

SND3/M01

From the Ashes

**A one-Round D&D LIVING GREYHAWK[®]
Regional Mini-Scenario**

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The temple of Pelor in Axebjerg has been destroyed, its foundation ravaged by fire. The raising of a new house has begun, but tensions run high on the grounds as accidents happen all too frequently. Is one of the Ahlissan employees working sabotage? Or is a more nefarious force at work?

A regional mini-module for levels 1-8.

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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 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 cits, or as elaborate as resin dungeon walls and miniatures.

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM

can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the 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 the 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 sheets, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their

forms so that you are not influenced by their comments on your abilities. It is a good idea to have the players vote while you are determining 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 the 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 of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the 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.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL. APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face 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 dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single

round it flees, unless another check is successful.

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).

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the kingdom of Sunndi. All characters from the Sunndi region pay one Time Units to participate in the adventure. Adventurer's Standard Upkeep costs 12gp. Rich Upkeep costs 50gp. Luxury Upkeep costs 100gp.

Campaign Consequences

This module has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back story and campaign all information requested is vital.

Adventure Background

Axebjerg is a small town in the county of the Downs, close to the Grayflood river, which forms the border with the United Kingdom of Ahlissa.

The town is young, being build on the remains of an older fortress, on a site that has seen many battles.

Most buildings were build rapidly on the ruins of the old town, often ignoring existing landscape features, and leaving weak structures as haste in building was considered important.

A few months ago, though, the Light of Dawn, dedicated to Pelor and the largest temple in the town, burned to the ground. It is likely that the building would have survived had it not been build – as most buildings in Axebjerg - from wood. As it is, most clerics were trapped in the flames, and the temple was nearly wiped out, leaving only a low public building for healing.

Raising funds for a new temple proved difficult. It is was eventually the efforts of an adventurer that

allow for the rebuilding. Using influence with the far richer temple of Pelor in Greyhawk city, a substantial investment was arranged that would allow a new, and firmer, temple to be rebuild at the original location.

A notable architect and engineer was hired for the design and construction work. The dwur Mergadrin was famous – or infamous – for building Newkeep, held responsible for the walls that kept the city in hands of the Great Kingdom's forces for several years. As such, people were rather surprised with this choice, even more when Mergadrin decided to hire cheap Ahlissan labor to clear the building grounds. The presence of a group of Hexpools men – most not too sophisticated – was frowned upon, but as labor was hard to find, the city counsel allowed their presence.

While some tension could be felt, the Dean, Xara Galleon, who was sent to supervise the project, managed to keep the labourers from infighting. Hoping to promote the peace between the various groups that made out the workforce, she has promised a feast will be held when the site is ready for consecration. For some time it seemed this arrangement would work out.

However, as work progressed, and the site was cleared from the ruined remains of the former temple, tensions arose. Accidents started to happen, far more often than was normal. Small fires broke out. People were quick to anger, and rumours blaming the Ahlissan workers for purposefully delaying the work, or suggesting the feast would be held for the locals only, started to spread. One tale said the site was haunted by spirits form the priests who died there. In the course of the last weeks, every group has protested against the goings on, for various reasons.

Each time, Xara managed to calm the workers, though each time it seemed harder to convince them to work. Unfortunately, she had not the opportunity to get deeper into the problem, as quite some time she had to spend talking to the Tritheron head priest in Axebjerg, who had his own say on the strict regime Megadrin imposed on the men in his employ. The conflict escalated when Xara had a member of the Nemoudian Hounds – a Trithereon worshipping street gang - arrested and removed from the site when he had forced access to entice the men to strike.

The Master and his Pet

There are many speculations on the cause of the conflict, but no-one has yet gotten close to the truth. From the shadows, a man named Vilantro is working hard to incite the conflict. He aims to get

the building suspended and the site cleared from the presence of the workers.

Vilantrio is a bard, but not a very talented one. His efforts to make it in the scene have not born fruit yet. While a master manipulator and an adept sorcerer, he falls short when it comes to the arts. While he can play his instruments and recite his texts with vigour, he lacks any talent to produce hymns or stories himself. Everything he has is stolen – some of the original authors of his works did not survive when he felt he needed to ‘borrow’ their talents.

Vilantrio believes the old Pelor’s temple site holds a grave that contains the remains of a legendary hero, a powerful bard that fought and died during the battle of Rieuwood, and who was buried in this lot, together with a book full of songs and lyrics no-one has ever heard. He strongly believes owning these lyrics will propel him up in society, making him a renown bard, famous and above all... rich!

Vilantrio did not find out about this discovery himself. While he believes it is his own idea, the whole thing has been fabricated by his familiar, the imp Quervius. Vilantrio may be a master schemer, he has found his master in Quervius, who knows very well how to get Vilantrio to do what he wants.

Quervius plays the bard for his own ends. When he has what he desires, he will not hesitate to leave the bard to his own – no doubt dark – fate.

The Disciples of the Phoenix

There IS a hero buried in the site of the temple, but it is not the bard that Vilantrio hopes for.

Before the Flight of Fiends, when the Flannaess were overrun by demons and devils, there existed many small adventuring groups that hunted the fiends that plague the Kingdom. Aided by whatever good church would support their cause, these brave men and women fought what seemed a hopeless battle against the fiendish creatures that served the evil powers in the Great Kingdom. Collectively, they were called the Disciples of the Phoenix, named after the firebird that rose again and again at death to battle evil.

In the course of their battles these groups slew many an evil spellcaster who was in league with the infernal visitors. One party, led by the half-elf Mugande, a cleric of Rao, encountered a particular nasty sorcerer, who had sacrificed many a life in his quest for power. The warlock was defeated in an epic battle, which cost the lives of two of the disciples, but the villain’s familiar, the imp Quervius – got away. The tiny fiend fled, swearing ultimate revenge against the Disciples.

Fearing the holy power of Mugande, he went in hiding, waiting an appropriate time to take his vengeance.

When the Flight of Fiends made an end to the presence of most of the Disciples’ enemies, the adventurers scattered. Some returned home, others continued on to different ventures, forming their own groups to fight specific evils under another banner.

Quervius took this as his signal. He sought out the individuals that returned home, and slew them in their sleep. But he could not find all of the Disciples, and he spend most of his time fruitlessly seeking for the names of those that had been members.

Only recently, he made a discovery that filled him with glee. Mugande, one of the figure heads of the movement, had died at the battle of Rieuwood, aiding the elves who were his ancestors.

From one of the veterans at the battle, the imp learned that the half-elf had been buried near the place where he died of his wounds, together with all his gear, which included a scripture detailing the parties that had made up the Disciples of the Phoenix, as well as who were among its members. Owning this scripture would make the little fiend much more able to exact his revenge.

To his frustration, he found that a temple had been built on the site where Mugande was buried, his grave one among many that paved the floor.

Luck seemed to turn when the temple burned down, but now Mergadrin’s workforce prevent him access to the site. Knowing his own skills would not be enough, he teamed up with the bard Vilantrio, playing on his weaknesses, feeding him lies. The imp even offered to become his familiar, using his old master’s notes to forge the bond and get a even stronger grip on Vilantrio’s mind and sanity.

Using his invisibility to cause accidents, and Vilantrio’s talent to put thoughts in the heads of the labourers, the imp expects to disrupt the temple building, so he can get what he wants – and blame it on the bard.

Only the presence of the Dean keeps Quervius plan from succeeding, and he has been brooding on a plan to get her out of the way. Once she is gone, he can set in motion the final phase of his plan.

Preparation

Before starting play, note down the PCs Fort, Ref, and Will saves, as well as skills in Bluff, Diplomacy. Gather Information, Sense Motive, Listen, and Spot.

Part of the fun in this adventure is breaking through the carefully constructed scheme of Vilantrio. Whenever it comes up, secretly roll the checks for these saves or skills (do not let the players make these rolls). This ensures that the players are never completely sure whether they actually succeeded in a check or not.

The people are tense, and their reaction to outsiders is a bit unpredictable. To account for this, PCs can not take 10 on social skills (such as Diplomacy and Gather Information).

Since this adventure will take place in Axebjerg, it is advised to read the document "Axebjerg at a Glance", which can be downloaded from the website: <http://sunndi.blackstar.nl>.

Introduction

A few days ago, Xara received, much to her surprise and annoyance, a summons by her superiors to Pitchfield, where she is to give her view on the conflict with the temple of Trithereon over the arrest of the Nemoudian Hound. The summons is a clever forgery, meant to draw the cleric away so the final stage can be set.

In the days after she left, Vilantrio has stepped up the pace. The tension on the site increased, and several fights have already broken out. The conflict is getting to a boiling point when the party arrives.

Why the party is in Axebjerg is up to the individual characters. The town is quickly growing, and various organisations of interest, such as the Sunndi Irregulars, the Nemoudian Hounds, or the Solar Shields, are trying to get a foothold. Other PCs may simply be passing through – Axebjerg is on the main road into Ahlissa.

The light of dawn shines on the sad remains of what was once the temple of Pelor in Axebjerg, a simple though impressively large building, now reduced to ash and rubble.

A large force of men is now busy with the hard work of tearing the ruins down. A good portion of the site has already cleared. Several sturdy looking fellows are hauling rubble, tossing it on a cart overviewed by a dwur.

As you walk towards a larger force of labourers, closer to western side of the building, you hear an argument is going on. Getting near, you see two men of unequal size are fighting, though the cause of the conflict is unsure. Nobody seems to be willing to interfere. Before you can make out what is exactly going on, the larger of the men pushes the short men away, booming "Go home, you Ahlissan cur! We don't want your kind here!"

The remark seems to have toughed a nerve, as the short man suddenly pulls out a wicked looking knife! "Say that again and I'll cut ya throat!"

The fight is between a local man named Heiz and the Ahlissan worker Laslo. Both men have been at each other's throat almost constantly the last few days.

It is obvious that no-one is planning to stop the fight – tension is high and the guard on duty, Heyan, is at the other side of the site, overlooking the wagon being loaded.

The party can easily intervene if they like. Stepping in with weapons drawn is enough to quickly end the fight, though it also starts a panic among the labourers, drawing Heyan to the scene to investigate the noise. An intimidate or diplomacy check (DC 10) cowers or calms down the two angry men enough so they can be safely disarmed.

If the party does not intervene, but let the fight continue, the two men circle around each other, until Laslo lunges forward and stabs Heiz in his arm, drawing blood and throwing him to the ground. If the party still does not intervene, Heyan arrives, pulling the two apart before more blood is shed. She orders Laslo back to his tent, and sends Heiz to the Den of the Healers.

Regardless of whether the party steps in, when the fight has ended, Mergadrin and Lowana arrives at the scene.

"What is it THIS TIME?"

A thunderous voice makes you turn to see a sturdy dwur stepping up to the group. He is dressed in a simple workman's outfit, but from the expensive gold ring on his finger and his authoritative voice you deduce he is probably quite important.

He has a younger woman with spectacles in tow, who stares at you disapprovingly. After a second she turns to the workers, who file in to give her their account of the happenings.

The dwur looks at the group for a second, but quickly seems to have made up his mind of what was going on.

He turns to you, sizing you up.

"Adventurers, eh? Free wanderers. Dungeon runners, basically."

It's not a question but a statement, and it doesn't sound very flattering the ways he says it.

"I am Mergadrin, the architect and head engineer for the rebuilding of the site. As you

can see, I have some trouble. This fight here – that's been happening a lot lately. Lots of accidents too, small fires and so on. One of my man is already in the Den."

He points his thumb to a shabby building at the other end of the site.

"I can't say I never had trouble on site, but this is getting too far. If this goes on I have to put an end to the works!"

He is interrupted by the women with the glasses.

"That is because you have turned to Ahlissan labour. If you had settled for locals, you would not have..."

"Nonsense!" the dwur bellows. "Xara agreed with my hiring! This is more than just bad luck or hurt feelings. Something's fishy!"

The woman bristles. "Dean Galleon is not here to back up your decisions, Mergadrin. Just get your stuff in order, or send the Ahlissans home." She angry turns around and moves off, in the direction of the 'Den'.

Mergadrin looks at her go, shaking his head. "Don't mind Lowana. She is a bit miffed cause... well... that ain't your business. Look here. The temple could do with some assistance. I am absolutely sure something bad is going on, but the Dean is off to the city and I have no-one to turn to. Will you help find out why my employees are at each others throats?"

With a successful bardic lore check (DC 20) or Knowledge(nobility & royalty) (DC 15) a party member recognizes Mergadrin as an important architect from Newkeep. His work is excellent, but having worked in the past for the Great Kingdom has not made him very popular.

Mergadrin hopes the party will willingly lend their aid. If the party asks for compensation, he looks a bit sour. He explains there is little funding left, but finally offers 50 gp each to the party, provided they find out what is causing these problems.

Encounter One: No Stone Unturned

Party members are given free access to the site, and the full cooperation of Mergadrin and the temple clerics. They can also, if they want, set up a tent at the labourers campment.

Whatever caused the fire, it was thorough – all that remains of the site are bent and twisted wooden beams. The roof is gone, as are most of the walls, and large sections have collapsed, littering the place with the charred remains of the building.

There are three groups of tents at the southern edge of the site. To the western end stands a low, wooden building, what Mergadrin referred to as the 'Den'. A closed wooden wagon is parked next to it.

The party is free to question everyone on site. Below you will find a description of those that are present, and their demeanour.

The most accurate information can be gathered by asking directed questions to the people on the site (in some cases a Diplomacy check may be required).

If the party plans to use Gather Information, make the roll for the PC with the highest skill, adding 2 for additional each PC that participates (do not let the p[layers know what the score was). The party gains the information (cumulative) from the following table. Gather Information requires at least four hours of asking questions to everyone at and around the construction site.

DC 5 : The Ahlissans were hired by Mergadrin, because they are cheaper and all labor is claimed by Gwarr Stoneface, the city's architect. Mergadrin and Gwarr are rivals and word on the street is they don't like each other much.

DC 10 : One of the platforms used to haul heavy rocks collapsed, causing Iruk, who was on it, to break a leg. According to Yasrin the platform was not properly secured, but Urmar denies this and believes someone tampered with it.

DC 15 : Seleen thinks one of the Ahlissans could be a spy, and is sabotaging the mission. She doesn't have any proof of it though.

DC 20 : The Dean had one of those Trithereon kids arrested when he came to the site to entice the workers to strike.

DC 25 : Heiz saw Seleen with some fellow at the Fox and Hounds, a sleazy tavern. He thinks she is in love, which is why her mind is not on the job.

DC 30 : Iruk claims he saw something fly off when he fell of the platform, though he can't recall what it was. Few people believe him though, as he is dazed by medicine and also claimed he heard a rat talk.

DC 35 : The Dean smoothed things over with Lester Ediquan, the Trithereon head priest. Odd

then how the temple in Pitchfield requested her presence over this matter.

1. Mergadrin's wagon

There is a gypsy-like wagon parked next to the low Den of Healers. A small set of stairs leads up to a small wooden door barely large enough to offer entry to a dwur. A small sign on the door merely says "KEEP OUT".

A sturdy horse stands nearby, chewing on its oats.

Mergadrin uses this wagon to sleep and do his paperwork. He likes his privacy and won't let anyone in, but is willing to answer any questions the party has.

He has been hired by Xara Galleon, the Dean of the temple. He does not generally talk about his clients, so he will not go into details about her, especially since she isn't here.

If the characters persist, roll a Diplomacy check (DC 15). If successful, Mergadrin confines that Lowana (who according to him is the second in command) is fuming over having Xara as her superior. Apparently, she wanted the job for herself.

If the party bring up Gwarr Stoneface, he tells them they have a friendly rivalry going on. He does not think even for a second that Gwarr would use sabotage just to spite him, and considers any suggestion of it as insulting.

Mergadrin, Male Dwarf Exp6, AL LN.

2. Ahlissan Labourers

A number of tents have been put in a rough semicircle. The cheap canvas may keep the rain out, but it gives the area a squalid look. A small fireplace has been made in the center of the camp, the stack of wood that is to fuel it is covered by a linen sheet, staked to the ground with wooden pegs.

The Ahlissan labourers have their own camp, across the Den of Healers. They keep much to themselves, and with the exception of Laslo, hardly ever leave their tents.

The Ahlissans consist of Fennir, Laslo, Iruk, Wuony, Alsya, and Ridiucar.

Fennir commands the most respect. He is an experienced mason, strong, able, and generally not much of a trouble maker. Fennir is getting worried. He has heard rumors that Mergadrin is cheating on them, planning to blame the mishaps on the site on them, so he need not pay their wages. The

rumor is not true, of course, but it has set a grim atmosphere in the camp, and some of the other employees are considering whether they should continue their work if chances are they won't get paid.

Laslo is one of the most outspoken of the crew. He has a dislike for the local labourers, fueled by his jealousy, as she believes Heiz is after 'his' girl - Wuony, who turned him down. Laso cannot believe Wuony doesn't love him - and so he blames it on Heiz, who he 'caught' talking to Wuony. Laslo visits the Fox and Hound late each night to drink his sorrow. Vilantrio has grabbed this opportunity to talk to Laslo and has found it easy to set up the Ahlissan against the others.

Rudicar is a half-orc from the east. He is one of the few who do not blame the bad luck on a person - Rudicar is very superstitious and thinks that the site is haunted by the ghosts of the priests that died during the fire. Despite being the largest and strongest man on site, he won't leave his camp at night - fearful as he is of the ghosts that would come out and drain his soul. Rudicar shares his ideas with anyone who takes time to listen - and his ideas have even gone offsite. Even the assurance of the priests that there are no undead on the site has not staunched the rumor from spreading.

One of the Ahlissans is not on the site. Iruk fell off a platform a last week, and is treated in the Den of Healers. Most of his colleagues think he is ailing, as he made very strange comments.

Fennir, Male human(Suel)Exp1, AL LN.

Laslo, Male human(Suel)Ftr2, AL CN.

Wuony, Alsya, Female human(Oeridian) Com1, AL N.

Ridiucar, Half-orc Com1, AL CN.

3. Dwur Camp

Two small, simple tents shield a stack of six wooden crates, which have been covered up carefully with a thick sheet of canvas. A sign hanging from the canvas reads "no fire", and indeed, unlike the other camps there is no fireplace. The camp does hold a number of boxes, some of which the contents you can make out: rope, digging materials, shovels, and picks. Dangling from a pole set in the ground is a hooded lantern.

The dwur consist of Ragherd, Heyan, and Urmar, led by the head engineer Burrowforge. They are all trusted men, who have worked for Mergadrin before.

Ragherd and Heyan share one tent and are the site's guards. They can generally be found at the temple ruins, maintaining order and watching over the equipment that has been set up.

Ragherd generally holds the day shifts. He has little complaints, except for the presence of rats on the site. He has spotted a particular big one quite recently (Quervius in his alternate form).

Ragherd, Male Dwarf Ftr1, AL LG.

Heyan is a female dwur. She has no beard but long hair in many long braids. She holds the night guard, and as such she sees most men coming and going.

Most of them go to the Fox and Hound tavern, which is only a few blocks away, for a couple of drinks or a meal. Laslo goes there quite often, and has tendency to be back late. He often is in a foul temper after that.

Heyan, Female Dwarf Ftr1, AL LG.

Urmarr and Burrowforge lead the demolition work. They are a bit frisky with people snooping around, and do not like open fires at the camp, as one of the covered crates contains flasks of a very volatile material (akin to alchemist fire) intended for burning through hard to break up structures, such as the support beams.

Urmarr is responsible for setting up the platforms and tackles that are used to haul heavy rubble of the site. Last week, one of the platforms collapsed. One of the Ahlissans, Iruk, fell off and broke his leg (he is now in the Den of the Healers). Yasrin, leader of the local labourers, accused Urmarr of sloppy work, but Urmarr is certain that the knots and bolts of the platform were secure. He is certain someone tampered with it.

Urmarr, Male Dwarf Exp1, AL LN.

Burrowforge is not keen on the suggestion of sabotage, but he knows Urmarr as a capable engineer. If asked he vouches that if Urmarr said the bolts were secure, then there's no reason to think otherwise.

Burrowforge, Male Dwarf Exp2, AL LN.

4. Den of the Healers

While the building outward looked most like a barn, the inside seems to hold an improvised hospital. Two rows of wooden beds – benches with sheets on them – line the walls, five on each side. You can see a person lying in

several of them. A small table in the corner holds several boxes, one of which is open and reveals its content to be cotton bandages.

A large curtain in the back of the building obscures what must be a separate room. A banner with the symbol of Pelor embroidered on it, has been hung so it hangs in the center of the curtain.

Two humans are changing sheets on one bed, while a young gnome with long white hair is putting bandages on the leg of an elder man sitting on a stool. He nods as he sees you enter.

"Be with you in a minute!"

The 'Den' is the nickname of this shabby building, which used to function as a stable. It now serves as the location where the Pelor clergy and their supporters treat the sick and injured. There are few facilities, but there is a fresh water pump, and there are beds for the gravely injured.

The curtain at the back leads to the cleric's offices (area 5). The clerics themselves sleep on the second floor, which can be reached by climbing the ladder.

The leader of this bunch is Muelino, a gnome priest originally from Nonzfyr. He has been very busy lately, treating lots of small wounds, burns and bruises from various small accidents over the past few weeks, together with volunteers (commoners) from the local populace. He is currently binding the twisted ankle of a poor elderly man that lives a few blocks from here.

Muelino is of little help – he doesn't know anything about what is going on except his patients. He can direct the party to Iruk if they ask. He is on good terms with both Xara and Lowana, the latter of which is his direct superior. He is convinced the two will eventually learn to get along.

Muelino, Male Gnome Clr1, AL NG

Muelino is assisted by two acolytes, Fadba (female Oeridian Com1) and Chevert (male Suel Com1), drafted only weeks ago from the populace. Neither have much to tell – they are too busy keeping the Den to worry about the goings-on at the site.

Most beds are occupied with ailing town folk, sick men, women and children of the poorer regions of town, who get free medical treatment here. Most only come for the barest of treatments, but those who are feverish are allowed to stay a few days.

One patient of interest is Iruk, an Ahlissan who broke his leg when the platform he stood on collapsed. Iruk has developed a fever, and is generally drowsy. He does not talk much, but if a character is kind and shows interest in his story (Diplomacy DC 15), he relates that, just before the platform collapsed, he heard laughter. He turned to look what it was, but then the whole thing went down, taking him with him. As he fell he saw something fly off (Quervius), but what it looked like he cannot say.

Iruk also saw Quervius in his rat form, and even heard the imp mutter his frustrations. He is not very forward in telling anyone he saw a talking rat - he once confided it to Laslo, but the ridicule he received convinced him to keep his mouth shut about it. A character who can gain his trust (Diplomacy DC 25) may convince him to part with this info though.

Iruk, male human(Oeridian)Com1, AL NG

5. Cleric's Quarters

The 'office' of the priests does not consist of much – two desks - are set opposite each other, separated by a small space covered with a carpet bearing the familiar symbol of Pelor.

One desk is occupied with the bespectacled woman you saw earlier. She looks up, and looks very annoyed by your presence.

"What are you doing here? This is no place for commoners. If you need healing go speak to Muelino! I have work to do here!"

The newly to build temple is led by two Deans: Lowana Mhannee and Xara Galleon. Lowana – the woman at the desk - is in charge of the healers and the temple's domestic affairs. Xara leads the guards, coordinates support to third parties and communicates with government officials and other organisations. She is effectively the face of the temple. The two deans have different visions, Xara seeking a more pro-active role for the temple in the fight against evil. This, and the fact that most communications – and thus decisions - need to go through Xara, has put some tension between them.

Lowana is especially unhappy with Xara being in charge of the building process – she has certain requirements, but has difficulty relating it to Mergadrin, who was hired by Xara and does not consider her 'in charge'.

PCs will need to be diplomatic before Lowana opens up. She is willing to answer direct questions, but unless the PCs somehow show or fake sympathy for her situation (Diplomacy or

Bluff, DC 15), she will not spend more time on them than necessary.

Lowana can inform the characters that there are no undead at the site. The priests already used several divinations to make sure that is not the case.

If she opens up, she advises the PCs to talk to Lester Ediquan, at the Shrine of the Vigilant, if they want to know more about the Nemoudian Hound incident or why Xara's suddenly left – as the dean spent most of her time in the last weeks soothing the Tritherion clergy. If the PCs request it, she shows the invitation Xara received from Pitchfield. The invitation is a letter bearing the symbol of Pelor, and an expensive looking seal. A successful forgery check (DC 20) reveals that the seal is fake, and the letter a forgery.

Lowana, Female human(Suel) Clr2, AL NG.

6. Camp of the Axebjerg Labourers

A shack has been built close to the site. It seems to have been constructed out of left-over wood from the ruins. The darkly stained stove that is sheltered by it must be an addition of the workers. Cookery equipment – pots and pans, and a rack holding spoons and knives – adorns the walls of the shack. A few benches allow for a place to sit, but much more luxury cannot be found.

Most of the men of Axebjerg stay and sleep at their own homes. Their camp contains only a place to shelter during rain. Their camp also contains the field kitchen, where all the labourers gather to eat.

The Axebjerg Labourers consist of half a dozen men and women. Lendo, Figreen, Cassar, Heiz and Seleen are led by Yasrin, a olven carpenter from Rieuwood. Besides his normal work, Yasrin runs the field kitchen. He is young and does not feel happy with the strict rules Mergadrin has set, in particular the night clock, and his ban on alcoholic drinks at the site. He regularly visits the temple of Trithereon, and his complaints led to a small riot when a Nemoudian Hound – an orphan teenager that venerates Trithereon – entered the site to instigate the labourers to strike.

Yasrin is jovial to the party but not too friendly about the dwur engineers. He complains that they are sloppy and do not perform their work right – last week a platform collapsed, causing one of the Ahlissans to end up in the healing den. He has no real complaints about the Ahlissan labourers, though he considers most of them boorish and

Laslo a trouble maker and a brute. The suggestion that one of the foreigners is a spy leads to scornful laughter "They are far too stupid for that!" is all the comment he will give.

Yasrin, Male Elf Exp1, AL CG.

Lendo, Figreen, Cassar and Heiz are not the talkative type. Unlike their leader, they are suspicious of the Ahlissans (Heiz got into the fight with Laslo). They think Mergadrin is favouring the Ahlissans, and will be reserved towards the party if they are too overly friendly towards their rivals. Part of this is due to subtle insinuations in the patriotic songs Vilantrio sings at the Fox and Hound, a tavern the locals visit frequently.

A diplomacy check (DC 15) is needed to get the men to talk beyond their distaste for the Ahlissans. Only then, the only juicy rumor can be gotten from Heiz, who saw Seleen kissing with a stranger at the Fox and Hounds. The guy is a bard or something that sings there. Heiz hasn't spoken to him but he is a good singer and he seems ok, which is a good thing as he is sure Seleen is totally smitten.

Lendo, Figreen, Cassar and Heiz, male human(Oeridian) Com1, AL NG

Seleen is the only woman, though she is definitely no lady. Seleen has recently found love – or so she thinks. She met up with Vilantrio, who has been promising the world to her, meanwhile feeding her with poisonous talk about the Ahlissan workers. Under the influence of Quervius *suggestion* she believed his every word. Seleen is the quite vocal on her distaste of the Ahlissans, and has been the cause of several fights. She believes the Ahlissans are spies that have been sent to disrupt their lives and sabotage the construction.

If a PC succeeds a Sense Motive check (DC 20, do not let the player roll) when she is talking, they find that Seleen truthfully believes what she says, but has difficulty coming up with valid arguments. If they beat DC 25, they find that she seems to be influenced – possibly by magic. Unless the enchantment is dispelled with *dispel magic* (DC 17), Seleen will not reveal who talked her into believing this.

Seleen, Female human(Oeridian)Com1, AL N.

7. Former temple ruins

This area is mostly cleared, though the grounds are uneven and scattered with small debris.

Ragherd and Heyan patrol this area. Ragherd does so at night, while Heyan maintain some measure of order during the day. For safety reasons, a four posts between which a rope is drawn separates this area from the ruins that still stand.

8. Uncleared ruins.

This part of the ruins looks dangerously unstable. Parts of the wall and several of the heavy wooden beams and supporting pillars still stand, though the ground is strewn with broken and half-burned furniture, roof tiles, and other debris, at some places coming up to your waste.

As you get closer, several tiles drop from above, shattering on a toppled stone statue of a bearded man.

A platform is erected on a wooden framework. A block and tackle are suspended several meters above it, clearly intended to haul masonry or other heavy loads. The whole thing does not look to sturdy.

The platform is needed to carefully dismantle the wall (it's the same platform that collapsed earlier). It is quite stable, despite it's light frame.

This is also the place where Mugande's body is buried. His grave lies under a large toppled statue.

The area is dangerous. All movement here is at half rate, and running is impossible. Violent movement may cause a partial collapse (1d6 damage, Ref save DC 14 for half).

The guards generally do not allow anyone but the labourers here unless Mergadrin gives permission. The characters will likely not find any valuable information here until they fight Vilantrio in encounter six.

Encounter Two:

The Shrine of the Vigilant

This encounter only takes place if the party decides to visit the temple of Trithereon, the Shrine of the Vigilant.

The temple is headed by Lester Ediquan, one of the few Flan who live in Sunndi. Lester runs his order loosely, leaving initiative with his underlings

and only occasionally stepping in when things get out of hand or when guidance is needed.

He has a bit of a warrior in him, and likes to confront things head on. If the characters ask for him, he receives them but does not like to spend time with all types of familiarities. If the party has straight questions, he gives straight answers. Otherwise they can go.

Lester has recently stepped in when Dean Galleon had one of his pupils arrested. Synon, a member of the Nemoudian Hounds, entered the site to entice the workers to strike. Lester talked to his pupil and learned from him that Mergadrin had a very strict regime. He listed a whole set of rules that were obviously degrading and limiting to the freedom of the workers. He confronted Dean Galleon, to tell her he fully backed the boy and demand his release.

The argument that followed had the temple shaken on its vestments. Eventually, after the barrage of accusations over and over had died down, it turned out that the boy had somehow been misled. While Mergadrin does have a curfew and some other rules Lester does not fully agree with, most of the more degrading rules were non-existent. The Dean agreed to drop the charges, and Lester agreed to keep his boys off the site. To him, that ends the problem. He does not have a name of who misled the boy, but the ideas were put in his head by a stranger he met in the Fox and Hound.

If the party bring up the summons of the Dean to Pitchfield, he is surprised. To his knowledge, he set the record straight with her. He has not received any summons and thinks that she being called to the city is odd at the least.

Lester Ediquan, male Flan Clr5, AL NG

Encounter Three:

Fire! Fire!

Some time after the party has started their investigation, Quervius starts a fire by breaking one of the alchemist fire flasks that are held in the dwur camp.

Run the following when the party is near (but not on) area 3 on the map (i.e. when in the Ahlissan camp). The best time is to run this after the characters have been able to question a fair portion of the labourers – especially if they have made a connection to the Fox and Hound.

In a 2-hour scenario, you likely want to run this encounter after about an hour.

A sudden blast and a wave of heat almost knock you from your feet. The roar of a fire is around you. Several yards away, you see the tents of the dwur miners wreathed in flames. Two dwur lie unmoving on the floor, their hair singed and their skin blistered. As you look on, a second bursts of fire violently escapes from one of the crates.

Within moments, the whole dwur camp is aflame, and fire is quickly spreading to nearby tents. The dwur are knocked unconscious – they are still alive, though gravely injured (at –2 hp).

While Muelino and his assistants quickly arrive to take care of the wounded, everyone else is focusing on taking out the fire. Give the party a chance to help put the fire out, by joining the picket lines or using magic or other means to quench the flames. If nobody helps, Lowana turns up and assists the labourers by casting *create water* – which puts out most of the flames.

PCs who opt to investigate the cause of the fire while others fight to put it out may hear Quervius' high-pitched giggle (Listen DC 15) from the east side of the camp, though nothing can be seen.

Quervius beats a hasty retreat once he is noticed – but quick PCs may be able to use the right magic to notice more.

APL 2 (EL 2)

Quervius, imp: Small Outsider, hp 13; see Appendix One.

For Megadrin this is the last straw – he refuses to continue on until the cause of the fire has been determined. He orders all work off, and retreats into his wagon, while speculations, accusations, and tales of flaming ghosts erupt among the labourers.

By now, the PCs should have caught on that an outside force is causing the accidents. If they have not yet found a lead to the Fox and Hound, have Heyan suggest the tavern to the PCs as a place to find local information.

Encounter Four:

The Fox and Hound

The Fox and Hound is a small tavern, tucked away in the squalid remains of the city's ruins. It is obviously one of the older buildings, though remarkable unscathed compared to the building around it. Aside from a bit of new planking the only thing that is new is the sign,

which depicts a badly painted running fox running from a dark shape, which you assume is probably intended to be the hound.

Inside, you find a crowded, badly illuminated locale, with a low ceiling and small wooden tables with benches cropped in every corner. A long bar takes up most of the opposite side. A dark haired man with long sideburns stands behind it, serving beer – you can't see many other drinks – to the populace.

On one of the tables, a man is singing a song of lament over the death of those that fell during the war, but aside from a few people at his table, most people are not listening, miserably peering into their mugs, lending the place a gloomy atmosphere.

The tavern is a meeting place for members of the lower class, and often very full. The only thing served here is beer – 1cp a mug, or 'Ashk', a thick, syrupy liquor which tastes like ammonia and goes at 1 sp for a (very tiny) glass. The local workers at the site frequent here, as do some members of the Nemoudian Hounds.

Of the Ahlissans, only Laslo comes here, often deep in the night, when most other parties are gone, to drink and forget his sorrows. It is then that Vilantrio talks to him, convincing him that Heiz is out to get Wuony, the girl Laslo has an eye on.

Seleen also frequents here to secretly meet with Vilantrio in his room, after he has ended singing some songs (which are often very nationalistic and serve to inflame the workers's hatred of the Ahlissans).

Should the PCs visit the tavern, Vilantrio attempts to avoid contact. He will finish his songs, then excuse himself and sneak off, either heading to the site (if the explosion has already taken place), or hiding out till they are gone. He does not want to confront them now. If the PCs attempt to corner him, he briefly speaks to them before excusing himself. Combating Vilantrio – even if the party has a hunch – will be difficult, as he will call on his popularity amongst the crowd to set people up to the PCs if the situation calls for it. It may also draw attention of the guards. In Sunndi, unprovoked assault is punishable with a fine of up to 1000 gp, or 1-6 weeks of hard labor.

At APL 4 and higher: if the PCs do not interrupt his performance, Vilantrio uses his song to fascinate any PC that listens, and plant a suggestion. Select the PCs that are the targets (max one PC per bard level), but do not roll saves yet. The suggestion only kicks in when the PCs confront Vilantrio (see encounter Five).

If the PCs ask the right questions, they can learn that Synon (see encounter 2) spent quite some time talking to the bard, Vilantrio. Vilantrio is popular – he has a flirt with Seleen, and seems to be drinking buddies with Laslo. The barman, a man named Amis, knows both Laslo and Seleen by name, and he can tell them that Seleen often gets up to Vilantrio's room for some quality time. He does not know much of Vilantrio himself, except that he plays in the bar and pays well for the little room he hires upstairs. He has a pet raven (actually Quervius) and is quite amiable, but aside from a common interest in local history Amis does not know much about the bard.

If the party wish to investigate Vilantrio's room, they need to convince Amis. This may need some persuasion, as Vilantrio is popular, but Amis can be convinced with some diplomacy, a good bluff, and – of course - some coin (the APL x 10 in gp) can buy access to Vilantrio's room. If PCs can not or do not want to bribe Amis, they can threaten with the guards – that will get him to cooperate quickly.

The small bedroom that serves as Vilantrio's residence holds only a bed and a table – or more accurately, a plank that has been hung from one of the walls. It holds a bowl half-filled with water, and a dirty towel. Hygiene doesn't seem to be high on the list here – dust settles everywhere, and you can see marks on the floor of people walking in and out. The bed is roughly made. A mandolin rests at the foot of the bed. It looks well maintained, and seems totally out of place in this squalid room.

****Searching the room reveals little of interest, except for a small, wooden chest, hidden under the bed. The chest contains the Book of Essurat, Quervius original master, as well as a load of diary fragments and poem notes penned down by Vilantrio. If the characters take the time to read through the notes and poems, they find that Vilantrio believes that a great bard was buried at the site of the temple, along with his 'treasure'. Whatever that treasure is is not specified, but it seems to be of considerable value to the bard, as he speculates that it will bring him many riches and fame.**

Trap: The chest is locked (DC 20) and trapped. When the chest is opening it, a thin needle shoots out of the lock. It is disabled with a special key (which Vilantrio carries on his person).

All APLs (EL 2)

Poison Needle Trap: CR 2; +8 ranged (1, plus blue whinnis poison: DC 14, 1 Con / unconsciousness); Search (DC 22); Disable Device (DC 20).

Treasure: The mandolin is of masterwork quality. It is worth 100 gp, but a bard may want to utilize it for its enhanced effects. The 'book' is actually a leather binder with several notes on magical techniques and rare spells.

Encounter Five: Digging For the Truth

Once the PCs set out to investigate the Fox and Hound, they are getting too close to Vilantrio, and he decides to act. While they are at the tavern, if the PCs never make the connection to the tavern, Vilantrio makes his move on the night after Quervius starts the fire.

Note that depending on any security measures the PCs take, the following encounter may need to be adjusted.

If the PCs return to the site, or if they are on the site and make a stroll or patrol the grounds, have them notice the following.

As you approach the ruins, you notice a small shape on the ground. It is hard to make out at first –it seems like someone left a bundle of clothes behind – but then you realize it is a body.

As you approach closer, you see it is Heyan, a soft moan escapes her lips, reassuring you that she is still alive.

A Heal check (DC 15) reveals that Heyan has been poisoned. She also has wounds suggesting some sort of magical attack (Spellcraft DC 21 reveals it to be *magic missile*).

The poison is from Quervius' sting and has rendered the dwur totally helpless.

Vilantrio, meanwhile, is under the cover of invisibility (from a potion), out searching for Mugande's grave in the now abandoned site.

If the PCs come to investigate, he is quickly brought up to date by Quervius, and is therefore prepared for battle. He prepares by casting enhanced spells, (i.e. *mage armor*, *shield*, and *haste*). At APL 4 and above, he also casts *alter self*, choosing a form with wings, which gives him the ability to fly. He then summons a creature to fight for him (which still keeps him invisible) – and

only then attacks the party, hoping to gain surprise on them.

The only means that the PCs have to avoid surprise is if they can catch the sorcerer casting his spells – If a PC gets within 30 feet, a Listen check (DC 20) reveals the murmurings of a spell caster, though it does not indicate where he is.

APL4 and above: Once Vilantrio makes himself known, roll a Will save for each PC that was targeted with his 'suggestion' power when visiting the Fox and Hound.

APL4 : DC 22

APL6/APL8 : DC 24

Those who fail have been affected by Vilantrio's song and feel a compelling urge to surrender – convinced that they are facing an enemy far greater than they are. The compulsion only lasts until their fear of Vilantrio's invincibility is proven otherwise (i.e. when anyone harms Vilantrio, or a character successfully saves vs. his spells), but during that time the character can not confront the bard, and feels an urge to stay away or even flee from Vilantrio. A PC is not compelled to flee and can determine his or her own actions, as long as they are within the limits set by the suggestion. The compulsion does not extend towards Quervius – characters are free to engage combat with the imp.

Vilantrio meanwhile attempts to get himself outside melee range – either by talking flight, or by moving through the rubble, away from any fighters.

Note that on the site, all movement is at half rate, and running and charging are impossible. Violent movement (such as an attempted charge or a bull rush) causes a partial collapse of the walls, causing 1d6 damage (Ref save DC 14 for half) to everyone within a five feet radius. Violent spells (such as *fireball*, *lightning bolt*, and the like) cause a partial collapse in their area of effect.

Quervius only reluctantly joins the battle. He is fearful of adventurers, and only attacks if he can sneak up on someone. He'll attack with his sting, then fly off again, turning invisible in his next action.

If the PCs slay Vilantrio, and Quervius is still alive, he flees, once again thwarted.

At APL6 and higher: Note that Quervius, being a familiar, also gains the benefits of Vilantrio's self-targeted spells (such as *haste*). For simplicities sake, if the PCs slay Quervius, Vilantrio does not lose a level, but he does lose an action as he mentally recovers from the sudden loss of his familiar.

APL 2 (EL 4)

Vilantro: human Sor3/Brd1; hp 14; See Appendix One.

Quervius, imp: Small Outsider, hp 13; see Appendix One.

Treasure: Besides his weapons and potions, Vilantro also carries a small pouch hidden on his body, with a small assortment of gemstones. Vilantro kept these apart to save for a *hat of disguise*, an item he covets, but has had difficulty to obtain.

Conclusion

Once the PCs defeat Vilantro, a measure of peace returns on the site. Most labourers are furious when they realize that they were being manipulated. Their feelings are hard to change though, and Mergadrin will still have a hard time getting the two camps to set aside their past differences.

The dwur is pleased with the result, and rewards every PC with 50 gp, even if they didn't bargain for it. If the party didn't do this already, he has one of his men go to the Fox and Hound, and have him search the room of Vilantro for a motive (which reveals Vilantro's notes).

A few days later, Xara returns, much earlier as expected. On her way south, she visited a shrine of Pelor to verify the summons. A divination informed her that the summoning was a hoax, and she immediately turned back. She is impressed by the party's story. If the party lend her Vilantro's notes, she has the body of Mugande unearthed, so the body can be guarded, as well as the book that he carries.

If the party hadn't yet realized it, Xara explains that the book contains the notes of a holy order – the Disciples of the Phoenix. Judging that the book is of considerable value to the priesthood of Pelor, she suggests that the party take it to Newkeep, where it will be safe. If the party agrees, and deliver the book to High Priest Nelvan, they gain the sanctuary of Pelor, a favor that may aid them in future adventures.

Appendix One

APL 2

Encounter 5 (EL 5)

Vilantrio: male human (Oeridian) Sor3/Brd1; CR 4; Medium-Sized Humanoid; HD 3d4/1d6; hp 17; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 12, flatfooted 10), [+2 Dex, +4 armor*], Atk +1 melee (1d8, long sword), +3 ranged (1d8, light crossbow); SA spells; SQ bardic music (inspire courage, countersong, fascinate, inspire competence), bardic knowledge, summon familiar; AL NE; SV Fort +1, Ref +5, Will +8; Str 10, Dex 14, Con 13, Int 12, Wis 13, Cha 17.

Skills and Feats: Bluff +8, Concentration +4, Diplomacy +8, Disguise +9, Forgery +2, Hide +4, Innuendo +6, Intimidate +4, Knowledge(Arcana) +3, Listen +1, Move Silently +2, Perform +9, Pick Pocket +4, Spellcraft +5, Spot +1, Sense Motive +5; Improved Initiative, Iron Will, Spell Focus(Enchantment).

Bard Spells Known: (2; base DC = 13 or 15 + spell level); 0- *daze, flare, ghost sound, mage hand*.

Sorcerer Spells Known: (6/5*; base DC = 13 or 15 + spell level); 0- *detect magic, light, prestidigitation, ray of frost, read magic*; 1st- *cause fear, mage armor, magic missile*.

Equipment: long sword, light crossbow, 20 bolts, dagger, spell component pouch, disguise kit, *potion of invisibility*, 65gp (gems and coin)

*: Vilantrio has already cast *mage armor* on himself.

Quervius, imp : CR 2; Tiny Outsider [Evil, Lawful]; HD 3d8; hp 13; Init +3 [+3 Dex]; Spd 20 ft., fly 50 ft (perfect); AC 18 (touch 15, flatfooted 15) [+2 size, +3 Dex, +3 natural], Atk Sting +8 melee (1d4 and poison); SA spell-like abilities, poison; SQ DR 5/silver, SR 5, poison immunity, fire resistance 20, see in darkness, polymorph, regeneration 2; AL LE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +15, Listen +5, Move Silently +5, Search +5, Spellcraft +5, Spot +5; Dodge, Weapon Finesse (Sting).

Spell-like abilities: At will – *detect good, detect magic*, and *invisibility* (self only); 1/day – *suggestion*. These DCs are as the spells cast by a 6th-level sorcerer (save DC 10+ spell level).

Poison (Ex): Sting, Fortitude save (DC 13) ; initial damage 1d4 temporary Dexterity ; secondary damage 2d4 temporary Dexterity.

Polymorph (Su): Quervius can assume either the form of a raven or a rat at will.

Regeneration (Ex): Imps take normal damage from acid, and from holy and blessed weapons (if silver or enchanted).

Appendix Two

APL 4

Encounter 5 (EL 7)

Vilantro: male human (Suel) Sor5/Brd2 CR 7; Medium-Sized Humanoid; HD 5d4/2d6; hp 24; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 12, flatfooted 14), [+2 Dex, +4 armor*], Atk +3 melee (1d8, long sword), +6 ranged (1d8, light crossbow); SA spells; SQ bardic music (inspire courage, countersong, fascinate, inspire competence, suggestion), bardic knowledge, summon familiar; AL NE; SV Fort +2, Ref +8, Will +10; Str 10, Dex 14, Con 13, Int 12, Wis 13, Cha 17.

Skills and Feats: Bluff +10, Concentration +8, Diplomacy +8, Disguise +11, Forgery +2, Hide +6, Innuendo +6, Intimidate +4, Knowledge(Arcana) +3, Listen +1, Move Silently +4, Perform +12, Pick Pocket +4, Spellcraft +5, Spot +1, Sense Motive +6; Improved Initiative, Iron Will, Lightning Reflexes, Spell Focus(Enchantment)

Bard Spells Known: (3/1; base DC = 13 or 15 + spell level); 0- *dancing lights, daze, flare, ghost sound, mage hand*, 1st- *charm person, summon monster I***

Sorcerer Spells Known: (6/6*/5; base DC = 13 or 15 + spell level); 0- *detect magic, light, prestidigitation, resistance, ray of frost, read magic*; 1st- *cause fear, mage armor, magic missile, shield* 2nd-*alter self, Melf's acid arrow*.

Equipment: long sword, masterwork light crossbow, 20 bolts, dagger, spell component pouch, disguise kit, *potion of cure light wounds, potion of invisibility*, 395gp (gems and coin).

*: Vilantro has already cast *mage armor* on himself.

**: all monsters summoned by Vilantro are fiendish dire rats.

Quervius, imp : CR 2; Tiny Outsider [Evil, Lawful]; HD 3d8; hp 13; Init +3 [+3 Dex]; Spd 20 ft., fly 50 ft (perfect); AC 18 (touch 15, flatfooted 15) [+2 size, +3 Dex, +3 natural], Atk Sting +8 melee (1d4 and poison); SA spell-like abilities, poison; SQ DR 5/silver, SR 5, poison immunity, fire resistance 20, see in darkness, polymorph, regeneration 2; AL LE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +15, Listen +5, Move Silently +5, Search +5, Spellcraft +5, Spot +5; Dodge, Weapon Finesse (Sting).

Spell-like abilities: At will – *detect good, detect magic*, and *invisibility* (self only); 1/day – *suggestion*. These DCs are as the spells cast by a 6th-level sorcerer (save DC 10+ spell level).

Poison (Ex): Sting, Fortitude save (DC 13) ; initial damage 1d4 temporary Dexterity ; secondary damage 2d4 temporary Dexterity.

Polymorph (Su): Quervius can assume either the form of a raven or a rat at will.

Regeneration (Ex): Imps take normal damage from acid, and from holy and blessed weapons (if silver or enchanted).

Appendix Three

APL 6

Encounter 5 (EL 9)

Vilantrio: male human (Suel) Sor7/Brd2 CR 9; Medium-Sized Humanoid; HD 7d4/2d6+9; hp 38; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 12, flatfooted 14), [+2 Dex, +4 armor*], Atk +5 melee (1d8, long sword), +7 ranged (1d8, light crossbow); SA spells; SQ bardic music (inspire courage, countersong, fascinate, inspire competence, suggestion), bardic knowledge, summon familiar; AL NE; SV Fort +4, Ref +9, Will +11; Str 10, Dex 14, Con 14, Int 12, Wis 13, Cha 17.

Skills and Feats: Bluff +10, Concentration +10, Diplomacy +8, Disguise +11, Forgery +2, Hide +6, Innuendo +6, Intimidate +4, Knowledge(Arcana) +3, Listen +3, Move Silently +4, Perform +12, Pick Pocket +4, Spellcraft +7, Spot +4, Sense Motive +7; Alertness (through familiar), Improved Familiar, Iron Will, Spell Focus(Enchantment), Improved Initiative, Lightning Reflexes

Bard Spells Known: (3/1; base DC = 13 or 15 + spell level); 0- *dancing lights, daze, flare, ghost sound, mage hand*, 1st- *charm person, summon monster I***

Sorcerer Spells Known: (6/6*/7/5; base DC = 13 or 15 + spell level); 0- *detect magic, light, prestidigitation, resistance, ray of frost, read magic, open/close*; 1st- *cause fear, mage armor, magic missile, sleep, shield* 2nd- *alter self, hold person, Melf's acid arrow* 3rd - *haste, lightning bolt*

Equipment: masterwork long sword, masterwork light crossbow, 20 bolts, dagger, spell component pouch, disguise kit, *potion of cure moderate wounds, potion of invisibility*, 575gp (gems and coin)

*: Vilantrio has already cast *mage armor* on himself.

**: all monsters summoned by Vilantrio are fiendish dire rats.

Quervius, imp familiar : CR 2; Tiny Outsider [Evil, Lawful]; HD 9d8; hp 19; Init +3 [+3 Dex]; Spd 20 ft., fly 50 ft (perfect); AC 21 (touch 15, flatfooted 18) [+2 size, +3 Dex, +6 natural], Atk Sting +8 melee (1d4 and poison); SA spell-like abilities, poison; SQ DR 5/silver, SR 5, poison immunity, fire resistance 20, see in darkness,

polymorph, regeneration 2; AL LE; SV Fort +5, Ref +9, Will +11; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +15, Listen +5, Move Silently +5, Search +5, Spellcraft +5, Spot +5; Dodge, Weapon Finesse (Sting).

Spell-like abilities: At will – *detect good, detect magic*, and *invisibility* (self only); 1/day – *suggestion*. These DCs are as the spells cast by a 6th-level sorcerer (save DC 10+ spell level).

Poison (Ex): Sting, Fortitude save (DC 13) ; initial damage 1d4 temporary Dexterity ; secondary damage 2d4 temporary Dexterity.

Polymorph (Su): Quervius can assume either the form of a raven or a rat at will.

Regeneration (Ex): Imps take normal damage from acid, and from holy and blessed weapons (if silver or enchanted).

Appendix Four

APL 8

Encounter 5 (EL 11)

Vilantrio: male human (Suel) Sor8/Brd3 CR 11; Medium-Sized Humanoid; HD 8d4/3d6+11; hp 48; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 12, flatfooted 14), [+2 Dex, +4 armor*], Atk +8 melee (1d8+1, long sword +1), +9 ranged (1d8+1, light crossbow +1); SA spells; SQ bardic music (inspire courage, countersong, fascinate, inspire competence, suggestion), bardic knowledge, summon familiar; AL NE; SV Fort +5, Ref +9, Will +12; Str 10, Dex 14, Con 14, Int 12, Wis 13, Cha 17.

Skills and Feats: Bluff +10, Concentration +10, Diplomacy +8, Disguise +9, Forgery +2, Hide +6, Innuendo +6, Intimidate +4, Knowledge(Arcana) +3, Listen +3, Move Silently +4, Perform +14, Pick Pocket +4, Spellcraft +9, Spot +4, Sense Motive +8; Alertness (through familiar), Improved Familiar, Iron Will, Spell Focus(Enchantment), Improved Initiative, Lightning Reflexes

Bard Spells Known: (3/2; base DC = 13 or 15 + spell level); 0- *dancing lights, daze, flare, ghost sound, mage hand, mending*, 1st- *charm person, summon monster I***, *cure light wounds*

Sorcerer Spells Known: (6/6/7/6/4*; base DC = 13 or 15 + spell level); 0- *detect magic, light, prestidigitation, resistance, ray of frost, read magic, open/close, detect poison*; 1st- *cause fear, mage armor, magic missile, sleep, shield* 2nd- *alter self, hold person, Melf's acid arrow* 3rd - *haste, lightning bolt* 4th - *confusion*

Equipment: long sword +1, light crossbow +1, 20 bolts, dagger, spell component pouch, disguise kit, *potion of cure moderate wounds (2)*, *potion of invisibility*, 825gp (gems and coin)

*: Vilantrio has already cast *mage armor* on himself.

** : all monsters summoned by Vilantrio are fiendish dire rats.

Quervius, imp familiar : CR 2; Tiny Outsider [Evil, Lawful]; HD 11d8; hp 24; Init +3 [+3 Dex]; Spd 20 ft., fly 50 ft (perfect); AC 22 (touch 15, flatfooted 19) [+2 size, +3 Dex, +7 natural], Atk Sting +8 melee (1d4 and poison); SA spell-like abilities, poison; SQ DR 5/silver, SR 5, poison immunity, fire resistance 20, see in darkness,

polymorph, regeneration 2; AL LE; SV Fort +5, Ref +9, Will +12; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +15, Listen +5, Move Silently +5, Search +5, Spellcraft +5, Spot +5; Dodge, Weapon Finesse (Sting).

Spell-like abilities: At will – *detect good, detect magic*, and *invisibility* (self only); 1/day – *suggestion*. These DCs are as the spells cast by a 6th-level sorcerer (save DC 10+ spell level).

Poison (Ex): Sting, Fortitude save (DC 13) ; initial damage 1d4 temporary Dexterity ; secondary damage 2d4 temporary Dexterity.

Polymorph (Su): Quervius can assume either the form of a raven or a rat at will.

Regeneration (Ex): Imps take normal damage from acid, and from holy and blessed weapons (if silver or enchanted).

Note: all monsters summoned by Vilantrio are fiendish dire rats.

Appendix Five Construction Site Map

