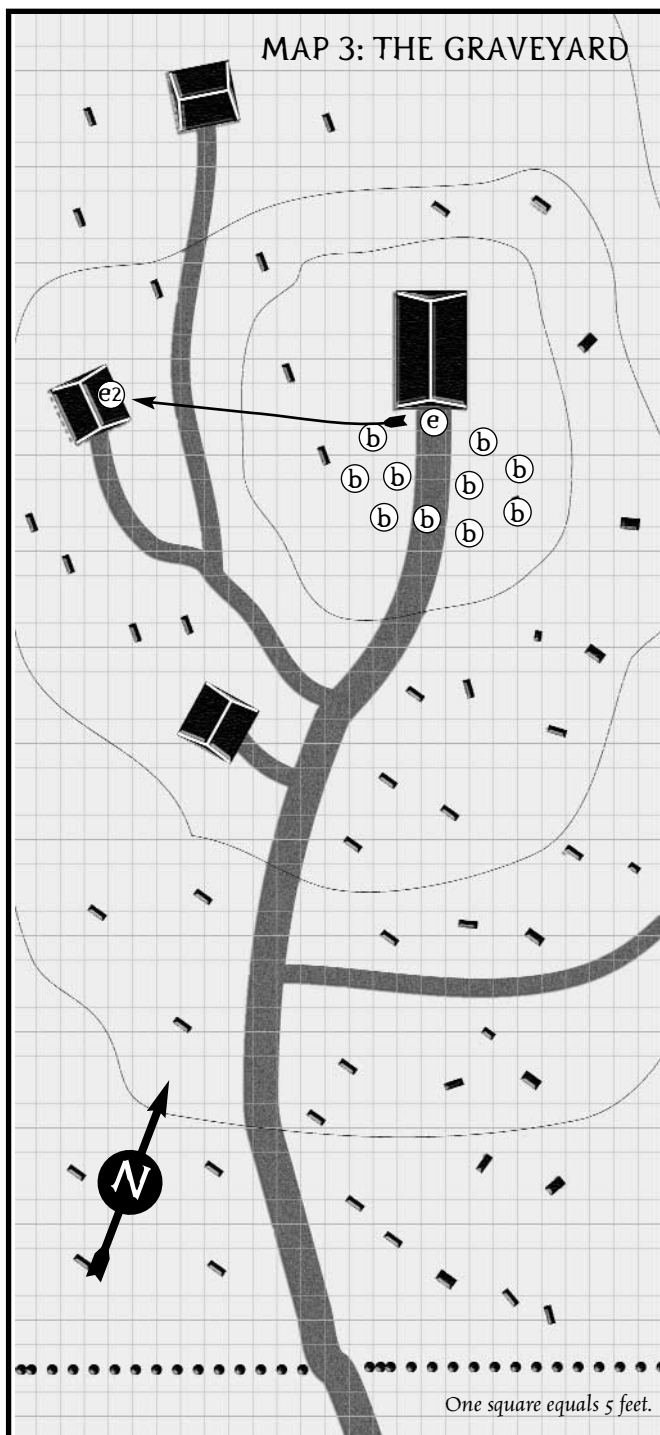
As you near the graveyard you see a woman in the distance. She leans casually against the marble door of a small mausoleum illuminated by a torch on either side of its entrance. The woman is beautiful beyond compare, wearing the sheerest blue gown of some gossamer material. She smiles warmly at your approach and steps forward to greet you, toying with one end of a long rope that lies coiled at her feet.

The erinyes is a fiend that serves as Pacanan's outsider contact for a variety of evils he works. She usually cooperates with his schemes for amusement or to quench her boredom, although Pacanan's current schemes involving the *Necklace of the Forlorn Cairn* and the Brendingund children have peaked her personal interest. She has decided to steal the children and raise them as her own. Her goal in meeting with the PCs is to learn as much as she can about the situation, children, and then kill the PCs. She is polite and flirtatious, but if the conversation becomes aggressive or she is attacked she does not hesitate to respond violently.

If asked, the erinyes gives her name as Ullena, which is an alias. If a polite conversation is possible she reveals the truth about Auldon and the necklace to the PCs. She is sure to tell them the following bits of information, in the order they are listed, to win their trust and encourage an exchange of information.

- A servant of Vecna named Pacanan killed Fesgrit. He wants to steal the necklace from Auldon.

MAP 3: THE GRAVEYARD



KEY

- ① Beginning position of Ullena the erinyes.
- ② Optimal retreat position of Ullena the erinyes (atop smaller mausoleum).
- ③ Optimal position of summoned baatezu (surrounding or flanking the PCs).

- The necklace caused the accelerated birth and mutation of Adra and Auldon's children, but they are the parents.
- The necklace is a powerful item predating the Oeridian migration.
- Auldon has been selling the necklace repeatedly for personal gain.
- Over time the necklace is becoming more attuned to Auldon and increasing its power and Auldon is become more attuned to it.

Eventually the PCs will either attack Ullena or she decides she has gained all she can from conversing with them. When this happens she summons several baatezu to destroy the PCs and then leave after a few rounds of observing the fight.

Ullena has the charm person supernatural ability (see *Monster Manual* page 52). She will use this ability once during this encounter. Some charmed PCs may try to pervert her orders; you must indicate to them that this is not like the charm person spell and they must do as she says. She knows the type of creatures that are generally susceptible, but does not want to kill them outright. She ends the charm soon after she teleports away, as indicated in the tactics section of each Tier.

TIER 1 (EL VARIABLE)

🔥 **Lemures** (6): hp 11 (x2), 9, 8 (x2), 7; see *Monster Manual* page 48.

🔥 **Ullena the erinyes**: hp 40; see *Monster Manual* page 49.

Possessions: 50 feet of rope.

Tactics: At Tier 1, Ullena begins combat by summoning six lemures to do her fighting (the percentile roll is automatically successful). She interferes with the battle for 1 round after the summoning is attempted and then teleports to safety, far away from Greyhawk. However, her one action after summoning the lemures is to attempt to charm the most potent-looking fighter in the group. Her instructions are: "Do not get involved, go sit down over there." She gestures to a nearby tombstone. Whether this succeeds or fails, she teleports away the next round. She allows the charm effect to last for 3 rounds after she leaves.

TIER 2 (VARIABLE)

🔥 **Lemures** (10): hp 12, 11 (x4), 10, 9, 8 (x2), 7; see *Monster Manual* page 48.

🔥 **Ullena the erinyes**: hp 40; see *Monster Manual* page 49.

Possessions: 50 feet of rope

Tactics: At Tier 2, Ullena interferes with the battle for 5 rounds before teleporting to safety, far away from Greyhawk. If at any time she is engaged in melee, she flies out of reach as soon as possible.

- Round 1** Summon 10 lemures (the percentile roll is automatically successful) while flying 50 feet toward smaller mausoleum.
- Round 2** Use her charm person supernatural ability on the most dangerous fighter while flying 50 feet toward smaller mausoleum (she reaches that mausoleum this round).
- Round 3** She will order the charmed character to: "Protect me at all cost."
- Round 4** Uses her *unholy blight* spell-like ability on the PC she considers the greatest threat.
- Round 5** Uses her *teleport without error* spell-like ability to flee far away from Greyhawk.

She ends the charm person effect as soon as she leaves combat.

TIER 3 (EL VARIABLE)

☛ **Barbazú** (2): hp 40, 35; see *Monster Manual* page 48.

☛ **Ullena the erinyes:** hp 40; see *Monster Manual* page 49.

Possessions: 50 feet of rope.

Tactics: At Tier 3, Ullena stays for 7 rounds. She uses her abilities to create as much discord among the PCs as possible.

- Round 1** Summon 2 barbazú (the percentile roll is automatically successful) while flying 50 feet toward smaller mausoleum.
- Round 2** Uses her charm person supernatural ability on the largest fighter who wears no holy symbol while flying 50 feet toward smaller mausoleum (she reaches that mausoleum this round).
- Round 3** She orders the charmed PC to: "Kill them all, but not my dark little friends." She may indicate particular targets in later rounds.
- Round 4** Uses her *unholy blight* spell-like ability on the PC she considers the greatest threat.
- Round 5** Casts *unholy blight*.
- Round 6** Casts *unholy blight*.
- Round 7** Uses her *teleport without error* spell-like ability to flee far away from Greyhawk.

She ends the charm three rounds after she leaves or it ends when she dies.

Development: After defeating the baatezu, the PCs can return to the Brendingund home and share what they have learned with Auldon.

ENCOUNTER 10: FATHER'S DAY

If the PCs return at night, Jemar shows them to comfortable rooms on the third floor of the home and explains that Auldon and Adra have retired with the children for the evening, leaving strict instructions that they are not be disturbed. First thing the following morning, the PCs are summoned to breakfast with Auldon in the dinning room.

Entering the dinning room behind Jemar, you are greeted with the familiar sight of Auldon Brendingund. He sits at the head of the table in a fine silk robe surrounded by plates piled with fruit, cooked meats, and breakfast cakes. The room is filled with sweet aromas that could easily distract a man from serious business.

When the PCs enter, Auldon asks them to have a seat and tell him what they have learned. As the PCs reveal what they have found, Auldon reaches the conclusion to which the PCs have likely come: He is the father of the malformed boy, and the strange circumstances of his wife's pregnancy were brought on by the powers of the *Necklace of the Forlorn Cairn*, which is clearly not a wholly beneficial item.

Auldon reviews aloud the advice that the various temples sent to him and ask the PCs for advice on what to do now. He realizes that he is the object of their messages if the PCs do not point this out. As he does this Auldon's face falls in an expression of remorse and shame. He then removes the necklace and lays it on the table in front of him. He asks the PCs for which temple he should go to. Once they have agreed, or at least debated a while, Auldon then rises and quietly excuses himself telling the PCs that Jemar will see that any existing needs they have are tended to. If stopped or asked what he plans to do, Auldon tells the PCs that he must take his family to the temple that the PCs recommended. If the PCs could not agree, he says he is going to a temple, but does not tell them which one.

If a PC tries to take the necklace, they can but it will disappear later that day when summoned to the temple by Auldon. They do not have a chance to sell it before that happens.

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 1

Help stop the the mob. 25 xp

Encounter 5

Gaining Nothenan's support. 25 xp

Encounter 6

Gaining Velyn's support. 25 xp

Encounter 7

Thwarting the kidnapping. 175 xp

Encounter 9

Destroying the baatezu 200 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:

- 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.
- 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.

- Theft is against the law, but may be practiced by some player characters. Items which 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, which it later finds unreasonable but which were allowed at the time.

Encounter 7

- 25 gp each from Brendingund for guarding the house.
- Rope of climbing*

Encounter 8

- Potion of bull's strength* (300 gp) This thin metal vial contains a thick lavender liquid. When imbibed it grants an enhancement bonus to strength of 1d4+1 points to the Strength of the drinker.
- Potion of lesser restoration* (300 gp) This thin metal vial contains a cloudy red liquid. When imbibed, it dispels any magical effects reducing the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It does not restore permanent ability drain.

Conclusion

- Favor of the Brendingund Merchant House:
For One Favor: Auldon Brendingund is willing to pay for your stay on your next trip to the city of Greyhawk.

In game terms, a player can cash this cert in to get free lifestyle cost at High level for a Core scenario that takes begins in the city of Greyhawk.

For Two Favors: Auldon Brendingund is willing to let you travel on his caravans and trading ships on your next trip to the city of Greyhawk.

In game terms, a player can cash these two

certs in to pay only one time unit for a single core scenario that takes place in the city of Greyhawk. Two Favors must be cashed in with the same players name written on them. These two Favors must be stapled together.

This benefit expires in 3 years from date of play
For Three Favors: Auldon Brendigund is willing to pay for the bearer or his chosen recipient to be the subject of any fourth level or lower divine spell. This spell must be beneficial to the recipient and willingly accepted.

In game terms, a player can cash these three certs in to have one divine spell cast on the PC or another PC if the character chooses. This must be done during a core event that takes place in the city of Greyhawk. The player also has the option of traveling to the free city of Greyhawk to have the spell cast. This costs the player 4 Time Units. Three Favors must be cashed in with the same players name written on them. These three Favors must be stapled together.

APPENDIX A: THE NECKLACE OF THE FORLORN CAIRN

The *Necklace of the Forlorn Cairn* is an ancient artifact that consists of a platinum cartouche set with brilliant diamonds and pale blue sapphires in fine filigree, hung on a chain of fine adamantine links. The curse of the necklace is that it can never be lost. Any person touching the necklace with bare skin while it rests on its pedestal in the Forlorn Cairn will find that it has magically appeared around their neck. Once on a person's neck, the necklace can be removed normally but it will always magically return to its owner's neck. Initially the time the necklace took to return to Auldon was uncontrollable, but never took more than a half an hour. The necklace has become more attuned to Auldon over the past year and now will remain where Auldon for places it up to a full day. In addition, Auldon has also learned to control the return of the necklace to some extent. If he removes it he can instantly summon it over any distance with a single thought at any time up to when the necklace automatically returns. Another effect of the necklace growing more attuned to Auldon is that it can no longer be removed by a simple remove curse spell. The necklace also emits an aura that causes servants of Iuz the Old to fear its wearer and avoid him. As the evil of the necklace has begun to take hold, it has also manifested the power to hide its alignment and that of its wearer in a fashion similar to the undetectable alignment spell. Since the birth of his children, the necklace has begun to function as a rod of splendor for Auldon. If the person possessing the necklace dies, the necklace magically returns to its pedestal in the Forlorn Cairn.

PLAYERS' HANDOUT #1

Sweetest Adra,

It must be destiny, fate, or the will of Boccob that has brought you to me again. It can be no coincidence that you have come to Greyhawk just as I have completed this term at the University. I had taken it in mind to wander the Flanaess and can think of no greater joy than to see the world with you by my side. If you can but escape this forced marriage for a moment, I will use my powers to whisk us both to safety. In seconds I can take you beyond the reach of this lascivious merchant who has dishonored you and bought your father with his money.

Come to me at noon at the Bridge of Entwined Hearts. I know it will be hard for you, but be strong, as is my love. I will wait each day until you can come. We will be together at last.

With all my heart,

NOTHENAN

PLAYERS' HANDOUT #2

Dear Adra,

It was a pleasure to hear you have safely reached Greyhawk and I am even more pleased that you are happy in your marriage to this merchant Brendingund. I was surprised to hear that your father agreed to a marriage with a man so many years your senior, knowing how he dotes on you. I have had some friends look into the business affairs of your new husband and he is a remarkable success, although I must admit he has some habits I will rely on you to break him of.

Enough rattle from a suspicious old man though. Should you have need of me, I am working with the Nightwatch in the Artisans Quarter. I must admit that I don't keep civilized hours, but it is hard enough to find suitable work for a grizzled old marine once the sun has set. I treasure my memories of bouncing you on my knee when you were just a babe and look forward to doing the same with your children now that you have come to the free city.

*Regards,
Vern*

PLAYERS' HANDOUT #3

From the Temple of Saint Cuthbert

"The father must be punished for he is an instrument of evil."

From the Temple of Pelor

"The children must be turned to the light, but the father must lead the way."

From the Temple of Heironeous

*"Life is fraught with difficulty and challenges, but the way of the valorous is clear.
The father must honor his duty to the child and if he will not he must be compelled by
force of arms or suffer the consequences."*

CRITICAL EVENTS SUMMARY

For the first run of this event at DragonCon 2001

Did the PCs stop the mob?	Yes	No
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Did the PCs thwart the kidnapping without help?	Yes	No
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Did the PCs talk to Ullena?	Yes	No
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Did Ullena tell the PCs about Pacanan?	Yes	No
--	-----	----

Did the PCs tell Auldon about Pacanan?	Yes	No
--	-----	----

Did the PCs reach consensus as to which temple Auldon should go to?

St. Cuthbert

Pelor

Heironeous

List the names of any PCs that died during the event.

Player

Character

Return this form with your scoring packet to HQ.