

PAL1-09

BEWITCHED

A Two-Round Continuous D&D LIVING GREYHAWK[®]
Theocracy of the Pale Regional Adventure

Version 1

by Greg and Kim Ryker

The Village of Fensdale appears a model of prosperity and tranquility. But all is not as it seems. Evil is afoot! An adventure for characters level 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 rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

SCORING

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

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

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

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

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

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.
- 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
- 4) If you are running a table of six PCs, add one to that average.

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

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

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

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

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

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

IS IT A FULL MOON?

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

LIFESTYLE

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

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

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

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

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

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

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

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

Lifestyle Cost/Skill Modifier

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

ADVENTURE BACKGROUND

Corwin Trueblood is the eldest son of Lord Nevin Trueblood, patriarch of an old and established, although impoverished noble family. Several weeks ago, his father began negotiations for an arranged marriage to Milenda of the wealthy Kestrel trading family.

Mortimer, Milenda's ailing father, has recently agreed upon a very generous dowry. He believes the prestige and influence of the Trueblood name can open many doors to the Nuevo-rich Kestrels. Nevin believes that alliance with the savvy Kestrels will allow the near-broke Trueblood family to solidify its shaky financial condition.

Unfortunately, Corwin and Milenda are unhappy with the idea of an arranged marriage. Corwin grew up with aspirations to seek fame and adventure as a knight, and resents being forced to accept various positions in government that further the agenda of his father. As an escape from the cares of his position, he spends much of

his time in continual training as a warrior, and has garnered much respect as a swordsman in noble circles.

Milenda is a very spirited young lady known for her ready wit. Over time, her family's gift at business began to manifest itself, and she has become increasingly involved in politics and running the Kestrel family business as her father became more aged and infirm. Milenda, always the sharp businesswoman, has become acknowledged as the chief architect of Fensdale's recent economic revival.

Corwin's most recent position is as commander of the garrison at Fensdale, a large village situated at the junction of two important trade routes and surrounded by numerous prosperous farms. He volunteered for a position as Commander of a unit of the Expeditionary Force in Tehn during the recent troubles, but his father secretly lobbied at court for him to receive the safer position commanding Fensdale's Garrison. This position has the additional advantage of being near his and the Kestrel family homes.

Nearly a year ago at a festival memorializing fallen heroes of the Army, a young knight named Gerik learned how Nevin had arranged Corwin's posting. He implied that Corwin was shirking his duty and hiding behind his father's title. Corwin challenged him to a duel in which he made a fool out of the young knight. Since that time, Corwin has had a reputation as a swordsman.

When he confronted his father with Gerik's accusations, he confessed to meddling, saying he had done it out of fear for Corwin's safety. Since that time, Corwin and his father's relationship has been somewhat strained. Corwin, feeling dishonored, took to avoiding the family home, and began spending much of his time in local taverns.

While visiting an ill member of his garrison, Corwin met and became enamored by Ehlena, a comely half-elven herbalist and healer of some local repute. Ehlena originally discouraged Corwin, but was eventually won over by Corwin's obvious sincerity.

Over the last few months, Corwin and Ehlena have taken to spending much time together. Initially discrete, their rendezvous have become more open recently, and their relationship has become something of an open secret. Corwin, realizing that his father would never accept the poor and lowborn Ehlena as his daughter-in-law, plans to ask Ehlena to elope. He hopes to make his way to Nyrond, where there is plenty of work for Knights. While there, he believes he can find a sympathetic Priest of Pholtus to marry them.

Unfortunately, Corwin's infatuation with Ehlena came to the attention of Marta, an aging priestess of Iuz operating in Fensdale as a Spy for the Old One. Marta is posing as the widow of the former owner of the Pious Pilgrim Inn in Rakersvale, and claims she moved to Fensdale in search of a milder climate.

As Marta insinuated her way into Fensdale society she managed to become a confidant of Nevin. She made numerous other contacts among the wellborn in Fensdale, and has been on the lookout for the best opportunity to stir up chaos, murder, and evil in service of her master. Upon learning of Nevin's disapproval for the

relationship between Corwin and Ehlena, she saw her chance. She hopes to drive a wedge between the people of Fensdale and their newfound elven allies in the Phostwood.

Nevin had recently had a toothache for which his butler had procured an herbal remedy from Ehlena's shop. Marta managed to sneak into Nevin's private quarters and slip a powerfully lethal poison into the tooth powder found there. When Nevin was found dead in his chambers, Marta implicated Ehlena by sneaking into her shop to plant the poison and an expensively crafted holy symbol of Iuz.

ADVENTURE SUMMARY

Over their breakfast at the Happy Halfling Boarding House, PCs learn of the murder of Nevin Trueblood, mayor of Fensdale. They also meet Judge Valdis who has been sent from Wintershiven to adjudicate the case. Their breakfast conversations are disturbed when an angry mob stirred up by Marta, an evil cleric of Iuz, attack the constabulary and attempt to lynch Ehlena, the comely half-elf peasant healer and herbalist whom she has framed for the murder.

Valdis asks the PCs to disperse the mob, preferably without killing anyone. If they do so, they may be asked to become temporary members of the Pale Patrol reporting directly to him. In any case, Judge Valdis asks the PCs to help him investigate the murder.

Characters spend the morning visiting locations in the village and investigating the murder before they receive a message asking them to meet Judge Valdis at Nevin's funeral. Upon arriving at the church, chaos erupts as a possessed Nevin and other undead attack in an attempt to kill Valdis before he uncovers Marta's plot. It is possible that the spy Marta may be unmasked during this encounter. If she is unmasked, a barely conscious Valdis requests that the PCs detain her for questioning.

Judge Valdis, gravely injured in the attack, hovers near death. Father Kedron, the local priest, is summoned but is insufficient to the task of healing him. Corwin has Ehlena summoned to tend Valdis and rides for Hatherleigh, where he will seek a healer to return and heal Valdis. While he is gone, Valdis's condition worsens and Ehlena asks the PCs to seek her Aunt Ghlennella in the Phostwood, as she can help the Judge.

If the PCs agree to seek Ghlennella, Gargoyles attack them in the street on the way to the ferry. Father Kedron witnesses the end of the combat, and realizing that Iuz is opposed to the expedition, has a change of heart and invites the PCs to the church so that he may heal them and offer his blessing to the mission. If the PCs have treated Kedron with respect, it is possible that he may give one of them an antique silver bastard sword.

If the PCs decline to seek Ghlennella, Corwin returns with aid too late and Valdis dies. Another mob scene occurs, led this time by friends of Ehlena who seek to free her. After the riot, Corwin asks the PCs to summon Ghlennella from the Phostwood, as Ehlena's representative at the upcoming trial.

As the PCs seek Ghlennella, Marta sends wolves to attack them in the forest. If they survive, they encounter Hybsil children, small playful centaur-like beings who may lead them to Ghlennella. If the PCs convince Ghlennella to help, she uses her magic pool to scry on Ehlena, and ask the PCs if they wish to look. In any case, Ghlennella then travels to Fensdale where she heals Valdis if he is still alive.

If the PCs accept Ghlennella's offer to look in her magic pool, they may be able to unmask Marta or scry on her in her forest cottage. If they find Marta, they have an opportunity to attempt to detain her.

When Ehlena goes on trial, the outcome largely depends on the actions of the PCs. Ehlena's defense is much stronger if Marta has been captured, Judge Valdis survived, and the PCs speak out in her defense. Depending on the outcome of the trial, PCs escort prisoners or a wedding party (Corwin and Ehlena) to Hatherleigh.

A force comprised of Phostwood Ogres commanded by annis infiltrates the Pale's borders via a secret complex of caves with outlets on both sides of the border. On the road to Hatherleigh, they ambush the PCs. Depending on the PCs actions they are invited either to a wedding or a feast to receive recognition as they arrive in Hatherleigh.

INTRODUCTION

It has been a tiring day on the road, though you fell in with several fellow travelers at a roadside shrine a few miles back, making travel a bit less weary. As you crest a low hill you see your goal in the wan light of gathering dusk, the gates of the village of Fensdale. Hopefully you haven't come all this way for nothing. Marsten, the tall Ranger at the Inn in Wintershiven, said that Fensdale was a hotbed of recruiting for Caravan Guards, Sell-Swords for the wars in Tehn, Healers, and all manner of other adventurers. Given its proximity to the Phostwood and Tehn, Fensdale must be ideally located for expeditions into those locals.

You notice that a ditch, rampart, and palisade of green fresh-cut logs have recently been thrown up around this picturesque village. A dilapidated tent city crouches outside the southern wall, and a strong stone tower flying a large Pale flag dominates the skyline near the ferry.

As you approach the closed gates, you notice several hard-bitten heavily armored soldiers wearing livery of the Pale Army giving you the once over from the wooden towers next to the gate. One leans languidly on a ballista and asks you to identify yourselves and state your business.

Have the PCs respond and interact with the gate guards at this point.

After establishing your credentials, the sergeant warns that no one is allowed in or out of town after dark due to the recent troubles. Glancing at the last light of the setting sun, he allows that since it's not quite dark yet, you can still come in.

Looking forward to spending a night in the relative comfort and security of an Inn, you inquire with the guards at the gate regarding suitable accommodations and are directed to the

Happy Halfling Bed and Breakfast, a reputable establishment along the road to the ferry.

You note the peace, prosperity, and tranquility of this picturesque little village as you stroll up the wide streets. Ahead you spot a welcome sight, a sign with a well-fed smiling Halfling reclining in an overstuffed chair with his hands folded across his stomach.

Issue Player Handout #1: Fensdale Map at this time. Characters arrive at the Happy Halfling Bed and Breakfast and bed down for the night, weary from their travels. At this point the judge should make the players pay their living costs and record them. Due to the rigid social structure in Fensdale, the social status of the characters should be recorded, as people spending less than common costs will be regarded as low status and may have separate or different encounter reactions and/or activity in the module. Also note that there are costs for staying in the Happy Halfling or eating and drinking at the Leaping Trout Saloon, which are *not* included in lifestyle costs, see the appropriate encounter locations.

ENCOUNTER 1: BREAKFAST AT THE HAPPY HALFLING

Day 1 - 7:30AM

General Description:

The characters start the adventure here. The purpose of this encounter is to introduce the characters to the adventure setting and to make them aware of social issues involved in the village.

Throughout the Adventure, it is important the judge refer to the Creature Appendix, as there are details about many of the NPCs that can help role-playing them!

Characters of common or better lifestyle:

While dozing in the exquisite comfort of an overstuffed feather bed, you hear the muffled sound of a knock on your door. Before you decide whether to continue to feign sleep, Raven, the comely young dark-haired maid, peeks into the room. "Pardon me," she says as she enters the room and proceeds to draw back the curtains. Glancing outside, she cheerfully submits that it looks like the start of a glorious morning. As she lays out your freshly laundered clothes on the chest at the end of the bed, she informs you "The lady of the house awaits the pleasure of your company at breakfast." Appetizing smells of breakfast waft into the room as she heads out the door.

Ask the PCs if they accept the invitation and "go to breakfast". If so, move on to the next part, otherwise PCs remain in their room until Encounter 2.

You dress and follow your nose to the source, trays of delicious pastries, fruits, eggs, sausage, bacon, and other trappings of a hearty country breakfast laid out in the dining room. Seated at the table is a formally dressed older gentleman with an ivory handled cane and wearing a gold holy symbol of Pholtus. He is engaged in conversation with a plump middle-aged woman wearing a green floral dress with yellow lace. Kitchen staff

scurries quickly back and forth through a small door in the back, and as the door closes you catch a glimpse of less fortunate souls eating porridge at a crude bar stretched between two barrels.

The woman stands and bids PCs "Good Morning". Introducing herself as Glynnis, owner of the Happy Halfling, she bids them "Sit, and be welcome". She introduces the elderly gentleman at the table as Judge Valdis, who has just arrived from Wintershiven. After everyone has arrived and been seated, Glynnis requests that the Judge say grace.

Once the meal is underway, Glynnis asks the Judge if he has traveled here to adjudicate the murder trial. The judge acknowledges that he was sent to Fensdale to preside over the case. "Do you think that Witch Ehlena is guilty?" she asks him. He responds, "You know I can't talk about a case I'm presiding over."

Allow characters a chance to converse with Glynnis and the judge. The judge is unwilling to discuss the case, but is willing to discuss the weather, the wars in Tehn, or most any other matter with the PCs. Glynnis is a bit of a gossip, so any inquiry regarding the murder is adequate to get her to open up on about the internal happenings in Fensdale.

"Ehlena is a local peasant herbalist and widow who has bewitched our garrison commander, Corwin Trueblood. She poisoned his father Nevin when he ordered him never to see her again." At this point the judge interjects "The facts are not all in on this case, Glynnis. Such speculation does not become you."

Characters of poor lifestyle or common lifestyle who choose not to pay the costs at the Happy Halfling are still staying here, but stay in smaller rooms, the quality of service or food is downgraded, they eat in the kitchen with the help, etc.

Characters of destitute lifestyle:

Are treated as Poor Lifestyle for this encounter, but have agreed to do some chores around the Happy Halfling in exchange for the accommodations. Judges can have some fun with PCs by having Glynnis or Glorinda request the PC to take out the trash, carry the gentleman's bags to their rooms, etc...

CHARACTERS OF POOR LIFESTYLE:

After a night of tossing and turning on lumpy straw ticks in the loft of the carriage house, you hear the muffled sound of a small bell ringing outside. A few minutes later Pip climbs the rickety ladder from the ground floor and says "You'd better shake a leg or Glorinda will throw your breakfast to the pigs".

Ask the PCs if they accept the invitation and "Go to Breakfast". If so, move on to the next part, otherwise PCs remain in the loft until Encounter 2.

You find your way to a small annex of the kitchen, where you are grumpily directed to a rude bar stretched between some

barrels. Muttering under her breath in Dwarven (a successful Listen check DC18 “bloody peasants, can’t be trusted to show up on time for their own funerals...”) *Glorinda dishes out several bowls of slightly cooling oatmeal while you watch the other kitchen staff bear tray after tray of delicious pastries, fruits, eggs, sausage, bacon, etc. past you into the dining room next door.*

Wiping her hands on her apron, Glorinda fetches herself a large mug of tea and sinks into a chair near the bar, sighing deeply. You hear the murmuring of voices from the other room over the busy activities of the staff.

Players can make Listen checks (DC 10) to hear the conversations going on in the dining room. If they make a Spot check (DC 12), they notice that Glorinda’s chair is located near a knothole in the paneling and she is covertly eavesdropping on the conversation in the other room. Characters who role-play engaging Glorinda in conversation (the other staff is too busy to talk) have to wait until after the boxed text is read for the other room.

Once that is done, if they succeeded in listening to the conversation in the dining room, they might inquire with Glorinda regarding the murder. They may attempt a Diplomacy check (DC 13) to get her to talk about the murder. If they succeed, she says:

The accusations against Ehlena are a bunch of hogwash! There was never a sweeter child born, nor a more caring heart. She spends her free time tending to the sick out in the tent city, with nary a penny in it for herself. All these priggish townsfolk know how to do is to wag their tongues.

For all characters:

Suddenly, you hear shouts and the sounds of many voices raised in anger from the street in front of the boarding house. Everyone (who came to Breakfast) dashes to the front windows to see what is amiss. Glancing through, you see a disturbing sight; an unruly mob has formed outside the small stone constabulary across the street.

Judge Valdis: Male human Pal5; hp 34; see Creature Appendix.

Glorinda: Female dwarf Exp2; hp 12; see Creature Appendix.

Glynnis: Male human Ari1; hp 6; see Creature Appendix.

Raven the maid: Female human Com1; hp 3.

Pip the stable boy: Male human Com 1; hp 3.

Treasure

There is a possibility that unscrupulous characters may be able to acquire a maximum of 4-5 items like candlesticks and silverware using Pick Pockets while everyone is distracted during the disturbance. (Worth no more than 1-2 gp per attempt)

ENCOUNTER 2: MOB SCENE

Day 1 - 8:15AM - The party came here from **Encounter 1**. Marta learned that Judge Valdis has arrived to preside over the upcoming trial. She was hoping for a more reactionary judge to be sent for the proceedings. Valdis has a reputation for fairness that does not bode well for her little plot, so she decides to try and shortcut justice. Through the use of a scroll with an emotion spell, she has incited this riot.

As you watch in dismay, several angry townsfolk restrain the constable as he tries to order the crowd to disperse. Shouts of “Burn the Witch!” “Hang Her!” “Murderer” “Hussy!” and worse issue from the mob as several villagers start battering at the constabulary door with various implements.

Judge Valdis, quickly sizing up the situation, turns to the PCs and says, “You seem as though you know how to handle yourselves in a pinch. If you would disperse the mob out front, without killing anyone, I would be grateful.”

An angry mob comprised of thirty-six human villagers, occupies the street in front of the constabulary. Two of them are holding Constable Taryn, three of them are attacking the door with improvised tools, and the rest shout encouragement to them. Any character casting detect magic and making a successful Spellcraft check (DC 19) realizes that a larger part of the mob is under the effect of some kind of enchantment spell.

For the purpose of determining surprise for this encounter, the PCs are automatically aware at the beginning. If PCs attempt to Intimidate or use Diplomacy on the crowd, the mob also becomes aware of them. If the PCs skip directly to combat, the mob is flatfooted for the first round of combat unless it succeeds in a Spot check (DC 12) to see them coming.

PCs that have not attacked may attempt to pretend to be members of the Mob and mingle with them. This requires a Bluff check (DC 12) to avoid being spotted as an outsider. The press slows progress through the crowd, PCs can only move through areas that would have been threatened with a Strength or Escape Artist check (DC 5), for each 3 pts they succeed by they can move 5 feet. Once hidden in the crowd, they can perform sneak attacks at will, but must make a hide check (DC 16) each time they do so or they are noticed.

The PCs may have some help from the Constable, Deputy, and even Ehlena. Furthermore, only some members of the mob will actually engage in combat, most of them merely egg on their fellows. Once combat is joined, for simplicity, PCs can easily tell if a mob member is actively attacking; other members of the mob cower when approached or targeted. The PCs can disperse the mob in several ways: diplomacy, intimidation, or force.

Diplomacy requires a successful skill check (DC 25) in order to shift the mob’s attitude from hostile to indifferent. Only one PC may make the attempt, however other party members may assist using the Cooperation rules listed in the Player’s Handbook page 62.

Intimidating the crowd requires a successful skill check (DC 28). As above with Diplomacy, additional party members may assist the intimidating PC using the Cooperation rules listed in the Player's Handbook page 62. If the mob is intimidated, conscious member will flee.

In any case, if half the combative members of the mob are subdued or killed, the remainder of the mob will break and flee.

APL 4 (EL 5)

Angry Villagers (10): Human Com1; hp 7 each; see Creature Appendix.

Onlookers (26): Human Com1; hp 7 each; see Creature Appendix.

APL 6 (EL 7)

Angry Villagers (12): Human Com1; hp 7 each; see Creature Appendix.

Onlookers (24): Human Com1; hp 2 each; see Creature Appendix.

APL 8 (EL 9)

Angry Villagers (16): Human Com1; hp 7 each; see Creature Appendix.

Onlookers (20): Human Com1; hp 2 each; see Creature Appendix.

ALLIES

Constable Taryn: Male human Ftr2; hp 24 (currently suffering from 12 points of subdual damage); see Creature Appendix.

Deputy Farston: Male human Rgr1; hp 14; see Creature Appendix.

Ehlena: Female half-elf Sor4; hp 16; see Creature Appendix.

Garrison Detachment

Pale Army Privates (8): hp 14 each; see Creature Appendix.

Tactics:

The mob continues beating down the door of the constabulary and shouts down attempts at diplomacy or intimidation by the PCs, if the PCs fail the check. Use accusation like "witch-lover", "murderers", and "outsiders"... If attacked, most of the mob cowers, but some members fight back with improvised weapons. Assume they break into the constabulary after 6 rounds if left alone by the party.

If any of their number are killed or subdued and Constable Taryn is still being held, the mob will "turn nasty" and the angry villager nearest to Taryn will perform a subdual coup-da-grace on him with a sap. This

maneuver allows the angry villager to automatically strike with a critical hit, doing full damage for the weapon plus their strength bonus. Which, in this case is 14 hps of subdual damage.

If the PCs fail to disperse the mob after six rounds, they break into the constabulary; attempt to subdue Deputy Farston, and lynch Ehlena. Deputy Farston and Ehlena resist to the best of their abilities. If Farston and Ehlena are overcome, three of the angry mob attempt to hang Ehlena in front of the Constabulary, causing an automatic 1d4 points of subdual damage per round as Ehlena starts suffocating (see drowning Dungeon Master's Guide page 85). This is a full round action that provokes an attack of opportunity from any PC standing in adjacent to the attackers. Cutting Ehlena down is a simple attack against the rope.

Hemp Rope: Hardness 0, hp 2 (slashing weapons only); Break (DC 23).

Two minutes after the start of the Encounter, Corporal Frederick and a detachment of 8 Pale Army Privates show up and put an end to the trouble, interrupting the lynching, dispersing the Mob, and detaining subdued members of the mob. PCs aren't allowed to talk to them as the Judge orders them thrown into the dungeon beneath the Garrison Tower for later interrogation.

If the PCs disperse the mob before they break into the constabulary and manage to do it without killing any villagers, Judge Valdis asks PCs with common or better lifestyle to volunteer as temporary marshals working for the Pale Patrol, for which the pay is 7 sp per day (payable every 2 weeks; at the end of the module). A shiny silver badge with the Pale's Livery and the words Marshal, Pale Patrol etched on it comes with the job. PCs are expected to wear the badges and comport themselves in a manner befitting an officer of the Pale Patrol at all times. Any characters that volunteer are asked to raise their hands and swear to uphold the laws of the Pale and to follow the lawful orders of their superiors to the best of their abilities. Valdis is their superior, otherwise Corwin.

Characters with the badge have a +2 circumstance modifier to Gather Information rolls for the remainder of the module, as they are on "official business". Characters are not allowed to keep the badges or positions after the end of the adventure. Possession of a badge also allows PCs to make legal arrests, although detentions normally have to be validated by the courts in a timely manner. PCs with badges are entitled to live at the Garrison Tower Barracks and also may receive a limited equipment issue at the Garrison Tower. (See Encounter Location L4 for details).

Regardless, Judge Valdis explains that he is concerned that the town constabulary is too busy guarding the prisoner and keeping the peace to investigate this matter properly. He requests the PCs independently investigate the facts surrounding the murder so that an accurate accounting can be made at the trial three days hence. If the PCs killed anyone, Valdis reiterates that the PCs are not to kill anyone except in

self-defense. Each PC will be issued a sap. They are not expected to return these.

Use common sense, if the PCs kill numerous villagers he will order the Garrison detachment to arrest them for excessive use of force.

ENCOUNTER 3: JUST THE FACTS

Day 1 - 8:45AM – 2PM The party came here from **Encounter 2**.

At this point the PCs are expected to investigate the murder by visiting various Fensdale locations (see encounter locations below and the Fensdale map) and interacting with some of the local NPCs. Allow the PCs to go where they wish in the village (encounter areas L1-L9 only), including purchasing items at the general store, hanging out in the pub, visiting the Tent City.

If the PCs are having difficulty deciding where to go, direct them to the Player's map of Fensdale and ask them where they want to go. No more than 5 locations may be visited by the PCs.

Treasure:

As listed in the Encounter Locations, but stealing from or unprovoked attacks upon Villagers may lead to the PCs being hunted by a Detachment from the Garrison and/or another angry mob (see **Encounter #2**). PCs do have the opportunity to buy items at the general store, however.

Development:

Gauge your players, but after approximately three to four hours of in-game time spent exploring Fensdale, a 12-year-old boy bearing a note from the Judge finds the PCs. The note asks them to meet him at their earliest convenience at the Fensdale Church, where Nevin's funeral is being held. The PCs end up at the **Encounter Four**

ENCOUNTER 4: THE DEAD AWAKE

Day 1 - 1:30PM The party came here from **Encounter 3**.

Marta watches in dismay as the PCs develop information that might lead to Ehlena being viewed in a more favorable light. She also becomes aware that Judge Valdis is interviewing villagers about the origins of the mob. Concerned that her cover has been compromised, Marta decides to remove Valdis from the equation.

Based on her reputation as Nevin's confidant, Marta is allowed a private viewing of Nevin. Using another scroll, she casts create undead on his dead body, commanding him to remain motionless until he gets the opportunity, during the funeral, to kill Valdis. She arms the undead Nevin with the "Fang of Iuz." Marta hopes to

slay Valdis utilizing the undead Nevin, as well as additional undead.

When you arrive at the church, the funeral is already in progress. Hundreds of villagers have turned out for the funeral. You locate Judge Valdis near the front of the viewing line for the open casket. When you catch his eye he requests that you give him a few moments, as he wishes to pay his respects to the deceased. You find an inconspicuous corner to wait, not wishing to interrupt the somber occasion. As the procession continues, you notice the sky has clouded up and cold drizzle begins to fall.

Allow the PCs to position themselves, but not closer than thirty feet to the casket, as that area is "roped off" and kept clear by watching acolytes.

You notice a few umbrellas come out as the wind begins to pick up. You begin to shiver in the cold driving rain as Judge Valdis reaches the front of the viewing line to pay his respects. Dropping a purple flower into place at the foot of the open casket, he says, "Although I didn't know you, your legacy is manifest in the prosperity of this village. You will be miss...AAAGHH!" He cries as he stumbles back, clutching at his chest with his hands. Nevin leaps out of the casket, his pale face contorted in a mask of hate, a bloody and broken off white crystal globed dagger handle in his hand.

Nevin's strike successfully imbeds the blade of the "Fang of Iuz" in Valdis' chest. PCs who make a successful Spot check (DC 15) noticed the corpse moving, and can take a partial action at this time.

Assume everyone begins with their weapons put away, as brandishing weapons at a funeral is gauche. When Nevin goes, read the following:

Nevin cackles maniacally and, eyes flashing with an eerie green glow, curses all present (See Fear Burst ability of possessed Zombie) "Die, Die, Die Mortals, to slake the thirst of Iuz! And in the afterlife serve his will as do these fools..." While undead claw forth from graves and crypts, Nevin tosses aside the broken dagger; points at Judge Valdis, and in a voice of doom, cries "Kill him, and all who oppose us!"

Space the undead randomly within 40' of Nevin. There are 200 villagers at the funeral, whose only action will be to flee immediately after the curse, causing all PCs to make Reflex Saves at DC 13 or be knocked prone by the stampeding crowd. The rope around the casket is also knocked down.

Note that under no circumstances is Judge Valdis allowed to die in this encounter. If he is wounded below -9, he will stabilize at -9, as his survival is a plot device for the next few encounters. If overcome, you can and should encourage the PCs to believe that he is near death, however. Combat proceeds normally from this point,

with undead having fully emerged from the graves and the wounded Judge Valdis acting as an ally...

APL 4 (EL 6)

Ghast (Nevin): hp 26; see *Monster Manual* page 97.

Ghouls (4): hp 13 each; see *Monster Manual* page 97.

APL 6 (EL 8)

Ghast (Nevin): hp 48; see *Monster Manual* page 97.

Ghast (5): hp 26; see *Monster Manual* page 97.

APL 8 (EL 10)

Ghast (Nevin): hp 48; see *Monster Manual* page 97.

Ghast (11): hp 26; see *Monster Manual* page 97.

Undead and Nevin attack to kill Judge Valdis or any PCs blocking them from reaching him. They do not move in such a way to provoke attacks of opportunity, however. If Valdis goes down, they attack PCs.

Marta watches and readies the bolster undead action in case PCs or Valdis succeeds in turning the undead (*remember ghouls and ghasts have +2 turn resistance*). She will bolster undead as an interrupt action, so the undead do not flee if she succeeds. In this case, tell the turning PC that affected undead cowered back in fear, but then a palpable feeling of evil seemed to engulf you and they take heart and advance again. This action, which requires Marta to present her holy symbol of Iuz unmasks her. In any case Marta grabs the crystal globed dagger hilt, which was thrown at her feet, and flees the scene using darkness and air walk as necessary to do so. It is important that she not be caught at this point in the adventure. She will do whatever it takes including using the fleeing villagers as cover as she flees.

In combat against the undead, Judge Valdis draws his sword cane and, clutching his blood-soaked chest, engages Nevin or any undead that approaches him, using Expertise to put his base attack +5 into his AC. He withdraws 5' toward the strongest group of PCs each round. If he manages to get into a position where he is not threatened by an undead at the beginning of an action, he attempts to turn undead.

Treasure:

Several of the undead were carrying ruined gear that made them appear to be adventurers hideously transformed into undead. While most of the equipment is not salvageable, PCs find the following valuable items:

- Masterwork Mighty Composite Longbow +2 Str.
- 250 gp belt composed of 25 Empire of Iuz Platinum Pieces pierced and strung together with Copper Wire (counts as 25 platinum pieces)

If Valdis is knocked unconscious in the fight, he will moan and whimper in an eerie fashion.

If Valdis is conscious at the end of the fight, he will disclose the following (which constitutes unmasking Marta) before he collapses from the ongoing effects of Iuz's Fang.

"I interviewed several members of the mob. They appeared disoriented but vaguely recalled being egged on by Marta, an elderly acquaintance of Nevin. When I asked Corwin what he knew about Marta, he said she retired to Fensdale from Rakersvale, where she and her deceased husband used to operate the Pious Pilgrim Inn.

I know the establishment well, and the prior owner's wife looked nothing like Marta. He winches with pain. We have suspected for some time that Iuz has placed an agent in Fensdale. I asked you here to assist me in taking her in for questioning. She must be found and arrested ALIVE. If she is indeed an agent of Iuz, there is much she can tell us of his operations in this region"

Another pained look comes over him, and he faints.

If the PCs ask around, Brother Reas gives them a description of Marta and directions to her home, as she is a regular fixture in the church.

If the PCs go looking for Marta, allow them to visit her house, **Encounter area L10**. Afterwards, proceed directly to **Encounter 5**.

ENCOUNTER 5: EHLENA'S OFFER

Day 1 - 2PM – Until Day 2 – 5 PM The party came here from **Encounter 4**.

Corwin and a detachment of 12 Prelatal Army Privates arrive too late to help in the combat at the church, but re-establish order after the battle. A handful of volunteers move Valdis to the Happy Halfling so that he may be tended to. Corwin assesses the situation, and if any of the PCs accepted Valdis's offer to become Pale Patrol Officers, he informs them:

"I am assuming command of all Pale Patrol forces in Fensdale (the PCs) as senior commander on the scene."

If the PCs suggest that he has a conflict of interest in the manner, or that Constable Taryn might be a more suitable choice, he says in a stiff, tight-lipped manner:

"I am schooled enough in my duty, whatever personal involvement I have in these matters is none of your concern. As to Taryn, he has his duty, which is guarding the prisoner Ehlena until a proper court can be convened. You have other duties, which for now consist of guarding Judge Valdis in case another assassination attempt occurs"

The PCs keep vigil over Judge Valdis for 24 hours at the Happy Halfling. PCs are allowed to sleep, rest up, and heal themselves in the comfortable surroundings of the Happy Halfling (or its carriage house, if poor). Glorinda cooks several excellent down home country style meals

for the PCs (or dishes out porridge and oatmeal if the PC lifestyle is poor).

While the PCs are on duty guarding the Judge, they can sleep and recover spells. Father Kedron comes and tends to Valdis (1 PC can assist, if they volunteer). By late morning of the following day Father Kedron appears very worried about Valdis's chances. If questioned about Valdis's condition, Kedron will say:

"This fell blade is working some kind of evil magic upon Judge Valdis. I have tried to remove the blade, but it eludes my every try. It appears to be draining his life force before my very eyes. The wound is beyond my skill. I don't know how to tell Corwin, but I fear my only role here is to provide last rites."

Corwin discovers that Kedron is not hopeful for Valdis's recovery, and sends a guard detachment to fetch Ehlena to tend to him. Once Ehlena arrives, chained to Deputy Farston, Corwin requests Kedron and Ehlena work together to tend Valdis, but Kedron refuses, saying:

"If you allow this pagan to tend to Valdis, you are sealing his fate, both in this world and the next. I will have nothing to do with this. Summon me when I am needed."

He then retires to the sitting room at the boarding house, where he and Brother Reas pray for Valdis's recovery.

Corwin tells the PCs that he is taking a Calvary detachment to a Hatherleigh to summon a healer to tend the Judge. He says:

"Do as you see best while I am gone, I will return by midday tomorrow. Whatever else, Valdis must live. Only he will give this matter a fair hearing. All our lives are in your hands. Now, I must do my duty, and you must do yours..."

Ehlena tends to Judge Valdis (1 PC can assist, if they volunteer), but he slips inexorably lower with each passing hour. Finally, admitting she lacks the skill to tend such an evil wound, Ehlena states that he will be dead by morning.

"If only my Aunt Ghlennella was here, she could save him. If I went with you to seek her, I don't think Valdis would survive until my return. She resides in a portion of the Phostwood known as the Heart of the Forest, which the elves protect from the Phostwood Ogres and Iuzian Invaders. Please, Please go to the Phostwood and find her! She will know that I have sent you if you show her this Brooch. Therran Firewalker knows the way, you can find him at the Leaping Trout Saloon."

A successful Religion check (DC 15) allows a PC to identify the brooch as a silver holy symbol of Sehanine Moonbow, goddess and mother of all elves. Ehlena presents the PCs with a dilemma. Trust her and go looking for her Aunt, giving her an opportunity to kill Valdis if she is false, or stay and hope for Corwin's return.

If they have made diligent investigations about town, they are likely to be inclined to trust Ehlena.

Detect Magic on the blade lodged in Valdis may reveal necromantic magic of a medium intensity at work. Characters with Heal Proficiency who attend Valdis and make (DC 20) Heal checks can detect life energy drain occurring via the blade. All attempts to remove the blade prove futile, with Valdis crying out in agony if it is attempted.

If the PCs don't seek Ghlennella, proceed to **Encounter 6**.

If the PCs go to seek Ghlennella, go to **Encounter 6A**.

ENCOUNTER 6: FOR WHOM THE BELL TOLLS

Day 3 – Dawn The party came here from **Encounter 5** by refusing to seek Ghlennella.

Corwin returns with aid too late, Valdis succumbs to his wounds. Ehlena convinces Corwin that her aunt must be summoned to defend her before the court.

As the night wears on, you watch as Valdis slowly succumb to his wounds. Near dawn, Ehlena tells you that the end is near, and Father Kedron is summoned. Kedron performs last rights, his face grim. Valdis's sightless eyes open briefly, then he moans loudly and goes limp, his last breath slipping slowly from his body.

Kedron turns and says, "It is as I warned you. Nothing good can come of this Pagan magic. Consider your actions here and put your faith in Pholtus, not these Heathen ways. Now I go to arrange the funeral of a true hero."

The golden light of the rising sun passes through the curtain, illuminating Valdis's face. As the church bells begin ring out a mournful announcement of his death, a clatter of hooves is heard on the cobblestones outside. Glancing through the window, you see Corwin reign a lathered horse to a halt, beside him on a gray mare rides a man wearing white robes with silver trim. Corwin looks up expectantly at you, but you shake your head and turn away. Corwin and Abbot Duschamp rush up the stairs, but they are too late. Valdis is gone.

Several volunteers among the guards take Valdis's body to the church. Corwin asks the PCs to remain and guard Ehlena while he and Kedron go to make funeral arrangements.

Go to **Encounter 7**.

ENCOUNTER 6A: A STONY WELCOME

Day 2 - 6PM The party came here from **Encounter 5** by agreeing to seek Ghlennella.

Marta has set a Gargoyle to watch for signs that the PCs may be able to save Valdis. If they appear to be mounting an expedition into the Phostwood to summon help, it attacks them. If they simply watch helplessly while Valdis slips away, it observes and then returns to report his death.

Have the PCs set up a marching order for proceeding down the street to the ferry, and then:

On the way to the Leaping Trout Saloon to find Therran Firewalker, you notice an exquisitely carved winged stone statue crouching on a 2nd story ledge of one of the Grand Houses along the way. As you pass by, its head turns to follow, THE THING IS ALIVE! Its eyes fill with a feral red glow as it rumbles in a gravelly voice: "Hold on, you aren't going anywhere!" It leaps off the balcony and swoops down onto the street, landing with jarring THUD!

APL 4 (EL 5)

Fiendish Gargoyle: hp 40; see *Monster Manual* page 94.

Fiendish adds the following:

SA: Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total against a good foe.

SQ: Darkvision 60 ft.; Cold and Fire resistance (10); SR 8

APL 6 (EL 7)

Fiendish Gargoyles (2): hp 40 each; see *Monster Manual* page 94.

Fiendish adds the following:

SA: Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total against a good foe.

SQ: Darkvision 60 ft.; Cold and Fire resistance (10); SR 8

APL 8 (EL 9)

Fiendish Gargoyles (4): hp 40 each; see *Monster Manual* page 94.

Fiendish adds the following:

SA: Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total against a good foe.

SQ: Darkvision 60 ft.; Cold and Fire resistance (10); SR 8

Treasure:

- There is an arcane looking five pointed star inlaid with silver on one of the Gargoyle's backs. There are 5 fine Star Rose Quartz gems embedded in the points of the star, which can easily be pried out with a dagger or knife. Each gem is worth 50 gp.

Father Kedron and Brother Reas run down the street at the end of the fight, to aid fallen or hurt party members. Proceed to **Encounter 7A**.

ENCOUNTER 7: MORE CHAOS

Day 3 – 9AM – The party came here from **Encounter 6**.

Ehlana remains under house arrest at the Happy Halfling, guarded by Deputy Farston. The village descends into chaos again as a large mob descends on the Happy Halfling bent on rescuing Ehlana, who is still chained to Deputy Farston. An angry mob comprised of several dozen peasants occupies the street in front of the Happy Halfling. Several burst through the door, while the rest shout encouragement to them.

Any character casting detect magic note the absence of mind influencing magic on members of the mob. Only some members of the mob actually engage in combat, most of them merely egg on their fellows.

You are startled when several rocks crash through the windows, thrown by a large crowd of peasants gathered outside the Happy Halfling. Shouts of "Free Ehlana", "Ehlana is innocent" and "Release the prisoner" issue from the mob as several of peasants burst through the door. Others start climbing through the broken windows as a scene of chaos ensues.

The PCs can disperse the mob in only two ways: intimidation, or force. Due to Ehlana's reputation, diplomacy cannot work, as the crowd is convinced that she is unjustly accused and will be convicted.

PCs that have not attacked may pretend to be members of the Mob and mingle with them. This requires a Bluff Check (DC 12) to avoid being spotted as an outsider. The press slows progress through the crowd; PCs can only move through areas that would have been threatened with a Strength or Escape Artist Check (DC 5), for each 3 pts they succeed by, they can move 5 feet. Once hidden in the crowd, they can perform sneak attacks at will, but must make a hide check DC 16 each time they do so to avoid being noticed.

Note that some parties may voluntarily release Ehlana when villagers attempt to free her. That's perfectly fine. If the PCs manage to flee with Ehlana, the crowd pursues at speed 30. The only safe place in town is the garrison (300' away), where they will be let inside and the crowd dispersed by the army.

Intimidating the crowd requires a successful skill check (DC 28). As above with Diplomacy, additional party members may assist the intimidating PC using the Cooperation rules listed in the Player's Handbook page 62. If the mob is intimidated, conscious member will flee.

In any case, if half the combative members of the mob are subdued or killed, the remainder of the mob will break and flee.

APL 4 (EL 5)

Angry Villagers (10): Human Com1; hp 7 each; see Creature Appendix.

Onlookers (26): Human Com1; hp 7 each; see Creature Appendix.

APL 6 (EL 7)

Angry Villagers (12): Human Com1; hp 7 each; see Creature Appendix.

Onlookers (24): Human Com1; hp 2 each; see Creature Appendix.

APL 8 (EL 9)

Angry Villagers (16): Human Com1; hp 7 each; see Creature Appendix.

Onlookers (20): Human Com1; hp 2 each; see Creature Appendix.

ALLIES

Deputy Farston: Male human Rgr1; hp 14; see Creature Appendix.

Treasure:

When the mob is dispersed, PCs notice a slightly bloody Masterwork Quarterstaff lying in the street, apparently dropped by one of the fleeing members of the crowd. As no one ever comes forward to claim it, the PCs get to keep it. If they turn it in for evidence Constable Taryn will return it to them at the end of the adventure.

Development:

1. If Ehlena is still in custody, Corwin will order her moved to the Garrison Tower Dungeon. Ehlena will ask Corwin to send for her Aunt, as she desires her council.
2. If Ehlena escaped, a trial in Absentia is arranged. Corwin begins mustering an expedition to contact Ehlena's Aunt to represent her.

Proceed to **Encounter 8**

ENCOUNTER 7A: A BRIEF RESPITE

Day 2 – 6:30PM – The party came here after fighting the Gargoyles in **Encounter 6A**

As the battle with the Gargoyle(s) conclude, you hear the sound of running footsteps as Father Kedron and Brother Reas arrive from the direction of the Happy Halfling. Father Kedron surveys the carnage and ventures “While I won’t pretend to approve of the errand that you are undertaking, it is clear that it is opposed by the old one. Please, come to the church that I may properly offer my blessings to this endeavor.”

If the PCs decline, go to **Encounter 8**.

If the PCs accept, Father Kedron casts cure light wounds (1d8+5 hp) on anyone who is injured. Kedron warns PCs against the dangers of an expedition into the

Phostwood, saying that it has become a nest of evil, as Iuz has sent many fell creatures into the woods.

Development:

Proceed to **Encounter 8**.

ENCOUNTER 8: EYES IN THE MIST

Night in the Woods 7:30PM – 1AM

As the party tracks through the Phostwood, Dire Wolves are set along the trail by Marta to prevent the PCs from finding Ghlenella.

As the horizon burns red with the setting sun, you take the ferry across the river. After perhaps a mile along the main track, Therran turns right onto a side trail. In the gathering gloom, he lights a lantern and leads you by barely visible game trails deep into the Phostwood. With full darkness comes a mist rising from the forest floor. The forest is damp from the rains of the previous day, and soggy leaves and thickening fog seem to absorb all sound. Eerie greenish phosphoresces begin to appear on all sides in the fog, many of which are small but some are many dozens of feet long and several feet thick. When questioned about the glow, Therran says, “Old tales say they are the souls of those lost in the woods.” He smiles, “Don’t worry, I have been here many times, they will not accost us.”

Have the party set up a marching order in single file on the game trail. As Therran proceeds down the trail, he leads the party by a minimum of 5 feet in the marching order.

As the night wears on, it begins to get colder. You toil along the slick trails, your breath puffing into the still night air, adding to the coalescing fog. Ahead of you, you hear a snarling sound. You see a feral gray shape in the fog crouching for a rush toward Therran!

The wolves are aware at the beginning of Combat. PCs or Therran that make a successful Spot or Listen check versus the wolves Hide and Move Silently checks get a partial action in the surprise round.

The creatures rush to attack the nearest opponents. On alternate rounds or as appropriate Barghests use their spell-like abilities to sow confusion and gain combat advantages. Barghests only consume dead foes if there are no standing opponents within 30 feet. Each 15 feet provides cumulative 25% concealment from the thick fog.

Therran fights defensively (+1 to AC, -2 to Melee) and tries to withdraw toward the strongest group of PCs, but will not provoke attacks of opportunity to do so.

APL 4 (EL 5)

Worgs (3): hp 30 each; see *Monster Manual* page 184.

APL 6 (EL 7)

Barghest: hp 33; see *Monster Manual* page 22.

Worgs (4): hp 30 each; see *Monster Manual* page 184.

APL 6 (EL 9)

Greater Barghest (4): hp 58 each; see *Monster Manual* page 22.

ALLIES

Therran Firewalker: Male human Rgr1; hp 11; see Creature Appendix.

Development:

Go to **Encounter 9**.

ENCOUNTER 9: CAN I PLAY TOO?

Night in the Woods 2AM – The party came here from **Encounter 8**.

The party is “ambushed” by playful Hybsil children, who order the PCs to surrender in child-like voices and may lead them to Ghlennella at the Holy Grove Encounter Location L8 if the PCs play along.

Fingering your weapons, you warily proceed along the game trail, peering into the darkness in an attempt to identify every sound. As you delved deeper into the forest, the eerie greenish glow comes more frequently, it seems as though an army of spectral eyes watches your every move. Suddenly, there is movement in the mist!

Strange creatures out of legend appear on the edge of darkness. They appear to be some bizarre cross between men and horses, and each has either a bow or spear. Running swiftly on four legs, they quickly encircle your small group and menace you with their weapons.

Several of their numbers step into the light, and you suddenly realize that your sense of scale was all wrong. They're only three feet tall! One of them calls out to you in a hi-pitched squeaky voice “Surrender, vile interlopers, or face our wrath!” while brandishing what appears to be a toy wooden short sword.

Therran, if alive, will tell the PCs that the Hybsil are harmless, and to just play along with them. Make it very clear to the party that the Hybsil appear harmless.

Tactics:

Hybsil menace the party with their toy weapons and make outrageous surrender demands on the party, like “surrender or die, varlets!”

If attacked, Hybsil children will flee. They are just “playing” with the party, and have no stomach for a fight.

APL 4 – 8 (EL 2)

Young Hybsil (12): hp 3 each; see *New Monsters Appendix*.

Development:

- If the PCs play along, proceed to **Encounter 10**.
- If a Hybsil is captured, it can be tricked (Bluff; DC 14) or bullied (Intimidation; DC 12) into showing the party the way to Ghlennella.
- If Therran is dead and the PCs refuse to surrender, the Hybsil eventually tire of the game and one will tag another saying “You're IT!” The entire group will then run off screaming into the woods to play hide and seek. At this point the PCs must make a Track/Wilderness Lore check (DC 22) to find the Holy Grove, in which case go to **Encounter 10**.
- If Therran is dead, they didn't play along, and they failed to track, they get lost and wander the woods for hours, eventually emerging along the river. Realizing they are unable to find Ghlennella without further help, they then make their way downriver and return to town, proceed to **Encounter 13**.

ENCOUNTER 10: ALLIANCE

Night in the Woods 3AM – The party came here from **Encounter 9**.

If the PCs reach the Holy Grove, they will have to convince Ghlennella to help.

As the night wears on, the fog lifts and the moon comes out, allowing you to pick your way up a trail running beside a small gushing stream filled with polished rocks. The ancient forest surrounding you seems alive with a watchful presence. You swear at least one of the trees turned to watch your approach. As the land rises, the notch through which the stream is flowing narrows until you have to pick your way from rock to rock in the treacherous streambed, occasionally slipping and threatening to turn your ankle.

Everyone in the party must succeed at a Reflex save (DC 12) or take 1d4 subdual damage from a twisted ankle.

As you pick your way to the top of a particularly steep section of cascades, the rock walls recede ahead. Reaching the top; a magnificent stand of ancient trees come into view. The stream emerges from a cave on the far side of the grove and meanders through the trees.

An elven woman wearing a green velvet dress and bearing an intricately carved staff turns at your approach. A small fairy perched on her arm flies off between the trees. “I have been expecting you.”

If no Hybsil were harmed:

Waving to the grove beyond, “Welcome to the heart of the forest. We don't get many visitors from the Pale this deep in our homeland. What is your errand here? I warn

you, if you seek to convert me, you're wasting your time..."

If the party explains their mission, she agrees to help.

If Hybsil were harmed or captured but not killed:

Waving to a group of frightened Hybsil who are cowering behind her, she angrily asks the party "Are you in the habit of attacking children? Are all citizens of the Pale such bullies?" Turning to the Hybsil "See why I warned you about not trusting outsiders?" The group must convince Ghlenella to come to Fensdale. Normally they automatically succeed unless the PCs attacked the Hybsil, in which case Ghlenella is annoyed. Convincing her requires a Diplomacy check (DC 15). Other PCs may assist as per the Cooperation rules on page 62 of the *Player's Handbook*.

If Hybsil were killed:

If any Hybsil were killed, Ghlenella begins the encounter hostile to the group. She casts enthrall and berates them at length over killing children.

Waving to a group of frightened Hybsil who are cowering behind her, she angrily asks the party "Are you in the habit of killing children? Are all citizens of the Pale such murderers? Is this what we are to expect of Pholtans? What kind of allies are you?" Turning to the Hybsil "See why I warned you about not trusting outsiders?"

Finally, she insists that the PCs pay reparations to the families (who shows up in tears) equivalent to 100gp per dead child. If the party agrees, ask the PCs to explain themselves in game. She is somewhat mollified and the Diplomacy check to gain her help increases to (DC 20). Other PCs may assist as per the Cooperation rules on page 62 of the *Player's Handbook*. If they do not agree, she refuses to talk to them and steps into a rock face, casting meld into stone, effectively ending the encounter.

APL 4 – 8 (EL 7)

Ghlenella: Female Elf Clr7; hp 38; see Creature Appendix.

Development:

- If they convince Ghlenella to help, proceed to **Encounter 11** – Visions.
- Otherwise, the party returns to town, their mission a failure. Proceed to **Encounter 13**.

ENCOUNTER 11: VISIONS

Night in the Woods 3:30AM – The party came here from **Encounter 10**.

Ghlenella uses her magic pool to Scry on Ehlena, and asks the PCs if they wish to look. If PCs look, they may be able to either unmask Marta, or if she is already unmasked, Scry on her in her forest cottage. Ghlenella

travels to Fensdale in order to heal Valdis or provide counsel for Ehlena.

Having convinced Ghlenella of your good intentions, she beckons you toward the cave. The lifting fog has revealed a spray of stars, and Luna peeks out from between the trees and casts a wan light across the grove. As you walk across the grove, you marvel at the height and girth of these ancient trees, their roots drinking from the burbling stream. Truly these must be the fathers of trees.

As you reach the cave, you note a small deep pool of clear water at the entrance. It's mirror like finish reflects the glinting stars shining through the tops of the trees. Ghlenella casts her arms forth toward Luna and calls out a prayer in Elvish to the sky, "Sehanine Moonbow, mistress of dreams, shedder of the tears of life, mother of elves, I beseech thee, grant me a vision!"

A moonbeam lances forth from the sky and falls upon the pool. Ghlenella bends down and blows pale blue vapor forth from her cupped hands upon the waters. Leaning over the pool, she gazes into it, lost in concentration. An image slowly begins to form, and then all at once it jumps into focus. Revealed within the pool is an image of:

If Valdis is alive:

...Ehlena mopping Valdis's brow, while he moans in agony.

If Ehlena escaped:

...Ehlena riding in a Haywain (a large wagon filled with hay), mostly concealed in the Hay

If Valdis is dead:

...Ehlena sitting in a cell in the garrison dungeon, weeping quietly.

Ghlenella watches her for some little time, then reaches forth with her staff, sweeping it across the pool. The image is cut off as blue vapors again cover the water.

Turning to the PCs, she asks "Do you wish to look? If so, beware, for not everyone is ready to receive the gifts of Sehanine"

If PCs decide to look, allow each a single scrying check (a vision which will last one minute) on any subject they wish to pursue. Presumably the PCs will attempt to either unmask Marta or find her if she is already unmasked Survey #3 from Intro. Checks unrelated to the capturing of Marta or checking on Valdis/Ehlena will generate some vision, but will not bring useful information or material benefit to the scrying party. Feel free to make up extraneous and/or outrageous visions both on a failure or an unrelated success. See some examples below.

Roll D6 and flesh out these or other ideas if the character scrying fails...

1. Character falling into a Volcano
2. Character being hung for his crimes
3. A Shipwreck at the Bottom of the ocean
4. Scenes of deep space – nebulas, stars, etc
5. Character is old and surrounded by a large an adoring family
6. Character pulls up in front of a Mansion in a richly appointed carriage

Scrying to discover Marta is (DC 20). This corresponds to solving who is behind the murder of Nevin, attempt on Valdis, sending the wolves or gargoyles to attack, or stirring up the mob. If the PCs scry for the Dagger Hilt from **Encounter 4**, they find it and Marta on a (DC 15) (Marta has it, and the PCs saw it in **Encounter 10**, this constitutes both unmasking Marta and Locating Marta, see below)

Unmasking Marta grants a vision of Marta, face twisted in hate, gesticulating wildly, inciting the mob just before **Encounter 2**.

“Are we going to let Pagans get away with murdering god-fearing members of our town? (Chorus of NOs!) Are we going to let this witch ensorcel the young men of our community? (Chorus of NOs!) Well, what are you going to do about it? (Burn the witch!, Hang Her!, Stone Her!)” As the mob storms away, a sly grin creeps across Marta’s face...

Locating Marta is normally DC15 unless the PCs perceived Marta bolstering undead or grabbing the dagger hilt in **Encounter 4**, in which case it’s DC12

Locating Marta reveals the following vision:
“A view of a small cottage in the woods comes into focus. The view zooms into the building, where Marta is busy tending a bubbling beaker that holds a Crystal Globed glowing dagger hilt. Moans escape from the flask as Marta tosses a pinch of sulfur into the beaker. A small puff of ball lighting bursts forth from the dagger hilt, and a glowing fluid from the beaker begins to make its way through a series of pipettes to a small black potion bottle decorated with Fell Runes. “I have you now”, cackles Marta.

Ghlennella or Therran can identify the cottage as a small woodsman’s home about 3 miles northwest of Fensdale. Ghlennella is happy to give directions, and Therran can lead the party there.

Development:

Ghlennella goes to town to heal Valdis and/or represent Ehlena.

If the party succeeded in locating Marta, they have an opportunity to attempt to detain her. Proceed directly to **Encounter 12**.

If the party failed in scrying on Marta, they return to town, proceed to the **Encounter 13**.

ENCOUNTER 12: TO CATCH A SPY

Night in the Woods 9AM (Hustling)/ else 11AM – The party came here from **Encounter 11** if they succeeded in locating Marta.

Using information gleaned from Scrying at the Magic Pool in **Encounter 11**, the party seeks to capture Marta at her hidden forest cottage. Marta is trying to brew an evil potion using the life force being stolen from Judge Valdis via the “Fang of Iuz”.

Marta’s cottage is a witch’s lair, filled with all manner of alchemical supplies, herbs, and arcane exotica.

Ask the party if they are proceeding directly to Marta’s cabin. If so:

It was a long trek, but you made good time jogging down the forest tracks, especially once the sun rose.

Regardless of hustling or not:

Apparently you’re in luck and Marta is still in the cabin, for you see smoke coming from the chimney some 200 feet away through the forest. You size up the situation as you take a few moments to catch your breath.

Give the party the handout for Marta’s cottage local and let them make plans and position themselves. If anyone comes closer than 60 feet to the building, Marta gets to make opposed Spot checks against the PCs Hide check, at a –4 circumstance penalty because she is distracted.

If PCs observe the interior of the Cottage:

The interior of the cottage is strewn with all manner of Alchemical and Sorcerous paraphernalia. A kettle boils on the fireplace, and numerous beakers and pipettes filled with multicolored fluids are arranged across the tables. The walls are lined with shelves filled with arcane objects and unidentifiable specimens of many types. An animated broom is busy sweeping up the dust in the room.

If the party doesn’t proceed directly to Marta’s, or chooses to wait or send for help, one additional dretch demon appears in the basement for each hour after 9AM (1 at 10AM, 1 at 11 AM, etc...). If the PCs decide to send for help, at least 1 PC must travel to Fensdale, where Corwin orders a detachment from town Garrison to assist PCs in taking Marta into custody. It requires two hours for help to be summoned from the Garrison, and when it comes it takes the form of Corporal Froderick and 8 Pale Army privates, who assist to the best of their ability.

For each full hour after the PCs arrive, Marta has a 20% cumulative chance to notice them staking her out and casts giant vermin on the spiders and sends them to attack the PCs. While they are distracted, she attempts to fly away on her broom, taking all of her gear except the alchemical lab.

For PCs to enter the cottage and engage in melee with Marta, they are likely to need to unlock the door or

window or break through the window. Breaking a window is a standard action, and climbing through a broken window is a move equivalent. PCs who choose to leap through a locked window must make a strength check (DC 10) to break it, and unless they make a tumbling roll (DC 15) they land prone. Attempting to unlock windows or the door allows Marta an attempt to spot the PC opposed by their hide.

Front Door: Thickness 1 in.; Hardness 5, hp 10; Break (DC 15).

Window: Hardness 1, hp 3; Break (DC 10).

Tactics:

If attacked, Marta and the Dretch burst through the trap door from the basement which was concealed under a rug and fight the PCs. Marta calls her broom of flying to her, and immediately attempts to flee out the window. At higher APLs she casts giant vermin on some spiders she has in a jar prior to escaping.

If the broom is destroyed by the PCs, Marta casts air walk on herself and attempts to escape in the same fashion.

APL 4 (EL 6+)

Marta: Female human Clr7 (Iuz); hp 52; see Creature Appendix. (Flees without casting giant vermin)

Dretch (4 +1 per hour after 9AM): hp 9 each; see *Monster Manual* page 41.

APL 6 (EL 8+)

Marta: Female human Clr7 (Iuz); hp 52; see Creature Appendix. (Flees without casting giant vermin)

Dretch (4 +1 per hour after 9AM): hp 9 each; see *Monster Manual* page 41.

Monstrous Spiders, Large (3): hp 22 each; see *Monster Manual* page 210.

APL 8 (EL 10+)

Marta: Female human Clr7 (Iuz); hp 52; see Creature Appendix. (Flees without casting giant vermin)

Dretch (4 +1 per hour after 9AM): hp 9 each; see *Monster Manual* page 41.

Monstrous Spiders, Large (3): hp 22 each; see *Monster Manual* page 210.

Tier 3; - EL 10

Annis (2): hp 45 each; see *Monster Manual* page 115.

Treasure:

- Marta's Alchemist's Lab – 500 gp

Development:

Proceed to **Encounter 13**

ENCOUNTER 13: TRIALS & REVELATIONS

Day 4 - 2PM – The party came here from **Encounter 11** or **12**.

If Ghlenella was convinced to help in **Encounter 10** and Valdis is alive, she manages to withdraw the blade and Father Kedron, admitting that he may have been wrong about Ehlena, heals Valdis.

In any case, Ehlena faces trial before Abbot Duschamp for poisoning Nevin. Allow the characters a chance to rest in the Happy Halfling before the trial. They are then asked to attend the trial as witnesses.

A hush falls over the courtroom as the tribunal enters, grim faced. The bailiff's voice rings out "All Pay Heed! In his benevolence, his Worshipful Mercy Supreme Theocrat Ogon Tillent has set these learned men to consider the matter of the murderess Ehlena and the heinous acts committed upon Lord Nevin Trueblood" Father Kedron, Abbot Duschamp, and Constable Taryn seat themselves behind a high desk. "Draw nigh and hear the evidence of this pagan's foul deeds, that her guilt may be properly established." The court now sits.

Duschamp opens the trial by hearing the state's evidence details gleaned from Jasper, Mortimer, Kestrel, Corwin, and Constable Taryn about the arranged marriage and the poison tooth-powder (see encounter locations Trueblood Manor and Town Constabulary). Eventually the court asks if the defendant has anything to add, at which point Ghlenella, Ehlena, and Corwin face a difficult task, convincing the court of Ehlena's innocence.

Given that she is a peasant, a known pagan, and was "caught red-handed", the court is inclined to convict her.

At this time, treat the PCs to a few short speeches about each of the following that apply. If PCs speak on Ehlena's behalf, have them do so in game. Intersperse PC testimony with the following NPC testimonials.

- +8 Marta captured by the PCs
- Corwin - **"It should be obvious to all that Marta should stand here today, as she is clearly the agent of all the evil that has recently befallen Fensdale"** Father Kedron **"Ah- but how do we know that Ehlena isn't her associate?"**
- +2 For any PC that chooses to speak on Ehlena's behalf and beats a Diplomacy DC 10 **PCs must make their own speeches...**
- +6 Ghlenella healed Judge Valdis
- Corwin - **"If Ehlena was truly guilty, why would she have brought Ghlenella here to heal Judge Valdis? Clearly she has only good intentions!"** Duschamp - **"Pagan tricks such as these cannot**

deter us from uncovering the truth in this matter!"

- +4 Marta killed by the PCs
- Corwin - "It should be obvious to all that Marta should stand here today, as she is clearly the agent of all the evil that has recently befallen Fensdale" Constable Taryn "Ah- but Marta may have just been a subordinate"
- +4 if Ghlenella came to town, she speaks on Ehlena's behalf
- As Ghlenella stands, a hush falls over the proceedings. She looks each of the members of the tribunal in the eyes, she says "I caution you that my kinfolk are watching these events very closely. If our alliance is to continue, it must be seen that you are fair in your dealings with our kind."
- +4 if Ehlena speaks in her own behalf at the trial, doesn't apply if she escaped. Ehlena, resplendent in her best clothing, makes a heart-wrenching appeal for justice, pointing out her long history of good works in the community. Half of the crowd cheers her on. The tribunal frowns at the outburst, shifting uncomfortably in their chairs.
- -8 if Ehlena escaped and is being tried in Absentia. Abbot Duschamp - "Obviously this pagan fled our justice as she knew we would discover the truth in these matters. By her deeds she has exposed herself as the villain she is."

Development:

In order for Ehlena to be found innocent, the bonuses need to equal a DC 25 or greater. If Ehlena is found innocent, PCs witness a parade by the poor and dispossessed, who bear Ehlena on their shoulders back to the Tent City in celebration. A raucous street party commences in the tent city, and the constabulary and city guards wisely choose to "look the other way" for once. The next morning, Corwin and Ehlena post bans decreeing their upcoming marriage to one and all, and Corwin asks the PCs to escort them to Hatherleigh Cathedral. Proceed to **Encounter 14**.

If Ehlena is found guilty, Corwin, as head of house Trueblood, invokes his right to appeal. If Ehlena is a captive, the PCs are requested to escort Ehlena to Hatherleigh for further adjudication, otherwise they escort Corwin to the appeal. Proceed to **Encounter 14**.

If the above doesn't apply, and Marta was captured alive, PCs will be asked to escort her to Hatherleigh for further interrogation. Proceed to **Encounter 14**.

ENCOUNTER 14: THE ROAD TO HATHERLEIGH

Day 4 2PM The next Day – The party came here from **Encounter 13**.

As a result of the trial, the PCs either escort Marta or Ehlena to Hatherleigh; alternately, they may be escorting Corwin and Ehlena to their wedding. See **Encounter 13** developments for which mission the PCs are on. Allow the characters a chance to rest in the Happy Halfling before setting out for Hatherleigh.

In response to the PCs actions, Iuzian agents hire Phostwood Ogres to ambush the PCs on their way to Hatherleigh. This force infiltrates the Pale's borders via a secret complex of caves with outlets on both sides of the border. On the road to Hatherleigh, they ambush the PCs.

Several miles east of Fensdale you spot a plume of smoke wafting up from behind a small hill. As you crest the hill, a smoking ruin of a farmhouse comes into view; a large intact barn lies beyond. A tall human woman with Blonde Hair and Nordic features is crying while tiredly leaning against the horse trough with a bucket near her. It's obvious the woman had been trying to put out the fire, but to no avail.

The Annis has assumed the form of a tall human woman and attempts to lure the PCs into ambush in the barn.

If the PCs talk to the woman, she says:

It was horrible, we couldn't stop them, there were too many of them! They took everything and then burned the house. I hid in the root cellar, but my son Rufus tried to fight. After they left I came out and hid him in the hayloft. "He's badly wounded, can you help him?"

If asked about who attacked, she says they were human bandits on horses wearing masks. At this point she weakly grabs the hand of the nearest PC and begins to lead them toward the barn. Ask which PCs are following her and which remain outside. If none follow her, make a scene about "Some heroes you are!", and "If only some true heroes had come this way" and so on. She basically tries to taunt or goad them into the barn.

If PCs detect evil, remember she may count as overwhelming/stunningly VERY EVIL (see the spell, it may stun the PC)! If she fails to convince the PCs to enter the barn, the encounter doesn't take place, unless the PCs attack her. In this case she double moves into the Barn calling for help in Giant. In any case, when she has climbed the ladder to the hayloft and the first PC is near the top of the ladder, combat erupts!

Tactics:

Annis:

At APLs 4 and 6, her only action is to change form to Annis and speak "Fools – your trust will be the end of you, eh he he he!". She then leaps out the rear 2nd story

window (behind the Ogres) and flees into the woods at full speed x4 (160 foot move - if pursued, she breaks off by casting fog cloud and hiding, basically she gets away). At APL 8 she joins in the attack at the farm.

Zombies:

Once combat is joined, two zombies (the original inhabitants of the farm) burst out of rotten crates (perfect hide) located on the outside of the barn and rush to slam (1st round) and lock (2nd round) the barn doors. PCs attempting to open the doors while zombies are locking it must defeat the undead in opposed strength checks. Once the doors are closed, the Zombies remain outside and defend the doors from being opened by exterior PCs while the Ogres attempt to slay those trapped inside. Note that Zombies may be destroyed or turned before the doors can be closed.

Barn Door: Hardness 5, hp 10; Break (DC 21). **Barn Wall:** Hardness 2, hp 4 (due to dry rot); Break (DC 15).

Ogres:

The well-hidden Ogres (Spot DC 22) leap out of the hayloft straw and attack the party from above with huge longspears (15 foot reach total). Individual Ogres switch to huge clubs (10 foot reach total) if a PC gets within 10 feet. If all PCs inside the barn are killed or flee, Ogres pursue exterior PCs.

Normally if Marta or Ehlena are prisoners, they cannot intervene unless freed, as they are bound. Ogres attempt to kill the PCs, or kill either Corwin or Ehlena. If PCs exit the barn and Ogres see Marta or Ehlena, Marta will be freed or Ehlena coup-da-graced as the next full round action of any Ogre who can move adjacent to them. These Ogres have wooden holy symbols of Iuz, which Marta grabs as a standard action. Combat then continues from this point. She has full spells but only 21 hps at the start of combat.

If the PCs are escorting Corwin and Ehlena to their wedding, they go to the barn to "tend Rufus". They aid the PCs to the best of their abilities, although Corwin generally attacks the nearest enemy to Ehlena.

The Ogres have been convinced by the Annis that the PCs are "easy pickings" and are not prepared to fight to the death. If half of the ogres are killed, the rest attempt to flee.

APL 4 (EL 5)

Ogres (3): hp 26 each; see *Monster Manual* page 144.

Zombies (2): hp 16 each; see *Monster Manual* page 191.

APL 6 (EL 7)

Ogres (6): hp 26 each; see *Monster Manual* page 144.

Zombies (2): hp 16 each; see *Monster Manual* page 191.

APL 8 (EL 9)

Ogres (9): hp 26 each; see *Monster Manual* page 144.

Zombies (2): hp 16 each; see *Monster Manual* page 191.

Annis: hp 45; see *Monster Manual* page 115.

ALLIES

Corwin: Male human Ftr6; hp 52; see Creature Appendix.

Ehlena: Female half-elf Sor4; 16; see Creature Appendix.

CONCLUSION

If Marta was captured alive and delivered to Hatherleigh, they are invited to a private audience with the Mayor of Hatherleigh. The PCs are cautioned not to discuss the incident, as the Old One has ears everywhere. He shakes their hands, saying "Good show", "Excellent Work", and so on. He then pours a drink for everyone of fine Keoish Brandy, lifts his glass to them, and says "to the heroes of Fensdale".

If Ehlena is delivered as a prisoner to Hatherleigh, the PCs successfully deliver her to the courts for her appeal, but learn that she escapes before coming to trial. PCs hear talk of further unrest in the village of Fensdale, as well as the desertion of a number of Tehnish auxiliaries and elven scouts. They also hear that Corwin has resigned his post and left Fensdale. (He has eloped to Nyrond with Ehlena)

PCs are called to the Hatherleigh Garrison where they "muster out", as the crisis has passed. All issued equipment and badges must be returned.

If Corwin and Ehlena are engaged, PCs are invited to the wedding, which will take place in two days.

If Valdis lived, PCs each receive a favor of Valdis.

If Ehlena is cleared, Corwin and Ehlena get married at an elaborate high marriage ceremony that occurs at Hatherleigh Cathedral. PCs feast and celebrate at a large reception held afterwards.

The End

THE VILLAGE OF FENSDALE

Fensdale (Small Town): Conventional AL LN; 800 gp limit; Assets 36,000 gp; Population 900; Mixed (human 90 [Aerdi 50/Flan 50], elf 3, half-elf 2, halfling 2, dwarf 1, gnome 1, half-orc 1)

Fensdale (pop 900) is a small town located in the western portion of the Theocracy of the Pale near the Phostwood. This picturesque village has recently been surrounded by a ditch, rampart, and palisade as insurance against roving ogre bands and other threats that occasionally emerge from Tehn and the Phostwood. It is situated where a trade road into the Phostwood has a ferry over the Yol River approximately 35 miles west of Hatherleigh.

Given its proximity to these important trade routes and also due to the activity of house Kestrel, Fensdale is experiencing an economic boom, which has increased the availability of items in the town. Due to its increasing importance as a trading hub, a small unit of the regular army (commanded by Corwin Trueblood) is garrisoned here to act as a cadre for the local militia and to patrol the trade routes and farms in the vicinity.

Fensdale was formerly a conservative, somewhat religiously devout community with a background as a market for the fertile farms and fishing camps in the area. Over the last few decades an increasing amount of trade has sprung up along the Yol River and road as well as across the ferry into the Phostwood. The local upper class landholders have been supplemented by an influx of wealthy traders and merchants.

Fensdale is heavily polarized community, with most of the upper class elite being humans of Aerdi descent who are devotees of Pholtus, while the peasantry is primarily comprised of Humans of Flan extraction, many of whom still honor other “pagan” gods. Due to the aggressive nature of the local Pholtan priesthood, worship of Flan gods by the peasantry has been largely suppressed in public, but continues in secret. The recent increases in trade have largely benefited the Aerdi elite, increasing the gap between rich and poor.

Here are several important locations that the characters might visit during the adventure:

Encounter area #L1 Happy Halfling Bed and Breakfast

The Happy Halfling Bed and Breakfast has a large sign of a well-fed smiling Halfling reclining in an overstuffed chair with his hands folded across his stomach. It is a large whitewashed Grand House with attached converted carriage house. This is the starting location for the characters. Glynnis, Glorinda, and Raven are normally found here.

Costs to stay in the Happy Halfling are in addition to the Lifestyle costs listed at the beginning of the adventure, as the Happy Halfling is a cut above normal accommodations for adventurers. Even the poor accommodations have better quality food.

A Room in the Bed and Breakfast costs 25 sp per night including breakfast and corresponds to somewhat better than common accommodations and meals. PCs

who are negotiating for accommodations will note the superior quality of accommodations in the Happy Halfling.

A bunk in the attached converted carriage house is 4sp per night and includes an inexpensive but well prepared breakfast. This corresponds to somewhat better than Poor Lifestyle.

For information available in area L1, see **Encounter 1** above.

Encounter area #L2 – Town Constabulary

The town constabulary is a smallish stone building across the street from the Happy Halfling Boarding House. Constable Taryn and Deputy Farston are normally found in the front office, and Ehlena is imprisoned in one of the 3 cells.

Taryn's Tale:

When Lord Nevin was found dead, there was a vile of Tooth Powder that lay spilled on the floor next to him. We had it examined by Father Kedron. He declared it to be a powerful poison. When we searched Ehlena's herbalist shop, we discovered a loose stone in the floor that concealed a vial of the poison that killed Nevin, along with an expensively crafted holy symbol of Iuz. When we started looking for motives, Jasper told us of a fight between Corwin and his father over an arranged marriage to Milenda Kestrel. It is something of an open secret that Corwin had been planning to ask Ehlena's hand in marriage.

Information Available:

- If the party questions Ehlena, she protests her innocence to the party, on a successful Sense Motive (DC 14) they believe she is telling the truth. If asked about Corwin, she says that she loves him and was unaware of the arrangements regarding Melinda.
- If the PCs question Deputy Farston about Ehlena, on a successful Gather Information (DC 16) **“I can't believe Ehlena is guilty, we've been friends for years and she doesn't have a mean bone in her body.”**
- Detect Magic on Farston – Farston has been affected by mind-influencing magic (Ehlena cast charm person on him)

Encounter area #L3 – Church of Pholtus

The massive local wooden church (capacity 800+) and graveyard sit on a low knoll situated in the Southeast part of the Village, and is the location of Nevin's funeral.

Father Kedron – LN C5 Due to disturbing dreams Marta has sent, Kedron has recently been having trouble sleeping. Due to his fatigue, Kedron is somewhat grouchy.

Brother Reas is replacing candles in the large candelabra near the altar when the PCs enter. He bids them **“Welcome Brethren”** and **“May the Blessings of Pholtus be upon you. How may I be of service?”** The party notes Father Kedron involved in quiet talk to an elderly church patron (Mortimer Kestrel) in one of the pews.

Information Available:

- Gather Information DC 12 - Father Kedron **"Ehlana worships Pagan gods. Her Heresy is a constant threat to the integrity of this community."**
- If Father Kedron is spoken to, allow a Spot DC 15 – Father Kedron appears very tired, and has bags under his eyes
- Gather Information DC 16 – Acolyte Reas **"Melinda Kestrel has been attending church in the company of her Rhenee Bargemaster, I think his name is Kaneloon. They seem to be good friends."**
- Gather Information DC 20 – Acolyte Reas **"Father Kedron has been suffering from bouts of insomnia for weeks. Sometimes I see him pacing the Nave in the middle of the night"**

Other Activities:

Holy Water is available at standard cost.

Up to 4 Cure Light Wounds 1d8+2 spells are available from Brother Reas. Each PC may redeem a favor of Pholtus or make a suitable donation (10gp) to the Church to receive healing.

Encounter area #L4 – Army Garrison

The 40-member regular army garrison has its barracks in a large Stone Tower next to the ferry in the NW part of the Village.

Zephryn's Tale:

"Sorry, no one is allowed to talk to the prisoners (from the mob), Judge Valdis's orders"

If PCs ask after Corwin, they are told he is probably at the Leaping Trout Saloon.

Information Available:

- Gather Information DC 12 Sergeant Zephryn – "I think I can speak for everyone here when I say we have only the highest respect for Corwin. He is an example of what an officer and a Knight ought to be."
- Gather Information DC 16 Corporal Froderick – "Corwin has a reputation as a dangerous swordsman; he humiliated an Army captain in a duel last autumn"

Other Activities:

If Judge Valdis appointed PCs to the Pale Patrol, they can bunk in the barracks and eat in the mess, which amounts to poor lifestyle. They can also sign for an issue of gear as follows (must be returned at the end of the adventure):

Explorers Outfit – Pale Patrol Uniform
Chainmail
Large Steel Shield with Pale Markings
Light Mace or Longsword
Sap

Encounter area #L5 – Leaping Trout Saloon

Corwin's favorite Pub, the Leaping Trout Saloon, is a somewhat prosperous mid-sized pub frequented by

travelers near the ferry. The inside is very low (6') as it was originally built to Dwarvish standards. Given that it has high quality stonework, the building has remained in use. Jaron (the bartender), Therran Firewalker, 8 local tradesmen, and 4 army troopers occupy the saloon when PCs arrive.

Jaron: **"What can I get for you?"**

The owner's name is Jaron, and his wife Kirith is the cook. Since his brother Kegan is a fisherman, the establishment is locally famous for its excellent fresh fish and chips, and serves a variety of first-rate regional ales and beer at standard prices (which is expensive for the Pale). Judges are encouraged to expound upon the quality of the Pubs offerings. PCs should go away thinking about visiting the Pub again.

Information Available:

- Gather Information DC 12 – Jaron says, **"My brother Kegan is a fisherman on the river. He was attacked by a monstrous toad 6 weeks ago and got very sick and nearly died. We asked Ehlana to help, she came and tended him for 3 days and he got better. My brother was having financial difficulty at the time, so Ehlana didn't even ask to be paid. I think he's been donating fresh fish to the Helping Hand Soup Kitchen (located in the Tent City – L7) at her request."**
- Gather Information DC 15 Jaron – **"This used to be Corwin's favorite place, but he hasn't been in much lately. I've heard he's been spending a lot of time walking in the woods with Ehlana"**
- Gather Information DC 18 Jaron – **"Corwin used to be a hearty drinker. I've really missed his business"**
- Gather Information DC 20 Therran Firewalker – **"I've heard there have been several vicious Wolf attacks in woods. Anyone who travels there should be very careful."**

Encounter area #L6 – Kestrel Trading Post

Kestrel's Trading Post is a 10,000 sq. foot largish wooden structure in the NE part of town. Virtually any item less than 500 gp in value is available for sale at listed cost in this store. Note that PCs can buy or sell items normally here!

Mortimer is behind the counter when the PCs arrive, and Melinda is helping a customer. Mortimer greets the PCs when they enter.

- Gather Information DC 12 – Mortimer **"Ehlana is an enchantress who delves in black magic. Once she was accosted by several toughs in the street, she ensorcelled them with a word and a glance. They became as tame and meek as puppies, and turned themselves into the Constable for punishment. It's not fitting that decent folk associate with such folk."** Mortimer starts coughing and Melinda hustles up to the front to see if he is OK, then escorts him into the back room for a rest. Melinda returns to help the PCs make their purchases.

- Gather Information DC 15 – Melinda **“While my father may wish it, I have no intention of marrying Corwin as I don’t love him. Ehlena’s action was wholly unnecessary. Was there anything else I can help you with? Let me show you the new shipment of blades we just got in from Irongate...”** They are normal quality swords.
- Spot DC 18 Kaneloon – **Melinda is managing the store when Kaneloon comes in. When he thinks no one is looking he gives her a big smile, which she returns.**

Encounter area #L7 – Tent City

This is a tent city slum outside Fensdale’s walls, inhabited largely by destitute refugees from Tehn lured to the Village by the prospect of work in the booming local economy. Describe the area as a run down slum composed of dozens of shabby tents and poorly built squatters huts. Ehlena is revered for her volunteer work healing the poor of this district.

Regardless of when Characters visit this location, 1d6 disreputable looking characters asking for alms, work, some food, etc will accost anyone with common or better lifestyle...

As you move down the filthy streets of the shantytown, most conversation stops and heads turn to watch you as you pass by. A few of the more energetic denizens approach: “Spare a copper for an old veteran?” “Alms for an old blind man?” “Please sir, I haven’t eaten in two days, do you have any food?” “I’m strong sir, honest! I will work for food” etc...

If the PCs give away a few coppers or food, most will gladly accept. One young lad will not accept the offerings but will persist in asking for a job. He will prefer any heavily armored character, or failing that, anyone who is dressed in more expensive garb, whom he will pester about whether he needs a valet. If the PCs decide to hire him, he accepts any offer, in the hopes that he can later prove himself worthy of a fair salary

See Dunsin’s cert in the back for details. Dunsin is a recent arrival in town, and knows nothing of Ehlena or the recent events.

Characters visiting this location between 7AM-7PM will encounter a line of disreputable looking Tehn refugees queuing up for a free meal at the Sign of the Helping Hand, a soup kitchen run by Aerdi missionaries. An elderly woman wearing a simple white robe and bearing a silver holy symbol of Pholtus is serving up lentil soup and coarse black bread to the refugees. She pauses what she’s doing when you come up.

Sister Markarethe’s tale: (If at least 1 PC wears the Pale Patrol Badge)

Now look, I’ve already cleared this manner up. The proper permits are on file! (She was getting hassled by the town constabulary about running a soup kitchen in the Tent City. Constable Taryn is worried that she doesn’t have proper protection out here. They have been trying to

get her to move the Mission closer to the city gates, but Sister Markarethe can be a very determined woman)

Information Available:

- Gather Information DC 10 – Everyone - (paraphrase and expand upon this) Ehlena is revered by everyone in the tent city for her role in running the free clinic.
- Gather Information DC 12 – Sister Markarethe - Ehlena often came and donated her time to the mission as a Healer. She is devoted to her work here and is very skilled at healing. I can’t believe she would ever do anything like poison Lord Nevin.
- Gather Information DC 15 – A Tehny refugee in line “I’ve heard Ehlena’s brother was captured by Iuz’s army in Tehn” (false)
- Gather Information DC 20 – Sister Markarethe – “Ehlena is a pagan, she worships Sehanine Moonbow, who grants her visions and dreams of things to come”

Encounter area #L8 Trueblood Manor

A sprawling well-appointed Grand House with manicured lawns and shrubbery, Trueblood Manor is the finest house in Fensdale. Numerous Trueblood relations have gathered here for the funeral. The Trueblood relatives will be too busy to talk to the PCs, only Jasper the hafling butler pays them any heed. If the PCs make a scene, Judge Valdis or some other dignitary materializes and ask them to be more discrete in their inquiries.

Jasper’s tale:

The Corwin Trueblood is the eldest son of Lord Nevin Trueblood, Patriarch of the Family. A few weeks ago his father began negotiations for an arranged marriage of Corwin to Milenda of the wealthy Kestrel trading family. Mortimer, Milenda’s ailing father, has recently agreed upon a very generous dowry.

When Lord Nevin informed Corwin, he flatly refused to marry Milenda. Nevin declared that he would disown him in favor of his younger brother if he didn’t. At this point Corwin told him he could keep his title and stormed out.

Recently Lord Nevin began complaining about a toothache. I procured the tooth powder from Ehlena the day before Lord Nevin died. Two days ago I found Lord Nevin dead in his study with a swollen purple tongue and a froth of pink foam in his mouth. The tooth powder lay spilled on the floor beside him. I never imagined that Ehlena would poison him.

Additional Information Available:

- Gather Info DC 10 Jasper the Hafling butler – “Ehlena is an unfitting associate for Corwin, marriage to her would prevent him from ever achieving a senior posting. Everyone knows it but he won’t listen to reason. Do you think you can talk to him?”
- Gather Info. DC 18 Jasper the Hafling butler – “Marta and Nevin were close friends, in fact Marta used to take Tea here quite frequently. She might be

able to tell you more" Note that the PCs will be able to get directions to Marta's home but it is locked and no one is home. See **Encounter area L10**.

Encounter area #L9 Ehlena's Shop

If PCs visit this location they find a small two-story locked Herbalist and Apothecary shop with a closed sign on the door and drawn curtains. No one is home. If PCs gain entry, they find a large assortment of dried and prepared herbs and alchemical supplies in the large 600-sq. ft. first floor room.

Wooden stairs lead to the 2nd story, which is a 3-room living space (bedroom, kitchen, and bathroom). If PCs search the upstairs, they find little of note after rummaging through Ehlena's personal belongings (Food, Clothing, Dishes, Books on Herbalism and Alchemy, etc...) except they find a shrine near the bedroom window on a green marble table. The Shrine has a variety of alter items including a silver knife, a bowl filled of water with rose petals, small crystal ball (non magical), etc...

- Religion check DC 15 to identify it as a shrine to Shehanine Moonbow.

Encounter area #L10 Marta's Home

Marta has rented a spacious Grand House near the Church as a base of operations in Fensdale. Realizing that her cover is probably blown, she has fled, leaving traps to kill any foolish enough to invade her inner sanctum.

Her front door is a sturdy affair, and it is locked. All windows on the 1st floor have bars. Access to a 2nd floor windows require a climb check DC 20, unless PCs spot the drainpipe spot-DC15, in which case the climb is only DC 15.

If the PCs gain entrance to the house, they can find little of note except in the master bedroom, where they MAY spot a secret door concealed in the full-length mirror next to the vanity

- (Search DC20). Access to the mirror door is gained by rotating one of the posts on the bed.
- (Search DC21), but one of the other posts has been trapped:

Poison Needle Trap: CR 2; +8 ranged (1, plus greenblood oil poison); Search (DC 22); Disable Device (DC 20); Note: Greenblood oil poison (Fortitude save DC13); Initial Damage 1 Con; Secondary Damage 1d2 Con.

Inside the secret door is a back way down to an old walled off basement, where numerous shelves and tables lie barren and empty. On a successful Spot check (DC 20), the very faint outline of a pentagram (which was erased) can be seen. Anyone with divine spellcasting ability can identify the area as consecrated to evil on a successful Spellcraft check (DC 17). There are red stains on a large stone table size block that can be identified as blood with a successful Heal Check (DC 18). The 1st Character to search the stone table triggers a trap:

Glyph of Warding (Spell glyph - bestow curse): CR 3; Search (DC 28); Disable Device (DC 28); Will save (DC 17) or suffer a -6 Charisma Loss. The victim acquires horns and glowing red eyes, and has a tendency to be very crass in all of their dealings with others. All of their baser desires are enhanced. This effect can be dispelled normally with a remove curse spell.

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. For this adventure, there are various paths the PCs can follow. There are different encounters and experience depending on which path they follow.

Encounter 2

Dispersed the Mob before Ehlena was attacked without killing	25 xp
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Encounter 4

Defeated the Undead	100 xp
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Encounter area #L10 Marta's Home

Avoided the Poison Trap	50 xp
Avoided the Curse	50 xp

Encounter 6A

Defeated the Gargoyles	100 xp
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Encounter 7

Kept Ehlena from escaping without killing anyone	25 xp
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Encounter 8

Defeated the Wolves/Barghests	100 xp
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Encounter 10

Convince Ghlenella to come to town	25 xp
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Encounter 12

Defeating creatures at Marta's place	100 xp
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Encounter 14

Defeated the Ogres & Annis	100 xp
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Total experience for objectives	700 xp
Discretionary roleplaying award	0-50 xp

Total possible experience	750 xp
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TREASURE SUMMARY

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than [insert campaign value] 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, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

There are different paths through the module that can yield different amounts of treasure.

Encounter 1

- There is a possibility that unscrupulous characters that hide in the house may be able to acquire a maximum of 4-5 items like candlesticks and silverware with Pick Pockets actions while no one is watching during the disturbance. (Worth no more than 1-2 gp per attempt)

Encounter 4

- Masterwork Mighty Composite Longbow +2
- 250 gp Belt composed of 25 Empire of Iuz Platinum Pieces pierced and strung together with Copper Wire (counts as 25 platinum pieces)

Encounter 6A path 2

- There are 5 fine Star Rose Quartz gems embedded in the points of the star, which can easily be pried out with a dagger or knife. Each gem is worth 50gp.

Encounter 12

- Marta's Alchemist's Lab – 500 gp

Conclusion

- If Valdis lived, PCs each receive a favor of Valdis.
- If a PC received either of these curses, they should be recorded on the log sheet. Note these curses can be dispelled with a remove curse normally...
- **Curse of Fiendish Demeanor**, You have acquired horns and glowing red eyes. You have a tendency to be very crass in all of your dealings with others. All of your baser desires have been enhanced. The curse manifests as a -6 Charisma Loss. Can be dispelled normally with a Remove Curse.
- **Curse of Frailty**, Marta has cursed you with frailty, causing you to suffer a -6 Constitution Loss. Can be dispelled normally with a Remove Curse.

Creature Appendix

Abbot Duschamp: Male human Clr7 (Pholtus); CR 7; Medium-size humanoid; HD 7D8+7, hp 46; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +6 melee (1d6+1, +1 light mace) or +6 ranged (1d4/19-20, dagger); AL LN; SV Fort +6, Ref +2, Will +9

Str 10, Dex 10, Con 12, Int 12, Wis 18, Cha 16

Skills and Feats: Diplomacy +15, Heal +10, Knowledge (religion) +10, Perform (singing) +6, Spellcraft +10; Combat Casting, Craft Magic Arms and Armor, Scribe Scroll, Skill Focus (diplomacy).

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0 – create water, detect magic, detect poison, guidance, light, resistance; 1st – bless, command, divine favor, protection from chaos*, protection from evil, sanctuary; 2nd – augury, calm emotions*, endurance, lesser restoration, silence; 3rd – continual flame, dispel magic, invisibility purge, searing light*; 4th – discern lies, divination, order's wrath*.

*Domain Spells. *Domains Law* (May cast law spells at +1 caster level); Sun (Once per day, he may perform a greater turning against undead in place of a regular turning attempt. The greater turning is like a normal turning attempt except that the undead creatures that would be turned are destroyed instead.)

Possessions: +1 light mace, silver dagger, healing kit, silver holy symbol of Pholtus, pouch of spell components, white robes with silver trim - courtiers outfit, silver ring with blue quartz stone.

A visiting member of the Pholtan Clergy from Hatherleigh, Duschamp steps in to adjudicate the murder trial when Valdis is injured. Duschamp is much less thorough in his investigations than Valdis, and is likely to be taken in by Marta's plots unless the PCs intervene to make the truth known. Duschamp is Pudgy Middle aged Conservative Cleric with an aristocratic air about him. He tends to wear expensive clothing and jewelry and is a bit pompous. He isn't very open-minded.

Angry Villagers/Onlookers: Human Com1; CR 1/2; Medium-size humanoid; HD 1d4+3, hp 7 each; Init +1 (Dex); Spd 30 ft.; AC 12 (touch 11, flat-footed 11); Atk +2 melee (1d6+2 subdual, sap); AL LN; SV Fort +0, Ref +1, Will +0

Str 14, Dex 12, Con 10, Int 10, Wis 10, Cha 10

Skills and Feats: Craft (varies) +4, Listen +2, Profession (varies) +4, Spot +2; Toughness

Brother Reas: Male human Clr2 (Pholtus); CR2; Medium-size humanoid; HD 2D8+2, hp 15; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +3 melee (1d6+1, quarterstaff); AL LG; SV Fort +4, Ref +0, Will +6

Str 12, Dex 10, Con 12, Int 10, Wis 16, Cha 14

Skills and Feats: Diplomacy +6, Heal +6, Knowledge (religion) +4; Knowledge (arcane) +1, Spellcraft +3; Combat Casting, Scribe Scroll.

Possessions: quarterstaff, silver holy symbol of Pholtus, pouch of spell components, white robes.

Spells prepared (4/3+1; base DC = 13 + spell level): 0 – detect magic, detect poison, light, read magic; 1st – bless, protection from evil*, sanctuary, shield of faith.

*Domain Spells. *Domains Good* (May cast good spells at +1 caster level); Sun (Once per day, he may perform a greater turning against undead in place of a regular turning attempt. The greater turning is like a normal turning attempt except that the undead creatures that would be turned are destroyed instead.)

A good-hearted young member of the Pholtan clergy and Kedron's assistant. Unusual for a Pholtan Cleric, Reas brings a ray of sunshine into every room he walks into, as he is a very cheerful and outgoing person. While he is devout enough, he has an inner wholesomeness that is sometimes lacking in more neutral leaning Pholtan priests. Reas has recently become interested in sports, and has been organizing sporting events among the children of Fensdale.

Constable Taryn: Male human Ftr2; CR 2; Medium-size humanoid; HD 2D10+8, hp 24; Init +0; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +5 melee (1d10+3/19-20, bastard sword) or +5 melee (1d6+3 subdual, sap) or +2 ranged (1d6+3, javelin); AL LN; SV Fort +5, Ref +0, Will +0

Str 16, Dex 10, Con 14, Int 12, Wis 10, Cha 6

Skills and Feats: Handle Animal +2, Jump +1, Knowledge (law) +5, Profession (constable) +5, Ride +3, Swim +1; Cleave, Exotic Weapon Proficiency (bastard sword), Power Attack, Toughness.

Possessions: half plate armor, sap, masterwork bastard sword, 2 javelins, light war-horse with leather barding.

Fensdale's Constable. Taryn is a barrel-chested grizzled middle-aged retired Pholtan soldier who has seen everything. He is missing his left hand, but that doesn't make him any less dangerous to would-be lawbreakers. He likes to tell stories about his time in the army. He isn't afraid of anything and won't put up with any nonsense. Taryn's bears a finely made gold-hilted bastard sword, which he wears over his left shoulder.

Corporal Froderick: Male human Ftr2; CR 2; Medium-size humanoid; HD 2D10+4, hp 20; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atk +5 melee (1d8+2/19-20, masterwork long sword) or +3 ranged (1d6+2, javelin); AL LN; SV Fort +5, Ref +1, Will +0

Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 15

Skills and Feats: Climb +5, Handle Animal +5, Jump +4, Ride +5, Swim +5; Cleave, Mounted Combat, Power Attack, Weapon Focus (long sword)

Possessions: banded armor, large steel shield, long sword, 2 javelins, heavy war-horse with chainmail barding, heavy lance.

Froderick is a member of Fensdale's Prelatal Army Garrison. He is a trim young Flannish man with long brown hair tied back with a blue ribbon. Froderick is a bit of a lady's man and is likely to flirt with any attractive

female PCs. Froderick tends to be overly gallant and formal to women, kissing their hands, presenting them flowers, and so forth.

Corwin Trueblood: Male human Ftr6; CR 6; Medium-size humanoid; HD 6D10+12, hp 52; Init +2; Spd 20 ft.; AC 22 (touch 12, flat-footed 20); Atk +9/+4 melee (1d8+4/19-20, longsword); AL LG; SV Fort +7, Ref +4, Will +1

Str 14, Dex 14, Con 14, Int 12, Wis 8, Cha 17

Skills and Feats: Climb +6, Diplomacy +6, Handle Animal +10, Jump +6, Ride +10, Swim +10; Cleave, Expertise, Leadership, Mounted Combat, Power Attack, Ride-by Attack, Weapon Focus (long sword); Weapon Specialization (long sword).

Possessions: masterwork full plate, large steel shield, masterwork long sword, heavy lance, heavy warhorse with chain barding.

Commander of the Fensdale Garrison and son of Nevin Trueblood, Corwin is in love with Ehlena but has been promised to Melinda Kestrel in an arrangement negotiated by his father Nevin Trueblood. Corwin is an aspiring young knight from an old established noble family. He complements his boyish good looks (6' tall blond with blue eyes and an athletic build) with his ready wit and outgoing personality. He is a natural leader and an example to his men. He uses Masterwork Arms and Armor and always wears fine clothing and jewelry. He sports a large Blue Cloak with a Silver Dragon Clasp, and wears a gold signet ring. Corwin dominates any room he is in, he is VERY Charismatic and commanding.

Deputy Farston: Male human Rgr1; CR 1; Medium-size humanoid; HD 1D10+4, hp 14; Init +3; Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atk +4 melee (1d8+2/19-20, long sword) or +3 melee (1d6+2 subdual, sap) or +5 ranged (1d8+2/x3, masterwork mighty composite longbow); AL LG; SV Fort +3, Ref+0, Will +0; Str 14, Dex 16, Con 12, Int 10, Wis 8, Cha 12.

Skills and Feats: Wpn Focus Longsword, Toughness, Profession Hunter+4, Knowledge Law+2, Ride +2, Handle Animal +3, Swim +1

Possessions: Banded Mail, Large Steel Shield, Sap, Longsword, Masterwork Mighty Composite Longbow, Light War-horse w/Leather Barding

Taryn's Deputy. Farston is tanned young slightly naïve Flannish Farm Boy who was recruited by Taryn to help keep the peace. Farston sports a handlebar mustache that he waxes. He knows the surrounding countryside very well and is a skilled hunter. He carries an exquisitely made Mighty Composite longbow with him wherever he goes.

Ehlena: Female half-elf Sor4; CR 4; Medium-size humanoid; HD 4D4, hp 16; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +1 melee (1d4-1/19-20, dagger) or +1 ranged (1d4-1/19-20, dagger); SQ Familiar; AL CG; SV Fort +1, Ref +2, Will +4

Str 8, Dex 12, Con 10, Int 12, Wis 10, Cha 19

Skills and Feats: Heal +7, Knowledge (arcane) +5, Profession (herbalist) +9, Spellcraft +4; Brew Potion, Skill Focus (herbalist).

Spells Known (6/7/4; base DC = 14 + spell level): 0 – daze, detect magic, mage hand, mending, prestidigitation, read magic; 1st – change self, charm person, sleep; 2nd – detect thoughts.

SQ: Ehlena's familiar is a large Black Tomcat named Moonshadow.

Possessions: silver dagger, healing kit, brooch-a silver holy symbol of Shehanine Moonbow, pouch of spell components, elegant blue dress with silver rope belt and silver piping - courtiers outfit, silver earrings with blue quartz crystals.

Ghlennella's niece, Ehlena is a comely half-elven peasant herbalist. She is in love with Corwin Trueblood, and stands accused of poisoning his father, Nevin Trueblood when he forbade Corwin from seeing her. Ehlena is a very attractive young half-elven lady who always wears elegant blue or green clothing and silver or gold jewelry that sets her features off to best effect. She has a smile that lights up a room and a kind word for every occasion. She cheerfully (some say carelessly) uses her magic even around those who don't understand it, causing some grumbling in the superstitious citizens of the Pale. She sometimes acts a bit flighty, which is a natural outgrowth of her elvish heritage.

Father Kedron: Male human Clr5 (Pholtus); Medium-size humanoid; HD 5D8, hp 28; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +4 melee (1d6+1, +1 light mace) or +4 ranged (1d4/19-20, dagger); AL LN; SV Fort +4, Ref +1, Will +7

Str 10, Dex 10, Con 10, Int 12, Wis 16, Cha 16

Skills and Feats: Diplomacy +13, Heal +10, Knowledge (religion) +9, Perform (singing) +4, Spellcraft +9; Combat Casting, Scribe Scroll, Skill Focus (diplomacy).

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0 – detect magic, detect poison, light, read magic, resistance; 1st – bless, magic weapon, protection from evil*, sanctuary, shield of faith; 2nd – aid*, bull's strength, hold person, remove paralysis; 3rd – daylight, dispel magic, searing light*.

*Domain Spells. *Domains* Good (May cast good spells at +1 caster level); Sun (Once per day, he may perform a greater turning against undead in place of a regular turning attempt. The greater turning is like a normal turning attempt except that the undead creatures that would be turned are destroyed instead.)

Possessions: +1 light mace, silver dagger, healing kit, silver holy symbol of Pholtus, pouch of spell components, white robes with silver trim - courtiers outfit, silver ring with blue quartz stone.

The local priest of Pholtus, Kedron is a tall severe looking man with a perpetual look of disapproval on his face. As the local priest of Pholtus, he is by nature relatively inflexible, and his demeanor is not improved by the fits of insomnia that have been plaguing him of late. He is an

attentive Shepherd of the Fensdale population, and within the context of the One True Path, Kedron will operate to protect his flock, but he is not very open to new ideas.

Ghlennella: Female elf Clr7 (Shehanine Moonbow); CR 7; Medium-size humanoid; HD 7D8; 38HP; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +6 melee (1d6+1, masterwork quarterstaff) or +6 ranged (1d4+1, sling); AL NG; SV Fort +5, Ref +4, Will +10

Str 8, Dex 14, Con 10, Int 10, Wis 20, Cha 14

Skills and Feats: Concentration +10, Heal +10, Profession (herbalist) +15, Wilderness Lore +10; Brew Potion, Craft Wondrous Item; Scribe Scroll.

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 15 + spell level): 0 – detect magic, detect poison, light, read magic, resistance, virtue; 1st – bless, change self*, divine favor, obscuring mist, protection from evil, sanctuary; 2nd – animal messenger, augury, invisibility*, lesser restoration, speak with animals; 3rd – clairaudience/clairvoyance*, dispel magic, meld into stone, speak with plants; 4th – air walk, confusion*, restoration.

*Domain Spells. **Domains Knowledge** (All knowledge skills are class skills. Casts divinations at +1 caster level); **Trickery** (Bluff, Disguise, and Hide are class skills).

Possessions: chain shirt, masterwork quarterstaff, green velvet robes with gold piping - courtiers outfit, silver holy symbol of Shehanine Moonbow, sling, 10 sling bullets.

An elven priestess of Shehanine Moonbow, Ehlena's aunt, Ghlennella is a very wise mature looking Elvish priestess who remembers many past wrongs committed by humans, which makes her somewhat suspicious of the Pale. She wears Green Velvet Robes with Gold Piping (Courtiers Outfit) and a Silver Holy Symbol of Shehanine Moonbow. She dotes on Ehlena, but worries that her associations with the close-minded humans of the Pale will lead her to great sorrow.

Glorinda – The grumpy dwarvish cook at the Happy Halfling Bed and Breakfast, Glorinda is impatient and somewhat rude, but has a heart of gold. She found Pip in the tent city and talked Glynnis into taking him on as the stable-boy. She treats Pip like he was her own son, and is very protective of him. She does not approve of his interest in weapons or becoming a squire, and is likely to lecture any PC she catches educating him on the arts of war.

Glynnis - a plump middle-aged aristocratic woman who owns the Happy Halfling Bed and Breakfast. She favors floral dresses. Glynnis is quite talkative and is likely to fill in any gaps in a conversation with her incessant gossiping about the affairs of Fensdale.

Jaron: Owner of the Leaping Trout Saloon. Jaron is a middle-aged portly balding man wearing a stained white shirt and a bartender's apron. Jaron is usually busy tending to his customers, so his interactions with PCs will

tend to be distracted with “coming up” or “be right there”. Jaron has a prize collection of stuffed and mounted fish all over the bar, which he attributes to his brother Kegan the fisherman.

Jasper: Nevin's halfling butler. Jasper is a short middle-aged energetic halfling who dresses immaculately in formal attire and keeps the Trueblood household running smoothly. The other servants defer to Jasper, as he has been with the family since Corwin was a small child, and he has the full confidence of the family. Jasper is very protective of Trueblood family interests and makes sure that the household observes all of the proprieties of upper class life in the Pale. In many ways, Jasper managed Nevin's affairs for the past few years, a job he performed loyally, for his family has also prospered under Trueblood sponsorship. Corwin is inordinately fond of Jasper, and is very protective of him.

Judge Valdis: Male human Pal5; CR 5; Medium-size humanoid; HD 5D10; hp 34; Init -1(Dex); Spd 20 ft.; AC 13 (touch 9, flat-footed 13); Atk +7 melee (1d6+3/18-20, masterwork silver rapier); SQ Detect evil, divine grace, lay on hands, divine health, aura of courage, smite evil, remove disease 1/week, turn undead, special mount; AL LG; SV Fort +6, Ref +2, Will +6

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

Skills and Feats: Diplomacy +10; Handle Animal +7, Heal +7; Knowledge (law) +10, Knowledge (religion) +6, Profession (judge) +11, Ride +6; Expertise, Weapon Focus (rapier), Weapon Specialization (rapier).

Spells Prepared (1; base DC = 13 + spell level): 1st – protection from evil.

Possessions: masterwork silver rapier.

An aging Paladin who became a Judge in his twilight years, Valdis has traveled to Fensdale to adjudicate the Trueblood murder trial. Judge Valdis is a distinguished looking formally dressed older gentleman with an ivory handled cane and wearing a gold holy symbol of Pholtus. He walks with a limp and has a self-assured aristocratic manner about him.

Marta: Female human Clr7 (Iuz); CR 7; Medium-size humanoid; HD 7D8+14, hp 52; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +6 melee (1d6+1, quarterstaff) or +6 ranged (1d4/19-20, dagger); AL CE; SV Fort +7, Ref +3, Will +9

Str 12, Dex 12, Con 14, Int 10, Wis 18, Cha 14

Skills and Feats: Concentration +12, Diplomacy +6; Knowledge (arcane) +5, Knowledge (religion) +5, Profession (spy) +5, Spellcraft +5; Brew Potion, Combat Casting, Craft Wondrous Item, Scribe Scroll.

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0 – cure minor wounds, detect magic, detect poison, light, mending, read magic; 1st – bane, cause fear, detect good, doom, protection from good*, sanctuary; 2nd – augury, darkness, invisibility*, summon monster II, undetectable alignment; 3rd – animate dead, bestow curse,

meld into stone, nondetection*; 4th – air walk, confusion*, giant vermin.

*Domain Spells. *Domains Evil* (May cast evil spells at +1 caster level); *Trickery* (Bluff, Disguise, and Hide are class skills)

Possessions: chain shirt, dagger, tasteful black and silver trimmed dress - courtiers outfit.

The villain, Marta is an aging priestess of Iuz assigned to spy on Pale activities in and around the village of Fensdale. She has gray hair, piercing blue eyes, and is very spry for a woman of her age. Marta wears a black dress (courtier's quality) with Silver piping, an Opal cocktail ring and a silver necklace. She is very aristocratic in her manner.

Melinda Kestrel: Daughter of Mortimer Kestrel and promised to Corwin Trueblood in an arranged marriage. Melinda is responsible for the day-to-day operations of the Kestrel Merchant House and actual architect of Fensdale's recent economic boom. Melinda is a very spirited young lady known for her ready wit. Over time, her family's gift at business began to manifest itself, and she has become increasingly involved in politics and running the Kestrel family business as her father became more aged and infirm.

Mortimer Kestrel: Patriarch of the wealthy Kestrel Merchant Family. The ailing Mortimer has recently negotiated an arranged marriage of Melinda Kestrel to Corwin Trueblood with his father Nevin. Mortimer is an older, balding, smarmy man with a hacking cough and blotches on his face. He wears a custom made gray silk housecoat and house slippers, since he is supposed to stay in bed due to his illness. Because he isn't a very good patient, he keeps getting up and trying to help run the Kestrel Trading Post, but he really isn't well enough to do so.

Nevin Trueblood: Patriarch of the Trueblood family and Corwin Trueblood's father, Nevin is poisoned as part of a plot by Marta to frame Ehlena and stir up trouble between the local Pale and Elven population. Nevin is a tall aristocratic looking man dressed in blue and white nobles clothing and wearing a gold signet ring. As a possessed zombie, Nevin cuts a very charismatic and energetic figure, his booming voice dominating the weaker will undead around him.

Pip: The stableboy at the Happy Halfling Bed and Breakfast, Pip is a Tehnish Orphan. He has an annoyingly high-pitched voice and is quite small for his age. He has no fear of adults however, and has a tendency to tell things like he sees them. He wears well-patched red and brown peasant clothing (Glorinda repairs them for him) and has entirely too much energy. He tends to get distracted from whatever he is doing. He thinks weapons and armor are really interesting, and likes to pester players to teach him swordplay. Pip dreams of becoming a squire some day.

Pale Army Private: Male human Ftr1; CR 1; Medium-size humanoid; HD 1D10+4, hp 14; Init +0; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +4 melee (1d8+2/19-20, long sword) or +1 ranged (1d6+2, javelin); AL LN; SV Fort +3, Ref +0, Will +0

Str 14, Dex 10, Con 12, Int 10, Wis 10, Cha 10
Skills and Feats: Climb +1, Handle Animal +4, Jump +2, Ride +4; Mounted Combat, Toughness, Weapon Focus (long sword).

Possessions: chainmail, large steel shield, long sword, 2 javelins.

Raven: The comely young dark-haired maid at the Happy Halfling Bed and Breakfast. Raven is short and statuesque and is always extremely cheerful. She wears a conservative looking maid's uniform of Glynnis's design.

Sister Markarethe: Female human Clr3 (Pholtus); CR 3; Medium-size humanoid; HD 3D8+3, hp 21; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +1 melee (1d6-1, quarterstaff); AL LG; SV Fort +4, Ref +1, Will +6

Str 8, Dex 10, Con 12, Int 12, Wis 16, Cha 14
Skills and Feats: Diplomacy +7, Knowledge (arcane) +6, Knowledge (religion) +6, Profession (cook) +8, Spellcraft +5; Combat Casting, Scribe Scroll.

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level); 0 – detect magic, detect poison, light, read magic; 1st – bless, magic weapon, protection from evil*, sanctuary; 2nd – aid*, bull's strength, lesser restoration.

*Domain Spells. *Domains Good* (May cast good spells at +1 caster level); Sun (Once per day, he may perform a greater turning against undead in place of a regular turning attempt. The greater turning is like a normal turning attempt except that the undead creatures that would be turned are destroyed instead.)

Possessions: quarterstaff, silver holy symbol of Pholtus, pouch of spell components, white robes

A Pholtan missionary among the Tehny refugees in Fensdale's tent city

Sister Markarethe is a short graying elderly woman who appears to be in frail health. She wears a simple white robe and bears a silver holy symbol of Pholtus. She runs the Helping Hand Mission in the Tent City, where she serves up soup bread to the needy refugees. She has been being hassled by the town constabulary about running a soup kitchen in the Tent City, as Constable Taryn is worried that she doesn't have proper protection out here. They have been trying to get her to move the Mission closer to the city gates, but Sister Markarethe can be a very determined woman.

Sergeant Zephryn: Male human Ftr3; CR 3; Medium-size humanoid; HD 3D10+6, hp 34; Init +1; Spd 20 ft.; AC 20 (touch 11, flat-footed 19); Atk +8 melee (1d8+3/19-20, masterwork long sword) or +4 ranged (1d6+3, javelin); AL LN; SV Fort +5, Ref +2, Will +1

Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 12

Skills and Feats: Climb +3; Handle Animal +6, Jump +4, Ride +6, Swim +4; Cleave, Mounted Combat, Power Attack, Weapon Focus (long sword).

Possessions: half plate armor, large steel shield, masterwork long sword, 2 javelins, heavy warhorse with chainmail barding, heavy lance.

Corwin's subordinate, 2nd in command of the Fensdale Garrison. Zephryn is a hard-bitten veteran of the wars in Tehn. He has prematurely gray hair from an incident involving infernal forces but otherwise looks relatively young. He doesn't take any lip from anyone.

Therran Firewalker: Male human Rgr1; CR 1; Medium-size humanoid; HD 1D10+1, hp 11; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +2 melee (1d6+1/18-20, rapier) or +4 ranged (1d8/x3, longbow); SQ Track, Favored Enemy (goblinoids); AL NG; SV Fort +3, Ref +3, Will +0

Str 12, Dex 16, Con 12, Int 12, Wis 10, Cha 12

Skills and Feats: Animal Empathy +5, Craft (bowyer) +5, Heal +4, Listen +3, Riding +6, Swimming +5, Wilderness Lore +4; Point Blank Shot, Rapid Shot.

Possessions: chain shirt, rapier, poniard, longbow, 20 arrows

A friend of Ehlena's, Therran is a local ranger who knows the way to Ghlenella's Holy Grove in the Phostwood. At 5' 7", Therran is small for a Human, but walks in a jaunty, self-assured manner that makes him seem larger. He has a mustache and a goatee, which he keeps immaculately groomed. Therran wears Embroidered Supple Brown Leathers under his Chain shirt, and wears a flowing green cape. He seems a bit over-confident sometimes.

NEW MAGIC ITEMS

Fang of Iuz

Black Wavy Dagger with White Crystal Globed Handle

The Fang of Iuz is a +1 keen dagger, but always breaks upon impact, destroying the blade and leaving a shard in the wound. The injured party cannot be healed permanently until the dagger blade is removed. In any case, the Blade and the handle remain attuned, and the crystal handle slowly accumulates the life force of the injured party. The injured party must make Fortitude save (DC 15) each hour or lose 1 additional hit point. If the victim dies, the crystal imprisons their life force, similar to a magic jar spell, preventing raise dead or resurrection. The only way to remove the dagger blade is via the 4th level cleric spell "death ward", which causes the blade to become inert long enough to remove it from the wound.

Caster Level: 9 Prerequisites: Craft Magic Arms and Armor, Slay Living Market Price: 8000 gp
Weight: 1 lb.

NEW MONSTERS

HYBSIL

Small Fey

Hit Dice: 1d6+1 (4 hp)

Initiative: +3 (Dex)

Speed: 50 ft.

AC: 16 (+3 Dex, +1 size, +2 natural)

Attacks: Dagger +4 melee; or shortbow +0 ranged

Damage: Dagger 1d4-1; or shortbow 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Sleep arrows (10% chance)

Special Qualities: Spell-like abilities, see invisibility, poison immunity

Saves: Fort +1, Ref +5, Will +2

Abilities: Str 8, Dex 17, Con 13, Int 13, Wis 10, Cha 10

Skills: Bluff +4, Craft (any one) +5, Disable Device +5*, Hide +11, Jump +5, Listen +5, Search +5*, Spot +4, Use Rope +6, Wilderness Lore +8

Feats: Dodge, Mobility, Weapon Finesse (dagger)

Climate/Terrain: Temperate plain and forest

Organization: Solitary, hunting party (2-4), war party (12-16), or full tribe (20-80)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral good

Advancement: By character class

Hybsils are woodland nomads devoted to deities of nature, their families, and crazy acts of bravery.

They look like 3-foot-tall centaurs with the bodies of antelopes instead of horses. Coloration of their antelope bodies varies, covering the entire spectrum of browns, blacks, stripes, and spots found in normal antelopes. They

live in tribes of twenty to eighty individuals and hunt across wide ranges of territory, often quite distant from their camps in order not to lead enemies to their families. Males have large forking antlers that molt in the dead of winter and grow back in the spring. Female hybsils have smaller straight or spiral antlers without branches, year round.

COMBAT

Before attacking, hybsils use their mirror image ability so that their foes will face three or four leaping, arrow-firing hybsils for every hybsil who is actually present. Unless they are deliberately attempting to prove their courage, hybsils avoid hand-to-hand combat, preferring to use their mobility to dart in and out of hiding, fire arrows, and retreat.

Sleep Arrows: There is a 10% chance that an individual hybsil will have 1d3 sleep arrows acquired from the pixies. Hybsils husband such arrows carefully, preferring to use them only in life-or-death situations. A creature struck by a sleep arrow must succeed at a Fortitude save (DC 15) or be affected as though by a sleep spell.

Spell-Like Abilities (Sp): Hybsil have the following spell-like abilities, each usable once per day: pass without trace (as a 3rd-level druid), and three abilities used with effects equivalent to the spells of the same name cast by a 1st-level sorcerer: dancing lights, mirror image, and jump.

See Invisibility (Su): Though hybsils cannot turn invisible, they are at least able to cope with their sprite relatives by seeing invisible beings and objects at will.

Poison Immunity (Ex): Hybsils are immune to poisons of all types.

Skills: *Hybsils have a +4 racial bonus on Disable Device and Search checks for purposes of locating and disabling outdoor traps (such as snares and pits). These bonuses only apply outdoors, in plains and forests, where hybsils may use the skills as if they were rogues. If hybsils gain levels as rogues, their Disable Device and Search skill modifiers are increased by +4 when they are locating and disabling outdoor traps. In addition, hybsils gain a +2 racial bonus on Jump checks and a +4 racial bonus on Wilderness Lore checks. Hybsils also gain Mobility as a bonus feat.

HYBSIL CHARACTERS

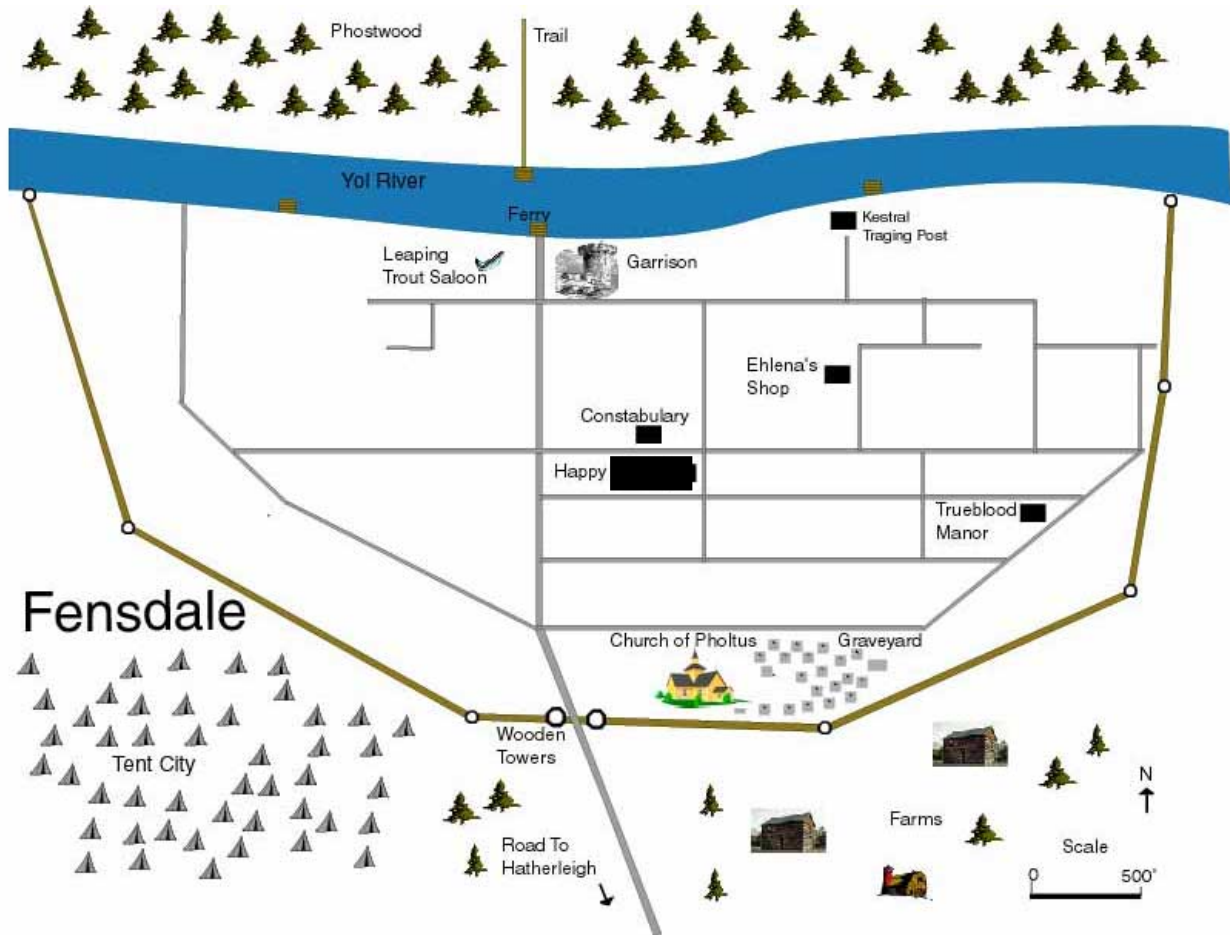
Hybsil characters most often gain levels as druids, rangers, sorcerers and rogues. Hybsil clerics, which are rare, choose between the domains of Luck, Nature, and Trickery.

HYBSIL SOCIETY

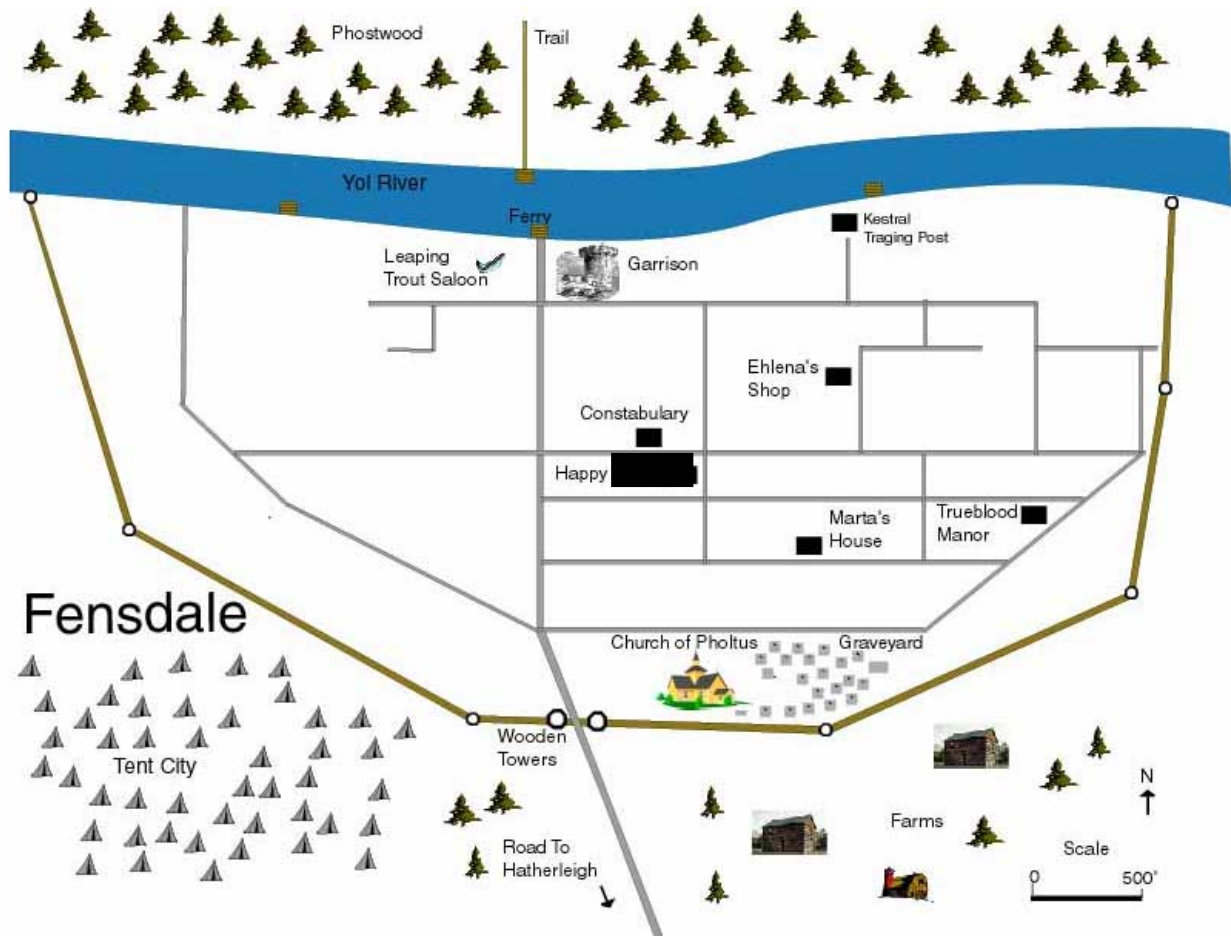
Unlike their playful cousins, the pixies, hybsils cannot turn invisible, and therefore have more earnest attitudes toward questions of honor, responsibility, and survival. The three main virtues of hybsil society are obligation, vengeance, and daring. Obligations are weighed by the elders, who keep track of favors owed both within and outside the tribe. The females, who have longer memories

than the more impetuous hybsil males, usually call for vengeance. Daring is the prerogative of young hunters and warriors, both male and female, who count it honorable to dart among enemies, stab them once, and escape. Few hybsils seek the company of nonhybsils. Some tribes maintain generally positive, though distant, relationships with humans, gnomes, and other neighbors. Other tribes have been betrayed or attacked so often that they count all strangers as foes until proven otherwise.

Player Handout #1 – Fensdale Map

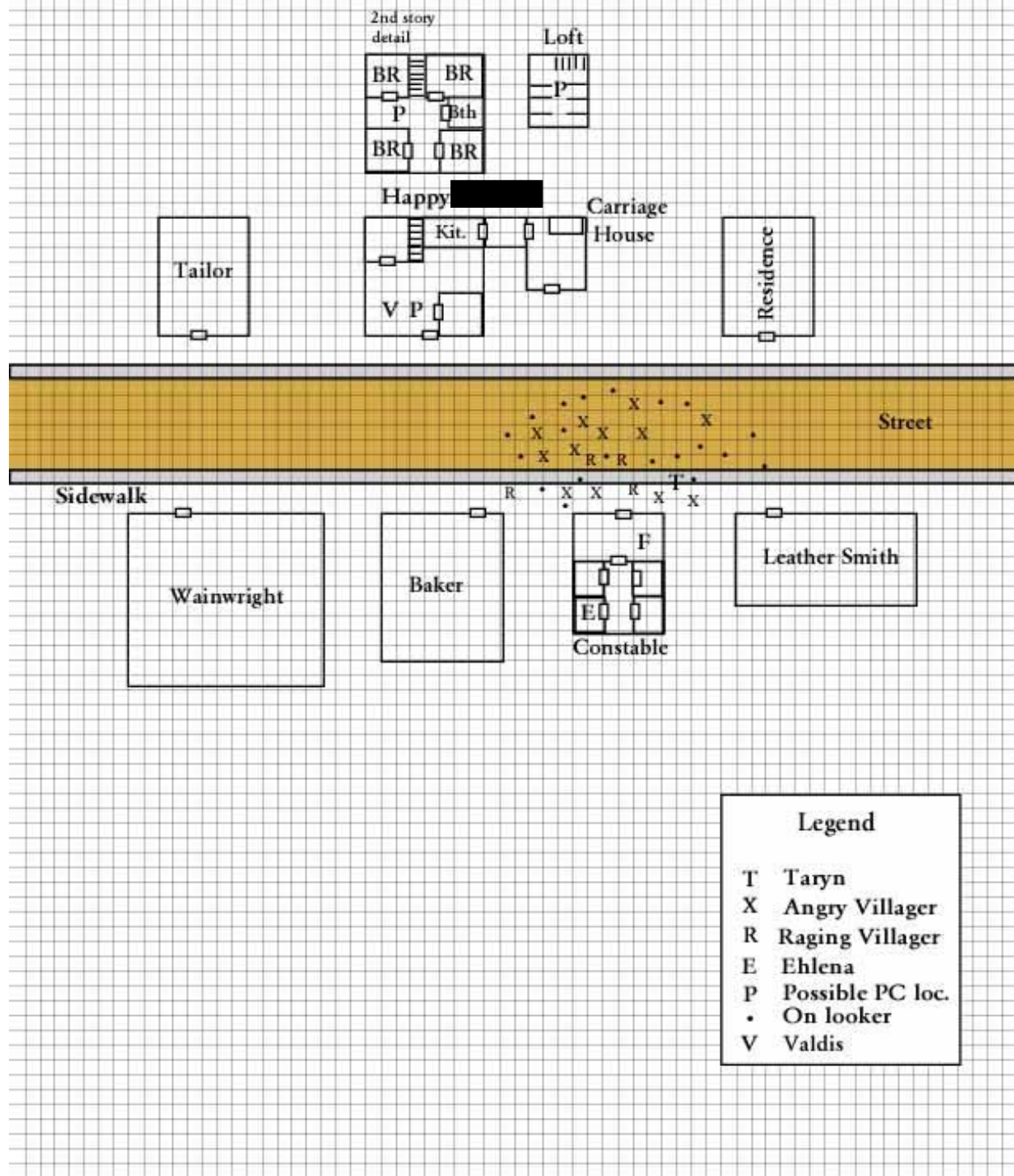


Judges Map of Fensdale



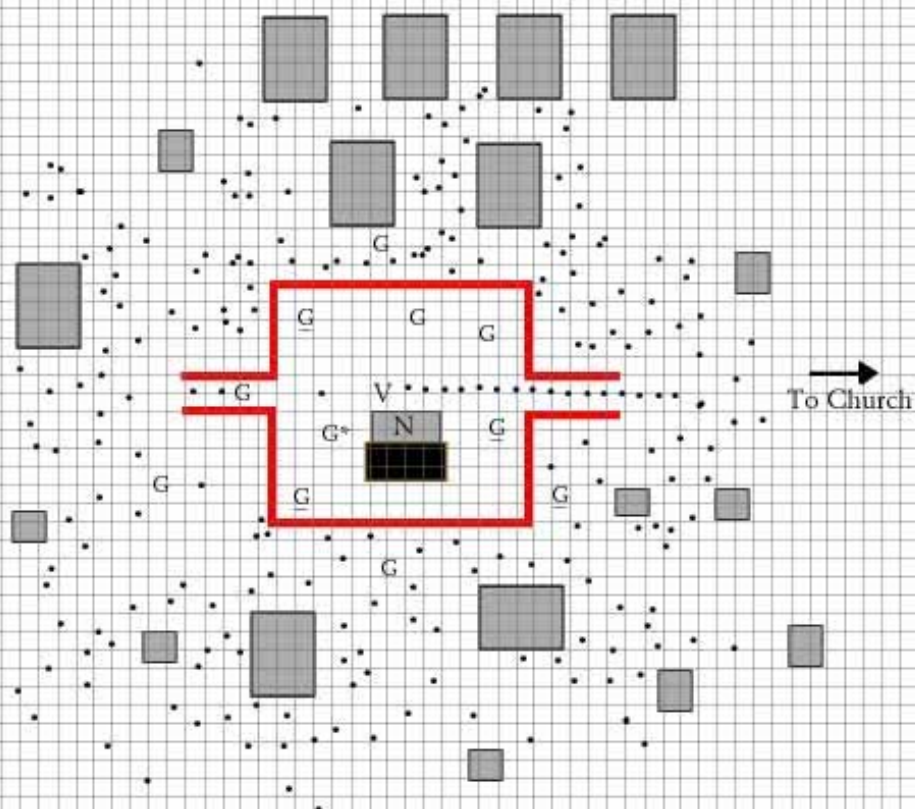
Encounter 2

Mob Scene



Encounter 4

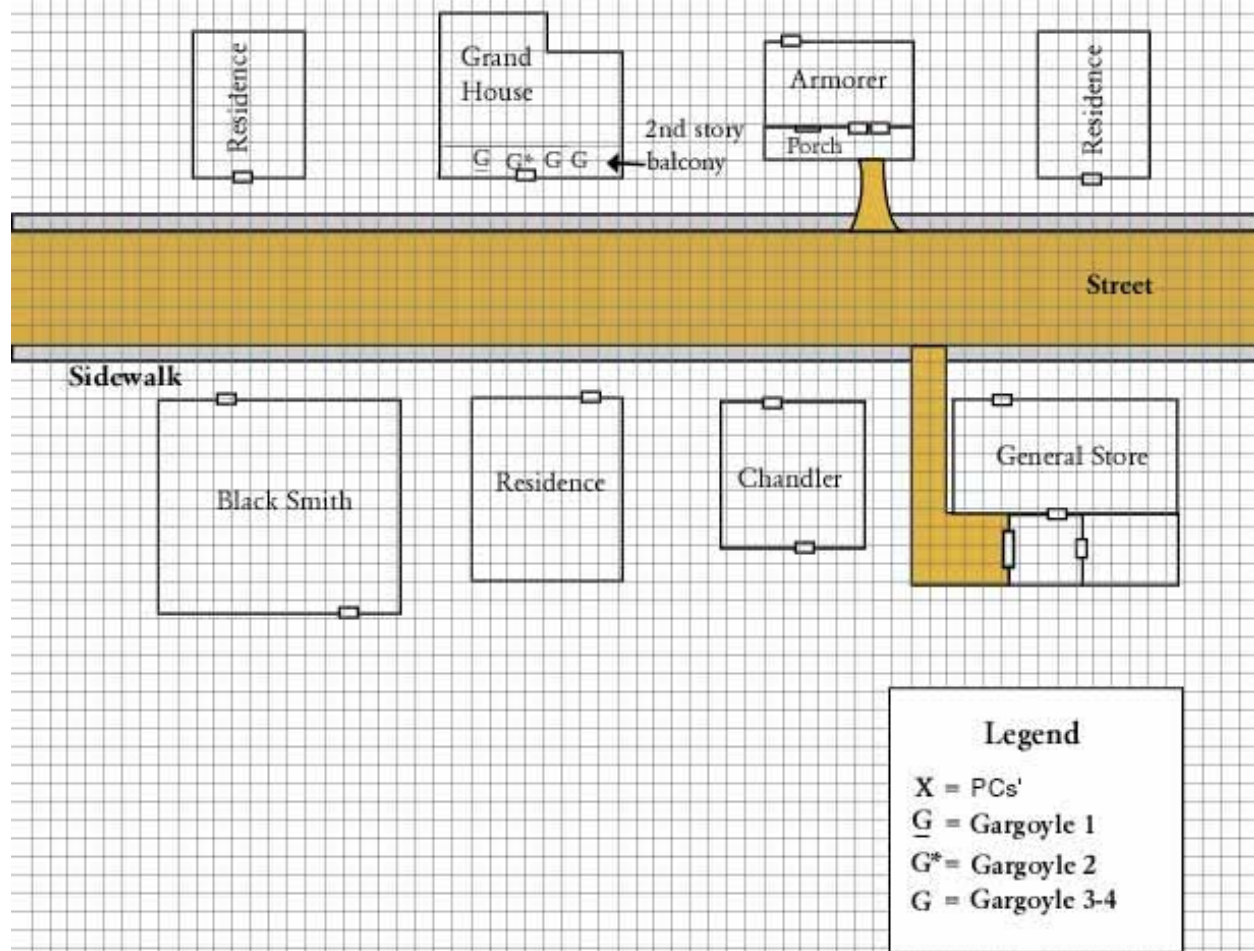
The Dead Awake



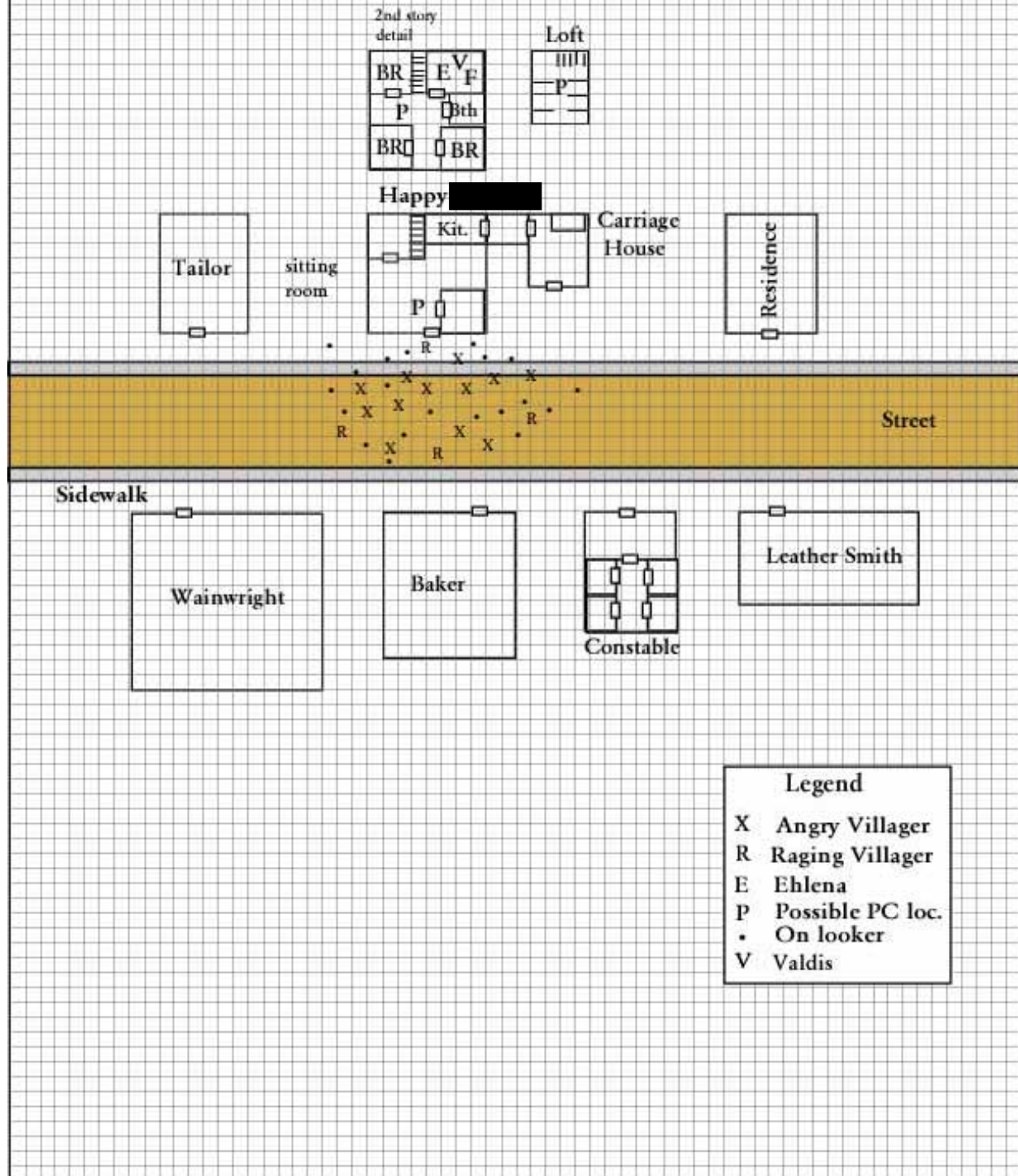
Legend	
G	= Ghoul / ghastrs 1-4
G*	= Ghast 5
G	= Ghast 6-12
N	= Nevin
V	= Valdis
	= Crypt
	= Statue
•	= On lookers
	= Rope

Encounter 6A

A Stony Welcome

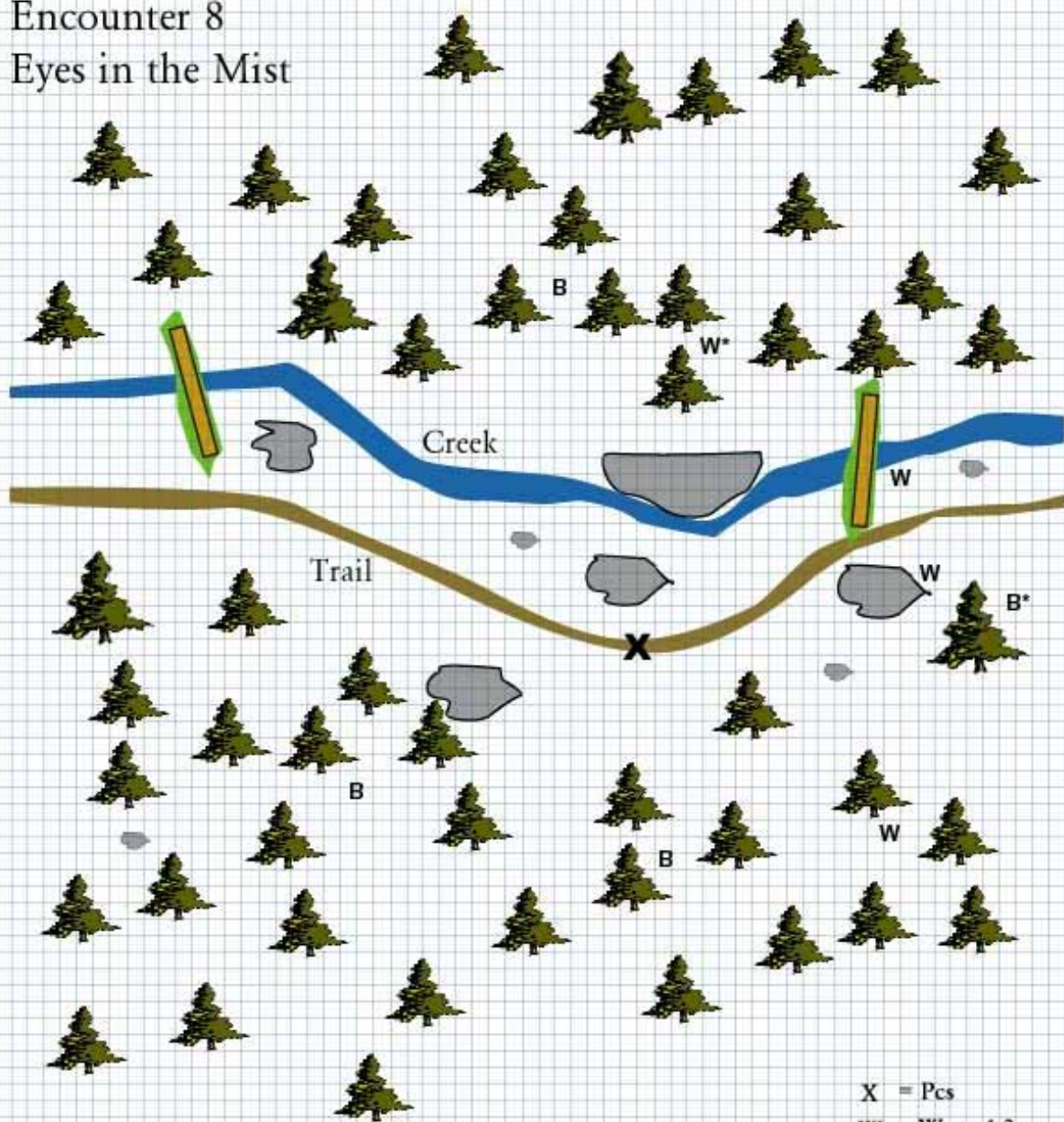


Encounter 7 More Chaos



Encounter 8

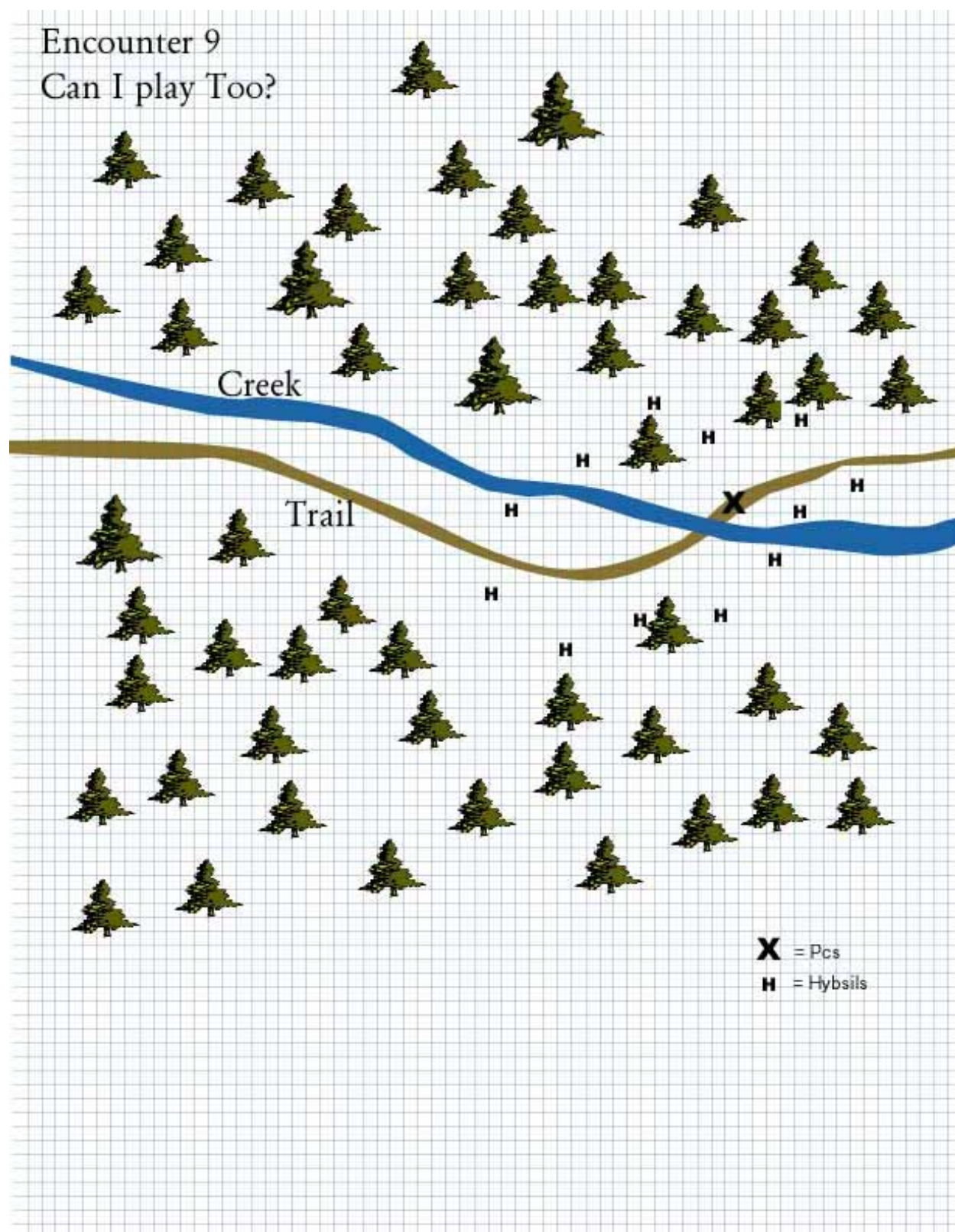
Eyes in the Mist



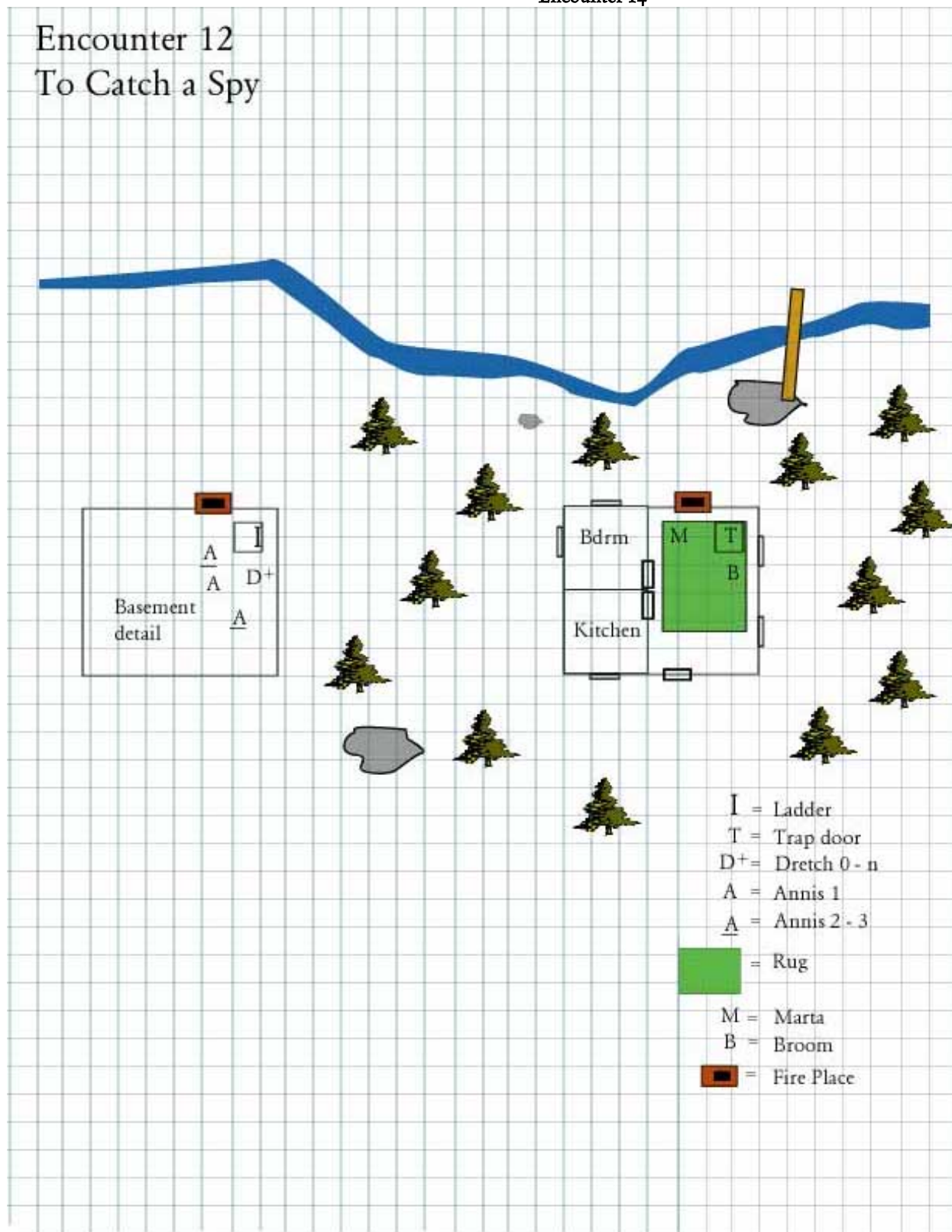
X = Pcs
 W = Worg 1-3
 W* = Worg 4
 B* = Barghest 1
 B = Barghest 2-4

Encounter 9

Can I play Too?

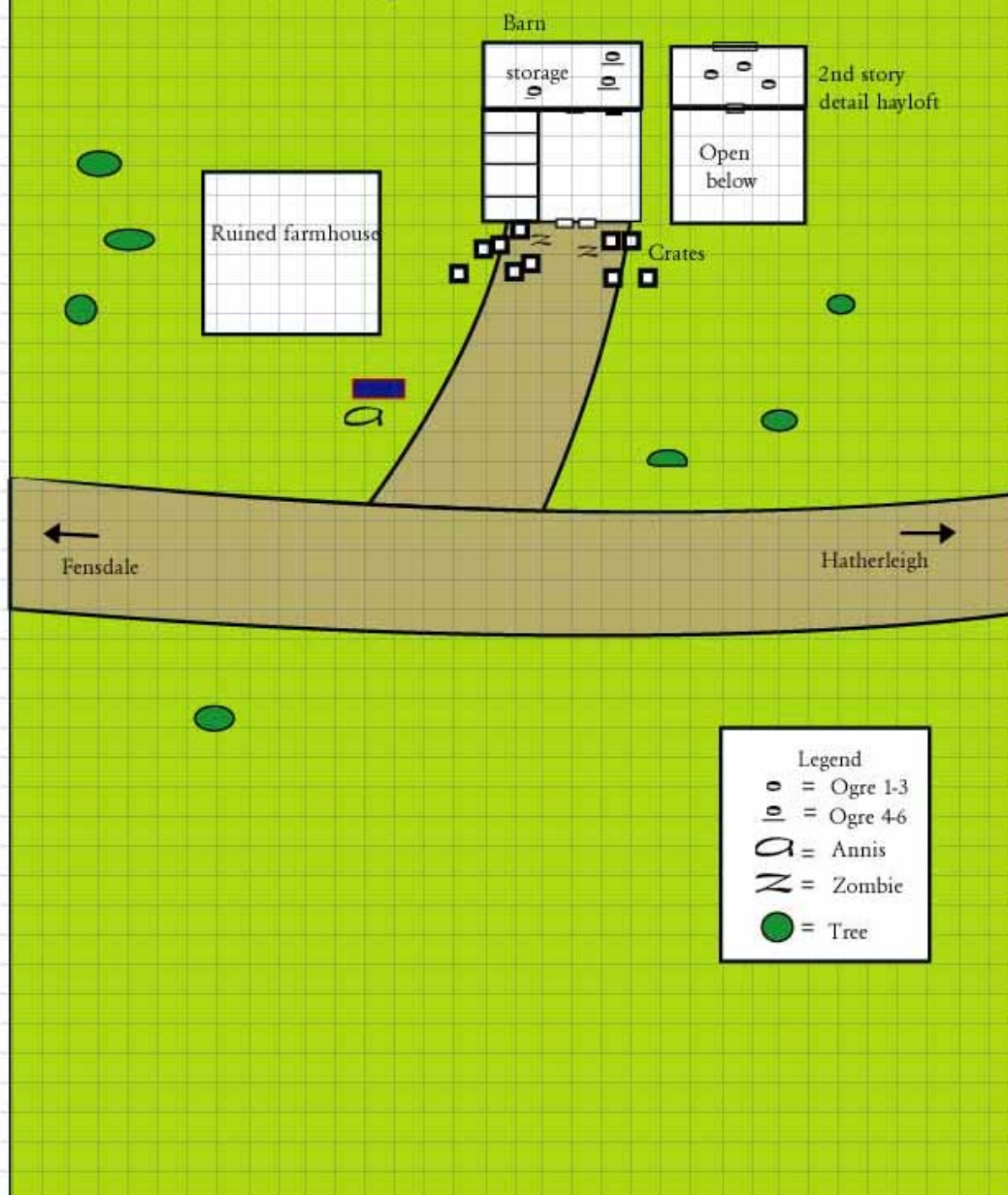


Encounter 12 To Catch a Spy

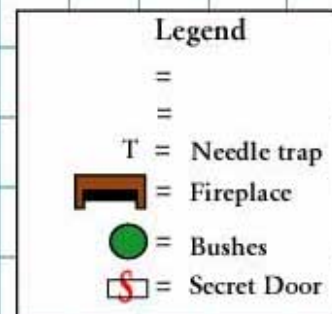
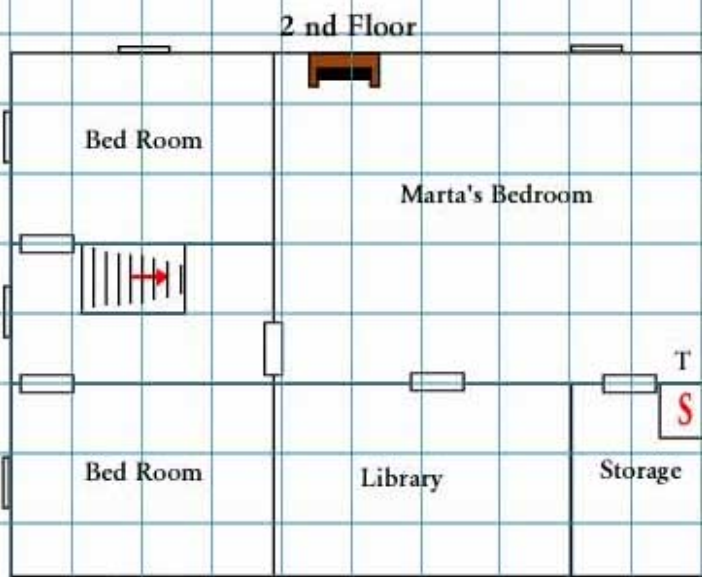
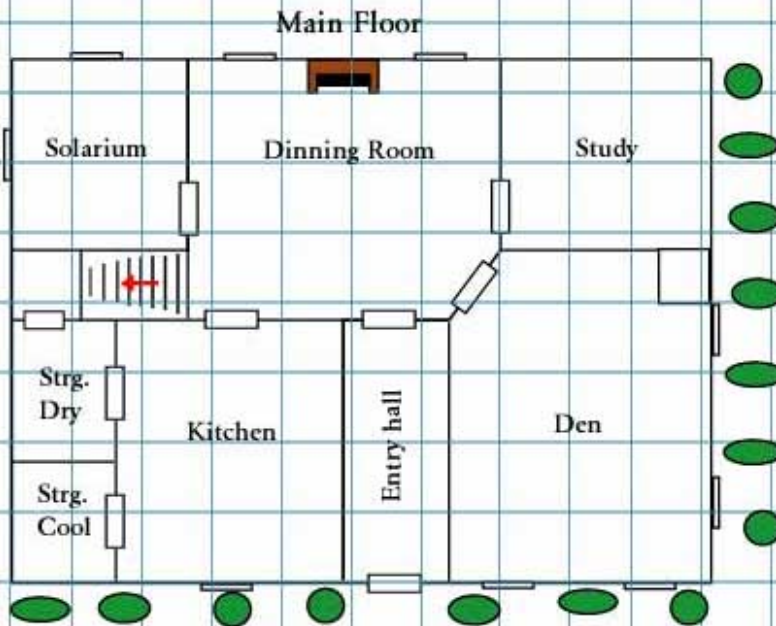


Encounter 14

The road to Hatherleigh

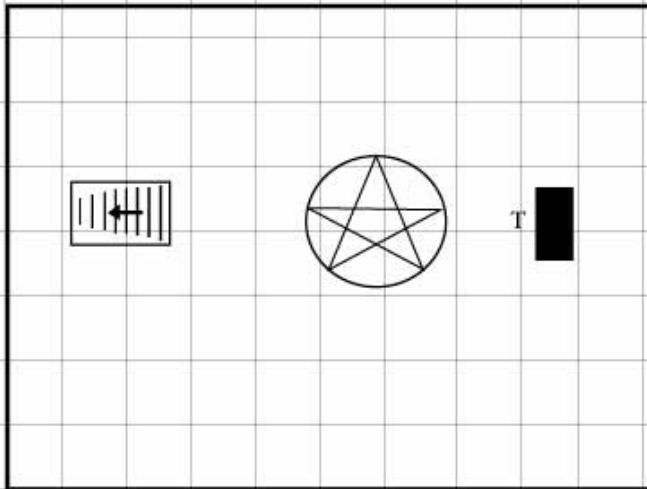


Marta's House



Marta's House

Basement



Legend

T = Glyph Trap

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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