

NMR3-06

All is Well and Stable

A One-Round D&D Living Greyhawk® Nyron and Environs Meta-Regional Adventure

Version 1.0

Round One
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In the mistakes of men lie more possibilities for evil than any demon could ever imagine.

- Tiberius Stormshadow. Suitable for APL 2-10

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

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 and a half 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 three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six 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. You as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

This is a Living Greyhawk Adventure. As a Living Greyhawk adventure it is expected that players 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, and a character 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* and Living Greyhawk Campaign Sourcebook (LGCS).

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the

number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Meta-Regional adventure, set in the County of Urnst. Characters native to the Theocracy of the Pale, the Kingdom of Nyrond, the Archbarony of Ratik, the County of Urnst and the Duchy of Urnst pay one Time Unit per round; all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs

100gp per Time Unit.

Adventure Background & Summary

The DM MUST read *Appendix I* and the module thoroughly to have a firm grasp on what is going on in this module, due to the multiple possible endings. Please take the time to review it for added information that will be useful in running this story line.

Introduction

"You Are Invited To Holbrook's 56th annual Harvest Festival" was all the invitation said. No sender or return address was listed with the letter or the courier. But with two days on the road, and the meeting of other adventurers with the same invitation, mystery soon turns to merriment and mirth as the adventurer's exchange stories of their past glories. As midday passes into early evening and rolling hills turn to plains, a tree stands on the horizon on a lone vigil. As the party approaches, the constant braying of a terrorized animal can be heard coming from its direction.

If the party investigates:

The tree grows just a little off the trail; its broad branches still hold green leaves even late into the season. A donkey is tied to a tree, desperately pulling at its reins, as a figure lies slumped over next to it with a large brimmed hat pulled down over its face.

The figure lying against the tree, upon inspection, is obviously dead. With a successful Heal check DC (15) the cause of death is a large bludgeoning blow across the chest. The figure is of elven descent and very old,

wearing plain traveling clothes and a wide brim hat. The donkey is actually a demon that has been trapped in its current form (see *Appendix I* for full story and *Appendix II* for the Donkey's statistics) by the dead elf at its side. The donkey cannot free itself from the tree, but its reins can easily be untied by any of the adventurers. It carries a pack on its back filled with minor adventuring equipment. No items on the beast or the elf are magical. If the adventurers take the donkey, it will follow hesitantly. The demon will wait to see how it can use the adventurers to help return it to its 'natural' form.

Encounter One – Into the Breach

As the sun sets on the horizon, a small, fortified village appears as the road bends around a corner. Torches are being lit on its wooden ramparts and the gates are slowly closing. A shout is heard from its walls. 'THEY'RE ALIVE! For the love of Pelor hold the gates! HURRY!! GET INSIDE BEFORE IT'S TOO LATE!'

The guards will be waving frantically for the party to enter the small walled city. If the party hesitates to long in entering, they may notice a mass of figures approaching from the northern fields (Spot check DC 5). Individual figures, even though masked in the darkness, are very skeletal in appearance (Spot check DC 15). The guards will wait until the last minute to close the gate.

'Praise be to Pelor that you made it in time.' A tall, slender human with graying hair shouts down from the wall above the party. Slowly, he picks his way through the chaos of the villagers and approaches 'They will be here any minute and anyone trapped outside after those gates close...' his voice trails off. 'My name is Manthis; I was journeying through when this town was first set upon by this Evil. I have remained here ever since, giving my aid wherever possible. Praise be to Pelor that He has brought us at least a little help. You are the first people we've seen in months. Our situation is dire. We can talk later, provided that we all survive. Please take a position on the northern wall, that's usually where we are hit the hardest. Please hurry.'

With that Manthis disappears towards the center of the village.

Points the PCs may note.

- Most of the villagers are elves
- Most of the village has manned the walls, both men and women.
- The villagers are using a strange type of arrow with a large blunt head.

Encounter Two – On the Wall

'Get outta da way elf.' A stout dwarf pushes his way along the ramparts to take a position next to the adventurers. 'Da name's Duragan, if ye gots gold see me afterwards, I'm the weapons smith for dis place. Until then, get ready to defend the archers when the skellies start climbing the walls. They always do.' The dwarf then points over his shoulder 'One last ting, see dose four black buildings? Dose house da dead of da city. We have a sneak'n suspicion dat if da skellies get to dem den weza probably done for due to da sheer mass it would add to der army.' Turning the dwarf unhooks a finely crafted hammer covered in runes. 'HERE DAY COMES!' The large mass that approaches finally hit the edge of the torchlight, which glitters off the sea of bones that lie before the wall. Arrows whistle from archer's bows and thud into the first wave.

The skeletons will approach the city quickly and use their numbers to form an undead siege ramp to climb over the walls. The following will actually make it over the top.

Creatures:

APL 2 (EL 3)

🦇 Owlbear Skeleton: hp 32; See *MONSTER MANUAL*.

🦋 Humanoid Warrior Skeleton (3): hp 6; See *MONSTER MANUAL*.

APL 4 (EL 5)

🦇 Owlbear Skeleton (2): hp 33; See *MONSTER MANUAL*.

🦋 Humanoid Warrior Skeleton (3): hp 6; See *MONSTER MANUAL*.

🐺 Wolf Skeleton: hp 13; See *MONSTER MANUAL*.

APL 6 (EL 7)

🦋 Troll Skeleton (2): hp 39; See *MONSTER MANUAL*.

🦇 Owlbear Skeleton (3): hp 33; See *MONSTER MANUAL*.

APL 8 (EL 9)

🦋 Ettin Skeleton (2): hp 65; See *MONSTER MANUAL*.

🦋 Troll Skeleton (2): hp 39; See *MONSTER MANUAL*.

🦇 Owlbear Skeleton (3): hp 33; See *MONSTER MANUAL*.

APL 10 (EL 11)

🦋 Ettin Skeleton (8): hp 65; See *MONSTER MANUAL*.

Encounter Three – A Night on the Town

The sounds of battle are slowly replaced by the cries of the wounded. All are taken to the center of the town and laid at the base of a shrine hastily erected and dedicated to Pelor. The shrine lies between two large black buildings. The morning sun soon breaks over the horizon and Manthis can be seen tending both the wounded and the dead.

At this point the party has free roam of the city. The following information can be learned from the villagers and Manthis.

From the Villagers

- The party is currently in the city of Arnste
- The dead started their nightly siege shortly after the village lost contact with their mine to the north.
- Some of the dead have been recognized as locals.
- The current dead are kept in two large black buildings, each with no doors or windows, save for an open hatch on the roof.
- They can't afford to send anyone out to investigate, because it would leave a gap in their defenses.
- The villagers know nothing of the donkey or it's owner

From Manthis

The entire above plus:

- Manthis was investigating some demonic activities in the area.
- He is concerned because a young elven child was lost just before the siege started.
- Supplies are running short with no relief in sight. He doubts that the village will last another two or three nights.
- Manthis wishes the adventurers to investigate the mines to see if there is anything that can be done to save Arnste.

The city begins to quiet down as the villagers finish their chores and prepare for sleep (in the middle of the day), leaving the adventures to their task.

Black Stone Mausoleums (#8)

The four largest buildings in the town are the black mausoleums. Their presence seems to remind everyone of their fate like a headsman's axe over its next victim. The stone itself is always cold and a constant chill seems to emanate from the four buildings. A hastily erected shrine of Pelor stands in the middle. A slight scratching sound can be heard from within.

Farm Fields

Three small fields occupy the eastern part of the village. Its meager crops are barely tended and probably don't yield enough to support half the village. A large tree stands in the northeastern corner of the village.

Dwarven Smithy (#5)

A steady clang echoes out from the old wooden building. A strange blue glow radiates from inside and a sign that reads, 'Gold Welcome, People Tolerated,' hangs above the door less entrance.

Doragan will gruffly show his case of common weapons to the adventurers. He will keep a sharp eye on the party, insisting that they stay together. On the far wall of his shop hang two swords, one only partially made. Each weapon is a +1 Undead Bane.

Doragan would be happy to part with one if the party member agrees to stay with Doragan for an additional week to complete the second. He will also offer a sum of five hundred gold pieces for the characters time and effort. There is no other way to get the grumpy Dwarf to sell this weapon.

If the party member agrees to it, Doragan will place a ring on the buyer's finger, binding him to service. He will explain that this ring is to prove to vendors that the party member is a representative of Doragan. Multiple PCs may be engaged in such a service. Doragan will set each PC to task to create their own sword.

Encounter Four – On the Road Again

The road to the mine seems devoid of life, save for the adventurers whom walk its path. Two barren fields stretch out into the horizon on either side of the road. The travel time is short and the mine entrance is placed into the side of the only hill in sight.

As the party approaches, a small elven boy will dart out from around the side the hill, look down the road

with a scowl, and then dart into the mine. The boy will not pay heed to anything the party calls out to him and will disappear into the darkness.

Encounter Five – The Entrance

The entrance to the tunnel is barely man size and immediately drops down onto a poorly carved stairwell. Loose dirt and rocks cascade down from the ceiling covering everything and everyone whom pass through. A roughly cut stone staircase drops down at the end of the hall.

Guard Station (#1)

A torn and rusted barricade lies in the archway to this room. Remnants of wooden furniture, too far in decay to be recognized, are scattered across the floor. Beyond that a stairway can be seen descending into the darkness.

This was once a guard station used to guard the entrance to the 'mine.' A secret door lies to the southeast and can be opened merely by pushing on it.

Weapons Cache (#2)

The rock covered door swings inward revealing a small storage area. Weapon racks and small barrels line the back wall of the room. A fine layer of dust covers everything.

The weapons, save one, on the wall are rusted and well past repair. The barrels are filled with rotten foodstuffs and wine that has turned to vinegar. There is also a set of armor to be found in this room.

Treasure:

APL 2

+1 Elven Double Bow (ARMS & EQUIPMENT GUIDE) (275 gp)

APL 4

+1 Elven Double Bow (ARMS & EQUIPMENT GUIDE) (275 gp)

8 Sleep Arrows (DUNGEON MASTER'S GUIDE) (11 gp each)

APL 6

Bow of Arcane Might (ARMS & EQUIPMENT GUIDE) (717 gp)

APL 8

Bow of Arcane Might (ARMS & EQUIPMENT GUIDE) (717 gp)

8 Sleep Arrows (DUNGEON MASTER'S GUIDE) (11 gp each)

APL 8

Bow of Arcane Might (ARMS & EQUIPMENT GUIDE) (717 gp)

Encounter Six – Level Two

Mine Entrance (#3)

The staircase empties into a dark corridor. Large pillars, carved with nightmarish figures, lie half buried in the rock along the walls. The temperature seems to have dropped in this area, as plumes of frozen breath escape from the mouths of the party.

This is the first hint to the party members that the elves from Arnste weren't mining for minerals. This temple entrance reeks of evil, and a detect evil will illuminate the entire hallway to the east.

Temple (4)

The walls of this room are covered in nightmarish figures similar to those from the hallway. They are all aligned so as to keep watch on the far wall. Their eyes seem to convey a sense of worship.

Rock, rubble, and other debris are piled high along the north wall of this room. The hole in the ceiling suggests this rubble is from a cave in. Small loose rocks still fall at random slowly adding to the piles mass.

Beyond the pile of rubble, a dark passage has been carved into the back wall of the room.

This room once served as a temple or meeting room of some sort. What the exact purpose of the room was has long since been relegated to the pages of history. None of the PCs will be able to make a check to determine which entity was worshiped here but they can tell that it wasn't a good one.

The cave in was a result of the elves inexperience in mining and the elves trying to contain some undead. It covers the tunnel leading to room 6.

On a successful spot check (DC 10) the party should notice a hand, clawing at the rubble, trying to pull itself out from under the pile. It isn't attached to anything. If any PC tries to keep the hand, have it grab the PC during the next combat. This distraction will give the PC -2 to hit and AC until the hand is dealt with.

First Grave Site (5)

Multiple coffins lie scattered and broken across the floor in this chamber. Dried bloodstains are scattered everywhere.

This room was the first place the Elves tried to keep their dead until they could be brought to the surface. Unfortunately, the dead didn't take being put into small boxes lying down. A moldy book, Spot (DC 15), lies half covered among the broken timber. The only passage that can be read is the following.

"..... I thought Marsus took care of this problem. If we have to fight back our own dead we'll never get to the scepter. Luckily, Neru 'volunteered' to lead this group of dead away. That gash on his arm drew them like moths to a flame. His screams, just before we caused the cave in, still haunt me a little, but it was a necessary sacrifice. Besides, I'm sure I'll get over it. Bunware says if you put your ear to the rock, you can hear....."

As the party prepares to return to the hallway, perform a listen check for the following:

DC 30: The sound of sliding rock

DC 35: The above plus multiple shuffling of feet.

The party has awoken the undead beyond the rubble. If the PCs have not moved the rubble and freed the undead, they will break through at this time. The following appear:

Creatures:

APL 2 (EL 3)

☠ **Ghouls (3):** hp 13; See *MONSTER MANUAL*.

APL 4 (EL 4)

☠ **Ghouls (4):** hp 13; See *MONSTER MANUAL*.

APL 6 (EL 5)

☠ **Ghast:** hp 29; See *MONSTER MANUAL*.

☠ **Ghouls (3):** hp 13; See *MONSTER MANUAL*.

APL 8 (EL 6)

☠ **Wight:** hp 26; See *MONSTER MANUAL*.

☠ **Ghast (2):** hp 29; See *MONSTER MANUAL*.

APL 10 (EL 7)

☠ **Wight (2):** hp 26; See *MONSTER MANUAL*.

☠ **Ghast (2):** hp 29; See *MONSTER MANUAL*.

Neru's Tomb (6)

The tunnel opens up into a small cave that still reeks of the dead. Scattered around the room is the skeletal remains of a single elf. On the far wall, a single word is written in dried blood. 'Revenge.'

Neru unwittingly sacrificed his life in drawing the undead to this cave, allowing his less than caring comrades to cause a cave in to trap him and the undead. His last hope, as he was being torn apart, was to rise like the ghouls that killed him, in hopes that he could free himself and take revenge on those whom trapped him. He never got his wish.

The 'Concealed' Door (7)

After careful examination of the figures in the hallway, you have found one of them contains a mechanism for opening a concealed door.

The concealed door leads to a circular staircase going down. The door is trapped with a weighted, spiked platform that swings down from the ceiling, at the party, from the other side of the door. The door is attached to the platform, and therefore will swing out of the way of its own accord. When the weighted platform hits the door jam, it will cause the spikes to jettison at the party.

Trap:

APL 2 (EL 2)

☠ **Spiked Door Trap:** CR 2; Mechanical; Manual Reset; Ranged +4 (1d4+1, 6 spikes); Search (DC 20); Disable Device (DC 20).

APL 4 (EL 3)

☠ **Spiked Door Trap:** CR 3; Mechanical; Manual Reset; Ranged +5 (1d4+1, 8 spikes); Search (DC 20); Disable Device (DC 20).

APL 6 (EL 4)

☠ **Spiked Door Trap:** CR 4; Mechanical; Manual Reset; Ranged +6 (1d4+1, 8 spikes); Search (DC 21); Disable Device (DC 21).

APL 8 (EL 6)

☠ **Spiked Door Trap:** CR 6; Mechanical; Manual Reset; Ranged +8 (1d4+1 plus poison, 8 spikes); Search (DC 23); Disable Device (DC 23).

Poison (Fort save DC 16 negates, Primary 1d3 Con, secondary 1d3 Con).

APL 10 (EL 7)

☠ **Spiked Door Trap:** CR 7; Mechanical; Manual Reset; Ranged +10 (1d4+1 plus poison, 8 spikes); Search (DC 28); Disable Device (DC 28).

Poison (Fort save DC 17 negates, Primary 1d3 Con and 1d3 Str, secondary 1d3 Con and 1d3 Str).

Encounter Seven – Level Three

Pelor's Watch (#8)

Decaying bodies lay littered across the floor and at the feet of a statue of Pelor. The statue seems to stand watch over the dead with its hands raised above its head. A purple tapestry hangs against the wall, creating a majestic frame for the statue. The floor of the room is polished stone.

Behind the curtain is a wooden chest. The chest has long been cleaned out.

Spider's Lair (#9)

The spider webs in this room cover the walls and ceiling so thickly, that nothing behind them can be seen. Odd shaped figures, wrapped in webbing, hang from the ceiling. One of them is moving.

In the wrappings of the moving web is a young elven male. He is the only living prey. If he is freed he will take off from the room. He will drop a small pouch when freed. This pouch contains some coins (see Treasure Summary).

The elf is a shadow self of the elf whose body the party meet by the tree outside. It is also the same elf who the party saw outside the cave and will meet again in Tiberius's Sanctuary. As a shadow self, he does not react to things in this timeframe but retraces the steps he took while in life.

If the party doesn't free the young elf, he will eventually free himself. Once free, he will ignore the party since they aren't visible to him. He will get up, look around and then spot something. He will then head through the webs toward the Spider's hunting ground through the secret tunnel. The party will notice that he passes through the remaining webs as if they weren't even there.

Secret Tunnel (#10)

A small opening in the wall is revealed. It is large enough to crawl through but will be a tight fit for the larger members of the party.

Behind the spider webs is a small, secret tunnel (large enough to crawl through), which leads to the Spider's Hunting Ground. The spiders will know that the adventurers are coming and will be lying in wait for them at the mouth.

Spider's Hunting Ground (#11)

The mouth of the tunnel opens into a large cavernous room that is split by a crevice. On the far side of the

room is pot brewing on a low fire, in front of another tunnel leading away. The scent of spices and herbs fills the air.

You may have to modify this description depending on if the adventurers enter through the main caves or through the secret tunnel from area nine. In either case, the 'parent' spiders of area nine will be waiting for them to either emerge from the tunnel or try and cross over the chasm. They will also try to pull the adventurers over the side and onto the webbing that they have stuck to the walls (there are no webs stretching across the chasm). Across the chasm is a kettle of Cure Light Wounds 'stew,' enough for 6 doses. It is Tiberius's welcome stew.

Creatures:

APL 2 (EL 4)

🕷 **Large Monstrous Spiders (2):** hp 22; See *MONSTER MANUAL*.

APL 4 (EL 6)

🕷 **Large Monstrous Spiders (4):** hp 22; See *MONSTER MANUAL*.

APL 6 (EL 8)

🕷 **Large Monstrous Spiders (3):** hp 22; See *MONSTER MANUAL*.

🕷 **Huge Monstrous Spider (2):** hp 52; See *MONSTER MANUAL*.

APL 8 (EL 9)

🕷 **Huge Monstrous Spiders (2):** hp 52; See *MONSTER MANUAL*.

🕷 **Gargantuan Monstrous Spider:** hp 104; See *MONSTER MANUAL*.

APL 10 (EL 11)

🕷 **Gargantuan Monstrous Spiders (3):** hp 104; See *MONSTER MANUAL*.

Encounter Eight – Enter Tiberius

Warm Air (#12)

The air becomes considerably warmer as the tunnel becomes a dead end.

Listen (DC 18+APL) will hear the crackling of a fire behind the secret door.

Tiberius's Sanctuary (#13)

The secret door swings open and the light of a fireplace floods out. Three figures move about the

room without taking note of the adventurers. The first is a small elven child leaning over books with a look of frustration on his face. The second, a young elven man drawing on a mural that has already been completed and is well faded. The third is an old elven man, bent with age. He rises from his bed, writes in a book that lies on a table next to him, and then moves back to his bed. A small tree grows in the southeast corner of the room.

The three elves are all shadows of Tiberius and the same elves the party has already encountered at the entrance and in the spider's lair.

The first is the mage just after the destruction of his town, trying hard to learn the arcane ways from books he recovered from his village. The books are blank to anyone else trying to look. If the party tries to move the books, they disappear, but the child keeps looking at the same area.

The second is Tiberius after he was freed from the spiders by a group of adventures long ago. Here he draws over and over a mural of his adventures.

The final aspect of Tiberius is his ghost. He has written the following passage and marked it with the current date.

If the adventurers have taken the donkey from the tree it will read as follows:

'On this day, yet another group of foolish adventurer has untied the demon from its tree. Hopefully they have the strength to rebind it before the setting sun.'

If the adventures left the donkey tied to the tree it will read:

'Luckily, a group of adventures has missed freeing the demon. Hopefully my town shall be spared their sins in this incarnation.'

None of the three will respond or react to the adventures.

Encounter Nine – Return to Arnste

Dark clouds have gathered since the party went underground. A torrential rain pounds the landscape turning everything around to mud. The road back to Arnste is cold and miserable, the sun hanging low on the horizon. The gates of Arnste are cracked open with no guards posted.

If the donkey was released, read the following:

As the party enters the town, its destruction becomes painfully evident. Every building lies in ruin, and the bodies of elves lay scattered, torn and broken. Every elf, man, woman, and child, wears a mask of pain etched into their faces. In the center of town, the donkey stands alone, with red eyes flaring in the gloom. Above the donkey, an image of a great, scaled demon lets out a silent roar. Both look at the party with intense hatred.

The donkey has no real offensive powers, save those listed. Its sole purpose is to stay away from the tree that it was bound to. Travel time to the tree, in the rain, is approximately one half an hour. It's about two hours from sunset. If the adventurers bother to look, there is a cart, undamaged, near the dwarf's smithy.

If the party didn't release the donkey:

As the party enters the town, its destruction becomes painfully evident. Every building lies in ruin, and the bodies of elves lay scattered, torn and broken. Every elf, man, woman, and child, wears a mask of pain etched into their faces. In the center of town, an image of a great, scaled demon lets out a silent roar. Grim satisfaction causes its mouth to curl in a demonic smile. It unfurls its wings and launches itself into the gloom of the evening sky. The town of Arnste was once again destroyed by the demon.

Conclusion

One of three possible endings exists for this module:

Donkey was not released

As the sun sets, the town of Arnste begins to fade from view, engulfed by the gloom and the rain. No trace is left of the town's fate, save for what images remain in the minds of the adventurers.

Donkey was released, but retied to the tree

As the sun sets, the leaves to the tree's leaves turn a golden brown then fall from its branches. The donkey continues to struggle against its bindings, but a strong, elderly hand reaches up from the body of the dead elf mage and holds the ropes firm. The mage, the donkey, and the tree fade in the rain and gloom. No trace is left of the elf's fate, save for what images remain in the minds of the adventurers.

Donkey was released, but not bound to its original tree in time

The body of the donkey begins to glow an infernal red as the image of the demon begins to solidify. With one flex of its muscles, any bonds that

held the donkey break and scatter away. The donkey lifts its head and lets out a tremendous roar, which echoes across the countryside. Everything that was connected to Arnste now fades into the gloom of the rain, save for the demon. The demon turns its massive head towards the party, its gaping maul whispering one word that all understand, 'Thank you.' With a single lurch, the demon launches itself into the air and disappears into the storm clouds above. The party is only left with the sound of the rain, pounding against the ground, echoing the moans of all that have fallen to the demon.

If anyone has Doragan's Ring

If any party member took on Doragan's ring then they would have faded with the town. This will be noticed only after all is said and done. The party member will return a month (and the cost of four time units) later, confused and haunted with images of the town's destruction repeated over and over again. The party member will be in possession of the sword (if purchased) and his five hundred gold pieces.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Two

Defeat the Undead

APL2 90 xp;
APL4 150 xp;
APL6 210 xp;
APL8 270 xp;
APL10 330 xp;

Encounter Six – Area Five

Defeat the Undead

APL2 90 xp;
APL4 120 xp;
APL6 150 xp;
APL8 180 xp;
APL10 210 xp;

Encounter Six – Area Seven

Bypass, or disarm the trap

APL2 60 xp;
APL4 90 xp;
APL6 120 xp;
APL8 180 xp;
APL10 210 xp;

Encounter Seven – Area Eleven

Defeat the Spiders

APL2 120 xp;
APL4 180 xp;
APL6 240 xp;
APL8 270 xp;
APL10 330 xp;

Story Award

Thorringtonous (Donkey) ends the module re-bound.

APL2 45 xp;
APL4 60 xp;
APL6 90 xp;
APL8 110 xp;
APL10 135 xp;

Discretionary roleplaying award

APL2 45 xp;
APL4 75 xp;
APL6 90 xp;
APL8 115 xp;
APL10 135 xp;

Total possible experience:

APL2 450 xp;
APL4 675 xp;
APL6 900 xp;
APL8 1125 xp;
APL10 1350 xp;

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Five – Area Two

APL 2: L: 83 gp; C: 0 gp; M: +1 *Elven Double Bow* (275 gp)

APL 4: L: 0 gp; C: 0 gp; M: +1 *Elven Double Bow* (275 gp), 8 *Sleep Arrows* (11 gp each)

APL 6: L: 71 gp; C: 0 gp; M: *Bow of Arcane Might* (717 gp)

APL 8: L: 0 gp; C: 0 gp; M: *Bow of Arcane Might* (717 gp), 8 *Sleep Arrows* (11 gp each)

APL 10: L: 0 gp; C: 0 gp; M: *Bow of Arcane Might* (717 gp)

Encounter Seven – Area Nine

APL 2: L: 0 gp; C: 17 gp; M: 0 gp

APL 4: L: 0 gp; C: 5 gp; M: 0 gp

APL 6: L: 0 gp; C: 0 gp; M: 0 gp

APL 8: L: 0 gp; C: 3 gp; M: 0 gp

APL 10: L: 0 gp; C: 4 gp; M: 0 gp

Encounter Seven – Area Eleven

APL 2: L: 0 gp; C: 0 gp; M: 6 *Potions of Cure Light Wounds* (25 gp, 4.2 gp each)

APL 4: L: 0 gp; C: 0 gp; M: 6 *Potions of Cure Light Wounds* (25 gp, 4.2 gp each)

APL 6: L: 0 gp; C: 0 gp; M: 6 *Potions of Cure Light Wounds* (25 gp, 4.2 gp each)

APL 8: L: 0 gp; C: 0 gp; M: 6 *Potions of Cure Light Wounds* (25 gp, 4.2 gp each)

APL 10: L: 0 gp; C: 0 gp; M: 6 *Potions of Cure Light Wounds* (25 gp, 4.2 gp each)

Total Possible Treasure

APL 2: L: 83 gp; C: 17 gp; M: 300 gp - Total: 400 gp

APL 4: L: 0 gp; C: 5 gp; M: 555 gp - Total: 600 gp

APL 6: L: 71 gp; C: 0 gp; M: 742 gp - Total: 813 gp

APL 8: L: 0 gp; C: 3 gp; M: 1247 gp - Total: 1250 gp

APL 10: L: 0 gp; C: 4 gp; M: 2096 gp - Total: 2100 gp

Special

Elven Double Bow (from Arms & Equipment Guide)

This double-stringed longbow can be used as a normal longbow by anyone proficient in that weapon. Characters with the exotic weapon proficiency (elven double bow) can use the bow to fire two arrows at once. Nocking an

arrow on the second string requires a move-equivalent action. Once the wielder has taken an action to load the second string, his next attack is a double shot at the same target. The wielder makes one attack roll at a –2 penalty to determine whether or not both arrows strike the target. If the attack is successful both arrows deal normal damage. If the attack is a critical hit only one arrow deals extra damage, and extra sneak attack damage is only applied once.

Cost: 1000 gp; Damage 1d8; Critical: 20/x3; Range Increment: 90 ft.; Weight: 3 lb.; Type: Piercing.

Bow of Arcane Might (from Arms & Equipment Guide)

This *+1 mighty (+2) composite longbow* is covered in intricate arcane runes. The *bow of arcane might* allows its wielder to channel the energy of arcane spells through it to make attacks with the bow more damaging. As a move-equivalent action that does not provoke attacks of opportunity, the wielder can sacrifice a prepared arcane spell from memory (or an unused spell slot if a spontaneous arcane caster). Doing so adds a damage bonus equal to the spell's level to the next attack made with the *bow of arcane might*. This damage bonus stacks with the normal enhancement bonus from the bow and any magic arrows used in the attack.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor, *greater magic weapon*; *Market Price:* 8,600 gp; *Cost to Create:* 4,600 gp + 320 XP.

Service to Doragan

The following three items are all gained at once

+1 Undead Bane Long Sword

This masterly crafted longsword gleams with a faint hint of blue. Dwarvish runes line the sword, cursing at the dead. *Market Price:* 8,320 gp.

Ring of Doragan

This ring magically links the wearer to Doragan and binds them into his service. This ring will NOT come off the wearer. If the finger is chopped off, the ring will move to another finger or appendage. A detect magic spell will reveal only that the ring links the wearer to Doragan. Only a *limited wish*, *wish* or *miracle* spell will remove the ring.

Lost in Arnste

You faded with Arnste when it left again. After a month (4 TU) you have found a way to return, confused and haunted with the images of the town's destruction repeating in your mind over and over

again. You have the above sword, and an additional 500 gold pieces.

Appendix I – The Demise of a Wizard

Adventure Background and Summary

“You’ll not escape me this time, Thorrruptonous!” The demon cringed at the calling of his secret name as it fled down the hall. Four large clawed feet dug into the stone and flaming scales scraped against the walls that were barely wide enough to fit the demon. The cursed Elven Wizard, Tiberius Stormshadow had chased it from plane to plane, finally trapping it on the Prime Material. The demon’s mouth gapped open and let out a bellow as magic missile pierced into his snake like tail. The entrance to the dungeon was near. It could smell the night air. Once it hit open ground, it would have enough room to turn and fight. The wizard would be doomed.

Tiberius chased the demon as fast as his aged legs would carry him. He dared not waste any of his magic now. Well over 700 years of age, the elder mage had been bent on the destruction of the demon he was chasing. The demon that destroyed the only place he had called home. Anger filled the wizard’s heart as he forced his legs to move faster.

The demon’s serpentine head lifted for the first time as he breached the door to the outside. His wings unfurled and his tail lashed as the cool night air washed over him. The demon surveyed the surrounding fields. Only one tree stood in the vast plains. There would be no cover for the mage. He looked back at the solitary knoll that concealed the entrance it came from. The demon would now face the wizard and one of them would die.

Tiberius turned the corner and saw the entranceway of the catacombs. He knew that the demon had made it to the outside. He also knew that this made his fight all the more dangerous. He slowed his pace and moved cautiously forward. He couldn’t let the demon escape, but he wouldn’t allow himself the luxury of haste either. At the mouth of the catacombs, he peered out. No lights shown out from nearby villages. Not a sound could be heard except the rustling of the wind through the tall grass.

The wizard’s keen hearing was the only thing that saved him. He dropped to the ground and flattens himself as the demon swooped down and lashed out with his claws.

“Faks Dowsix Lightenious!” The mage lifted his hand as lightning arced from his fingers, engulfing the demon.

The demon’s body shuttered from the powerful onslaught and pain raced through its mind. Rage swelled from within the demon, driving it into another dive at the wizard. His speed was awesome as his body began to blur. The demon felt grim satisfaction as he felt his claws rake the elf mage, driving the wizard back into the dirt. Rising into the air, he looked down at the nearly broken mage. He started his final dive.

Tiberius Shadowstorm felt the monster’s claws rip into him. His last lightning spell and the chase had drained him beyond what he had expected. Now he was wounded, badly. Looking up he saw the demon dive again. He raised his hand for one last spell. “Polynea Xen Syrtie!”

The demon shrieked as his scales began to glow. It dropped out of the sky, striking the earth with shattering force.

Tiberius Stormshadow groaned as he rose to his feet. Stumbling, he walked to the edge of the crater, formed by the demon’s fall. The demon’s scaly body did not lie in its center, only a confused looking donkey. The elf mage smiled to himself as he made his way down. Tying a rope around the donkey’s neck, he led it to the solitary tree. Securing the lead to the tree, he sat down and looked at the donkey. “As soon as I’m rested, I’ll destroy you once and for all, Thorrruptonous.” The mage chuckled, but stopped when the donkey’s eye’s flared red.

Rearing, the donkey brought both hooves against the wizard’s chest.

Cursing the demon, the dying wizard muttered his last words and then slumped forward.

The demon couldn’t smile in its new form, but it would change that soon enough. He reared again, with all his strength, against his bindings, but the ropes held. Over and over he tried to break free, but again and again the rope held him fast. The demon then realized the wizard’s last spell. He was bound to the tree by the wizard’s own blood until someone was foolish enough to free him.

The binding of a demon can do many strange things. In this case Tiberius's Bane is bound to a tree rooted in the Prime Material Plane itself. The tree doesn't move with the world of Greyhawk, instead it materializes and dematerializes as the world shifts its location in the heavens. The tree will remain material for one week's time. As long as the donkey is attached to the tree, the demon remains bound and powerless. If the donkey is removed, it will grow in power till the tree has vanished or the donkey is rebound. The donkey will try to thwart every effort to be rebound to the tree. Also bound to the tree is the town of Arnste. It was Tiberius's hometown that was destroyed by the demon. It appears a mile away from the tree, along the path of the adventurers. When entering the town, the townsfolk will plead for their help in ridding the town of its 'problem.'

The problem emanates from a small series of catacombs (also bound to the tree), close to the village. No one from the village can be spared to accompany the adventures to the catacombs, but they do offer proper directions.

The catacombs are riddled with traps and treasures yet it also contains the final solution to the town's problem.

Notes on Doragan and His Smithy:

When the town of Arnste is destroyed by the demon, it is completely and utterly destroyed. This includes everything in Doragan's smithy. The only thing that is left intact is one cart.

Notes on the Citizens of Arnste:

The Citizens of Arnste live in multiple lives, repeating their first, over and over again. If a party member kills one, they will merely rise the next day and go about their business, forgetting their immediate death.

Appendix II - Thorrruptionous

Thorrruptionous (as Donkey)

Medium-Sized Outsider (Extraplanar, Evil, Chaotic, Tanar'ri, Polymorphed)

Hit Dice: 20d8+60 (150 hp)

Initiative: +5 (Dex)

Speed: 40 ft. (8 squares)

Armor Class: 26 (+5 Dex, +11 natural), touch 15, flat-footed 21

Base Attack/Grapple: +20/+25

Attack: Hoof +25 melee (1d4+5)

Full Attack: 2 hooves +25 melee (1d4+5)

Space/Reach: 10 ft./5 ft.

Special Attacks: —

Special Qualities: Tanar'ri Qualities, Scent, Darkvision (120 ft.), Resistance (Cold and Fire) 10, SR 35, DR 20/adamantine and holy or lawful, regeneration 20 (lawful or holy), immunity (alignment detection).

Saves: Fort +15, Ref +17, Will +16

Abilities: Str 20, Dex 20, Con 16, Int 20, Wis 19, Cha 19

Skills: —

Feats: —

Environment: Any land

Organization: Solitary

Challenge Rating: 20

Treasure: None

Alignment: Chaotic Evil

Advancement: —

Thorrruptionous (Natural Form)

Huge-Sized Outsider (Extraplanar, Evil, Chaotic, Tanar'ri)

Hit Dice: 20d8+140 (230 hp)

Initiative: +5 (Dex)

Speed: 40 ft. (8 squares), fly (perfect) 80 ft.

Armor Class: 24 (-2 size, +5 Dex, +11 natural), touch 13, flat-footed 19

Base Attack/Grapple: +20/+29

Attack: Gore +29 melee (2d8+9)

Full Attack: Gore +29 melee (2d8+9), 2 slams +20 melee (1d8+4), 2 wings +20 melee (2d6+4) and tail + 20 melee (1d12+13)

Space/Reach: 10 ft./5 ft.

Special Attacks: —

Special Qualities: Tanar'ri Qualities, Scent, Darkvision (120 ft.), Resistance (Cold and Fire) 10, SR 35, DR 20/adamantine and holy or lawful, regeneration 20 (lawful or holy), immunity (alignment detection).

Saves: Fort +19, Ref +17, Will +16

Abilities: Str 28, Dex 20, Con 24, Int 20, Wis 19, Cha 19

Skills: Climb +32, Diplomacy +27, Innuendo +28, Intimidate +27, Hide +28, Listen +29, Knowledge (arcana) +28, Knowledge (nature) +28, Knowledge (the planes) +28, Move Silently +28, Sense Motive +27, Spot +29, Tumble +28.

Feats: Alertness, Power Attack, Cleave, Great Cleave, Dodge, Mobility, Spring Attack.

Environment: Any land

Organization: Solitary

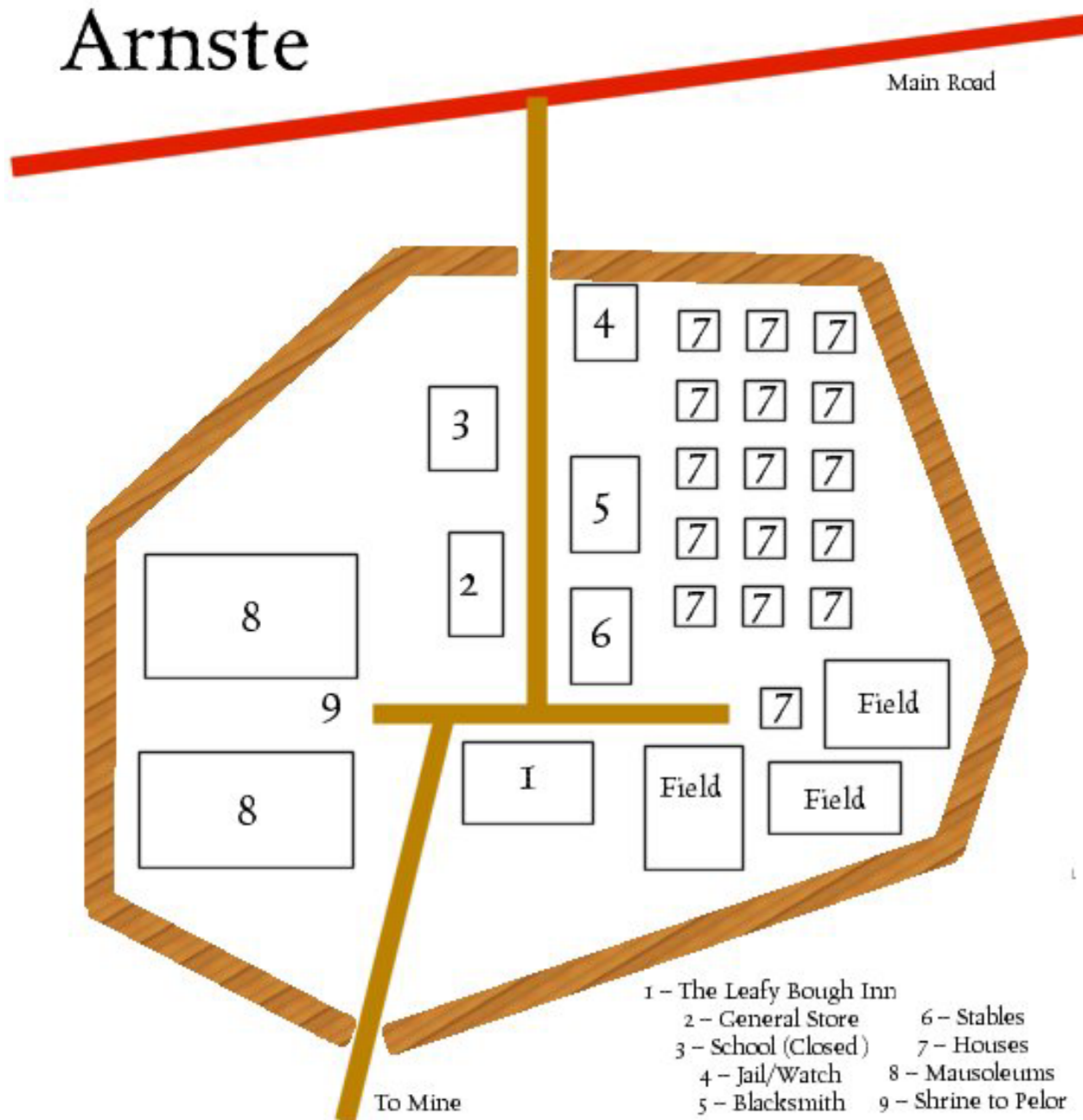
Challenge Rating: 20

Treasure: None

Alignment: Chaotic Evil

Advancement: By character class

DM Aid #1 : Town of Arnste



DM Aid #2:Mine

