

VELI-06

FIELDS OF PEREN

A One-Round D&D LIVING GREYHAWK®
Veluna Regional Adventure

Version 1

by David Christ

After digging through stacks of dusty tomes your search for information about what you found on the ruined walls of the temple has brought you to Asnath. Home of the elvish court in Veluna, Asnath is a beautiful example of what humans and elves living together can do. Something dark lurks in its shadows though and peace and harmony are not high on its list. Part II of the Rings of Auster series. An adventure for characters level 4-8.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

SCORING

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

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

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

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

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

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

LIVING GREYHAWK TIER STRUCTURE

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

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th
T4:	33-42	36-46	39-50	42-54	10 th

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

IS IT A FULL MOON?

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

LIFESTYLE

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

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

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

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

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

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

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

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

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

JUDGE GUIDELINES

This is meant to be the second in the 'Rings of Auster' series. Please make sure if you are running this at a gameday that your players have already played Part One – Mines of Auster already. The judge should also familiarize himself with the Veluna Gazetteer which is available on the Veluna Triad website at www.veluna.com. The gazetteer gives vital information on how certain classes and races are viewed in Veluna. Also making extra copies of the handouts (Especially #1 and #2) is highly recommended. Most players want to keep these and having copies helps with that. The adventure takes place in Asnath and the surrounding area. This area is heavily populated by elves and elven influence is seen almost everywhere.

ADVENTURE SUMMARY AND BACKGROUND

The PCs arrive in Asnath following clues dug up about a place called the Fields of Peren that the party learned of in the module 'Mines of Auster'. A sage from Devarnish believes he once read something about them when he was visiting the library in Asnath. The library there contained many elvish documents not found elsewhere in Veluna. The party of course visits the library shortly after arriving in town and finds many interesting facts out as well as more questions.

The Fields of Peren is an old Oeridian tribal name for the plains west of Asnath Copse. Peren is an old name for a flower that once grew there. It is said that when the twin cataclysms occurred Rao wept and his tears fell on the fields. The next spring flowers sprung up from the fields and had blue flowers that were shaped like small teardrops. The PCs do find mention of a cleansing ritual done by Canon Herion somewhere out in the fields. Canon Herion ruled from 121 CY to 134 CY. It also mentions a sealing of a cave or warren of some kind. The exact location is unknown though the book has been checked out several times by the local Bishop. Bishop Basier Rinken has been looking for the site for years now. He recently found it and has been deciphering the runes on it. Unfortunately for him he has had a fan for sometime now. Rhoule Masline has been watching the bishop the last few months hoping he would lead him to the site. He is merely waiting for a distraction to take the bishop away from the site and the PCs provide just that opportunity.

After the PCs are finished digging up what they can they find a local inn to rest and go over what they have discovered. The Inn rests within the bows of an ancient Ironwood tree. A 20-foot tall stair leads up to its entrance and its one of Asnath's most popular tourist stops. During the night Rhoule slices into the bottom of the tree and causes it to collapse tumbling the inn to the forest floor. The resulting chaos shakes the whole town. Many are dead and more seriously injured. The party is lucky and

their room sat in a spot where the tree took most of the brunt of the fall for them. One party member at random suffers a broken arm that the Bishop will heal later for them. Rhoule also burns a symbol into the tree. It shows the now familiar pattern of three overlapping rings but the symbol burns away before the PCs can show anybody else. The PCs can help as they can. Hours later the Bishop returns to town from the fields and does what he can to help the injured. He heals the broken arm of the PC and answers any questions they may have. He is very reluctant to give away any information on the site unless certain PCs are there or they ask the right questions. The bishop remains behind to help tend to the wounded while the party rides out to the site. They of course do not find things as expected. The seal on the site is broken open and the ground around it charred black. Rhoule has already broken inside.

After the party either defeats the guardian of the shrine or answers its questions they enter the main chamber of the site. A pedestal sits in the middle with a 6-inch diameter ring of gold floating above it. The pedestal and its stand are protected by a very powerful protection from chaos/evil spell. Anyone evil or chaotic cannot approach within 30 feet of it. Anyone NG or true neutral can approach but not touch it (note they can cover the ring in cloth and take it they just cannot 'touch' the ring itself). Any lawful good or lawful neutral creature can touch it without a problem. Rhoule is NE and thus cannot even approach it. He waits in one of the alcoves invisible waiting for a party member to do what he cannot. Once the ring is touched (by hand or anything else held by somebody) the protection spell ends. This is when Rhoule strikes. He summons several salamanders and attacks. He goes for the bearer of the ring without mercy. There are three outcomes from here.

- (1) Rhoule gets the ring and gets away. This is the worst outcome for the party as the forces of dark now have 2 of the 3 rings.
- (2) Rhoule does not get the ring but escapes. The party does manage to keep one of the rings in the hands of good but they have made an enemy they are sure to see again.
- (3) Rhoule is captured or killed. Best possible outcome. A agent of evil is removed from the game and the ring is kept in the hands of good.

The party then has two choices. Return the ring to the church of Rao for safekeeping or keep it for themselves. If returned to the church they are rewarded well and have earned new friends in high places. If they keep it for themselves then the Bishop informs the church of the party and their whereabouts. The bearer of the ring is met by a group of Knights and priests. With detect lie running the PCs do not have a chance and the ring is removed from their possession. No reward from the church is warranted in this situation. Note that in several places it is mentioned the churches desire to keep the ring secret

and hidden. Regaining church property from a villain does not mean the party gets to keep it.

The party is left with several hints to where the last ring may be. As long as the party is still on the church's good side they commission them to find and return the last ring to them with utmost speed.

Thus ends part two of Rings of Austor.

INTRODUCTION

Following the lead given to you by the sage in Devarnish your group has traveled for several days to reach the small town of Asnath. You turned south off the Great Western Road several hours ago and the sun is almost straight overhead when you see the first signs of town ahead. You have heard of the town where the Elven Council holds its court but most of you have never visited Asnath. You see the northern half of the town spread out from the edge of Asnath Copse. It looks like your typical small town. As the town nears the edge of the woods it takes on a drastic change. More and more of the buildings are built into, on, and around the trees themselves. Elvish architecture becomes prominent as the southern half of the town almost blends perfectly into the forest. It's a beautiful example of what two races living in harmony can achieve.

ENCOUNTER 1: THE TOWN AND LIBRARY OF ASNATH

The PCs' travel through town is uneventful. Let them stop and pick up what supplies they wish. Prices are normal for those of Medium Lifestyle or better. Costs go up 10% for each rung under that they are.

After asking a few questions they are directed to the Library they are looking for. It's deep in the Elven half of town. Make sure to make a note of the Swaying Bough Inn as the party passes it. That is where we wish them to stay for the night. Let them hear sounds of merriment and the smell of good food coming from within so they make a note to come back later.

After a short walk through town you arrive at the Library of Asnath. It's a very nice building to say the least. It looks to be a six-story building but its not exactly straight up and down. It wraps around the tree as it heads up so each level is only half stacked on the level below it. You swear it should fall down but it looks to have been here for a very long time.

The librarian is a rather pleasant old elf named Erenil. He is very helpful and only looks down his nose slightly at those whose attire is not the best. He will under no circumstances allow any half-orcs, or other dangerous looking type PCs in his library. They will be told to wait outside for their friends to return.

Inside the library the PCs find a very warm and cozy interior. The library does not have different floors as much as it has one floor that constantly rises as you head clockwise around the trunk of the tree its built around.

After asking some questions the party is directed upwards almost to the top where they finally find the local history section. All the books are kept behind a counter here and they must be checked out one at a time by the party. This is not that big of a deal but it does make the search take a bit longer then expected. The librarian here does recognize the term Fields of Peren. He remembers the Bishop asking about it a few times and that the Bishop visited here many times over the past month. He also mentions that the Bishop took a ton of notes and seemed very excited at what he found in them. At this time the party can cut down a lot on time if they put together the signing out of books and the Bishop. If they ask to see the books the Bishop signed out over the past few weeks they will only spend two hours in the library to find what they need. If they have to search through all the books then it will take them closer to eight hours to find the information. Once the party has gathered the information give them Handouts #1 and # 2.

The librarian does not recognize any of the names in the handouts. If anybody asks around about the old sage Lirren they will have a hard time finding anything but if they are persistent enough they will find that he left Asnath shortly after turning over his writings to the library in 281 CY.

The party is now going to want to find Bishop Basier Rinken. Problem is he is not in town and nobody is sure where he is off to. The party will most likely do one of two things. Either head to the Inn or the Temple of Rao to try and find Bishop Rinken.

ENCOUNTER 2: THE SWAYING BOUGH INN

The Swaying Bough Inn rests in the branches of a large Ironwood tree near the middle of town. A spiral staircase leads up to a platform in a nearby tree. A rope bridge then leads from there to the Inn itself. The Inn is 3 stories of beautiful elven craftsmanship. You can see farther up on some of the larger branches what must be private rooms some of them a good 100 feet above the ground. Lanterns are hung from various posts around the outside of the Inn and sounds of merriment and music waft down from the open doors above and it seems very busy from down here.

The Inn is very busy at this time of the night. 100 people or so are enjoying their evening meals when the party arrives. A bardic troupe is setup near the hearth and has been entertaining guests for the past hour. Barmaids hustle around very busy and the bar stools are all filled. After managing to flag down a barmaid the party and inquire about a room and some meals if they want them. They are taken to a table near the back of the Inn. Rooms and meals are the standard prices from the *Player's Handbook*.

Some players may try to gather information while in the Inn but there is not much they can find out. Nobody knows where Bishop Rinken is right now but many have

noticed he has been mostly absent the past week or so. Most suggest checking at the temple of Rao if the party has not yet been there. A few people do remember seeing him at the general store buying some supplies about four days ago but he did not speak with anybody and that was the last they saw of him.

The bar is a good chance for some fun role-playing with the PCs so let them have fun if you are running on time. If not try to hurry things along as nothing of import happens here until later in the night.

The party may go two ways now. They may retire for the night or they may wish to visit the temple right away. If they retire go to Encounter 4: Burning down the House. If they check out the temple, go to Encounter 3.

ENCOUNTER 3: TEMPLE OF RAO

The temple of Rao in Asnath is the only building built entirely of stone you have seen so far. It is covered in ornate carvings and is kept in immaculate shape.

As stated before Bishop Rinken is not here right now. Several priests are on duty 24 hours a day though and the temple itself is always open. Acolyte Helton is in charge while the Bishop is gone. He does have some information though he will only divulge it under certain circumstances.

If a priest or paladin of Rao is present he will tell them what he knows. If a priest of any other good aligned god is present then have them make a Diplomacy check (DC 16) to persuade him to talk. Otherwise he does not know where the Bishop is or what he is up to.

What Helton knows:

☛ **Do you know where the bishop is?**

Not exactly—he has been spending a lot of time in the library lately. About a week ago he came into my quarters late one night and told me he would be leaving the next morning and that I was in charge until he returned. He gathered up a lot of empty parchment and ink. He saddled up his horse and left the next morning. He did not take much food and such with him though so I am guessing he did not go to far.

☛ **Do you know what he was looking for at the library?**

Nope. He did spend a whole lot of time there though. One night I was walking past his room and saw him writing in his journal. He must not have realized I was there as he spoke aloud. He said: “Heresy? How could the church do such a thing.” He then looked up and saw me and gave me one of those looks and I hurried on my way.

☛ **Acolyte Helton Rink, male human Clr4.**

ENCOUNTER 4: BURNING DOWN THE HOUSE

During this encounter Rhoule Masline shows up and causes a lot of destruction and chaos. He is trying to get Bishop Basier to return to town from the excavation site and he figures the easiest way to do this is to give him a reason he cannot refuse.

Rhoule has a gallon jug full of a very powerful organic acid and uses it to eat away the side of the tree that the Swaying Bough Inn rests in. This of course causes the tree to list to one side and hang there for a few seconds before the weight is too much and causes it to topple onto its side destroying the inn.

Any PCs staying in the Inn are immediately awakened when everything in their room slides to the one side as the tree lists to the right. The PCs then have one round to decide what they are doing. Do not give them time to discuss or come up with a plan. Go around the table and get immediate responses on what each of them are doing. Remember most of them have just awoken, so they are limited to what they can do. After this round the tree snaps and finishes toppling over on its side. This causes the Inn to shatter into pieces and catch on fire. Have all party members take 1d6 subdual damage per Tier level from the Inn slamming into the ground (Reflex save DC 20 to take half). Pick one party member at random who failed his save (and the one who seems to like role-play the most) and have him break his arm from a cabinet slamming up against it. The party has no trouble climbing out of the ruins of their room and reaching the outside. What they find is total chaos.

Climbing from the ruins of the Inn you find a scene that looks nothing like what you saw when you entered. The tree the Inn was in has toppled over on its side and the Inn has shattered into pieces. The smithy that was next to the Inn was caught under the trunk of the tree and smashed as well. Most of the Inn is now on fire and a dark plume of smoke rises into the night almost obscuring the moon above. People are running everywhere around you. Some are helping others from the wreckage. Some are looking for family or friends that must still be trapped inside.

If any PCs look around have them make a Spot check DC 18. Any who make it will notice a familiar symbol burned into the trunk of the fallen tree. The symbol is of 3 interlocking rings. The same as was found in the fallen temple in Mines of Austor. As they watch the fire consumes that part of the tree before they can point it out to anybody else.

The party can do what it can to help but several dozen people have died already. The priests from the temple of Rao are here as well as the other temples in town doing what they can to ease the suffering. They tend to any injuries the party members have but cannot do anything about the broken arm—they say that only Bishop Basier can help with such an injury. The townsfolk are thankful for the help the party provides but the general question seems to be where Bishop Basier is.

ENCOUNTER 5: THE MAN EVERYONE IS LOOKING FOR

As the sun peeks over the horizon a murmur runs through the crowd. Word of the Bishop's return spreads like wildfire and soon you see a man in his late 40's moving through the crowd helping those who need it as he passes. You see him duck into the tent where the dead were being gathered. The crowd seems much more relaxed now and go back to their cleaning up.

Just as the sun starts peeking over the horizon the Bishop shows back up. It's been two-and-a-half-hours since the Inn crashed down. He saw the light and smoke come from his campsite near the excavations and rushed back into town as fast as he could. He helps those he can as he makes his way through the crowd. After helping those he can right now he enters the tent where the dead are being kept to perform last rights and be updated on the situation from the town guard.

The party is not allowed to enter the tent. They are told he is performing last rights on those who perished and he is not to be disturbed until he is finished. They may wait here for him to finish or can wait for him at the temple. Either way the party will eventually meet up with the infamous Bishop Basier. If they are not already at the temple he will ask to return there so they may speak more privately.

☛ Bishop Basier Rinken, male human Clr11(Rao).

The Bishop is going to need some persuasion to talk to the party about what he is doing. He knows he has stumbled over something big and does not want the information falling into the wrong hands. If there is a Paladin or Priest of Rao present he will answer any questions he can as long as they are honest and upfront with him. If any other priest or paladin of a good aligned god is present it will take a bit more persuading but eventually with some smooth talking (Diplomacy DC 18) he can be persuaded. Barring that the party is going to have to do some smooth talking to get him to crack (Diplomacy DC 22). If they cannot convince him to tell them what he knows he will eventually begrudgingly allow them to accompany him back to the vault.

Note: if anybody mentions finding the ancient temple in mines or the rings it adds +2 to their diplomacy checks. They can also add a further +2 if anybody mentions the Fields of Peren or anything about an ancient battle. If anybody still has the runes copied down from the wall inside the ancient temple in Mines of Auster and can show them to you he will agree to trade what he knows for a copy of those runes. <all of the above is based on info possibly gained from Veluan1-01 – Mines of Auster or the Library in Encounter One>

What the Bishop Knows:

☛Do you know why anybody would want to burn down the Inn?

No. I have no idea. It has nothing to do with what I am working on I am sure.

☛Do you recognize the symbol of the three rings?

No

☛Where have you been the last week?

Well you have read a lot of the same books as I have. Do you remember the vault that was sealed? Well I found it. I have been studying the symbols on it trying to figure out what is inside for the past week now. I have detected no evil coming from within but I am not sure how far down or in it goes. It does not look like it has been disturbed since it was sealed over 450 years ago.

☛Does anybody else know about it?

I am it so far in Asnath. I have sent messages off to Mitrick and the College of Bishops for additional help and resources. I am hoping they show up soon.

☛What did you make of the information you found in the library? <or a question pertaining to the info on handouts 1 and 2>

I am not sure. As we both have surmised there was a great battle at the site years ago. No record exists that I can find to support this though. I am also greatly disturbed by the man with the staff and his reappearance later. Canon Herion ruled at that time but again I cannot find any paintings of him or records on where his body was laid to rest. I am beginning to think the church is covering up something that happened during those years but what I am not sure. We have had many battles in our history and they are all detailed. We have complete records of all the Canons and Bishops that have served the Archclericy including paintings of almost if not all of them. Yet Canon Herion remains a mystery that nobody wants to solve. I would tread lightly my friends as anything that can cover up something this big and keep it quiet this long is a power to not be trifled with.

As long as the right people are there the Bishop will give the party members directions to the vault. He has some patients to take care of before he can head back out and would appreciate the party keeping an eye on the place. He will mention several times that the vault is church property as is anything found inside. They should use extreme caution to not disturb anything if possible.

If the party is all foreigners or did not make their diplomacy checks then its gonna take some smooth talking. The Bishop will finally agree to tell his assistant Acolyte Helton where the vault is so he can take the party there. He again stresses the sanctity of the vault and its importance to the church before they leave.

ENCOUNTER SIX

THE VAULT

Following the directions given to you by the Bishop you arrive at last at a large bramble patch several hundred yards in diameter. If not for his directions you would of never found it as it looks like any one of a hundred bramble patches you have passed this morning. You follow the path that is hacked through the brambles towards the middle. When you arrive though it is not as the Bishop has described. A large burnt circle 40 feet in diameter is centered around a shattered stone slab. The slab appears to have once had runes of some sort on it but now they are almost totally destroyed. Just to the left you can see the entrance the slab at one time covered. A 6' by 6' hole sits in the center of another large stone slab. Steep stone stairs descend down into the darkness.

Rhoule has already been here as is obvious. He arrived at the vault around the same time as the Bishop arrived back in town. He used a fireball to clear away the clutter and then summoned a pair of Thoquua's to break open the seal. He has had plenty of time to scout out the vault and think over his options. He was unable to answer the questions asked by the guardian at the bottom of the stairs. So he bypassed it by turning invisible and running into the room. He then entered the main chamber but was unable to approach the pedestal and the ring. He was working on a plan to trick the Bishop into getting the ring for him when his imp familiar informed him of the parties approach. He has since been getting ready for their arrival.

The stairs head down into total darkness. Every 30 feet or so they make a turn to the right and continue down. After 4 such turns the ground levels out and you see one more turn ahead but this time to the left. A faint pale blue glow comes from somewhere around the corner.

PCs may take any actions or preparations they want. Continue when somebody goes around the corner.

As you peak around the corner you see the tunnel continues for 20 feet. It then passes through an archway into a large room. The room is approximately 30 feet across. Standing in the middle is a large statue. All you can see of the statue is its legs up to the mid-thigh area. A pale blue light seems to radiate from the walls themselves and lights up the room in an eerie glow.

Once any PC reaches the archway continue with the following. Note: the statue represents nothing. The true guardian is a large air elemental that is summoned when somebody nears the archway.

You can now see the room extend up to a dome almost 50 feet above the floor. The statue is about 30 feet tall and stands motionless. A faint breeze brushes your face and you see dust swirling around the room. As you reach the archway a booming voice from the room rattles the very walls.

"In whose holy and merciful name do seek access to the shrine?"

The correct answer of course is Rao. If they answer incorrectly or take more than 5 minutes the voice will boom out again

"Incorrect. Only those who show true reverence to him above may pass into the shrine."

If the PCs answered correctly then it continues.

"And who set me here to watch for those who would bring harm to the world through their actions?"

The correct answer is Canon Herion (or variation thereof). This is derived from the discussions with the bishop and what was learned at the library. If answered right then the voice booms out that they may pass and the room grows silent. If answered wrong or they take longer than 5 minutes the voice booms out the incorrect passage above. The air elemental has *detect evil* running at all times. If any PC tries to enter the room with anything that would detect as evil it booms out that evil may not pass and to turn back or be destroyed.

If at any time a PC tries to pass the statue without answering the questions or with an object that detects as evil the air elemental attacks immediately and without mercy. It targets the person closest to exiting the archway to the shrine or whoever is carrying the offending item. If two PCs are tied then it attacks the one it did the round before. If neither were attacked it chooses randomly. It will not leave the room in either direction though it will fly up out of reach and hold its action if the PCs retreat down the tunnel towards the exit.

Once both questions are answered the voice stops and the room grows totally still. Unless somebody new tries to enter the shrine then it goes through the whole question sequence once again. Once the ring is touched in the next room it loses all powers and becomes inert.

TIER 2 (EL 5)

🌀 **Air Elemental, Large:** hp 60; see *Monster Manual* page 81.

TIER 2 (EL 7)

🌀 **Air Elemental, Huge:** hp 136; **Note:** DR for this creature is 10/+1. Reduce all Attacks by -5; see *Monster Manual* page 81.

TIER 4 (EL 9)

Air Elemental, Greater, Huge: hp 152; **Note:** DR for this creature is 10/+2 as listed; see *Monster Manual* page 81.

Development: The shrine is only 100 feet past this room. Rhoule cannot hear specifically what the PCs are saying but he does know they are coming. He prepares spells (depending on Tier) and awaits the PCs' arrival. If

somehow the party can pass this room with making any noise then he is caught flat-footed in the next encounter.

ENCOUNTER 7: THE SHRINE OF HERION

The tunnel continues straight ahead at a slight decline for about 100 feet until it comes to another archway. Through the archway appears to lie the shrine that the guardian spoke of. A large circular room about 120 feet across stretches out before you. Alcoves are spread around the outside of the room about every 20 feet. Each contains a stone statue of some unknown priest or scholar. The ceiling is 15 feet high around the entire room except for the center area. A ring of pillars marks a circular area 60 feet across in the center of the room. The ceiling above this area arches up into a large dome. Huge beautiful stained glasses windows fill the dome and glow as if lit from behind by the sun. In the center of the room sits a pillar with a golden ring floating slightly above it.

Several special rules apply while in the shrine. No detection spells of any kind work while in the shrine or on anybody who is in the shrine. Any priest or paladin of Rao is treated as if they were under the affects of *incense of meditation* (all spells cast are considered maximized but level is unaffected). All other good aligned creatures are affected as if under the Bless spell. Any lawful PCs feel very calm and relaxed. Neutral PCs feel a presence they cannot quite put their finger on. While chaotic PCs feel they are not welcome and that they are being watched at all time by the statues. Feel free to pull PCs off to the side and ham it up if time allows.

The area inside of the pillars is protected by a very powerful *protection from chaos and evil* spell. No chaotic or evil PC may step inside the pillars while it is in affect. Neutral PCs may but feel very uneasy about doing it. Lawful PCs may approach normally. The ring itself is 6 inches in diameter and appears to be made of solid gold. A lawful good or lawful neutral PC may grab the ring with their hand with no problem, a neutral or neutral good PC may not touch the ring with their skin but can use something else to grab it (such as a sword, or using gloves). As soon as the ring is touched the protection spell ends and Rhoule strikes.

Rhoule Masline is hiding invisibility behind one of the statues in the alcove directly opposite the entrance to the shrine. He is just waiting for a PC to touch the ring to strike. Please see DM Appendix 2 for Rhoule's stats and what spells he has cast in preparation for the parties arrival. Note once again that if the party managed to get through Encounter 6 without making any noise he will have only managed to turn invisible just before the party arrives so will have none of the spells listed cast yet.

Rhoule wants the ring. He will not hide this intention and sends his creatures for whoever is holding it. He is not suicidal but he will not pull any stops out in trying to get the ring. If he can get the ring he turns

invisible on his next turn and flees the room leaving his creatures (his familiar if present leaves with him) to hold the line.

TIER 2 (EL 6)

🔥 **Rhoule Masline:** See DM's Appendix 2.

🔥 **Salamanders, flamebrother** (2): hp 17, 18; see *Monster Manual* page 159.

TIER 3 (EL 8)

🔥 **Rhoule Masline:** See DM's Appendix 2.

🔥 **Salamanders, average** (2): hp 37, 40; see *Monster Manual* page 159.

TIER FOUR: EL 10

🔥 **Rhoule Masline:** See DM's Appendix 2.

🔥 **Imp familiar:** hp 13; See *Monster Manual* page 48.

🔥 **Salamanders, average** (5): hp 36, 37, 39, 41, 35; see *Monster Manual* page 159

Treasure: Rhoule does not have time to grab his backpack before he leaves. In his backpack you find the following: 31 pp, 20 gp, a vial of alchemist fire, and a rolled up note (Player Handout # 3).

If Rhoule is defeated the party finds the following on his body if he did not use them already. 2 *potions of cure moderate wounds*, *potion of invisibility*, *potion of spider climb*, and a scroll of *haste*.

CONCLUSION: CHURCH, BISHOPS, AND YOUR JUST DESERTS

The party now has to decide what to do with the ring if they have it or what to do in general if they failed to stop Rhoule. One of three endings is possible.

Ending 1 – They did not stop Rhoule and he got away with the ring.

The PCs are met by the Bishop on the way back to Asnath. He is saddened by their news but hurries them back to town to meet some people. In town two Knights of Veluna meet them. They ask some quick questions of the PCs on what happened. They then charge the party with finding the 3rd ring before Rhoule does. Give each regional Veluna PC one 'Charge of the Church of Rao' cert. They thank the PCs for their efforts and wish them good luck.

Ending 2 – They managed to keep the ring in their possession and decide to try and keep it.

They are met by the Bishop on their way back to town. He is unhappy that nothing was found inside and gives the PC talking a good Sense Motive check (Sense Motive +11) but keeps the results to himself. He is happy if they managed to keep Rhoule from getting away though. He has some people who want to meet them back in town. If the PCs do not want to accompany him back to town then the Knights of Veluna intercept them on the way to wherever they are going. There are 6 knights total and with zone of truth up and constant questions they will eventually get the ring back from the PCs. The PCs are chastised severally and sent packing. They are told they are lucky they are not being tossed into jail. Note that in several places it mentions that what is inside is church property and stealing is not a good thing. If the PCs want to fight then they are going to get mopped up by the Bishop (11th level priest) and the Knights (9th Fighters and up) and thrown in jail. PCs are tossed in jail if not dead and are removed from play (jailed for a minimum of 5 years).

Ending 3 – They managed to keep the ring in their possession and decide to turn it back over to the church. Defeating Rhoule is added bonus.

They are met by the Bishop on the way back to town. He is totally ecstatic that they recovered the ring. If they also managed to defeat Rhoule he just about declares the PCs saints on the spot (he does so love his job). He says there are some very important gentlemen back in town who wish to meet them as soon as possible. When they arrive back in town two Knights of Veluna meet them. They get all the information they can from the PCs and thank them for a job well done. They then charge the party with finding the third ring before Rhoule does. Give each regional Veluna PC one 'Sacred Quest of the Church of Rao' certs. They thank the PCs for their efforts and wish them good luck. The bishop presents them with the Tome of Ren Leirn and says he hopes it comes in useful in the search for the ring.

If the PCs also managed to defeat Rhoule the knights are very impressed. They present each PC with a Lesser Favor of the Church of Rao. The Knights will also give them a special mace if the party contains the right PC. They will only give the mace to a lawful good or lawful neutral paladin or priest of a lawful god (for this mace worshippers of Wee Jas are *not* eligible). If there is more than one qualified PC in the party then roll randomly to see which one gets it. If nobody qualifies then the knights keep the mace and it is not given out.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter 1

Quickly finding needed information	25 xp
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Encounter 5

Getting Bishop Rinken to trust you	25 xp
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Encounter 6

Answering both questions	150 xp
Defeating or bypassing guardian	100 xp
<note one or the other not both>	

Encounter 7

Defeating Salamanders	150 xp
Defeating Rhoule	200 xp
Keeping Rhoule from getting the ring	100 xp

Conclusion

Turning the ring over to the Church	50 xp
<voluntary not forced>	

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 which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Encounter 7

- 31 pp, 20 gp
- Vial of alchemist's fire (20 gp, 1 lb, -, common)
- 2 *potions of cure moderate wounds* (300 gp, common): Heals 2d8+3
- *Potion of invisibility* (300 gp, -, -, common)
- *Potion of spider climb* (50 gp, -, -, common)
- *Scroll of haste* (375 gp, -, -, common): Cast at 5th-level

Conclusion

- Lesser Favor of the Church of Rao (n/a, n/a, n/a, common): favor of the church of Rao. Not tradable.
- Tome of Ren Leirn (100 gp, medium 5 lbs, unusual): This book is a very well made copy of an ancient tome from the Library of Asnath. The Sage Lirren wrote the original book over 400 years ago. Bishop Rinken has copied it by hand into this new tome for his personal use. As he has now been called back to Mitrik he gives it to you so it can hopefully help you in your quest.
- Sacred Quest of Rao (n/a, n/a, unusual, not tradable): The bearer of this cert has been charged by the Church of Rao in Veluna with the sacred task of investigating the location of the last of the Rings of Auster. He is to be extended all basic courtesies while on this important church business. Effect: +2 reaction bonus on all skill checks when dealing with

clergy or officials from the church of Rao in Veluna in conjunction with looking for the ring.

- Mace of Peron (2,305 gp; small, Tradable, unusual): The god Rao has blessed this light mace. It will become attuned to any lawful good or lawful neutral person, who also has the ability to turn undead, over time. After 15 adventures in which it hits an evil creature it becomes a +2 *light mace*. After 25 adventures in which it hits an evil creature it becomes a +2 *light mace, spell storing* (**Note:** At the beginning of each adventure the mace starts "empty" of spells and must be charged with a spell during the adventure). If traded or used by another the progression must start again. A record of the progression is tracked on the character's Log Sheet.

DM's Appendix 1

➤ **Rhoule Masline, male elf Wiz5:** CR 5; Medium-sized humanoid (elf); HD 5d4+5; hp 21; Init +7; Spd 30ft; AC 13 (touch 13, flat-footed 10); Atk +2 melee (1d6, quarterstaff) or +5 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +3, Ref +5, Will +7; Str 10, Dex 16, Con 12, Int 16, Wis 12, Cha 13.

Skills and Feats: Concentration +9, Knowledge (arcana) +11, Knowledge (religion) +4, Spellcraft +11; Scribe Scroll, Combat Casting, Improved Initiative

Spells Prepared (5/5/4/3; base DC = 13 + spell level): 0—*detect magic, detect poison, mage hand, read magic, resistance*; 1st—*magic missile (x3), charm person, mage armor*; 2nd—*flaming sphere, resist element (x2), invisibility*; 3rd—*fireball, lightning bolt (x2)*.

Spellbook: 0—*arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*, 1st—*alarm, charm person, hold portal, mage armor, magic missile, sleep, Tenser's floating disk*; 2nd—*cat's grace, daylight, flaming sphere, invisibility, see invisibility, shatter*; 3rd—*dispel magic, explosive runes, fireball, gust of wind, lightning bolt, summon monster III*.

Possessions: Quarterstaff, light crossbow, 20 quarrels, 2 potions of cure moderate wounds, potion of invisibility, potion of spider climb, and a scroll of haste, ring of summoning (1 charge – used to summon salamanders then becomes common ring worth 2 gp).

Spells cast if he knows the party is on the way.

Round One: Mage armor – AC 17 (touch 13, flat-footed 14)

Round Two: Cat's grace – (+4 Dex) – AC 19 (touch 15, flat-footed 14), Init +9

Round Three: Resist elements: fire (Ignores first 12 points of fire damage)

Round Four: Resist Elements: lightning (Ignores first 12 points of lightning damage)

Rhoule knows the duration of his spells so casts them at the appropriate times. He would rather wait then cast them to early and lose them.

Surprise Round: First round of combat he will more likely then not have surprise. He activates his ring summoning the salamanders into the room right in front of him.

First Round: Tosses a *fireball* right into the middle of the party. Salamanders are immune to the fire so he is not worried about catching them

Second Round: Finds who is holding the ring and if they look tough still he casts *lightning bolt* at them and whomever else he can catch.

Third Round: If the ring bearer still looks good he casts *lightning bolt* again. If not he casts *magic missile* at them and moves in to grab the ring.

Fourth and subsequent rounds: He casts two more *magic missile* spells while trying to get the ring and leave.

As soon as he has the ring in his hand his next action is to cast invisibility. He then tries to either wait until the party leaves (spell lasts 50 minutes) or if they are about to find him he beats a path out the front door. Remember Rhoule is very intelligent (Int 16) so play him that way.

PLAYERS' HANDOUT #1: INFORMATION GATHERED FROM THE BOOKS FOUND IN THE LIBRARY OF ASNATH.

Scribed by the elven sage Lirren of Asnath in 132 CY

I came across a very interesting sight today as I took my daily walk. It seems the flickers of annoyance that some here call humans had decided to thin their ranks. Now some here say I should have stepped in and done what I could to help our 'friends' against him who raised the ones from beyond to fight. I have a hard time calling friend to those who would box themselves in stone tombs and breed like kobolds though. How can anything somebody who lives such a short time think matter to those of us who have watched generations of their families live and die? Did we not learn our lesson with the eyeless one? Oh well, maybe in retrospect I should have helped them as they at least recognized that the aberration of nature that faced them needed destroyed.

The battle was quite spectacular to watch at the time but I shall not bore myself by filling up pages with it now. The one thing I found of interest though was towards the end of the battle. Most of the vile ones forces had been scattered. All that remained was his personal guard and they were quickly falling to the knights. The old one in the robes that Lorick <scribbled note on side of page – Elvish Lord during this time> spoke with often raised his staff over the dark one as if to smash him to pieces. As the staff came down there was a flash of light and with a howl like a wolf caught in a trap he crumpled onto the ground. The robed man reached down and picked up what appeared to be three golden rings from where the dark one had stood. As the knights fought around him, a large human figure made of stone rose out of the ground behind the robed one and struck him. He stumbled to one knee and the rings fell from his grasp onto the ground. The stone figure reached down and grabbed one of the rings and the dark ones body and sank back down into the ground before the knights could reach it. A female priest helped the old man back to his feet and she gathered the two remaining rings and returned them to him.

The knights quickly dispatched the few remaining foes and gathered around the old priest. He raised his staff over his head and with a crack of thunder the dark clouds shattered into mist and the sun once again beat down on the fields. As the knights cheered around him the old priest gazed around the fields and the fallen that now lay dead upon it. As his gaze passed over where I was watching from he paused a second. I swear he saw me watching him.

Scribed by the elven sage Lirren of Asnath in 134 CY

The shrine at the site of the battle from a few years ago was finished today. The short squat ones had worked non-stop for the past 2 years to finish it. I guess it was very nice looking if you liked damp holes in the ground but seemed like an awful waste of time to me. Several dozen priests had been inside for over an hour now and I was about to start back home when they finally came back out. They had entered with several chests but did not leave with them. The old one with the staff from the battle appeared and started to chant and held the staff over his head. The stone slab glowed briefly and then slide shut overtop the entrance. Several briar bushes were planted in front of it and then one whom I assume was from the druidic order stepped forward and caused them to grow as if years were passing by in seconds. When finished the site looked like nothing more then a overgrown briar patch that had been there for years.

PLAYERS' HANDOUT #2: SCRIBED BY THE ELVEN SAGE LIRREN OF ASNATH IN 184 CY

I saw something that disturbed me greatly today. A man I have not seen in over 50 years walked right up to me in my study and sat down next to me. At first I did not recognize him. I was so used to humans changing so fast that I never really paid much attention to what they looked like. Last time I saw him he was holding a staff over his head and was being cheered on by hosts of knights. Now he was sitting in my study without changing one bit from then till now. Now you think that I would have called for the watch but for some reason I did not. He just sat there with his pupiless eyes and looked at me. After a few minutes he let a smirk creep onto his face and it sent a chill down my spine that I had not felt in the 300 years I had walked Oerth. With a quiet chuckle he reached out and patted me on the head and walked away. I did not hear my door open or shut but when I got up the nerve to check the front room he was gone. I never spoke of that night to anyone but I knew the night I saw him again it would be my last.

Timeline of the Canons of the Archclericy of Veluna

<torn edge>

98 – 114 Canon Pharet (retired)

114 – 121 Canon Malius II (death)

121 - 134 Canon Herion (death) <circled in ink with a large star next to it>

134 – 142 Canon Kerin (death)

<torn edge>

PLAYER HANDOUT #3

Rhoule,

Have you found what you are looking for yet? The boss is getting very impatient and he want results and soon. We stopped in to visit your 'buddy' from Valkurl but he was no where to be found. You had best get back there as soon as you can and find out what is going on. Your sister is up in Grayington checking out some leads so we will be heading there after our meeting. We will wait for you back in Asnath for your return. We will meet you by the branded stump on the 3rd night of the festival. Do not be late and do not disappoint us.

Strength of the one who shall be to you my friend,

Yurin