

FUR1-06

Tales from the Hart

**A One-Round D&D LIVING GREYHAWK®
Kingdom of Furyondy Regional Adventure**

Version 1

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Although nearly two years have past since the end of direct conflicts, the Knights of the Hart are still feeling the effects of Iuz's evil occupation. However, some missions cannot be fulfilled by the knights. Do you have what it takes to carry on the fight? An adventure for Character Levels 3-8.

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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:

- 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.
- 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.
- 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>
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th
T4:	33-42	36-46	39-50	42-54	10 th

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

Background for the DM

Tales from the Hart is the first Furyondy Regional adventure to introduce the order of knights known as the Knights of the Hart. This powerful militant order holds an important place in the history and future of the region. Made up of nobles and freemen and women throughout the region, members of the order aspire to the highest degree of honorable conduct in defense of the nation of Furyondy and its allies. Although their ranks were decimated in the wars, the order maintains its vigilant defense of the country as it seeks to rebuild itself. Members of the order must sacrifice their individual needs and desires for the good of the order. However, these sacrifices do not come easily, and *Tales from the Hart* deals with one of these sacrifices.

The main antagonist in this scenario is a powerful mage known as Tynalaor. During the wars he was an apprentice to Cryennik, who has plagued the area of years, and he has decided to unleash his own set of evils upon the world. Once a feared member of Iuz's armies, Tynalaor now plagues Furyondy and Iuz's forces alike, showing seeds of discord along the border.

Adventure Synopsis

Set in the Barony of Kalinstren, this adventure begins in Crying Speak Keep, one of the few strongholds that held during Iuz's siege of Furyondy. While at the keep, the PCs will meet several NPCs, including a local bard. After befriending the local bards, the PCs are drawn in to the story when their new friend is killed in the night by a ghastly creature sent from beyond to borders.

In the ensuing chaos, the PCs learn about the recent increase in activity along the front and the dilemma that faces the knights in the keep. They are forbidden from taking direct action by order of King Belvor, yet they are unable to defend themselves or the common people from the supernatural attacks by seeking out its source Pashenden, the ruler of the keep, has been unable to rout the source of the attacks.

During their investigations, the PCs will learn a bit of history and the tale of the Lost Sisters from a old cleric (Younda) near his last days. The leader of the knights in the area, Sir Gennadel, is an old man and the father of two girls born on the same night from different mothers. Both of the mothers died during childbirth. He claimed one child, Ashella, as his own and raised her as a knight. He disowned the other child, Krynena, who left the keep to pursue a dark path, eventually leading her to the service of Iuz. During the wars, the sisters grew powerful on opposite sides of the battle, and both were slain in a mission to stop one another. As the ranking knight, it was on Gennadel's order that Ashella was sent with a small group of warriors to stop a dark witch, he discovered too late that the witch was his other daughter, Krynena. The small band was able to find and kill the witch and return with her body. Unfortunately, Ashella's body was lost to the forces of darkness deep a swamp. With their deaths, Sir Gennadel confessed his sins to the local cleric, who gave the witch a proper burial. There have been no signs of Ashella's body or the family sword that she carried into battle. The old cleric believes the attacks are being directed at the keep in an attempt to locate and reclaim Krynena's body for the forces of evil.

Gennadel is unable to take a direct action against since he would be required to commit Furyondy troops to cross the current borders and perhaps institute increased conflict in the area. The keep's position is too tenuous to risk such an aggressive move, so he is placed in a tight spot.

His old friend, Younda, is sympathetic to the man's pain, and has decided to ease his friends suffering by allowing the story to fall on the ears of an honorable group of Furyondians—the PCs. Younda knows that he cannot relay the story to Pashenden he would likely take direct action and potentially dishonor the knight in the process.

The PCs will have to make some difficult decisions on how exactly to handle their newfound knowledge and opportunity. The basic issue they are forced to deal with is to discover the source and eliminate the continuing threat to the keep. Additionally, they may wish to deal with resolving the unrest of the lost sisters and their father, Sir Gennadel. Complicating matters, is the ruler of the keep, Pashenden who will wish to know what is taking place within his four walls. Eventually, the PCs will likely travel outside of the borders of Furyondy into the lands of Iuz. Forced to leave all signs of the national allegiance behind, they must journey into the dead lands and deal with remnants of Iuz's armies, as well as Tynalaor and his minions.

Players' Introduction

Before starting the event, read the following blurb about the event to allow the players to select whichever character best fits the mission at hand.

Although nearly two years have past since the end of direct conflicts, the Knights of the Hart are still feeling the effects of Iuz's evil occupation. However, some missions cannot be fulfilled by the Knights. Do you have what it takes to carry on the fight? An action-packed event suitable for characters of Tiers 2-4.

The adventure begins in a drinking hall located inside the main keep where many soldiers and mercenaries are often spend their free time. When the players are ready to begin the adventure, read the following introduction:

It has been just over two years since the cessation of the Great Northern crusade that resulted in the retaking of the lands lost to Iuz during the Greyhawk Wars. Since that time, the forces of Furyondy have been steadily rebuilding their pillaged lands in an attempt to prevent Old Wicked from ever setting foot on Furyondian soil.

Life on the frontiers and borders tends to be a harsh life. There are literally hundreds of tasks to be completed, all in the name of national defense. Clerics of Trithereon have been steadily growing in number and the work progresses at a steady pace that does not seem fast enough for some, and appears to fast and expensive for the southern nobles.

Growing weary of traveling through the heartland of the country or getting caught in the

politics of Chendl, you have made your way toward the edges of the kingdom. You have set your sights on Crying Spear Keep in the Barony of Kalinstren. From the tales you have heard along the way, life near the border can be dangerous, but at least you know who your enemies are, most of the time...

Tonight you find yourself in the relative safety of the keep's primary drinking hall. Known only by the simple name of the Hall, the place is filled with off duty soldiers, mercenaries, craftsmen, and bards.

Allow the players time to introduce their characters. Encourage players to describe what their characters look like and what, if any, obvious weapons or armor they are carrying. In the opening scene, it is not assumed that any of the players are traveling together. Allow each player to determine if their characters are familiar with each other and whether or not they are sitting in the same area of the hall.

The Barony of Kalinstren is a rough place and the local law does not limit the wearing of armor and weapons, although the punishment for crimes is quick and severe. Characters that break common laws should expect heavy fines and imprisonment for crimes such as thievery. Treasonous acts, or those acts that hurt the ability of the Barony to defend itself, are capital offenses and the offenders are quickly tried and executed.

Encounter 1: The Hall

The PCs find themselves in the main drinking and eating hall of Crying Spear Keep. Located in the large hall are over 50 patrons enjoying the fine ale and simple fare the hall has to offer. For a moderate fee (3 sp), a patron may buy a flagon of ale and a bowl of hearty stew with bread and cheese. Those wishing to stay the night near the hall can book a room for 1 sp per night.

While they are at the hall, the PCs may feel free to wish to use any number of interactive skills including Gather Information, Profession/Gaming, Sense Motive, etc. Any of these skills can be used to interact with the off duty soldiers, craftsmen, or bards. DMs should can improvise a number of personas for the local populace.

Among the local patrons the PCs will encounter is a bard known as Yankova (human male, Brd6; Cha 10, Disguise +8, Perform +12, Bluff +12; Spells: *change self*, *alter self*, *invisibility*). He is a rather odd looking man with long curly hair, mismatching clothes, and a beat up mandolin. He attempts to be somewhat of a comedian, but despite his good nature and unwavering sense of humor, he tends to annoy the locals with his unique songs. He is capable of sharing two rumors listed on the chart below (#s 6 & 12) and he will quickly make friends with the

PCs if they allow it. Yankova will unwillingly start a brawl later in the evening that serves to get the PCs together if they have not gravitated together thus far.

If the PCs wish to learn more about recent events at the keep, DMs should work in some of the following rumors, which can be gained by talking to the bar patrons. Successful use of any of the above skills or skillful role-playing (and passing a few coins around) can earn the PCs from 1D3 of the rumors listed below.

Rumor Table (1D12)

- 1 Gennadel, the leader of the local Knights of the Hart has discovered where Prince Thrommel is being held captive and is organizing a rescue party (False)
- 2 The evil mage Cryennik has returned to the area around Crying Spear and taken control over the goblinoid forces (partially true – he never left)
- 3 Pashenden has been sending troops over the border to carry on a guerilla war against Iuz's forces (True)
- 4 Captain Arcturon leads Belvor's troops here and is a spy for the King – keeping tabs on Pashenden's actions (True)
- 5 Clerics of Trithereon are planning an independent military action to claim more lands from Iuz (False)
- 6 "Breyark" is a common password for the goblinoid troops.
- 7 The lady of Castle Ehlenstra has been corrupted by evil and now works for Iuz (False)
- 8 Clerics of Trithereon have been preparing for something, perhaps the passing of one of their local leaders Younda (True)
- 9 Pashenden has recently hired a number of mercenaries for an upcoming attack (Partially true)
- 10 King Belvor is planning to visit Kalinstren sometime within the next fortnight (False)
- 11 The swamps north of the keep has become home to a green dragon (False)
- 12 There is a new force in the surrounding area that attacks Iuz's and Furyondian troops without preference (True)

As the PCs are busy gathering information or enjoying their evening meal Yankova is busy making friends. After the PCs have gathered a total of 6 rumors (they may learn duplicates if not working together) Yankova will step over the line and anger a local stone mason (Julnas) who starts a brawl.

If the PCs are keeping an eye on the bard, they will notice that he is working the crowd telling jokes and generally passing good cheer. Eventually, he will overstep his bounds. When this occurs, read the following description:

You hear a booming voice over the crowd of the hall. "Why you little gossip monger! How dare you say such things!"

The sound of a solid punch silences the room and you see Yankova staggering across the bar and crashing into a table sending drinks and the patrons flying!

The table that he crashes into just so happens to be one that some or all of the PCs are using (determine randomly or select any PC that has not gravitated toward the others). In his drive to avoid the fight, Yankova will use an *Alter self* or *Change self* spell to disguise himself as one of the PCs he crashed into. He will then attempt to confuse the brawler by pretending to be the PC. He is very convincing (*Bluff* +12) and in the ensuing confusion, the brawler may attempt to strike the PC (50% chance).

Combat in the hall is not uncommon and as long as no one draws a weapon or uses any form of lethal combat, the fight will continue to loud cheers from the patrons. Other patrons will jump in on Julnas' side if the PCs team up (add 1 additional fighter for each PC involved – use the same statistics for all fighters). Statistics for the fighters are not tiered.

Julnas, male human Com4, (Medium Humanoid; HD 4d6; hp 15; Init +1 (Dex); Spd 30; AC 13 (+2 leather apron, +1 Dex); Atks +2 melee (1d3+2/Critx2); SA None ; SQ None; AL CG

SV Fort +2, Ref +1, Will +1

Str 14, **Dex** 12, **Con** 10, **Int** 10, **Wis** 9, **Cha** 10.

Skills: Profession/Mason (+5)

Feats: None

Equipment: Leather apron, 5 sp, 10 cp

The bar-room brawl is designed to put the PCs in the action and allow them a chance to either defend their new friend or watch him get pummeled. During the fight, Yankova will focus on dodging out the way of the large worker. He will hide behind posts and tables (especially the PCs) in his attempt to avoid getting hit. He is also not above using his *invisibility* spell to avoid combat.

DMs should end the combat after before a full minute of the melee (10 rounds) is completed. This fight moves the story along and is not intended to drive PCs into submission or reduce their hit point totals significantly. When the DM is ready, to end the fight, read the following:

Responding to the commotion, a group of four guardsmen enter the bar. "Halt in the name of Pashenden, Lord or Crying Spear Keep! If you do not wish to spend a night in the stockade you will cease at once."

Upon arrival of the guards, all of the NPCs will cease fighting and look about sheepishly. If Yankova is still under the effects of any spells, he

will release them and return to normal. In order to avoid spending the night in the stockade, the PCs will have to come up with coins to cover any damage they might have caused during the fight (DMs should estimate damages at no more than 2 gp per PC involved in the fight). If the PCs stall at the fine, Yankova will cover their expenses as an act of friendship.

If any of the PCs were foolish enough to use real weapons or damage causing magic (i.e., *magic missile*, *burning hands*, etc.), they will be in serious trouble with the guards. These crimes are dealt with strictly. PCs that kill commoners will be executed the next morning after being found guilty of murder. Those who seriously wound a commoner will be imprisoned for 1 year (record the PC name and remove the character from play for 1 year from the time the campaign is played).

DMs should remember that the brawl involved subdual damage that PCs are able to quickly recover from its effects. Only some of the damage suffered in the fight is "real" and requires rest or magical healing to recuperate.

Following the fight, Yankova will try and make amends by buying his "rescuers" and their friends a round. He is charming and witty and quick to befriend the PCs. If asked about what started the fight, he smiles and says, "he must of had me confused with someone else, happens all the time."

Late in the evening, after several more ales, he tells the PCs that he has been preparing a grand new tale. The ballad deals with the Knight of the Hart, Sir Gennadel, and is entitled "Tales of the Hart". Under no circumstance will he share the tale this evening, he bids the PCs to return to the hall the following night for a grand performance. With his new friends and audience now awaiting his performance the next night, he winks and excuses himself for the night.

The PCs will be free to talk to anyone else in the hall following the fight, however they will not be able to prove or disprove any of the rumors they learned earlier. If the heroes wish to speak to someone in charge (Pashenden, Arcturin, etc.), DMs should remind the players of the late hour and that these requests can be addressed the following morning.

Encounter 2: Death in the Night

After leaving the hall, the bard is attacked and killed in his quarters a few hours before dawn. Written in the bard's blood on the walls of his quarters are the words, "Return her to me".

The PCs will be roused and questioned by one of the local guardsmen working for Pashenden. The guards will travel to each PCs room or quarters and escort them to a room where members of the garrison will interview them regarding their relationship with the bard

Yankova. DMs should interview each player separately although all PCs will be in the same chamber.

The guards will not talk to the PCs while they are escorting them, other than to say that if they are not guilty, they have nothing to fear. PCs that resist will be taken by force to the interrogation room. A PC that escapes the guards or fights back may be able to escape, however they will be unable to continue in the tournament since Younda will not trust them enough to allow them to continue. Have the player complete the scoring sheet at this time.

Use the following description for the escort:

Late at night you hear a firm knock on your door. "Open the name of the Lord of the Keep". On the other side of the door is a squad of guards armed to the teeth. The guards quickly move to escort you through the keep. "Come this way. Your presence is required by our Lord."

The guards lead you quickly to a lower level of the keep and into a hall with several small rooms. You are escorted to one of the many rooms. Once inside, you notice there are several others from the Hall already inside. The room quickly grows quiet as the guards step out of the room and close the door. You notice that you cannot hear their footsteps moving away.

A voice emanates from the walls, "You are protected from prying eyes and ears, speak truthfully and open your mind to our questions for a few moments and all will be well."

The PCs have been asked to speak the truth and open their mind (forego saving throws) during the interview. They are under no compulsion to do so, however, any PC that lies or attempts to hide their thoughts (resist the magic) during the interview is disqualified for the potential knight award at the end of the event.

Inside the chamber, each PC will be asked a series of questions by an unknown voice. The voice sounds male and robust. It will ask the following questions of each PC.

1. What is your name and to what land to you swear allegiance to?
2. What is your relationship with the bard Yankova?
3. Did you bear him any ill will? Enough to wish him dead?

During the interrogation, the PCs are being interviewed by a member of the keep's garrison under the watchful eye of Younda, a cleric of Trithereon. He will be using several magical spells during the interview including *detect lie* and *know alignment*. Since the PCs had nothing to do with the bard's death, they will be released without further problem.

If the PCs wish to investigate the reason for the late night visit, they will find the keep remarkably quiet. The guards will not be talking and the other areas of the keep are even more

quiet than normal. There will be several guard patrols throughout the keep, who will escort any wandering PC to their quarters for their own safety. Pashenden has ordered a curfew for the keep and his guards are busy making sure that there is nothing wandering the halls that should not be there.

Heroes that travel to Yankova's quarters (assuming they know where they are) will meet a squad of guards. They will not allow the PCs to enter his chambers under any circumstances, nor will they reveal what is happening. They will make sure the PCs are escorted back to their quarters under Pashenden's curfew order.

If a PC is actually able to get inside Yankova's room, they will see a pair of guards and a cleric of Trithereon carefully searching the room. The inside of the bard's quarters show signs of a bloody struggle and the words, "Return her to me" are painted in blood on the outside wall. The strong shutters leading to the courtyard have been shattered inward. Inform PCs that any searching on their part will alert the guards who will arrest the PC for violating Pashenden's orders and throw them into the stockade for the rest of the night.

The following morning, they can learn a bit more about the night's events from the cleric Younda.

Encounter 3: Mourning After

The morning after the PCs are approached by Younda after they have had an opportunity to look into the previous night's events on their own. The keep will be on a defensive stance, with increased guard activity and soldier presence.

It is also possible for the PCs to search the area surrounding the keep for signs of the attacker, however they will find none.

The sun rises slowly the following morning, revealing a day that promises to be gray and dreary. Dark clouds approach and the wind brings the scent of rain toward the castle.

The people of the castle seem subdued this morning, obviously something dark was happened during the night.

The PCs will be able to talk to many of the people in the keep regarding last night and may learn a number of things depending on how successful they are at gathering information. By talking to any number of people within the keep (guards, servants, craftsmen, etc.) they may learn some or all of the following pieces of information. The items are classified based on the Difficulty Number required to learn them. DMs should add bonuses or penalties up to +/- 3 based on the creativity of the PC stories or amount of money the PC are willing to spread around.

- **DC12:** The bard Yankova was murdered last night. His body was broken in two and blood

filled his chamber. The attack happened so fast that the guards were unable to respond in time.

- **DC16:** There was apparently some writing on the walls of the bard's chambers, but the guards have sealed the chamber and no one knows what was written.
- **DC18+:** One of the guards who was on duty last night reported seeing a winged figure fleeing the keep into the night. The beast flew rapidly and disappeared.

If the PCs wish to investigate any of the other rumors they may have learned from hall, they will discover no evidence to support rumors 1, 4, 5, 7, 11, 12.

Throughout the morning, the PCs may notice an elderly figure dressed in the robes of Trithereon follows them around the keep from a discrete distance. He is a handsome man, well into his 70s, who walks with a definite limp. His eyes, however, are bright and betray the keen intellect his possesses. If the PCs make eye contact, he will smile and approach, otherwise he will wait until mid-day to approach the PCs. When he approaches them, proceed to Encounter 4.

Encounter 4: The Lost Sisters

During their morning investigations around the keep, the PCs will encounter the cleric Younda. Younda (human male, C1r8 Trithereon, Cha 16, Sense motive +12, Diplomacy +9) was present during the interrogation of the PCs and knows that they are of good heart. He is a very old man, who has a tough time navigating the many steps of the keep. If any PC escaped and avoided the interrogation, Younda will refuse to speak around them. He will not relay any information unless the PC allows him to repeat the interrogation questions under the effects of *Detect lie* and *know alignment*. The DC for saves against these spells is DC 19 (lie) and DC 17 (alignment). He is also very capable of sensing motives and will most likely know if the PCs are lying to him and avoiding the magic due to his keen skills above. If a PC attempts to deceive him further, he will refuse to discuss anything further in the company of the PC. If the PC is to continue in the adventure, the other PCs will have to bring them up to speed on what is taking place at the keep. Unless the other PCs take this action, the adventure is essentially over for the resistant PC (have them complete the scoring and voting sheet at this time).

When he approaches the PCs, he will first attempt to make small talk with them about the keep and the state of war between Old Wicked and Furyondy (a key aspect of his faith lies in the defense of places like Crying Spear). If asked about any of the rumors from the hall, he will laugh and tell them not to believe everything they hear in drinking halls. If asked specifically

about the bard's death, the old cleric will lead them to a secluded part of the courtyard and sit in the shade of a large oak before sharing this tale.

"Last night was a tragedy, and I fear that the keep will see more deaths in the days to come. The bard Yankova was killed last night in his chambers. The room was a shambles and his blood covered the area. Written on one of the walls were the words, 'Return her to me'."

Shortly after the murder, I was notified and under Lord Pashenden's name, we kept the incident quiet. We interviewed all of the people who are new to the keep and unknown to us and found no one missing or that was involved. I know that your hearts are true, that is why I am telling you this tale.

It seems that the guard report of a flying beast is to be believed, dark times indeed. During the war, a dark mage known as Cryennik plagued the keep with magical creatures. He was rumored to have a lair hidden north of Kalinstren. He normally sent them against the surrounding countryside, drawing soldiers away from the safety of the keep's defenses. At the height of his power, he sent a dracolich against the walls, but still the keep held. Sending a smaller creature against the keep is not his style, if he lives, and I do not believe that Cryennik is behind this. After all, why take the effort to kill a bard, and a poor one at that."

Younda allows the PCs to ask a few questions about the keep and the recent attack. He believes that no one in the keep was involved in the murder and that one of the guards did see a powerfully built winged-humanoid flying away from the keep while investigating the sounds of disturbance.

During the conversation, the old cleric is hoping that the PCs will see the need that the keep is facing and seem interested in doing something about the situation. Once the PCs impress him, Younda will reveal:

"Last night I had some of the guards search Yankova's chambers to see if there was anything that could tell us the nature of the creature that attacked him. While they were not able to find any definitive clues, the beast had very large feet with toes ending in strong claws.

Inside the chamber they were able to find a copy of the bard's last song. While this song would have been most embarrassing to Sir Gennadel, the leader of the local knighthood, it hardly seems grounds for murder.

According to the bard's notes, which I can assure you are historically accurate. It seems that before he became a knight, Gennadel lived an adventurous life. It seems that he fathered two daughters, born on the same night from different mothers. Both of the mothers died during childbirth. He claimed one child, Ashella, as his

own and raised her as a knight. He disowned the other child, Krynena, who left the keep after learning her lineage to follow a dark path, eventually leading her to the service of Iuz. The rest of the bard's song was destroyed in the battle, blood stains blotted out the remaining pages.

Only Younda can fill in where the bard's tale left off. During the wars, the sisters grew powerful on opposite sides of the battle, and both were slain in a mission to stop one another. As the ranking knight, it was on Gennadel's order that Ashella was sent with a small group of warriors to stop a dark witch. He discovered too late that the witch was his other daughter, Krynena. The small band was able to find and kill the witch and return with her body. Unfortunately, Ashella's body was lost to the forces of darkness deep a swamp.

With their girl's deaths, Sir Gennadel confessed his sins to Younda, the local cleric, who gave the witch a proper burial on a hill overlooking the keep to the south. There have been no signs of Ashella's body or the family sword that she carried into battle. Younda believes the attacks are being directed at the keep in an attempt to locate and reclaim Krynena's body for the forces of evil. The only way to stop the attacks is to discover their source and either give them what they want or deal with them another way.

Younda is getting far too old to be running around taking on missions on behalf of the church of Trithereon. He is hoping the PCs will act on their newfound knowledge. He is not in the position to officially sanction the hero's actions and will not reward them for taking on this quest. If the PCs ask him about involving the knights or Pasheden's men, Younda will smile regretfully. Involving the either the knights or the keep's forces would betray Gennadel's secret and there is no hard evidence that his past is the reason for the attacks. He does believe that if the PCs were able to recover either Ashella's body or the family sword, they would earn Gendella's favor. The keep's troops are also prevented from missions across the border according to Belvor's proclamation at the end of the Great Crusade.

PCs will be unable to reach either the Gennadel or Pashenden during the tournament. Both of these powerful figures are involved in their own business and their respective aides prevent all but the utmost urgent missions. Since the PCs have nothing but the tale of an old cleric (which he will deny telling them) and a bard's song to support their claim, their pleas will fall on deaf ears.

If the PCs specifically ask him for advice on what to do, the old cleric will again smile his familiar smile.

"Each of us must follow our own path. If you feel pulled toward our borders, then perhaps you

should travel into the swamps to the north of Kalinstern. Those wishes to avoid notice she also steer clear of the roads, Pashenden's men guard the route into the kingdom. Many of the evils that once served Old Wicked can be found in this dismay area. Remember that even servants of light may occasionally walk in darkness."

If the PCs decide to locate the grave of Krynena, proceed to Encounter 5: Grave Robbery, otherwise proceed to Encounter 6: Into the Darkness.

Encounter 5: Grave Robbery?

If the PCs decide to travel to the grave, they will have no difficulty finding it using Younda's directions. Once they arrive, the PCs will be faced with is what to do regarding Krynena's body. When the travel toward the grave, read the following:

The trip to Krynena's grave is only an hour journey to the southwest. Leaving the safety of the keep and moving away from the border, you find the hill Younda described. On the top of the hill, under a small tree are the simple gravestones that mark the grave of Krynena.

The PCs will have a good view of the keep from the gravesite when they arrive. The grave is a well-prepared site with a pile of large stones (about 15 lbs. Each) mark the site. The grave area will detect neither good, evil, or magic if detected for unless the PCs begin digging.

Digging the grave will take the PCs a couple of hours if they have the proper tools, less if they use powerful magic, or more if they failed to bring along the proper tools. Once the PCs reach the body, they will be able to detect faint evil emanating from the body if they think to detect for it.

The body, a small shape just over five feet in length, is shrouded in a tight fitting white shroud. The body is fairly heavy, over 100 lbs., and is hard to carry without a horse or other pack animal. PCs will immediately realize the body is still limber and does not smell of death. If the PCs open the shroud to look at body, they will see the following:

Opening the shroud you see the body of a woman in her late twenties. Her dark hair is pulled back and her pale skin does not show any signs of decay.

If the PCs are able to detect life or death through a mystical ability (such as *Speak with dead*, *detect undead*, etc.), they will realize that she is neither alive or dead. Her spirit is tied to her mortal form due to her inherent evil, but the Younda's blessings have prevented her from transforming into an undead creature. *Speak with dead* and

other necromantic spells will have no effect upon her body, nor will any healing or restoration have an effect.

The PCs can do anything they wish with the body once they have it. If they destroy the body, her soul will be freed to journey to the lower planes and Tynaloar will be appeased and cease his attacks. If her spirit is freed, Tynaloar will recall her spirit in two months and together, they will begin to plan their revenge upon the people of Furyondy. This is a potential critical event included on the adventure summary. If the PCs destroy the body and do not venture into the swamp, the adventure is over. If they do venture into the swamp, they will meet Gereza, but be unable to find the swamp lair of Tynaloar. Destroying the body precludes any member of the party from being nominated for the special Knights of the Hart award during the adventure debut.

Encounter 6: Into the Darkness

This encounter begins when the PCs begin their journey over the Furyondy borders into the wild lands. It is possible that the PCs are traveling with Krynena's body if they traveled to her grave site. If this is the case, the PCs will need some type of pack animal to avoid the heavy exertion from carrying the body. DMs should keep track of whether or not the PCs have the body and how they are transporting it.

Once the PCs set out for the border they will face a choice on their route. If they stick to the main roads (or what is left of them), they will be briefly questioned by a patrol from the Keep. These four soldiers will allow the PCs to pass (their orders are to watch for incoming threats) without trouble unless the PCs are transporting the body. If this is the case, the PCs will have a difficult time convincing them to allow them to pass (Diplomacy or Bluff DC 20). If they fail to successfully convince the guards, the guards will insist the PCs turn the body over to them. The guards will rely on their official status to influence the PCs, if the characters flee them they will not pursue, although they will report back to the keep thus nullifying any PCs opportunity in the knight award. If the PCs avoid the main roads, they will have little trouble finding a small path that leads into the wilds. There are several paths small enough for small groups to use to cross the border. PCs that check for tracks (Track DC 18) will notice the path has been used by several mounted horses traveling back and forth over the past few weeks (Pashenden's troops mounting their scouting missions).

After the PCs cross over, they will follow their path toward the swamps that Younda mentioned. A few hours into their journey, the PCs will begin to enter the deeper areas of the swamp. There they will encounter Gereza, a

gargoyle follower of the mage Tynaloar. Gereza is not the smartest creature, but he is very cunning and can be a dangerous opponent. As the PCs approach, he has used his Freeze ability to blend into the rock making him 95% invisible until he moves. When the encounter him, read or modify the following description:

Making your way deeper into the swamp the small path begins to head toward higher ground. Just ahead, there is a large outcropping of gray boulders covered with spots of thick swamp moss.

There is a brief shift of movement upon the largest boulder and you see a winged figure with skin as gray as the rock. His wings are rough looking an almost appear as if it has feathers, though you can tell this is not the case.

"Welcome travelers. I am Gereza, servant of the lord of these parts. We have been waiting for you for a while now

Gereza's actions will vary depending on what actions the PCs have taken up to this point. He will talk to them in his deep gravel-like voice until he learns what the PCs have brought with them.

- If the PCs destroyed Krynena's body Gereza will thank them and try and convince the PCs to leave the swamp. He will have been notified by Tynaloar of the destruction and the PCs will not be able to trick the directions from him in conversation. They would be able to use magical means (ie., *Detect thoughts*) to discover the directions to the lair. If they refuse or try to outmaneuver him, he will attack.
- If the PCs have the body with them, Gereza will attempt to convince the PCs to give it to him. If they refuse, he will agree to guide them through the forest to his master's (he will not name him) home. *The journey will take at least two full days to the northwest.* He will lead them toward his masters, but he will also lead them into one of Old Wicked's patrols (Encounter 7) *en route*. If they give him the body, he will fly off and return to keep an eye on them. If they continue into the swamp, he will try and convince them to turn back or attack them.
- If the PCs do not have the body, Gereza will be very disappointed and demand the PCs return to bring her. He is under a special enchantment that will allow him to recognize Krynena's aura and is thus nearly impossible to fool. If the PCs attempt to circumvent him or anger him, he will attack to kill.

Tier Two (EL 6)

Gargoyle (1): CR 6; Medium-size Magical Beast (Earth); HD 6d10+24; hp 60; Init +2 (Dex); Spd 45 ft, fly 75 ft. (average); AC 16 (+2 Dex +4 Natural);

Atks +8 melee (1d4+1, 2 claws), +6 melee (1d6+1, bite), +6 (1d6+1, gore); SQ Damage reduction 15/+1, Freeze; AL CE; SV Fort +10, Ref +7, Will +2.

Str 11, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills: Hide +9, Listen +5, Spot +5; **Feats:** Multi-attack, Weapon Finesse (claw, bite, gore).

SQ: Freeze (Ex)—A gargoyle can hold itself so still it appears to be a statue. An observer must succeed at a Spot check (DC 20) to notice the gargoyle is really alive.

Tier Three (EL 8)

Gargoyle (1): CR 8; Large Magical Beast (Earth); HD 8d10+48; hp 92; Init +6 (Dex, Improved Initiative); Spd 45 ft, fly 75 ft. (average); AC 17 (+1 Dex, +7 natural, -1 size); Atks +14 melee (1d4+6, 2 claw), +12 melee (1d6+6, bite), +12 (1d6+6, gore); SQ Damage reduction 15/+1, Freeze; AL CE; SV Fort +13, Ref +6, Will +3.

Str 22, Dex 12, Con 22, Int 9, Wis 11, Cha 7.

Skills: Hide +9, Listen +6, Spot +6; **Feats:** Improved Initiative, Multi-attack, Weapon finesse (claw, bite, gore).

SQ: Freeze (Ex)—A gargoyle can hold itself so still it appears to be a statue. An observer must succeed at a Spot check (DC 20) to notice the gargoyle is really alive.

Tier Four (EL 10)

Gargoyle (1): CR 10; Large Magical Beast (Earth); HD 8d10+60; hp 125; Init +6 (Dex, Improved Initiative); Spd 45 ft, fly 75 ft. (average); AC 17 (+1 Dex, +7 natural, -1 size); Atks +16 melee (1d4+6, 2 claw), +14 melee (1d6+6, bite), +14 (1d6+6, gore); SQ Damage reduction 15/+1, Freeze; AL CE; SV Fort +14, Ref +7, Will +4.

Str 22, Dex 12, Con 22, Int 9, Wis 11, Cha 7.

Skills: Hide +9, Listen +6, Spot +6; **Feats:** Improved Initiative, Multi-attack, Weapon finesse (claw, bite, gore).

SA: Feather Burst (Ex)—Gereza can release a blast of “feathers” from his wings once every 4 rounds. This attack bursts out from Gereza. Targets in the area of suffer 6d6 hit points of damage, succeeding at a Reflex save (DC 19) halves the damage; **Freeze (Ex)**—A gargoyle can hold itself so still it appears to be a statue. An observer must succeed at a Spot check (DC 20) to notice the gargoyle is really alive.

If the PCs have convinced Gereza to lead them deeper into the swamp, he will remain in flight, never allowing the PCs to come within melee range. Any aggressive actions by the PCs and he will attack to kill. If the PCs are following him, he will answer direct questions if asked, otherwise he is silent. Either way, he leads them directly into a group of undead in service to Iuz.

Encounter 7: Old Wicked's Patrol

Regardless of whether or not the PCs are traveling with Gereza, they will cross paths with this undead patrol. If Gereza is with them, he will “accidentally” alert the creatures to the PCs who follow the gargoyle back to the group and attack.

If the PCs have already defeated the gargoyle, they have the potential of avoiding this encounter. All of the creatures in the patrol possess Spot, Search, Listen, and Hide skills. They will be using these skills as they patrol the area hunting for anything to kill. All of the creatures have an intense hatred of the living, and will attack without hesitation. In addition, each of the patrols is also capable of moving silently and thus stalking their prey. These intelligent creatures will attack to the fullest of their ability in an attempt to kill anything that does not belong (including Gereza). The relevant skill by Tiers are:

- **Tier 2:** Listen +8 / Spot +7 / Hide +8 / Move silently +16
- **Tier 3:** Listen +8 / Spot +8 / Hide +8 / Move silently +16
- **Tier 4:** Listen +12 / Spot +12 / / Hide +15 / Move silently +15

If the PCs manage to discover the presence of the creatures and avoid detection (opposed skill checks), they will be able to avoid the encounter provided Gereza is not with them. DMs should describe the creatures based on their unique abilities. Mohrg's are nearly indistinguishable from zombies except for their clawed tongue and enhanced movement.

If they are discovered by the monsters, they will be unable to outrun the beasts (unless the PCs possess an exceptional movement ability—horses will not be sufficient due to the heavy swamp terrain) who will pursue them throughout the day and into the evening. Since the creatures are undead and have no need to rest, they will eventually catch the PCs.

Due to the difficulty associated with avoiding this combat, PCs will earn equal experience for defeating or avoiding these creatures.

If a combat ensues, Gereza will fly into the trees and avoid combat. He will try and position himself near the PC carrying the body (if the PCs have it). If an opportunity presents itself, Gereza will make a grab for the body and attempt to escape deeper into the swamp. He is not above attacking a weakened PC if the opportunity exists, however his number one priority is to make sure the body is safe. He will even attack the undead if he is unable to steal the body away from the PCs and monsters.

If Gereza is successful in stealing the body, the PCs have two options. If they were clever enough to get the direction of the lair or noticed which way he was flying they can keep going,

otherwise they will be forced to give up the search. No amount of blind luck or DM intervention should allow the PCs to find the lair unless they have a directional clue to follow. Use the following statistics for the patrol.

Tier Two (EL 5)

Ghouls (5): CR 1; Medium-size Undead; HD 2d12; hp 13; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex +2 natural); Atks +3 melee (1d6+1+paralysis, bite), +0 melee (1d3+paralysis, 2 claws); SA Energy drain, Create spawn; SQ Undead; AL CE; SV Fort +1, Ref +2, Will +5.

Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.

Skills: Climb +5, Hide +8, Listen +8, Move silently +16, Search +7, Spot +8; **Feats:** Blind-Fight

SA: **Paralysis** (Ex)—Those hit by a ghoul's bite or claw must succeed at a Fortitude save (DC14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis; **Undead**—Immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, mind-influencing effects, critical hits, subdual damage, and things requiring fortitude saves.

Tier Three (EL 8)

Wight (5): CR 3; Medium-size Undead; HD 4d12; hp 26; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex +4 natural); Atks +3 melee (1d4+1+energy drain, slam), SA Energy drain, create spawn; SQ Undead; AL CE; SV Fort +1, Ref +2, Will +5.

Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.

Skills: Climb +5, Hide +8, Listen +8, Move silently +16, Search +7, Spot +8; **Feats:** Blind-Fight

SA: **Energy Drain** (Su)—Living creatures slam attack suffer 1 negative level. A Fortitude save to remove the negative level has a DC14.

SQ: **Undead**—Immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, mind-influencing effects, critical hits, subdual damage, and things requiring fortitude saves.

Tier Four (EL 10)

Mohrg (2): CR 8; Medium-sized Undead; HD 14d12; hp 91; Init +5 (+1 Dex, Improved Initiative); Spd 30 ft.; AC 15 (+1 Dex, +4 Natural); Atks 2 slams +12 melee (1D6+5); Tongue touch +7 melee; SA Improved grab, paralyzing touch, create spawn; SQ Undead; AL CE; SV Fort +4, Ref +5, Will +9.

Str 21, Dex 13, Con -, Int 11, Wis 10, Cha 10.

Skills: Climb+11, Hide +15, Listen +12, Move Silently +15, Spot +12, Swim +10

Feats: Alertness, Dodge, Improved Initiative, Mobility

SA: **Improved Grab** (Ex)—Mohrg's automatically grab if the tongue attack hits; **Paralyzing Touch** (Su): Tongue attacks causes paralysis for 1D4 minutes unless a Fortitude save (DC17) resists. **Create spawn** (Su): Creatures killed rise after 1D4 days as zombies

SQ: **Undead**—Immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, mind-influencing effects, critical hits, subdual damage, and things requiring fortitude saves

Following the battle, the PCs may be able to continue to follow Gereza (if he is with them and has not betrayed them) or travel northwest if they have learned which way the lair is located. The journey to the lair will take another two days from the site of the patrol thus allowing the PCs two days to rest and regain spells and hit points in preparation for the final encounter.

Encounter 8: Swamp Travels

The journey through the swamp is truly a miserable one. The heat and stench of the bog are nearly overpowering and the quicksand and deep mud require slow and careful travel.

If the PCs are careful and do not make too much noise they should be available to avoid any additional wandering monster encounters while in the swamp. If they do not act wisely and carefully, DMs should roll 1d4 for every two hours the PCs are making excessive noise. Any result of a 1 indicates an undead patrol has found them. DMs should use the creature statistics from the tier below the PCs actual tier found in Encounter 7. For example, a group in Tier 4 who encounters a wandering patrol will face the Tier 3 opponents (Wights). Tier 2 tables will face the Tier 2 monsters (Ghouls), although there will only be three of the beasts. Due to the ease of avoiding these patrols, no additional experience points are provided for encountering them.

Encounter 9: Swamp Sanctuary

Driven insane by his master Cryennik and the loss of his beloved Krynena, Tynalaor has desperately been attempting to reclaim her body. As an act of spite, he has used powerful necromantic magic on the other lost sister, Ashella and made what remains of her one of his enslaved creatures, a zombie.

Located deep within the swamp is the lair of the mad mage, Tynalaor. Finding the mage's lair is a difficult task. The PCs will only be able to find it if they are either being guided by the gargoyle Gereza or following directions obtained from the creature earlier in the adventure, which only gives them the approximate area (two days northwest of their first encounter with the gargoyle).

If the PCs have already dealt with the gargoyle they will be able to approach the sanctuary unnoticed. If Gereza is guiding them, he will announce their arrival and fly forward to be with his master. When the PCs see the

sanctuary, read or paraphrase the following description:

Located in one of the deepest part of the swamp is a dismal place. Stagnant water surrounds a small island covered with gnarled willow trees fighting for survival in the harsh realm.

Located on the island is a small hut that appears to be dug into a short rise above the swamp. The hut is lit from within and you can see two figures moving within...

If Gereza is allowed to alert Tynaloar, the mage will have prepare for their arrival by casting a number of spells before leaving the hut. These spells will vary by tier and include: *detect thoughts*, *mage armor*, *stoneskin*. DMs should mark off each of these spells as they are cast.

He will also make sure his servant, Ashella, comes with him. Tynaloar is a disgusting looking man dressed in black robes while Ashella's rotting form is barely recognizable in the rotting surcoat and armor. The family sword the PCs are looking for is currently strapped to her hip, and is easily recognizable if the PCs look at it carefully (Spot, DC 14).

The NPCs reactions to the PCs will vary greatly depending on whether or not they are carrying the body of Krynena. If they are still in possession of the body, Tynaloar will attempt to bargain for the body, offering Ashella's remains in exchange. If the PCs no longer have they body with them, Tynaloar will be extremely angered by their arrival. He will attack the PCs at his best opportunity, sending the remains of Ashella and Gereza (if present) into combat as well!

It is up to the PCs what to do once they find the swamp den. Their objective should be to reclaim Ashella's remains, but Tynaloar will not part with them unless the PCs exchange Krynena's for them, or kill the mad mage. If the PCs give him Krynena, he will not attack them following the exchange.

Tier 2 (EL 6)

Tynaloar, male human, Wiz6: Medium-size Humanoid; HD 6d4 12; hp 36; Init +2 (Dex); Spd 30; AC 12 (Dex); Atks +3 melee (1d6, quarterstaff); AL CE; SV Fort +5, Ref +5, Will +7.

Str 9, Dex 15, Con 15, Int 16, Wis 13, Cha 10.

Skills: Concentration +13, Hide +6, Knowledge (Arcana) +9, Knowledge/Nature +9, Scry +11, Bluff +7, Sense motive +8, Spellcraft +9; **Feats:** Scribe Scroll, Craft Wondrous Item, Combat Casting (+4 to Concentration added), Silent Spell.

Spells Prepared (4/4/4/3; Spell DC = 13 + Spell Level): 0—*detect magic*, *read magic*, *mending*, *prestidigitation*; 1st—*shield*, *sleep*, *burning hands*, *magic missile*; 2nd—*detect thoughts*, *mage armor*, *web*, *expeditious retreat* (silent); 3rd—*displacement*, *slow*, *lightning bolt*

Possessions: *arcane scroll of summon monster III* (Fiendish wolverine – see below), +1 *cloak of resistance*, spell components

Ashella, zombie (1): CR .1/2; Medium-size Undead (6 ft. tall); HD 2d12; hp 9; Init –2 (Dex); Spd 30; AC 13 (+ 1 Dex, +2 natural); Atks +2 melee (1d8+1/19-20, longsword); SD May only take Partial Actions in any given round, undead immunities; AL N; SV Fort +0, Ref +1, Will +2

Str 13, Dex 10, Con —, Int —, Wis 10, Cha 11.

Feats: Toughness.

SD: Undead Immunities—Immune to mind influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. Immune to anything requiring a Fortitude save (including subdual attacks).

Tier 3 (EL 8)

Tynaloar, male human, Wiz8: Medium-size Humanoid; HD 8d4+16; hp 48 Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 13 (Dex); Atks +4 melee (1d6, quarterstaff); AL CE; SV Fort +5, Ref +5, Will +8.

Str 9, Dex 15, Con 14, Int 16, Wis 13, Cha 10.

Skills: Concentration +15, Hide +8, Knowledge (arcana) +11, Knowledge (nature) +10, Scry +10, Bluff +7, Sense Motive +8, Spellcraft +10; **Feats:** Scribe Scroll, Craft Wondrous Item, Combat Casting (+4 to Concentration added), Silent Spell, Improved Initiative.

Spells Prepared (4/5/4/4/2; Spell DC = 13 + Spell Level): 0—*detect magic*, *read magic*, *mending*, *prestidigitation*; 1st—*shield*, *sleep*, *burning hands*, *mage armor*, *magic missile*; 2nd—*detect thoughts*, *hypnotic pattern*, *web*, *expeditious retreat* (silent); 3rd—*displacement*, *hold person*, *slow*, *lightning bolt*; 4th—*stoneskin*, *summon monster I*.

Possessions: *arcane scroll of summon monster III* (Fiendish wolverine – see below), +1 *cloak of resistance*, spell components,

Ashella, zombie (1): CR .1/2; Medium-size Undead (6 ft. tall); HD 2d12; hp 9; Init –2 (Dex); Spd 30; AC 13 (+ 1 Dex, +2 natural); Atks +2 melee (1d8+1/19-20, longsword); SD May only take Partial Actions in any given round, undead immunities; AL N; SV Fort +0, Ref +1, Will +2

Str 13, Dex 10, Con —, Int —, Wis 10, Cha 11.

Feats: Toughness.

SD: Undead Immunities—Immune to mind influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. Immune to anything requiring a Fortitude save (including subdual attacks).

Tier 4 (EL 10)

Tynaloar, male human, Wiz10: Medium-size Humanoid; HD 10d4+20; hp 52; Init +6 (Dex, Improved initiative); Spd 30 ft.; AC 13 (Dex, +1 cloak); Atks +5 melee (1d6, quarterstaff); AL CE; SV Fort +5, Ref +5, Will +8.

Str 9, Dex 15, Con 14, Int 16, Wis 13, Cha 10.

Skills: Concentration +15, Hide +10, Knowledge (arcana) +11, Knowledge (nature) +10, Scry +10, Bluff +8, Sense motive +9, Spellcraft +14; **Feats:** Scribe Scroll, Craft Wondrous Item, Combat Casting, Silent Spell, Improved initiative, Craft Rod.

Spells Prepared (4/5/5/4/3/2; Spell DC = 13 + Spell Level): 0—detect magic, read magic, mending, prestidigitation; 1st—shield, sleep, burning hands, mage armor, magic missile; 2nd—detect thoughts, hypnotic pattern, mirror image, web, expeditious retreat (silent); 3rd—displacement, hold person, slow, lightning bolt; 4th—stoneskin, summon monster IV, wall of ice; 5th—summon monster V, dimension door (silent).

Possessions: arcane scroll of summon monster III (Fiendish wolverine – see below), +1 cloak of resistance, spell components,

When he attacks, Tynaloar will attempt to use his spells to the best advantage. Among his favorite spells are summon monster spells, the results of which are outlined below:

summon monster Spell Results:

Tier 2: 1 Creature (spell gem used)

Tier 3: 2 Creatures

Tier 4: 3 Creatures

Fiendish Wolverine: CR n/a (summoned); Medium-size Animal; HD 3d8+12; hp 25; Init +4 (Dex); Spd 40 ft, 10 ft. burrow or climb; AC 16 (+4 Dex, +2 natural); Atks 2 claws +7 melee (1d4+5), bite +2 melee (1d6+2); SA Rage; SQ Darkvision 60 ft., Cold and Fire resistance 5, SR 6, Scent; AL CE; SV Fort +7, Ref +7, Will +2.

Str 20, Dex 19, Con 19, Int 3, Wis 12, Cha 10.

Skills: Climb +15, Listen +7, Spot +7

SA: Rage (Ex)—A wolverine that takes damage in combat rages attacking until it or its opponent is dead. An enraged wolverine gains +2 strength and constitution and a –2 AC; **Smite Good (Su)**—Once per day the creature can make a normal attack to deal +3 points of damage against a good foe.

Encounter 10: Epilogue

Following the encounter in the swamp, the PCs will be able to return to Crying Spear Keep. When they arrive at the keep, they will find the aging Younda on his deathbed. He has left word with the local guards who are on the look out for the PCs. When they arrive, the guards will guide them to the small chapel where Younda lies

dying. Time has caught the aged man, and it is with one of his last breaths that the PCs can relay their tale. When the PCs arrive at the keep, read the following description:

When you arrive at the keep you are greeted by a guardsmen wearing a holy symbol of Trithereon. "Younda has sent word among the faithful to keep an eye out for you. Our patron lies dying in the chapel and has bid you be brought to him immediately upon your return. Please, follow me."

Following the guard he assures you through the main gates into the keep toward the chapel. The chapel is lit with soft candles and lanterns. A small number of clerics can be seen tending to the chapel. Inside, you are taken past the main worship area to a small living area in the rear of the chapel.

In a large room, Younda lies on a simple bier. The room is furnished in a plain manner, with comfortable bedding and pillows. Small candles and a brazier with pleasant incense burns in the corner. Upon your arrival, an acolyte leaves the room by passing behind a wall hanging at the rear of the chamber. Younda smiles weakly at your arrival. "So, tell me, how does the tale of the lost sisters end?"

Younda is very weak and will die very shortly. He has lived a long full life and he is dying of old age. He will listen patiently to the PCs telling of the story, carefully evaluating their words and deeds.

If the PCs were able to retrieve the remains of Ashella (or at least the family blade), Younda will obviously be grateful. If they were able to retrieve the body and blade without sacrificing the body of Krynena, Younda will be especially pleased. Younda will insist that they leave the blade and/or remains here at the chapel and he will see them to Gennadel.

At the completion of their story, Younda will finally relax unless they destroyed the body at which he will be distressed. Unknown to the PCs, Gennadel is listening to their tale from behind the curtain. If the PCs acted truly heroically, he may impart a special boon to the most noble of the heroes.

In order for a hero to qualify for the boon, they must have done the following items in this event:

- Allowed themselves to have their minds read and been honest during the interrogation (Encounter 2)
- Avoiding allowing Pashenden's guards from learning about the body.
- Recovered Ashella's body or sword
- Neither destroy or lose Krynena's remains

If a PC completes the mission and performs in a truly noble fashion, the DM should record the most noble PC on the critical events summary at the end of the adventure *only* at the convention debut. This PC is in the running for the a special certificate award for the Knights of the Hart.

After the PCs have finished their story and conversation with Younda, he will lean back into his bed, and say...

The years coming bring trying times for our King. The faithful of Trithereon and others will maintain our vigil, but carrying on the fight may fall to the young of heart and brave spirited. Carry on the fight, and remember to always allow your conscious to guide your actions.

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

Helping in the Bar Fight 25

Encounter 4

Learning of the Two Sisters 50

Encounter 6

Defeating Gereza 100

Encounter 7

Defeating/Avoiding the Patrol 150

Encounter 9

Defeating Tynaloar 200

Encounter 10

Returning Ashella's body and sword 125

Total experience for objectives 650 xp

Discretionary roleplaying award 0-75 xp

Total possible experience 725 xp

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 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 9

- Arcane Scroll of Summon Monster III 375
- Cloak of resistance (+1) 1,000

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 or 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.

Critical Events Summary

This event summary should be completed only at the convention debut. Some of the events that take place in this adventure may impact the overall development of the Furyondy regional campaign. DMs should complete this form for each table run at the convention debut and turn them in with the voting forms to the event coordinator.

1. What did the PCs do with the remains of Krynena?
 Nothing Give to Tynaloar Destroy Other _____
2. Did the players recover Ashella's remains? Yes or No
3. Did the players recover the knights sword? Yes or No
4. What was the fate of Tynaloar? Killed Escaped Left Alone
5. Did Tynaloar get possession of Krynena's remains? Yes or No
6. Did any of the players qualify for the special Knights of the Hart award (See Encounter 9 for details)? If so, list only the most noble character.
 Player _____ Character: _____
7. Did any PCs die in the event Yes or No
- 7b If so, complete the following:

Player	Character Name	Cause of Death
1)		
2)		
3)		
4)		
5)		
6)		
7)		

8. How many players participated in the event? 4 5 6 7

9. At which Tier was the event played? 2 3 4