

VEL3-02

A One-Round D&D Living Greyhawk Veluna Regional Adventure

The Wing of a Butterfly

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The druids know that nature is in a very delicate balance. For every action, there is an equal and opposite reaction. But, what they do not share is the fact that for every hurricane there is a single butterfly whose wing flapped and caused the breeze, which tipped the balance, creating the storm from the calm. What they do not even suspect is that, just as nature has its butterflies, so fate has hers. This is part four in The Traveler's Saga. This is a one-round Living Greyhawk event designed for characters of APL 2-10.

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

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

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

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

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

Scoring

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

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

and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

Living Greyhawk Levels of Play

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

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

CR	1	2	3	4
1/4 & 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

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.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure

begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

Time Units and Upkeep

This is a standard one-round regional adventure, set in the Archclericy of Veluna. Characters native to the Veluna region pay one Time Unit; all others pay two Time Units. Adventurer's Standard Upkeep costs 12 gp per TU spent. Rich Upkeep costs 50 gp per TU spent. Luxury Upkeep costs 100 gp per TU spent.

Adventure Summary and Background

NOTE TO ALL DMs Since this module is taking place after *VEL3-01 Lost Secret of the Lortmils* then a strange occurrence has happened. If any PC at the table attempts to Scry or Divine the answer or location of something it will be hazy or darkened. At this time it will still work but let the PC know that it was a struggle. If the PCs

happen to notice this and ask any clergy within Veluna if they have had any troubles the answer will be an emphatic no.

For two years, now, animals and beasts in the country of Veluna have been experiencing a strange and magical sickness. Their bodies heal at an alarming and constant rate. Minor cuts and wounds heal so quickly as to be non-existent. Normal fire and ice rarely affects them. Even some magical spells fail to damage or even effect these animals.

It started with cows, sheep, wolves, and mountain lions in the Yatil Mountains. It has since spread as far south as the Lortmil Mountains. The creatures are distinctive in the fact that they constantly bleed, due to spiny growths of bones protruding from their insides. Individually, druids have tried to cure the creatures. But, thanks to the community known as the Circle of Life, they have now identified this sickness as an epidemic. They are going to meet, soon, and discuss what has been tried, and what other solutions might work to stop this spreading plague.

One such druid, Grey Willow from the Diocese of Lorrish, has lost control of the beasts he was attempting to cure. He approaches a group of adventurers and asks them to please return the sickened creatures. Failing that, he would prefer the creature be put out of its misery before it hurts anyone.

♣ **Grey Willow:** elf male Drd4; hp 24; see Appendix One

The event begins with the heroes on the hunt of one of the creatures Willow has lost. There is no way for the heroes to cure the creature, at this time. The creature is maddened by its illness, and will fight until death. It no longer has a sense of self-preservation to encourage it to flee.

Once the creature is taken care of, the heroes can meet Willow in Veluna City. Should they capture the creature, one of them can meet with the druid while the others guard the prisoner. As they pass through the city, some of them should notice the woman who is in the stocks.

She is Yannotta Ginnie. She is a waitress in Tannenbaum's Chalice, and has served any hero who participated in the other three parts of The Traveler Saga. She is willing to talk to them about her situation. She has been accused of treason. She could not prove her innocence, and so is receiving her just punishment.

She will assure the heroes that she is innocent. Her only hope is that she still has a job when her sentence is complete. She does not want to leave Veluna City.

In the Chalice, the heroes meet with Willow. The druid tells them more of the sickness, and of the plans for the Circle of Life to meet.

During the night, Ginnie is murdered in the stocks. Inspector Hornquist has the heroes detained to question them. They were seen conversing with the deceased the day before. They are asked to assist in the murder investigation.

They can question the bishop who accused Ginnie. She will explain her reasons. A former Ket citizen and merchant in Veluna City had told her that only a person who regularly trafficked in Ket would have Ket coins this far into the country of Veluna. Ginnie's possession of Ket coinage caused Ginnie to suspect the waitress of treason.

Also, when they visit the stocks, the scene of the crime, they can meet a local citizen who saw someone other than the heroes interact with Ginnie. This other person is Abromax Stromay, a high-ranking member of the College of the Arcane.

The heroes can then talk to the merchant. His apprentice will first indicate, and then eventually admit that he murdered the woman. He feels that he did a good thing by killing a traitor to the country.

But, all of this: the false accusation, the trial, even the murder, was planned and arranged by Stromay. He will meet with the heroes, if they wish. He will admit to the murder, because he knows that they can't do anything about it. His word in court is worth more than theirs, and all he has to do is challenge them to prove that he did it.

It is expected that the heroes feel defeated by this. Stromay wields too much political power for them to justly defeat. But, they have correctly identified one of the high-ranking officials who was standing in their way last year. And, that in and of itself, is a victory of sorts.

Introduction

The judge is asked to identify which heroes have played the previous three parts of The Traveler Saga. This is so that Yannotta Ginnie can recognize them in scene two.

The judge is also asked to please advise the heroes to choose to play a character who would accept a mission to assist a druid who needs help. This is because the event will begin with them in the middle of that mission. Please also ask the players if their PC would require payment to give this assistance, and if so if they would bargain for payment in influence, gold, or possessions. Read the following once they are done deciding.

Your trip towards Veluna City has been a relatively calm one. Your search for these vile creatures has left you wandering the forests for days but to no avail. The druid contacted you all through his own mysterious ways, as much of those within the Circle of Life tend to do. 'Nature must be brought into balance' he told you and thus your search continues to help him rectify that.

Once that is done the PCs journey into Veluna City to meet up with Grey Willow.

Encounter 1: In which the Heroes grant aid to the forces of nature

Depending on the APL, the heroes will be asked to track down and either subdue, or if necessary kill, beasts who pose a threat to the people of Veluna. The druid, Willow, had a grove in the Lorridges in which he kept beasts who had wandered east across the hills. He would care for them, keep them from civilization, and send them back into the wilds.

But, recently, his animals and beasts have been getting sick, and he doesn't know how to care for them. He found that sending them west of the hills helped, and he has continued his investigations into the source of their sickness. This is not, however, what he wants the heroes to help him with. He has lost control of some of his beasts. They have escaped the tranquility of his grove. He understands that they may need to be killed if they have contracted the sickness.

Once the heroes have either captured or killed the creatures, Willow would like for them to meet him in Veluna City. He is traveling there directly to talk to some of the clergy about the situation.

Give the heroes a Tracking roll [DC 8], if appropriate. If they succeed they will have foreknowledge of the creature's whereabouts. Otherwise, they will stumble upon it with a minimum of preparation.

APL 2 (EL 5)

🔥 **Fiendish Five-Headed Hydra:** hp 52; see Appendix One

APL 4 (EL 7)

🔥 **Fiendish Griffons (2):** hp 59; see Appendix One

APL 6 (EL 9)

🔥 **Fiendish Bulette:** hp 94; see Appendix One

APL 8 (EL 11)

Fiendish Androsphinx: hp 114; see Appendix One

APL 10 (EL 13)

🔥 **Fiendish Myrmarch (Formian):** hp 102; see Appendix One

Tactics:

The creatures have been driven mad by the sickness, which has turned them fiendish. They are all magical beasts that are highly aggressive and confused. Those trying to use Animal Empathy will have a hard time [DC 35] to calm them.

The creatures have no tactics, no sense of direction, and very little sense of self-preservation. They have been turned into evil. Even the once righteous Androsphinx.

This should be a very difficult combat for the heroes. They may feel the need to save some of their resources for later in the module. This should be discouraged by viscous and relentless attacks from the creatures. The creatures at low APLs have no treasure but at APL 8 if the PCs search the sphinx they will find jewels worth 600 gp and at APL 10 inside the bellies of the Myrmarch they will find 1,200 gp worth of gems and jewelry.

Treasure:

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

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

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

APL 8: L: 0 gp; C: 100 gp; M: 0 gp

APL 10: L: 0 gp; C: 200 gp; M: 0 gp

The remainder of the trip to Veluna City is uneventful for the wounded heroes.

Encounter 2: In which the heroes arrive in Veluna City, and meet a familiar face

As the heroes are walking into Veluna City please describe the following to them:

The familiar streets of Veluna City are clean and well maintained. The white buildings almost glow in the sunlight. The people walk around with smiles on their faces, and nod hello to you. The soft sound of water rushing overhead through the aqueducts is almost unnoticeable.

As you walk through the square, you see that a local criminal is chained in the stocks. A day or two of public humiliation is a common punishment for minor crimes.

Check and see which heroes also participated in the other parts of The Traveler's Saga: The Delivery, The Spectre of Lorridges, and The Return to Shandalanar. These heroes will recognize Yannotta Ginnie

🐉 **Yannotta Ginnie:** human female Com6; hp 18; see Appendix One

Ginnie is allowed to converse with the passers by, and is currently pleading with any who will hear to give her a drink of water from the bucket attached to the stocks. Ginnie will pass along the following information if the heroes talk with her.

- She was accused of treason by one of the local bishops. Bishop Archonica Rani brought the accusation, and she was unable to prove the claims false. (see below)
- This is her first day of a two-day sentence.
- She insists that she is completely innocent. She wants to go home.
- She is afraid that she may have lost her job as a waitress at Tannenbaum's Chalice. She is very worried about it, and doesn't know how she will support herself without that job.

It is unlikely that the heroes will attempt to free her. She is held in wooden stocks with good quality lock. Freeing her will require a successful Open Locks [DC 30]. Alternatively, the lock has hardness 15, and 30 hit points; going through the two inch thick wood is only slightly easier as it has hardness 5 and 20 hit points.

Furthermore, any such attempt will bring a Guardsman running as someone in the area will take notice, and alert the authorities. It will be

impossible to open the lock or break the stocks without having to explain themselves to the Guardsmen.

The Guardsmen will arrest the heroes. The attempted escape will result in an extension of Ginnie's punishment. Furthermore, the heroes, themselves, will each be imprisoned in a jail cell for five days and have to pay a fine of 100 gp. These punishments are doubled if the criminals attempt to flee, and doubled again if they fight. If the PCs kill a guardsmen then they are incarcerated until a trial can be scheduled. Their character is removed from play and please contact the Veluna Triad at velunatriad@living-greyhawk.com for further instructions.

No PC at this time is of sufficient rank to release the prisoner. Even if one were, it would require a lengthy legal hearing, which would take at least 2 weeks to arrange, and cost considerable influence with the Church to succeed at.

It is far more likely that the heroes will offer their sympathies, and offer to give her assistance when she is released. The module is written with this assumption.

If anyone asks, there is nothing else of interest going on in Veluna City at this time. There is no new news on the Whitehall front and no one has heard of the Rings band creating trouble. If the PCs ask any clergy about the Temple found in 'Lost Secret of the Lortmils' the clergy will say that the Archbishop will handle that when he returns from Mitrik. One might call this "The Calm Before a Storm," if one were paranoid.

Note to Judges: If PCs decide to stay with Ginnie during the night the Guardsmen will kindly ask them to leave and they have everything under control as they have regular patrols. If the PCs use other means (indivisibility or otherwise) then they will stop the murder for that night. If that happens then try to get the party away from Ginnie during the day. She will then be slyly murdered during the day while the Guardsmen left their posts conveniently.

Also if they stay there until she is let go she will be murdered later on in the evening at her home. Just alter the text in the module if this happens.

Encounter 3: The heroes have a relaxing drink

Tannenbaum's Chalice has its regular moderately sized crowd. The druid, Willow, is waiting for the heroes with their rewards if they were successful in their earlier mission.

Rewards for Scene One:

Please note that different heroes may ask for different things. The group does not have to agree on one form of payment though each PC will only receive one form of payment.

If the PC asked for payment in gold:

APL 2:	50 gp
APL 4:	150 gp
APL 6:	250 gp
APL 8:	250 gp
APL 10:	250 gp

If the heroes asked for payment in possessions:

APL 2: 2 potions in any combination of the following: Potion of Cure Light Wounds, Potion of Jump, or Potion of Spider Climb

APL 4: Choice of the following potions: Potion of Cure Moderate, Potion of Aid, Potion of Lesser Restoration, or Potion of Cat's Grace

APL 6: Choice of the following: Necklace of Prayer Beads (bless), Dust of Illusion, or Quaal's Feather Token (whip)

APL 8: Choice of the following: Necklace of Prayer Beads (bless), Dust of Illusion, or Quaal's Feather Token (whip)

APL 10: Choice of the following: Necklace of Prayer Beads (bless), Dust of Illusion, or Quaal's Feather Token (whip)

If the heroes asked for payment in influence:

Willow will promise to talk to the gnomish craftsmen of Lorrish on the behalf of the hero. At some point in the future, after playing in a regional scenario set in Veluna, this hero may visit Lorrish and they will improve any non-metallic masterwork weapon to +1, or armor to +2 magical enhancement per the costs in the DMG. The non-metallic weapon must either be a year one cert or shown on an Adventure Cert/Record to be a valid choice. Examples include: wooden great club, bone long sword, stone mace, crystal dagger, shell shield, etc.

If the heroes did not ask for payment:

Willow will talk to the fey of Veluna of the generosity and heroism of the hero. This hero will receive one Influence Point with the Fey, which will grant them a +2 Heroic Bonus when attempting Diplomacy with a Fey in Veluna.

Willow will converse with the heroes over a light lunch. Should the topic of Yannotta Ginnie's accusation and punishment come up, a man in the tavern will overhear, and comment. His name is Abromax Stromay (see Encounter 9 for more information), and he has the following to say about Ginnie:

"Good for her. Maybe this'll teach that wench how to respect her country properly. I'm just sorry that they didn't find her guilty for treason in the first place."

Stromay will elaborate if pressed. He "knows" that Ginnie is a traitor to the country, because if she weren't, then the bishop wouldn't have said she was. Everyone knows that bishops are never wrong, because they can cast magic to talk directly to Rao and find out the truth.

It is expected that the heroes will dismiss Stromay's claims as disgruntled ranting. If they press him, or counter his statements in any way, he will become angry and leave.

Willow will mostly ignore Stromay, as well as the rest of the crowded tavern. He is shy, and not used to being around so many people. But, he is friendly, and will not need much goading to divulge the following bits of information:

- The animals and beasts have been getting sick at an alarming rate over the last year. He thinks it started in the Kron hills late 591, and has come south over the last 15 months.
- The last stages of the sickness include a spiny growth, similar to thorns, on the creature's bones. In some of the extreme cases he has seen, the thorns actually grow through the creature's skin, causing it to bleed constantly.
- The sickness drives the animals mad, but it makes them more resistant to heat, cold, and even sometimes magic. Furthermore, the madness allows the creatures to ignore pain, as if they weren't damaged at all by minor blows. He thinks it is a biological counter to the obvious pain caused by the thorns.
- He did not expect any of the escaped creatures to be in these final stages, or else he would have warned the heroes before they tracked the creature down. If they killed the creature, he is glad they were able to put an end to its suffering.

- In his time in Veluna City, Willow has learned of other creatures also contracting the sickness. So far no humanoids have been infected. Unsubstantiated, and incorrect rumors from Mitrik claim that even some undead have contracted the illness.
- There is a meeting of The Stewards of the Circle to discuss this sickness, and what can be done about it. This will occur in a Grove to the south of here, in 21 days.

Willow will also talk of things that are not related to the problem that began the event. Should the conversation lag, he will attempt to restart it by talking about butterflies:

"It could be anything that is spreading or even causing the sickness. Nature has taught me that the smallest, most inconsequential of things can cause great disasters. The slight breeze caused by the flap of the wing of a butterfly could be the final act, which tips the balance and transforms a simple wind into the storms of a hurricane."

Willow will converse with the heroes for the rest of the night. They can get rooms for the night for only 1 gp each.

Treasure:

If a players take a payment in gold or items

APL 2: L: 0 gp; C: 50 gp; M: 0 gp
 APL 4: L: 0 gp; C: 150 gp; M: 0 gp
 APL 6: L: 0 gp; C: 250 gp; M: 0 gp
 APL 8: L: 0 gp; C: 250 gp; M: 0 gp
 APL 10: L: 0 gp; C: 250 gp; M: 0 gp

Encounter 4: The heroes are told about a horrible crime

WHAM! WHAM! "Good gentlemen and ladies. This is Gron Goodsped of the Veluna Guardsmen. I am here to escort you to see Detective Hornquist about a certain person."

"I will await your arrival downstairs."

Armed Guardsmen announce that you are wanted for questioning by Detective Hornquist. Last night someone murdered Yannotta Ginnie while she stood in the stocks. The heroes were seen talking to her the day before. They are not being arrested or anything the Detective (whom some PCs may have met numerous times) just wants to talk with them.

The Guardsmen will give the heroes some time to get ready, and then escort them to the Guard Post. All Hornquist really wants is to know the details of their conversation yesterday. He knows that most murder victims know their killers, and thinks that she may have said something that could give them a clue as to who killed her.

 **Hornquist:** male human; War9; hp 54; see Appendix One.

After taking a statement from the heroes, Hornquist is willing to discuss the investigation so far.

- Later in the day a Priest of Rao is coming to cast *Speak With Dead* so that the corpse may be questioned. So long as the heroes are not distrusted by the Church of Rao they may sit in attendance. The cleric in question is Bishop Archonica Rani
- Yannotta was found this morning, she was stabbed during the night by a dagger, which was left in her back.
- No one other than the heroes gave any indication as to being friendly toward Ginnie. This made them stand out in Hornquist's preliminary investigation.
- Yannotta is somewhat well known in town, because of her job, and is well liked by the general populace. Hornquist has no real leads as to who would wish her harm.
- If any of the heroes are Guardsmen, they will be allowed to see the corpse and the murder weapon.

The heroes may wonder why a person who was well liked was not visited in the stocks. This is for two reasons. One is that people in general have a trust of the Church. So, when the Church accuses someone of treason, it is generally assumed that person is a traitor. The second is because the people don't want to be accused of being her accomplices.

At this point, the heroes are free to perform their own investigations. They don't have a lot of leads, but they may have ideas that Hornquist, himself, can't legally follow. In specific, they can question Rani, the Bishop who accused Ginnie; or Stromay, who spoke against her the day before. Neither has strong enough evidence against them to even question them, legally. They may also wish to visit the Chalice to talk to Ginnie's friends and co-workers, or to visit the stocks where she was murdered.

Encounter 5: The Heroes fail to find Stromay, and succeed at talking with the Bishop

Stromay is nowhere to be found in Veluna City at this time. No matter how diligently the heroes look, including Scry, he is not to be found. This is because Stromay is not his real name, and the appearance he wore when he met the heroes is not his real face.

The Bishop, Archonica Rani, is found easily. She has duties at the Church of Rao, but is willing to meet with the heroes before going over to the Guard Post. She will meet with the heroes privately in a small meeting room at the temple.

- Rani is sorry that Ginnie was murdered.
- Rani feels that the charge of treason was warranted, as Ginnie was unable to supply any evidence that she was not a traitor to the Church or Veluna.
- Rani, herself, caught Ginnie with Ket property. She challenged the waitress to explain where the property could have come from if it was not payment for information.
- Rani does not know Stromay.
- Rani did cast a Divination before bringing the accusation, and was assured by Rao that a traitor to Veluna was passing Ket bastions (platinum coins) in Veluna City.
- She has heard about this 'Lost Temple' but does not believe that any worshippers would leave over any reason. But she has heard of a few clerics leaving to go see if the rumors are true.
- She believes that the Clerics of Rao of that time found it to be reasonable to keep it from the public when it would have created an uproar. She had not heard of it before hand however.

Remember at this point if the PCs have tried to cast their own Divinations and the DM has told them that it was hazy and it will be a struggle to get Rani to admit that she has had any problems. They can get a Sense Motive check [DC 20 + APL] if they ask, to notice that she may be hiding something about the Divination.

Rani does know of a merchant who has dealings in Ket. His name is Morgan Zethrax, and he used to be a resident of that questionably aligned nation. He made Veluna his home in CY 591. Rani spoke with him about her divination, and he explained to her that only a dishonest person who had something to hide would come to the very center

of the country and still hold Ket coins. An honest person would change those coins at or near the border, he explained, so as to not attract attention to himself.

Rani is being honest and forthright with the heroes, even if they are distrusted by the Church. She will not allow them to cast spells upon her to verify her identity if they are distrusted. However, if they are trusted, she will consent to spells such as Zone of Truth, Detect Thoughts, Detect Alignment, etc.

After talking with Rani, the heroes may wish to talk with Zethrax. He can be found at the SGS Trading Company's area of the marketplace.

Encounter 6: The heroes visit the scene of the crime

At some point in the day the heroes should wander by the stocks where Ginnie was held. They may ask to do this, or they may pass it on their way from one place to another. When they do, please read the following.

The stocks stand empty. The shackles hang limp, gently blowing in the light breeze. A human man, dirty and disheveled, gently places flowers upon the pedestal of the stocks. He is a local beggar named Storbaugh.

This may come as a bit of a shock to the heroes. Veluna City has no poor section, has no slums. It has open opportunity for housing and employment to anyone willing to work for a living. Storbaugh, however, is not so willing to work. He has good intentions, but he always fails to keep a job. Lack of interest is his downfall, and he has run out of people to try to work for. So, he begs.

♣ **Storbaugh:** male human Exp6; hp 27; see Appendix One

Storbaugh lives in the streets. He changes his sleeping location regularly so as not to annoy the Guardsmen. He bathes in the aqueducts. When he has money he buys day old bread and leftover fruits. He doesn't steal, he is not a member of the Pack or Inquisitors. He doesn't really want to be homeless, but he lacks the drive and desire to work. If the heroes approach him, he will be friendly, and ask them for some spare towers (silver coins).

Should the heroes offer him money in exchange for information, he will realize that he has

something of value, and will be shrewd enough to get a fair price for information. Every bullet point below will cost the heroes at least five towers. If the players want to roll a Diplomacy skill check to negotiate the price, Storbaugh will also attempt to negotiate a higher price with his skill. If the hero scores higher than Storbaugh, the price drops to 3 towers (half), if Storbaugh scores higher than the hero the price rises to 1 crook (gold coin) (double). There is only one check allowed per bullet point. The judge is empowered to re-order the bullet points to account for specific questions granted by the heroes.

Should the heroes actually attempt to use Intimidation [DC 10 + APL] to get free information, every 3 points beyond the DC that they achieve will give them another bullet point of information. Storbaugh will then rush off to get the protection of the Guardsmen, or the Church of Rao, whichever seems more appropriate.

- She was a nice woman. Pretty, too. She even got me a job once, washing dishes at the Chalice.
- I've held jobs all over town, some for individual shop's, some for the Temple, once even for the Three Rings Trading Company. But, they never worked out. It was all because of politics. I didn't know the right person, or do the right thing, or attend mass on time, and the next thing I knew I was out of a job. But, people give me money now and again.
- Ginnie would give me hands (copper coin) every night, sometimes even a tower (silver coin) or two. I knew she didn't have much, and I appreciated every coin she gave me. Two days ago, a stranger gave me some coins the likes of which I'd never seen before. I thought they was silver, and went to the Chalice to get some dinner. Ginnie told me that they were made from platinum. Imagine that, platinum coins! Now, some people would have taken it as I said: silver, and left me none the wiser, but she were better than that.
- The man didn't tell me his name. But, I can tell you what he looks like. (Describe Abromax Stromay.)
- I seen him again, I did. Yesterday, he walked by the stocks. I was afraid to talk to her, because I was afraid they might accuse me of treason as well. The man walked up to her, and she refused to look at his face. I thought that he might be an enemy of hers, but he didn't have the look of unkindness about him. He gave her a look of pity and walked away.
- When he walked away, past her sight, I saw somewhat that I will never forget to my dying

day. His features began to flow like water. He got maybe two inches taller, and his face smoothed out to that of a man of 20 summers. His hair even lightened as if colored like those women do in Devarnish. He was a completely different man in a matter of steps.

Storbaugh's description of Stromay matches that of the man whom the heroes met in the tavern. His description of the man Storbaugh transformed into may be familiar to the heroes. Any hero who participated in The Spectre of Lorridges may recognize that the description matches that of the man who gave Hensall the bomb.

Should any of the heroes wish to give Storbaugh a job, he will appreciate it. He has worked for nearly everyone, however, and they won't take him back. But, if someone has Influence with the SGS Trading Company, they can recommend him for a job. Storbaugh will be grateful and work hard and diligently. The Influence will no longer be valid, however, because Storbaugh will only be a good and diligent worker for a week. After that he will revert to his unreliable ways, and this will reflect poorly on the person who recommended him (simply canceling the Influence, not actually penalizing the PC.).

Encounter 7: The heroes talk to a merchant

At the SGS Trading House, the heroes will find that the business is doing very well. The Temples in Veluna City can make use of the gold, silver, and other valuables that the guild specializes in. Furthermore, the spices and foodstuffs are in strong demand from the people of the city.

Here, the heroes may use their influence to recommend Storbaugh for a job. Also, or alternatively, they may speak with Morgan Zethrax. Morgan and his nephew and apprentice, Gostacc, are clerks who are tallying up the income for the sale of spice so that money can be used to justify an increase in the shipping orders. He is very secretive about his work, and will put it away, in a locked box, while he talks to the heroes.

Again, the judge is empowered to change the order of the bullet information to accommodate the questions of the heroes. Keep in mind, however, that after three statements, Gostacc will interrupt. There are plenty of statements to choose from specifically so that different parties may discover different information before the interruption.

- My nephew and I used to live in Ket. We came to Veluna to trade horses, and now we sell sugar. What a great country!
- It's a terrible thing, that spy being murdered like that. Better if she hadn't fought the charge and simply gone home to Ket.
- Any cross-country merchant knows that you always want to do business in the coin of the country you are standing in. That is the coin that is the strongest, and most valuable to your buyer. Using it also shows loyalty to the country that branded them.
- I never really knew the spy. What was her name again? I just think it is a horrible thing to do to such a great country as this. In Ket they would cut out your tongue just for selling secrets of the Baklunish Merchant Clans, I shudder to think what would happen to a traitor to the country.
- Do you have a sister? My nephew is very single.
- I was working all afternoon yesterday. No one was with me. Gostacc had the day off, and spent it at the Temple learning about the wondrous god called Rao.
- I spoke with Rani at the Temple a few days ago. She's a wonderful woman. She asked me if I still had any Kettite coins. Of course, I don't.
- Of course I can give your friend a job. Is he good with a broom? Never mind. Gostacc will teach him.

Again, the judge is reminded that after three exchanges, Gostacc will interrupt. Gostacc will begin with snide comments about how the spy should have left when she had the chance. He will also say that she got what was coming to her for betraying the country. Morgan will tell him to shut up. If the heroes direct their questions to Gostacc, he will be of the opinion that spies should be put to death, because there is no worse person than someone who spits on the country which houses and protects them.

As Gostacc incriminates himself, Morgan will claim that he was busy at the Temple. Gostacc will disagree and admit that he murdered the spy during the night. Morgan will claim that to be a lie, and say that he was the one who killed the woman. Gostacc will point out that the ledgers are written in Morgan's handwriting, which will prove he wasn't outside of the Trade House last night.

Both of them will admit to the crime: Morgan to cover for his young nephew, Gostacc because he is proud to have proven his loyalty to Veluna.

The heroes have no real proof, but if any of them are Guardsmen, they can arrest either of the Zethrax's and take them to the Guards Post. Neither will resist arrest.

Encounter 8: The heroes talk to the victim's coworkers

At the Chalice, the scene is a somber one. Ginnie was well loved by her friends, and they have declared a day of mourning. Everyone wears a black armband. All meals are half price. All tips go toward a memorial service for Ginnie.

The staff can pass on information about Ginnie. They have nothing but good things to say about her, and none of them believes that she was a traitor.

If questioned about Ginnie's friends or potential enemies, they only have two names to pass along. A patron who moved to Veluna City, and was working for the College of the Arcane, clearly didn't like her.

His name was Abromax Stromay. No one knows why he disliked her so much. She also appeared to be friends with a local vagabond named Storbaugh.

The people in the tavern are willing to tell the heroes how to find Stromay or Storbaugh. Storbaugh will be in the vicinity of the marketplace. Stromay will be at the College of the Arcane. There is no other information to be found here.

Encounter 9: The heroes track down a murderer

Stromay can be met inside the College, if and only if at least one of the heroes is a member of the College (to escort the others) and none of the heroes are distrusted by the College and Church. Otherwise, the heroes may send him a message, and he will be willing to meet them at the Chalice for dinner.

At either place, he will meet the heroes with some protective spells upon himself. He will be cordial, honest, and blunt. He will have the following to say, unless the heroes press him into a more physical conflict instead of a verbal one (which he prefers.)

- For every hurricane there is a butterfly who beat his wings and pushed the breeze into a storm.
- Just as nature has butterflies, fate also has butterflies who perform some small act to cause or avert disaster. I am the current generation's Butterfly of Fate.
- I caused the woman's death. Do you want to know how? I knew that Bishop Rani was going to be dining in the Chalice that night. So, I took a handful of Kettite coins and gave them to a beggar in the street. I knew he would go to the Chalice, I knew that the coins would make their way to her hands, and I knew that Rani would see the coins in her possession. I knew she would be accused of treason, and I knew that the young Gostacc would be willing to kill her to prove his and his uncle's devotion to this country. I planned it all, and expended almost no effort, which means that there is no proof.
- Why shouldn't I be honest with you? What can you do about it? I have more power, both magically and politically, than you ever will.
- I am not an evil man. I am a hero of the nation. I was born for a purpose. There is a great catastrophe coming which could destroy Veluna. The forces of Fate have come together in me so that I can prevent the fall of our way of life.
- Tell who you want about me, they won't believe you. Tell who you want that I've arranged the deaths of Yannotta, or Hensall. No evidence exists that I killed those two. You only know it because I told you.
- I am not all-powerful, just more powerful than you can imagine. You could kill me. But, to do so would be to doom the country. The forces of evil are gathering, and only I can put the right counter forces in motion.

Stromay is willing to actually combat the heroes. However, he has enough political pull in the country to follow through on any one, or all, of his threats.

There are several ways the players can earn the xp for this encounter. If they can manage to get some evidence on Stromay they can have him arrested. This could come from a temple guardsmen being present or perhaps bringing one with you and hiding him so he hears Stromay boasting. While this will put him in jail for the present, his vast influence will quickly set him free though the PC's have severely inconvenienced him.

The PC's could also fight and kill him. Without evidence this will land the PC's in jail for a long time (character's removed from play – contact the

Veluna triad at velunatriad@living-greyhawk.com for instructions). With evidence it will still land them in jail for 4 Time Units while the clergy get down to what really happened. The church will be very unhappy with this turn of events. Thankfully Stromay will be raised and forgive the PC's for their hasty actions.

The heroes may feel disappointed at this point. They can kill Stromay, but it really doesn't help anything. There isn't a political organization they can turn him in to, and if they try to turn him over to the Guardsmen, College of Arcane, or Church of Rao, he will be recognized and released immediately, and they will have discredited themselves for their trouble.

The players may need reminding that this is Part Four of a ten part series. Their actions at this point, the results of the critical events of this module, will determine many of the events in the second half.

APL 2 (EL 5)

☛ **Abromax Stromay:** Sor5; hp 16; see Appendix One

APL 4 (EL 7)

☛ **Abromax Stromay:** Sor7; hp 21; see Appendix One

APL 6 (EL 9)

☛ **Abromax Stromay:** Sor9; hp 27; see Appendix One

APL 8 (EL 11)

☛ **Abromax Stromay:** Sor11; hp 33; see Appendix One

APL 10 (EL 13)

☛ **Abromax Stromay:** Sor13; hp 39; see Appendix One.

The End

Experience Point Summary

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

Encounter 1: In which the heroes grant aid to the forces of nature.

Defeating the escaped creature:

APL 2:	150 xp
APL 4:	210 xp
APL 6:	270 xp
APL 8:	330 xp
APL 10:	390 xp

Encounter 6: The heroes visit the scene of the crime.

Getting information from Storbaugh

APL 2:	60 xp
APL 4:	60 xp
APL 6:	90 xp
APL 8:	110 xp
APL 10:	135 xp

Encounter 7: The heroes talk to a merchant.

Arresting Gostacc for the murder of Yannotta Ginnie

APL 2:	30 xp
APL 4:	75 xp
APL 6:	90 xp
APL 8:	115 xp
APL 10:	135 xp

Encounter 9: The heroes track down a murderer.

Defeating the Butterfly either through arresting him or killing him.

APL 2:	75 xp
APL 4:	105 xp
APL 6:	135 xp
APL 8:	165 xp
APL 10:	195 xp

Total Possible Experience:

APL 2 –	315 xp
APL 4 –	450 xp
APL 6 –	585 xp
APL 8 –	720 xp
APL 10 –	855 xp

Treasure Summary

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

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

The coin total is the number of gold piece each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below. Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

Encounter 1: In which the heroes grant aid to the forces of nature.

Defeat the fiendish creatures.

APL 2:	L: 0 gp; C: 0 gp; M: 0 gp
APL 4:	L: 0 gp; C: 0 gp; M: 0 gp
APL 6:	L: 0 gp; C: 0 gp; M: 0 gp
APL 8:	L: 0 gp; C: 100 gp; M: 0 gp
APL 10:	L: 0 gp; C: 200 gp; M: 0 gp

Encounter 3: The heroes have a relaxing drink.

Grey Willow gives them their reward if they wanted money or items

APL 2: L: 0 gp; C: 50 gp; M: 0 gp
APL 4: L: 0 gp; C: 150 gp; M: 0 gp
APL 6: L: 0 gp; C: 250 gp; M: 0 gp
APL 8: L: 0 gp; C: 250 gp; M: 0 gp
APL 10: L: 0 gp; C: 250 gp; M: 0 gp

Total Possible Treasure:

APL 2:	50 gp
APL 4:	150 gp
APL 6:	250 gp
APL 8:	350 gp
APL 10:	450 gp

Appendix One: NPC's

Introduction:

♣ **Grey Willow:** Elf Drd4; medium size humanoid; HD 4d8; hp 24; Init +2 (+2 Dex); Spd 30 ft; AC 15 (+3 hide armor, +2 Dex); Atk +5 melee (1d6, sickle) or +5 missile (1d8, light crossbow); SQ Animal Companion, Nature Sense, Resist Nature's Lure, Trackless Step, Woodland Stride; AL NG; SV Fort +4, Ref +3, Will +7; Str 10, Dex 14, Con 10, Int 13, Wis 16, Cha 13;

Skills and Feats: Animal Empathy: +5, Concentration: +3, Diplomacy +4, Handle Animal: +5, Heal: +7, Intuit Direction: +7, Spellcraft: +4, Swim: +4, Wilderness Lore: +10; Point Blank Shot, Weapon Finesse (sickle).

Description:

Willow is a thin male elf with short blonde hair. He is kind and gentle as well as shy, and so speaks softly and without passion. He will speak with honesty to the heroes and pass on whatever information he has.

Primary Motivation:

Willow is motivated by the desire to do what is best for all creatures. He recognizes that society is "best" for certain creatures, and that the wild of nature is what is best for others. So, he doesn't preach against society, like some druids do.

What does he think about the situation?

He is highly concerned about the sickness that the animals and beasts are experiencing. He does not know that it has also affecting humanoids and undead. He doesn't have any thoughts or opinions concerning Yannotta's murder.

Encounter 1: In which the Heroes grant aid to the forces of nature

APL 2 (EL 5)

♣ **Fiendish Five-Headed Hydra:** Huge Beast; CR 5; HD 5D10+25; hp 52; Init +1; Spd 20 ft, swim 10 ft; AC 15 (Touch 8, flat-footed 14); Atk +4 melee (1D10+3, 5 bites); SA Smite good; SQ Scent, Darkvision, Cold and Fire resistance 10, DR 5/+1, SR 10; AL CE; SV Fort +9, Ref +5, Will +1; Str 17, Dex 12, Con 20, Int 3, Wis 10, Cha 9.

Skills and Feats: Listen +5, Spot +6; Combat Reflexes.

APL 4 (EL 7)

♣ **Fiendish Griffon (2):** Large Beast; CR 5; HD 7D10+21; hp 59; Init +2; Spd 30 ft, fly 80 ft; AC 17 (Touch 10, flat-footed 15); Atk +8 melee (2D6+4, bite) and +3 melee (1D4+2, 2 claws), Rake 1D6+2; SA: Pounce, Rake, Smite Good; SQ: Scent, Darkvision, Cold and Fire Resistance 10, DR 5/+1, SR 14; AL CE; SV Fort +8, Ref +7, Will +3; Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8.

Skills and Feats: Jump +8, Listen +6, Spot +11.

APL 6 (EL 9)

♣ **Fiendish Bulette:** Huge Beast; CR 9; HD 9D10+45; hp 94; Init +2; Spd 40 ft, burrow 10 ft; AC 22 (Touch 8, flat-footed 18); Atk +12 melee (2D8+8, bite) and +7 melee (2D6+4, 2 claws); SA: Leap, Smite Good; SQ: Scent, Darkvision, Cold and Fire Resistance 15, DR 5/+2, SR 18, Tremorsense; AL CE; SV Fort +11, Ref +8, Will +4; Str 27, Dex 15, Con 20, Int 3, Wis 13, Cha 6.

Skills and Feats: Jump +12, Listen +6.

APL 8 (EL 11)

♣ **Fiendish Androsphinx:** Large Magical Beast; CR 11; HD 12D10+48; hp 114; Init +0; Spd 50 ft, fly 80 ft; AC 22 (Touch 8, flat-footed 22); Atk +18 melee (2D4+7, 2 claws) and +18 melee (2D4+3, rake); SA: Pounce, Rake, Smite Good, Roar, Spells; SQ: Darkvision, Cold and Fire Resistance 20, DR 10/+3, SR 24; AL CE; SV Fort +12, Ref +8, Will +7; Str 25, Dex 10, Con 19, Int 16, Wis 16, Cha 17.

Skills and Feats: Intimidate +13, Knowledge (Nature) +5, Listen +15, Spot +15, Wilderness Lore +13; Alertness, Cleave, Great Cleave, Flyby Attack, Power Attack, Track.

APL 10 (EL 13)

♣ **Fiendish Myrmarch (Formian):** Large Outsider (Lawful); CR 12; HD 12D8+48; hp 108; Init +8; Spd 40 ft; AC 28 (Touch 13, flat-footed 24); Atk +15 melee (2D4+4, Sting) and +13 melee (2D6+2, bite) or +15/+10 ranged (1D6+4, Javelin); SA: Smite Good, Hive Mind, Poison, Spell-like abilities; SQ: Darkvision, Sonic Resistance 20, Electricity and Fire Resistance 20, Cold Resistance 15, DR 5/+2, SR 25, Immunities, Resistances, Fast Healing 2; AL LE; SV Fort +12, Ref +12, Will +11; Str 19, Dex 18, Con 18, Int 16, Wis 16, Cha 17.

Skills and Feats: Climb +18, Craft (weapon-smithing) +9, Diplomacy +15, Move Silently +19, Search +17, Sense Motive +18, Spot +18; Dodge, Improved Initiative, Mobility, Multiattack.

Encounter 2: In which the heroes arrive in Veluna City, and meet a familiar face

☛ **Yannotta Ginnie:** human Com6; Medium size humanoid; HD 6d4; hp 18; Init +1 (+1 Dex); Spd 30 ft; AC 11 (+1 Dex); Atk +3 melee (1d6, club); AL LG; SV Fort +3, Ref +2, Will +3; Str 11, Dex 13, Con 10, Int 13, Wis 12, Cha 16;

Skills and Feats: Craft +3, Knowledge (local, Veluna City) +8, Listen +7, Profession (waitress) +9, Spot +8, Ride +3, Swim +2; Alertness, Dodge, Skill Focus (Knowledge, local, Veluna City), Skill Focus (Profession, Waitress);

Description:

Yannotta is a tall human woman with dark hair pulled tight into a bun, and hazel colored, doe like eyes. She has a perpetual smile and keeps herself clean and tidy even while working. She is 24 years old with a curvaceous figure, which displays her fondness for strawberry cheesecake.

Yannotta was also seen in The Delivery, The Spectre of Lorridges, and The Return to Shandalanar.

Primary Motivation:

Yannotta is motivated by the simple desire to make other people happy. She would rather have satisfied customers than extra tips, although she wouldn't turn a tip down. She is a fair woman, who tries to be as helpful as possible up to the extent of her abilities.

Yannotta is honest, and helpful. She is a person who will make time to talk with people. Currently, she is upset, and so will talk about her problem to anyone who has a friendly ear.

What does she think about the situation?

Yannotta is very upset about the situation. She is highly concerned about how the accusations will affect her occupation. She is also confused, she doesn't know how these things happened to her. Should her corpse be consulted while the heroes are present, she will deny her guilt, yet again (remind the players she can't lie when under the effects of Speak With Dead) and she did not see who murdered her. She is very unhappy to have been falsely accused and murdered.

Encounter 4: The heroes are told about a horrible crime

☛ **Hornquist:** Elf War9; Medium size humanoid; HD 9d8; hp 54; Init +2 (+2 Dex); Spd 30 ft; AC 16

(Touch AC 12, Flat Footed AC 14); Atk +12 melee (1d8+3, longsword), or +11 ranged (1d8, light crossbow); AL LG; SV Fort +5, Ref +4, Will +3; Str 16, Dex 14, Con 10, Int 15, Wis 12, Cha 11;

Skills and Feats: Escape Artist +5, Hide +7, Knowledge (local, Veluna City) +8, Jump +6, Move Silently +10, Pick Pocket +5, Search +4, Spot +5, Tumble +6; Combat Reflexes, Power Attack, Power Lunge, Weapon Focus (longsword);

Description:

Hornquist is an elf with bright red hair, which he wears swept back like a plume of feathers. He has also grown his eyebrows long, and waxed them in a similar, upward fashion. His eyes are violet, and seem to always be staring past the person he is talking to, at something interesting going on behind him. He wears the scale mail and sash typical of a Veluna Guardsman.

Hornquist was also seen in the events The Delivery and The Spectre of Lorridges. He may have been seen in The Return to Shandalanar. He maintains his position as Veluna City's primary investigator of murder and violent crime.

Primary Motivation:

Hornquist's primary focus is the protection and service of the people of Veluna City. He is honestly outraged when people are harmed, and not because of any personal inconvenience the death causes him due to his occupation. He is a Guardsman instead of a Temple Guard because he desires to serve the people first, his god second.

Hornquist should be portrayed as direct, blunt, but nice and genuinely helpful and courteous. He is the type of cop who pauses in his investigations to assure a worried child that he will catch the "bad guys" soon.

What does he think about the situation?

Hornquist is exceptionally concerned with the situation. He is upset that a murder could happen to someone who was in custody at the time. Even though it is not procedure to constantly guard a prisoner in the stocks, it is also not customary for a person to be killed while in such a situation.

Helping Hornquist solve the crime will gain him his respect and thanks.

Encounter 6: The heroes visit the scene of the crime

☛ **Storbaugh:** human Exp6; Medium-size humanoid; HD 6d6; hp 27; Init +0; Spd 30 ft; AC 10 (Touch AC 10, Flat Footed AC 10); Atk +3

melee (1d6, club); AL CG; SV Fort +2, Ref +2, Will +8; Str 8, Dex 10, Con 10, Int 16, Wis 16, Cha 13.

Skills and Feats: Appraise +12, Bluff +12, Diplomacy +16, Gather Information +6, Forgery +10, Innuendo +10, Listen +11, Profession (beggar) +12, Sense Motive +12, Spot +11; Alluring*, Persuasive*, Skill Focus (Diplomacy), Trustworthy*

Equipment: None

Description:

Storbaugh is a dirty homeless vagabond. He has long brown hair, alert blue eyes, and a pleasing appearance. He is, however, a nice person, who evokes pity easily. He is a careful listener, who is wary of danger and remembers what he sees and hears. He is also smart enough to know who to pass information along to, and who to keep it secret from.

Primary Motivation:

Storbaugh is motivated by a desire to continue his life with as little effort as possible. He claims that he wants to improve his lifestyle, and he even believes it. But, in the end, he is naturally lazy and in the long run unmotivated.

What does he think about the situation?

Storbaugh is upset that his friend, Ginnie, has been murdered. He will share information with the heroes, even though it may get him in trouble. He will, however, be savvy enough to get coins for his information.

Encounter 9: The heroes track down a murderer

APL 2 (EL 5)

♣ **Butterfly (Stromay):** human Sor5: Medium size humanoid; HD 5d4; hp 16; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 13 (Touch AC 13, Flat Footed AC 10); Atk +2 melee (1d4, dagger) or +5 ranged (1d8, light crossbow); SQ Choose Fate, Flap of the Butterfly's Wing; AL LE; SV Fort +1, Ref +4, Will +6; Str 10, Dex 16, Con 10, Int 12, Wis 14, Cha 14.

Skills and Feats: Concentration +5, Knowledge (arcane) +6, Scry +6, Spellcraft +7; Blind Fight, Combat Casting, Improved Initiative.

Spells: (6/7/5; DC = 12 + spell level): 0 – Daze, Detect Magic, Mage Hand, Mending, Prestidigitation, Read Magic; 1st – Color Spray, Mage Armor, Nystul's Undetectable Aura, True Strike; 2nd – Alter Self, Ice Knife*

*See Appendix 4: New Rules

APL 4 (EL 7)

♣ **Butterfly (Stromay):** human Sor7: Medium size humanoid; HD 7d4; hp 21; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 13 (Touch AC 13, Flat Footed AC 10); Atk +3 melee (1d4, dagger) or +6 ranged (1d8, light crossbow); SQ Choose Fate, Flap of the Butterfly's Wing; AL LE; SV Fort +2, Ref +7, Will +7; Str 10, Dex 16, Con 10, Int 12, Wis 14, Cha 14.

Skills and Feats: Concentration +7, Knowledge (arcane) +8, Scry +7, Spellcraft +8; Blind Fight, Combat Casting, Improved Initiative, Lightning Reflexes.

Spells: (6/7/7/4; DC = 12 + spell level): 0 – Daze, Detect Magic, Light, Mage Hand, Mending, Prestidigitation, Read Magic; 1st – Color Spray, Mage Armor, Nystul's Undetectable Aura, Shield, True Strike; 2nd – Alter Self, Ice Knife*, Melf's Acid Arrow; 3rd – Ice Burst*, Nondetection.

*See Appendix 4: New Rules

APL 6 (EL 9)

♣ **Butterfly (Stromay):** human Sor9: Medium size humanoid; HD 9d4; hp 27; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 13 (Touch AC 13, Flat Footed AC 10); Atk +4 melee (1d4, dagger) or +7 ranged (1d8, light crossbow); SQ Choose Fate, Flap of the Butterfly's Wing; AL LE; SV Fort +3, Ref +8, Will +8; Str 10, Dex 16, Con 10, Int 12, Wis 14, Cha 15.

Skills and Feats: Concentration +10, Knowledge (arcane) +9, Scry +9, Spellcraft +10; Blind Fight, Combat Casting, Improved Initiative, Lightning Reflexes, Sanctum Spell*

Spells: (6/7/7/6/4; DC = 12 + spell level): 0 – Daze, Detect Magic, Light, Mage Hand, Mending, Prestidigitation, Ray of Frost, Read Magic; 1st – Color Spray, Mage Armor, Nystul's Undetectable Aura, Shield, True Strike; 2nd – Alter Self, Ice Knife*, Melf's Acid Arrow; 3rd – Flame Arrow, Ice Burst*, Nondetection; 4th – Sonic Orb*, Otiluke's Dispersing Screen*

*See Appendix 4: New Rules

APL 8

♣ **Butterfly (Stromay):** human Sor11: Medium size humanoid; HD 11d4; hp 33; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 13 (Touch AC 13, Flat Footed AC 10); Atk +5 melee (1d4, dagger) or +8 ranged (1d8, light crossbow); SQ Choose Fate, Flap of the Butterfly's Wing; AL LE; SV Fort +3, Ref +8, Will +9; Str 10, Dex 16, Con 10, Int 12, Wis 14, Cha 15.

Skills and Feats: Concentration +13, Knowledge (arcane) +12, Scry +9, Spellcraft +12; Blind Fight, Combat Casting, Improved Initiative, Lightning Reflexes, Sanctum Spell*

Spells: (6/7/7/6/6/4; DC = 12 + spell level): 0 – Daze, Detect Magic, Light, Mage Hand, Mending, Prestidigitation, Ray of Frost, Read Magic,

Resistance; 1st – Color Spray, Mage Armor, Nystul's Undetectable Aura, Shield, True Strike; 2nd – Alter Self, Ice Knife*, Melf's Acid Arrow, See Invisibility, Detect Thoughts; 3rd – Flame Arrow, Ice Burst*, Nondetection, Tongues; 4th – Sonic Orb*, Otiluke's Dispelling Screen*, Rainbow Pattern; 5th – Mind Fog, Teleport.

*See Appendix 4: New Rules

APL 10

Butterfly (Stromay): human Sor13; Medium size humanoid; HD 13d4; hp 39; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 13 (Touch AC 13, Flat Footed AC 10); Atk +6/+1 melee (1D4, dagger) or +9/+4 ranged (1D8, light crossbow); SQ Choose Fate, Flap of the Butterfly's Wing; AL LE; SV Fort +6, Ref +9, Will +10; Str 10, Dex 16, Con 10, Int 12, Wis 14, Cha 16.

Skills and Feats: Concentration +15, Knowledge (arcane) +15, Scry +11, Spellcraft +15; Blind Fight, Combat Casting, Improved Initiative, Lightning Reflexes, Sanctum Spell*, Great Fortitude.

Spells: (6/7/7/7/6/6/4; DC = 13 + spell level): 0 – Daze, Detect Magic, Light, Mage Hand, Mending, Prestidigitation, Ray of Frost, Read Magic, Resistance; 1st – Color Spray, Mage Armor, Nystul's Undetectable Aura, Shield, True Strike; 2nd – Alter Self, Ice Knife*, Melf's Acid Arrow, See Invisibility, Detect Thoughts; 3rd – Flame Arrow, Ice Burst*, Nondetection, Tongues; 4th – Sonic Orb*, Otiluke's Dispelling Screen*, Dimension Door, Rainbow Pattern; 5th – Dominate Person, Mind Fog, Teleport; 6th – Permanent Image, Antimagic Field.

*See Appendix 4: New Rules

Flap of the Butterfly's Wing:

As a Full Round Action, the Butterfly may use the extraordinary ability to cause bizarre, improbable (but possible) situations to occur. These situations have a number of outcomes determined by the imagination of the Butterfly.

He may, for example, stand in just the right place so that an opponent's eyes are momentarily dazzled by the glint of sunlight (effect as a Daze spell with no limit on the hit dice effected.) Please see the appendix on Butterfly for complete details.

Choose Fate:

Once per day, as an extraordinary ability, the Butterfly may reroll one roll that he has just made. He may choose which result he prefers.

Description:

Stromay appears to be a 35-year old human with short dark hair, brown eyes and a scar running across his temple over his left eyebrow. He wears fine clothing, suitable for a wealthy tradesman, generously adorned with gold chains and rings.

Primary Motivation:

Stromay is motivated by the desire to do what is best for the country of Veluna. He is convinced that he is pivotal in the upcoming crisis, and that there are forces that work through him to enforce his will.

This causes him to act in a self-absorbed and egotistical manner. This makes him believe that what he desires is what is best for the country simply because he also believes that what is best for the country is what he desires.

Stromay has put forces in motion that he will not talk about. He has a lot of long-term plans, all of which are to have the eventual outcome of protecting the country.

Stromay arranged for unwitting agents to murder Ginnie in part because he didn't like her, but mostly because he needed to demonstrate to the population that spies could be anywhere. He needs to foster a distrust in the populace to prevent high ranking traitors to the country from acquiring too much power and trust from the general citizenry.

Stromay murdered Hensall in order to get heroic citizens to travel to Sugarberg and take care of what had been identified as a minor problem. He believed that the situation was more than it appeared, and wanted to provoke adventurers to go and take care of it.

What does he think about the situation?

Stromay is quite proud of his role in the situation. He hopes that, by explaining himself to the heroes he will get them on his side. He believes that he is above reproach should the heroes not side with him, which puts him in a no-lose situation. He knows he can speak candidly to the heroes, because he can always change his story later should they arrest him or take him to speak to other officials.

Stromay does not know anything of The Traveler, should anyone ask.

Appendix 2: About Butterflies

Butterflies are more than the colorful adult caterpillars that most people think of when they hear the term. A “Butterfly” is also a pivotal person, place or event that is important to a certain drama. Most times, the butterfly does not know their place in the event, and appears to be an innocent bystander who has inadvertently caused great things to occur.

But, every once in a while, a Butterfly exists who recognizes and can utilize their power to achieve desired effects. These effects are in all cases bizarre and improbable, but entirely possible and most times logical when the role of the Butterfly, himself, is not considered.

A Butterfly can perform small, inconsequential, actions, such as stepping a certain way, or twisting his wrist ever so slightly, to perform great acts.

Examples:

At one extreme, a Butterfly can drop a crust of bread while he walks through a quiet street. The bread attracts a bird who pecks at it. A cat wanders by, and pounces at the bird, who quickly flies off. The cat leaps past where the bird was, and lands at the hoofs of a horse. The horse is startled by the sudden appearance of the cat, and rears, dropping its rider behind him. The cat, frightened by the horse, sprints away, knocking over a broom, carelessly left on a nearby porch. The broom falls against a flowerpot knocking it off of the railing and onto a dog. The dog runs from the porch, overturning a ladder, bringing it down on the rider.

Another example, a quicker one, includes turning ones body so that the glint of sunlight on an enemy’s sword flashes in the eyes of another foe, momentarily dazing him.

In combat, the Butterfly can create effects by manipulating the forces of chance and fate. Examples of combat uses include: Daze with no hit dice cap; Miss chance of 20%; single round Confusion on one target; +2 circumstance bonus to hit or to AC; things like that. The Judge should be sure and carefully explain the strange coincidence that causes the effects.

Appendix 3: Veluna City

Veluna City was built as a tribute to the country of Veluna. It sits in the center of the country, and the center of the Great Western Road. It is in the center of all of the diocese that make up the country.

In 206 CY, Canon Hermaid ordered the construction of a central city in Veluna. Most of the wood for the construction was harvested from the nearby Asnath Copse, reducing the Copse's size by almost half. This also marks the last time an axe has felled a tree in the Copse. The Canon wished to move the seat of government there, but he died before that dream was realized. His successor did not share his desire. He wished to keep the capital in the holy city of Mitrik. He declared Veluna City an independent diocese and set an Archbishop there to govern.

Decades later, the Celestial Order moved from Mitrik to Veluna City to distance itself from the church. Since that time Veluna City has grown in leaps and bounds and is now the second largest city in Veluna.

Veluna City is made almost entirely of wood due to the lack of easily accessible stone for buildings. The city was walled in at a great expense in 521 CY. The town streets are all straight and very organized. Clean streets and buildings fill the city. Clay pipes on eight-foot poles form an aqueduct to keep the city clean, serving running water along every street.

APPENDIX 4: New Rules

Feats

Sanctum Spell [Metamagic] as presented in *Tome and Blood*.

Your spells have a home ground advantage.

Prerequisites: Any other metamagic feat.

Benefit: A sanctum spell has an effective spell level one level higher than normal if cast in your sanctum. (see Special, below) – but if not cast in the sanctum, it has an effective spell level one level lower than normal. All effects dependent on spell level (such as save DCs or the ability to penetrate a minor globe of invulnerability) are calculated according to the adjusted level. A sanctum spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: Your sanctum is an area you have previously designated within a 10-foot/level radius from the center. This area can be a particular site, building, or structure. A sanctum can be designated within a larger structure, but its special advantages cut off beyond the maximum area. The designated area must be a site where you have spent a cumulative period of at least three months. Once designated, it takes seven days for the site to become a sanctum. If you designate a new one to be your sanctum, the benefits of the old one immediately fade. You may have only a single sanctum at one time.

Alluring (General) as presented in *Song and Silence*

Others have an inexplicable urge to believe your every word.

Prerequisite: Persuasive, Trustworthy

Benefit: You get a +2 bonus on

Diplomacy checks and add +2 to the save DCs of all your mind-affecting language-dependent spells.

Jack of all Trades (General) as presented in *Song and Silence*

You've picked up a smattering of even the most obscure skills.

Prerequisite: Character level 8th+

Benefit: You can use any skill untrained, even those that normally require training and those that are exclusive to classes you don't have. You cannot, however, gain ranks in a skill unless you are allowed to select it.

Persuasive (General) as presented in *Song and Silence*

You could sell a tindertwig hat to a troll.

Benefit: You gain a +2 bonus on all Bluff and Intimidate checks.

Trustworthy (General) as presented in *Song and Silence*

Others feel comfortable telling you their secrets.

Benefit: You gain a +2 bonus on all Diplomacy and Gather Information checks.

Spells

Ice Knife [Spell] as presented in *Tome and Blood*

Conjuration (Creation) [Cold]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: One icy missile

Duration: Instantaneous

Saving Throw: See Text

Spell Resistance: Yes

A magical shard of ice springs from your hand and speeds to its target. You must succeed at a normal ranged attack to hit. For every two caster levels, you gain a +2 modifier on the ranged attack roll. The shard deals 1D8 points of cold damage and 2 points of cold Dexterity damage. Creatures that are immune to cold damage take no Dexterity damage. A successful Fortitude save reduces the cold damage by half and negates the Dexterity damage.

A miss creates a shower of ice crystals in a 10-foot-radius burst centered where the shard lands (see the rules for grenadelike weapons on page 138 of the Player's Handbook). The icy burst deals 1D8 points of splash damage. A creature within the burst area can make a Reflex save to take only half damage.

Material Component: A drop of water or piece of ice.

Icy Burst [Spell] as presented in *Tome and Blood*

Evocation (Cold)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: 30 ft. radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A hail of magical ice chunks erupt from a point in space. The chunks fly in all directions, hitting everything within the burst. The pelting ice deals 1D4 points of cold damage +1 point of blunt

damage per caster level, to a maximum of 10D4+10.

Material Component: A chunk of ice or a single pearl.

Sonic Orb [Spell] as presented in *Tome and Blood*

Evocation (Sonic)

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Close 25 ft. + 5 ft./2 levels)

Effect: One or more creatures or objects, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half (see text)

Spell Resistance: Yes

As acid orb, except sonic orb deals sonic damage. A creature struck directly takes the orb's damage and is deafened for 1 round. A deafened creature cannot hear, suffers a -4 penalty to initiative checks, and has a 20% chance of spell failure when casting spells with verbal components. The creature cannot make Listen checks. A successful Fortitude save reduces damage by half and negates the deafening effect.

Otiluke's Dispel Magic Screen [Spell] as presented in *Tome and Blood*

Abjuration

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Close 25 ft. + 5 ft./2 levels)

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You create an opaque, immobile, shimmering screen of violet energy. Any creature or unattended object passing through the screen is affected by a targeted dispel magic cast at your caster level. (see page 196 of the player's handbook).

You make a dispel check against the spell or against each ongoing spell currently in effect on the object or creature a dispel check is 1D20+1 per caster level (maximum +10) against a DC of 11 + the spell's caster level. The screen has no effect on any items a creature carries.

If an unattended magic item passes through the screen, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1D4 rounds.

Spell effects that are not operating on objects or creatures cannot pass through the screen. A disintegrate or successful dispel magic spell removes Otiluke's dispelling screen, while an antimagic field suppresses it.

Material Component: A sheet of fine lead crystal.