

VER8-02

Crypt Things

A One-Round Dungeons & Dragons® Living Greyhawk™ Verbobonc Regional Adventure

by Ron and Stephanie Lundeen

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After a year in a magical coma, it is clear that Bishop Haufren is dying. One desperate quest into a lair of forgotten evil may be enough to save him, but the secrets unearthed there could have a life of their own. A one-round Verbobonc adventure for PCs level 2-14 (APLs 4-12).

Metaorganizational Focus: The Council of Abbots (all)

Resources for this adventure [and the authors of those works] include *Complete Arcane* [Richard Baker], *Complete Champion* [Ed Stark et al.], *Complete Divine* [David Noonan], *Complete Mage* [Skip Williams et al.], *Heroes of Battle* [David Noonan, Will McDermott and Stephen Schubert], *Magic Item Compendium* [Andy Collins et al.], *Players Handbook II* [David Noonan], *Races of Stone* [Jesse Decker et al.], *Spell Compendium* [Matthew Sernett, Jeff Grubb and Mike McArtor] and *Vecna Lives!* [David “Zeb” Cook].

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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To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer PCs (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also

find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own PCs to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average PC level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

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

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

3. Sum the results of step 1 and 2, and divide by the number of PCs 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.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player PC is

three PC levels or more either higher or lower than the APL at which this adventure is being played, that PC receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level PCs to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level PCs may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise PCs to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Verbobonc. *As of September 1, 2007, there is no Time Unit cost to play the adventure portion of this module; however, standard Time Unit costs still apply to crafting, magic item creation, performing or other non-adventure related activities or penalties. The cost for Standard Upkeep is 12 gp for PCs whose home region is located in Verbobonc, or 24 gp for out-of-region PCs. Both Rich Upkeep and Luxury Upkeep cost 75 gp regardless of home region.*

PCs that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A PC that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the PC possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the PC will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the PC has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

HALMADAR'S HISTORY

Halmadar the Cruel was a warlord who rampaged throughout the Shield Lands from 420 CY to 455 CY. Halmadar was particularly powerful because he managed to acquire both the Hand of Vecna and the Eye of Vecna. Halmadar was betrayed by his own lieutenants, drugged, and buried alive in a tomb in the Kron Hills, near the gnomish town of Osnabrodt.

Halmadar did not rest easy. The wickedness of the artifacts and his own cruelty sustained him in a quasi-living state. In his demented mind, Halmadar confused himself with Vecna. Halmadar began to think of himself as Vecna reborn.

In 581 CY, Vecna executed a grand plan to acquire more power. The Circle of Eight, investigating strange disturbances in divination magic throughout the Flanaess, investigated the tomb of Halmadar the Cruel, freeing the undying warlord. With the powers of the Hand and Eye of Vecna and his own martial skill, Halmadar was able to slay all of the members of the Circle of Eight (who, being mighty wizards replete with clones and contingencies did not stay dead for long).

Halmadar was free for the first time in 125 years. Halmadar's first action was to devastate the nearby gnomish town of Osnabrodt, an event the long-lived locals still remember as the Night of Terror.

After turning his powers loose on the helpless gnomes of Osnabrodt, Halmadar went right back to his evil schemes. Halmadar insinuated himself with the cult of Vecna in Verbobonc City and set up several far-reaching plans to topple the Viscounty. Worshipped as Vecna himself by the cultists, Halmadar appeared unstoppable, planning myriad schemes in the shadows of the Viscounty.

This came to an end later in 581 CY, when a group of adventurers uncovered Halmadar at the head of the cult of Vecna in Verbobonc City. Halmadar was determined to slay these adventurers, but the fickle Vecna was done with Halmadar. The Hand and Eye of Vecna failed Halmadar and their powers were vested in another. Halmadar was struck down. Agents of Viscount Wilfrick returned Halmadar's body to his tomb, believing him to be bereft of life and forever broken.

However, Halmadar was not broken and was barely alive. Sustained by the residue of power left within his body, Halmadar slowly regained his strength within his tomb. When he was powerful enough, Halmadar sought another way out of his tomb. Rather than return to the sunlit world of man, where he feared he may be spotted and put to rest more permanently, Halmadar dug deep underground. In a short time, his delving uncovered an old dwarven outpost occupied by grimlocks. Halmadar wasted no time in becoming their master.

The residual magic of the Hand and Eye remaining within Halmadar is a constant reminder of the power he once wielded, and he seeks to hold it again. However, the Hand and Eye themselves are beyond his grasp, so he has turned to other means to gain Vecna's favor. In this time, Halmadar met (and, in his own way, fell in love with) the Cowled Lady, a vampire minion of Iuz.

To this day, Halmadar maintains his long-reaching plots to control Verbobonc. The first of Halmadar's plans to

come to fruition—his plan to steal the energy of the Skyroads from Magister Har—was foiled by adventurers in VER7-08 *Race the Spirit's Lightning*. But Halmadar has other plans in the works as well, which will be further explored in other Verbobonc regional adventures.

Halmadar's lair is an old dwarven outpost buried beneath the site of his tomb. Although he spent more than a century buried alive in the tomb, it reminds him of his lost power and is most comfortable to him.

THE COWLED LADY'S HISTORY

One of the most terrifying and effective villains to assault the Viscounty of Verbobonc in its recent history was a vampire sorceress known only as the Cowled Lady. This sorceress bent many of the giant tribes of the Lortmil Mountains to her will. To supplement these forces, the Cowled Lady captured a mountain giant (a particularly massive and reclusive giant with the ability to summon other giants) and forced it to summon giants in order to supplement her forces. Many gnomish towns fell before her army of giants, including the village of Sheernobb. Osnabrodt, being near Halmadar's resting place, was spared by the giant army.

When the Cowled Lady's identity was discovered, a team of adventurers undertook a dangerous mission to strike at the Cowled Lady's fortress, located in a dangerous demiplane accessed near the isolated mountain town of Sojourn (in VER5-06 *In the Viscount's Secret Service*). These adventurers did not find the Cowled Lady at home, but they did gather valuable information about her plans. More significantly, they were able to recover the Renvash Splinter, a holy relic of St. Cuthbert lost in the Lortmil Mountains many years before. These adventurers also recovered a personal journal that spoke of the Cowled Lady's devotion to "another" that she felt should come before her plots in service of Iuz—this other was Halmadar, who had become the Cowled Lady's lover.

The Cowled Lady's plans, it was revealed, were for a massive strike on the Viscounty, committing all of her giant forces in one mighty push through Verbobonc's heartland. Along with the famed assassin Obmi the Wicked (also known as Obmi the Hammer of Iuz) who had been weakening the early warning systems of key towns (in VER5-07 *Crownfire*), the Cowled Lady led the assault herself. In the titanic battle that resulted, Obmi was captured and the Cowled Lady was driven from the field of battle, severely weakened. The giant forces were decisively broken, and the Cowled Lady has not been seen again.

The Cowled Lady fled to her beloved Halmadar, who was by now so embroiled in his own plans that he had little time for her. Slowly—very slowly—Halmadar is restoring the Cowled Lady to her former strength. For now, however, she is his prisoner, too weak to escape on her own.

THE RENVASH SPLINTER'S HISTORY

It was considered a great victory when adventurers recovered the Renvash Splinter from the fortress of the Cowled Lady. The holy relic of St. Cuthbert, it was felt, would aid the forces of good against the forces of evil. Spirits of the dead, all faithful followers of St. Cuthbert, were lodged within the Renvash Splinter, their power adding to those of the artifact. Bishop Haufren (who has been the head of the Church of St. Cuthbert since the retirement of Canoness Y'Dey many years previously) carried the Renvash Splinter himself.

However, recovery of the Renvash Splinter was a trick orchestrated by Halmadar and the Cowled Lady. Many of the devout souls within the Renvash Splinter had been replaced with wicked souls. The Renvash Splinter appeared to be a powerful artifact for good, but the evil souls within lay in wait for their time to strike.

This time came early in 597 CY. Through a series of events carefully orchestrated by Halmadar, Viscount Langard was present at a trial where a gnome forger named Hodgi Pepperquill was a key witness. Hodgi admitted, as an aside to the trial proceedings, that he had forged the patents and histories of Viscount Langard that had been used to put the half-elf on the throne of Verbobonc. Hodgi admitted that the Viscount was not the legitimate ruler of Verbobonc.

This proclamation caused a great uproar, particularly as it was spoken within a powerful *zone of truth*. Bishop Haufren had always been Langard's friend; he refused to entertain the notion that the half-elf's credentials were counterfeit. Bishop Haufren activated the Renvash Splinter in order to prove Hodgi's claims to be false.

The souls within the Renvash Splinter struck. Bishop Haufren was knocked into a magical coma, a form of degenerative disease of the soul that defies mortal magic. Bishop Haufren has been weakening since that day. Only Haufren's incredible fortitude has allowed him to survive this long, and his time is nearly up.

Canoness Y'Dey has come out of her retirement to Verbobonc City in order to aid Bishop Haufren. Unable to provide any succor to the dying cleric, she instead examined the Renvash Splinter. Canoness Y'Dey has discovered the "soul switching" within the relic, and believes that only by replacing the evil souls within the Renvash Splinter with the good souls may Bishop Haufren recover. The Renvash Splinter must be taken to the location where the good souls were swapped for evil—Halmadar's lair.

And this is why the PCs are so badly needed today.

ADVENTURE SUMMARY

Encounter 1: Dying Hero. The PCs are invited to the Cathedral of St. Cuthbert in Verbobonc City for a

meeting with Canoness Y'Dey. Y'Dey asks the PCs to take the Renvash Splinter to a dark lair near the gnomish village of Osnabrolt in order to purify it and save Bishop Haufren.

Encounter 2: The Illusionist. The PCs meet a gnome illusionist who has arrived in the area for a wedding.

Encounter 3: Osnabrolt. The PCs interact with the gnomes of Osnabrolt during the wedding and may save the life of Prince Jimm, a gnome noble in attendance.

Encounter 4: The Ancient Cairn. The PCs discover Halmadar's former resting place, and the evil spirits in the Renvash Splinter begin to work their way into the PCs' minds.

Encounter 5: The Assault. The PCs discover a passage down into a ruined dwarven stronghold. The defenders of this ruin—grimlock followers of Halmadar—try to stop the PCs amid two dangerous pit traps.

Encounter 6: Rockhall Storehouse Stronghold 14. Basic overview information about the dwarven ruins is presented here.

Encounter 7: From All Sides. As the PCs make their way into the dwarven stronghold, they are assaulted on all sides by Halmadar's twisted grimlock servitors.

Encounter 8: Vampire's Prison. The PCs may discover the uneasy resting place of the Cowled Lady.

Encounter 9: The Shrine. Halmadar's shrine to Vecna is more than it appears; the shrine hides the souls needed to redeem the Renvash Splinter.

Encounter 10: Was That Who I Think It Was? Further in Halmadar's lair, the PCs discover a *mirror of life trapping*. In addition to possibly claiming one of the PCs, the mirror contains the lost Langard and a few other aggressive souls. However, before Langard can say much, a contingent *word of recall* spell whisks him away.

Conclusion: Depending on how long the PCs took, Bishop Haufren may have succumbed to his illness or be saved in time.

PREPARATION FOR PLAY

You should ask whether any PCs have played VER7-01 *Cleanse Thy House*. Those that have are familiar with many of the events that serve as a precursor to this adventure. PCs that played that adventure may have sworn the Oath of Canoness Y'Dey and are called upon by name in Encounter 1. Such PCs have also seen Viscount Langard in person and recognize him in Encounter 10.

You should also find out whether any of the PCs have played VER5-06 *In the Viscount's Secret Service*, as these

PCs are among those that liberated the Renvash Splinter from the Cowled Lady's domain (unwittingly presenting the trapped artifact to Bishop Haufren).

Finally, PCs who played VER8-01 *Mediation* may have reviewed Elise Brandenburg's family history, which may become important if the PCs find the clue in Encounter 10. Those that know this have "Secret" marked on their AR for VER8-01 *Mediation*.

A RACE AGAINST TIME

In Encounter 1, the PCs are told they should hurry in order to cleanse the Renvash Splinter and provide a cure for Bishop Haufren. The PCs and Canoness Y'Dey do not know it, but Bishop Haufren's time is shorter than any of them think.

The PCs are on a very tight timeline in this adventure, but they do not know how tight. You should do your best to keep track of how much time the PCs spend in travel, asking around Osnabrolt, and exploring the two connected dungeons in this adventure, but don't *seem* like you're making a big deal out of time elapsing. If you don't telegraph this to the players, they can better roleplay not having any idea that time is so critical. You should not tip your hand or let the PCs know that time is very pressing unless they do something extremely out of the ordinary (such as ask St. Cuthbert himself via divinations).

If the PCs take more than 48 hours to return to Verbobonc City with the cleansed Renvash Splinter, then Bishop Haufren is already dead. The PCs may chafe at this—after all, they were told that they would have at least a week—but that's one of the unintended consequences of spending time adventuring.

1: DYING HERO

This Encounter begins in the Cathedral of St. Cuthbert in Verbobonc City at dawn. All of the PCs have responded to a summons by Canoness Y'Dey. A DC 10 Knowledge (local: VTF) is sufficient to know that Canoness Y'Dey is a highly placed figure in the Church of St. Cuthbert in Verbobonc. If the check exceeds a DC 15, the PC also knows that Canoness Y'Dey retired to the town of Hommlet many years ago and is rarely active in affairs of church or state today.

Read the following to the players:

Your boots click on the polished marble floors of the Temple of St. Cuthbert in Verbobonc City. The entry hall opens into a large, spacious area with an altar at the far end and rows of massive pillars along the sides. The pillars are covered with holy carvings and support a domed roof dozens of feet overhead.

The entire Temple of St. Cuthbert is covered by a *hallow* spell with *invisibility purge* tied to it. As a result, no form of invisibility functions in this area.

There are eight people in the main temple area to greet the PCs. Six are acolytes and other functionaries of the church. One is a middle-aged woman with a kind demeanor: Mettis Hale, the senior Archcanon of Pelor in Verbobonc. The last figure is an old woman, whose spry grace belies her obvious age. This is Canoness Y'Dey. The other members of the group clearly defer to her, and it is Canoness Y'Dey that speaks as the PCs assemble. A DC 15 Knowledge (local: VTF) or Knowledge (religion) check identifies these women (although both appeared in VER7-01 *Cleanse Thy House*). To those with the Oath of Canoness Y'Dey from VER7-01 *Cleanse Thy House*, Canoness Y'Dey is particularly friendly.

"Please come in, and welcome to the house of St. Cuthbert," says the older woman, the center of those assembled here. "I am Canoness Y'Dey of the Church of St. Cuthbert, and we thank you for answering our call in our hour of need." Canoness Y'Dey has certainly seen many years, but she holds her head high and her body possesses a certain grace. In her hands, held with great care, Canoness Y'Dey holds a blackened cudgel.

Turning to the other middle-aged woman present, a kind-faced woman wearing the vestments of a cleric of Pelor, Canoness Y'Dey says, "Perhaps they should see the body, to truly know what is at stake."

If anyone uses a *detect evil* power, no person in the room detects as evil, although the Renvash Splinter in Canoness Y'Dey's hands detects as strong evil. Canoness Y'Dey already knows this.

The PCs are ushered into a side room off of the main temple area. In the room, on a comfortable-looking bed with brocaded sheets, rests a shell of a man. Once a heavy-set, solid man, the figure is pale and atrophied. This is Bishop Haufren of St. Cuthbert (recognized with a DC 10 Knowledge (local: VTF) or Knowledge (religion)). His chest moves with only occasional fluttering, and it is clear that the man is very ill. The scent of sickness hangs in the room, as though the sick man has been here a long time. The miter of his office as head of the Church of St. Cuthbert rests on a table by his bed, near a bowl of water and a collection of ointments. Canoness Y'Dey speaks:

"I hope each of you had the opportunity to meet Bishop Haufren in his better days. At the beginning of last year, Haufren attempted to use a powerful artifact, the Renvash Splinter, to determine the truth or falsity of a surprising statement made by a gnome forger named Hodgi Pepperquill." With this, Canoness Y'Dey raises the blackened cudgel she holds. "The Renvash Splinter was only recently recovered from the forces of evil at that time,

liberated right out of the castle of the vampire sorceress known only as the Cowled Lady."

Any PCs that participated in VER5-06 *In the Viscount's Secret Service* were instrumental in this liberation, and Canoness Y'Dey acknowledges them by name.

"However, the Cowled Lady and her allies had cursed the Renvash Splinter. When Haufren tried to use it, he was assailed by evil from within the artifact. The assault placed him into this coma, and he has lain here for the last fifteen months while the best healers in the Viscounty have tended to him. We have done nothing but stave off the inevitable. Haufren is very near death.

"It was only recently we sought to examine the Renvash Splinter and gauge the measure of the trap Haufren stepped into. In short, the Renvash Splinter contains the souls of several faithful followers of the Cudgeller, who provide aid and guidance to those who would use the holy artifact. Some of these souls were stripped out of the Renvash Splinter and replaced with evil souls. When Haufren activated the artifact and opened himself to its guidance, some of these evil souls were able to inflict an insidious malady.

"We now suspect that Haufren's last hope is to cleanse the Renvash Splinter and activate it again in his presence. Just as the evil spirits weakened him, perhaps the good souls could make him well again. Certainly, we have exhausted all of our other options.

"Divinations have revealed to us that the poisoning of the Renvash Splinter occurred in some dark lair near the gnomish town of Osnabrolt, high in the Kron Hills. I would task you with this quest. Journey to the town of Osnabrolt and find the dark lair nearby. Take the Renvash Splinter to the site of its poisoning, cleanse its taint, and return it here to us. Mettis, how much time does Haufren have?"

The cleric of Pelor looks critically over the Bishop's body and gives an appraising frown. "His strength is prodigious, but failing. A week, perhaps two. But not longer than that."

Any PC can make a Heal check to verify Mettis' words. A DC 15 Heal check is sufficient for the PC to agree with Mettis' diagnosis. However, if the PC exceeds a DC 35 Heal check, the PC is aware that the disease looks to be on the edge of a rapid and sudden progression, and Bishop Haufren may not have more than three or four days. If confronted with this diagnosis, Mettis agrees.

Canoness Y'Dey looks you over critically, handing the blackened cudgel to [Select a paladin, monk, or the most Lawful-appearing member of the party]. "How fast can the group of you get to Osnabrolt?"

You can let the PCs look over the map of Verbobonc presented as **DM Map 1**. The trip is about 83 miles (going from Verbobonc City to Rhynehurst to Loren's Ford to Osnabrodt) or 75 miles (going from Verbobonc City to Swan to Tulvar to Osnabrodt). The trip is about 55 miles to Osnabrodt as the crow flies, but as some of the direct trip is through trackless hills, the direct trip actually takes much longer.

Generally, a PC on a fast horse (a light riding horse, with a speed of 60 feet), pushing the horse relatively hard, can make it from Verbobonc City to Osnabrodt in a full day. As it is dawn now, the PCs can likely be to Osnabrodt by the following morning. Slower parties will take a longer time.

If the PCs answer with any less than two days and **only in this case**, Canoness Y'Dey shakes her head in an exasperated manner. "Then come back tomorrow morning, and I will provide the fastest means I know." The next morning, Canoness Y'Dey casts *wind walk* on the entire party (CL 18th). She can affect up to 6 PCs, but cannot include mounts, familiars or animal companions. Canoness Y'Dey does not accompany the PCs on their journey, but does explain how to shift into and out of cloud form if the PCs have never traveled in this manner before. PCs under the effects of *wind walk* can make it to Osnabrodt within an hour. Note that Canoness Y'Dey only offers this option if the PCs do not think they can get to Osnabrodt within two days.

If the PCs ask for any sort of reward, Canoness Y'Dey gives a slight frown. "***Mercenaries, then? Are you certain that you would take hard coin over the favor of the churches of Verbobonc?***" If the PCs still insist on payment, she sighs and says, "***Well, 'needs must when the devils drive,' as they say. I can give each of you fifteen platinum coins for your time right now. And so long as the purified Renvash Splinter comes back to me, I care not what you do with any loot you may find on your journey.***" If the PCs argue for a greater reward, Canoness Y'Dey dismisses them from their task and the adventure is over.

Treasure: Accept Canoness Y'Dey's reward instead of the favor of the churches of Verbobonc.

All APLs: Coin 150 gp.

Development: Consulting Meta-Orgs. If the PCs independently contact any of their meta-organizations about what to do, use the following responses as a guide. These meta-orgs do not seek the PCs out; PCs must contact their meta-orgs on their own initiative.

- *Council of Abbots (Churches of St. Cuthbert, Ehlonna, Fharlanghn, Heironeous, Pelor, Pholtus, Rao, Zilchus, or the Old Faith), Noble Houses (other than Bondsmen of House Estival), Elven Enclave, Gentlemen of the*

Watch: All of these organizations benefited from Bishop Haufren's stern but fair tenure as the head of the Church of St. Cuthbert. They ask the meta-org member to hurry on the task that may revive him and loan light riding horses to the entire party.

- *Bondsmen of House Estival, Company of the Black Rose, the Family:* these organizations think they might benefit from a new Bishop. Although they do not outwardly profess to wanting to see a public figure like Bishop Haufren die, they hint that if the PC delays on the quest perhaps a little bit "too" long, then the organization would be grateful.
- *Elven and Dwarven meta-orgs (including Elven and Dwarven Pantheon), Hardiggan League, Clan Tulvar, Itinerant Evangelists, Gnarley meta-orgs, Riverwalk Society, Twilight Falls Academy of Combat Mastery, Wanderers of Coldeven:* These organizations (many of which are not represented in Verbobonc City anyway) do not care one way or the other about Bishop Haufren's state.
- Note that the Church of Trithereon is no longer a meta-org, as its worship has been outlawed by Viscount Estival. Trithereonites in the region are conflicted as to whether Bishop Haufren should be saved. On one hand, he was no friend to disorder and anarchy; however, he may help the current tense situation with Viscount Estival.

Once the PCs make their way to Osnabrodt, go to Encounter 2.

2: THE ILLUSIONIST

Before beginning this Encounter, have all of the PCs make a Will save and mark down the results. This is the Will save for Roundaar's *major illusion* spell, which the PCs soon encounter.

When the PCs arrive in the area of Osnabrodt, read or paraphrase the following:

As your journey takes you deeper into the Kron Hills, you reach the environs of Osnabrodt. Looking about, you are surprised, perhaps even delighted, to see a comfortable, human-sized inn ahead, just off the High Road.

The inn is a *major image*. PCs who interact with the inn and who succeeded at the DC 20 Will save immediately recognize its illusory character and might want to look around for a source.

A DC 18 Spot check reveals a grinning gnome behind a nearby shrubbery. If no one spots the gnome and the PCs begin to walk away, the gnome steps out from behind the

bush and coughs—he can’t stand the thought of his handiwork going unacknowledged. If the PCs are aggressive towards him (insisting on hunting for him, being belligerent about the illusion, etc.), he casts *invisibility* and a quickened *expeditious retreat* and leaves; if the PCs try to prevent this and succeed, he refuses to give them any information and takes the first opportunity to get away.

All APLs

Roundaar Nimblelock: gnome wizard (illusionist)
11; Alignment NG; Bluff +2, Diplomacy +4, Listen +4, Sense Motive +3, Spot +4

When the PCs interact with the gnome, read:

The brown-skinned male gnome doffs his velvet cap, revealing a shock of electric blue hair, and bows gracefully. His eyes are a cloudy blue and his close-cropped beard is also blue, but in a darker, midnight shade. He sports a particularly fine green velvet doublet, edged in purple satin; the same purple peeks out from slashes in his blousy sleeves. Coordinating tights end in finely tooled leather boots. He grins. “I’m particularly fond of that one. Did you notice the fluttering curtain in that window there? I guess it’s a little cruel, since there isn’t a human-sized dwelling in this entire village. I’m Roundaar Nimblelock, illusionist-in-training, of Ostverk. And you must be adventurers. What brings you this way?”

A DC 15 Knowledge (local: VTF) check ascertains that the Nimblelocks are a large, well-known, and wealthy merchant family in Ostverk (Ostverk is a forest town several days to the east). Assuming the PCs are amiable, the gnome is very willing to talk. A DC 10 Diplomacy check will assure that he is friendly (circumstance bonuses should be awarded for good role-playing or for the presence of gnomes among the PCs). He explains that he has come to Osnabrolt for a wedding:

“My aunt Roywyn is marrying a local fellow, so we’ve all come to this backwater for the festivities. It’s the full-on traditional ceremony, lasting all week.” He rolls his eyes. “But I guess when you’ve been courting for forty years, you have to pull out all the ceremonial stops. In fact, I have to be getting back soon. My sister is about to take the stage with her latest sonata for hammered dulcimer. Care to join me? Everyone’s over at the moothall, feasting.” He gestures towards the hill behind him.

With a DC 20 Spot check, the PCs spot the sod-covered roof of a diminutive house; with a DC 25 Spot check, they can spot a well-trafficked burrow entrance on the side of the hill. Roundaar offers to cast *greater reduce person* on any Medium-sized PC who wants to come. This spell acts as *reduce person*, but lasts for 110 minutes. Roundaar can cast this spell three times.

If the PCs ask for more information about the wedding, Roundaar explains that gnomes typically live at least 350 years, and thus take a long time to choose a spouse. Gnomish marriages are never arranged. He himself is only 50, barely out of adolescence. He has spent a lot of time studying illusions instead of trade, a decision that has caused some tension with his parents. His parents are both in attendance at the wedding, as are his two sisters and many other family and clan members. The matriarch of the village of Osnabrolt, Old Gudrune, is officiating.

If the PCs ask if he knows of any ruins, Roundaar replies that he doesn’t know the area well at all. He’s sure, though, that someone among the crowd gathered inside would know. If the PCs accompany Roundaar to the moothall, go to Encounter 3.

If all of the PCs refuse his offer and want to seek out the ruins on their own, Roundaar shrugs, bids them good-day, and walks off towards the burrow hole. In this case, skip the next encounter and go directly to Encounter 4.

3: OSNABROLT

As described in Encounter 2, Roundaar casts *greater reduce person* upon request. Roundaar discourages Medium-sized PCs from trying to squeeze through the door because it really is too crowded in there to accommodate them. If PCs absolutely insist, however, they can squeeze through the doorway with a DC 10 Escape Artist check. Large PCs cannot fit through the entrance at all.

You accompany Roundaar to the moothall entrance. As he pulls the door open, a gust of laughter, chatter, and sweet-smelling barbeque wafts over you. You enter a large dugout room, stuffed with benches, tables, platters, mugs, kegs of ale, legs of mutton, towers of cake, and most of all, gnomes. More gnomes than you have (likely) ever seen in one place crowd the hall, taking up every available inch with the exception of a small dais at the front of the hall. A gnomish woman is standing on the dais now, accepting a stringed instrument from someone in the audience. She then seats herself and plucks the strings, testing their pitch. The cacophony quiets a bit, and she announces, “This is the premiere of my latest composition, ‘The Sunny Afternoon of Healing Love.’”

Roundaar pounces on an open bench space and gestures to you to squeeze in beside him. As you look around, you see a variety in clothing and hairstyles—not to mention hair colors, which tend to run to the truly exotic. There are clear differences, however, between the wealthy gnomes visiting from the cities and the plainly dressed folk of Osnabrolt. Plates overflowing with food and mugs dripping with ale are soon placed before you, and everyone around you

encourages you to eat, relax, and join in the celebration.

The PCs are the only non-gnomes in the moot hall and, in fact, the only non-gnomes currently in the village. Generally, the out-of-town gnomes treat non-gnomes well, while the gnomes of Osnabroft are more insular and distrusting of non-gnomes.

With a DC 12 Spot check, the PCs can identify the bride and groom, as well as a male gnome in particularly lavish dress. A DC 15 Knowledge (nobility and royalty) check (or prior in-game experience) identifies this man as Lord Faljimm Nizgafal ("Prince Jimm"). Show the PCs the illustration of Prince Jimm in **Player Handout 1: Illustrations**.

A DC 10 Spot check will identify the two most popular holy symbols among the crowd: a golden nugget and a broken anvil. A DC 10 Knowledge (religion) check identifies the nugget of gold sported by the city gnomes as the symbol of Garl Glittergold. A DC 20 Knowledge (religion) check (gnome PCs should receive a +4 circumstance bonus to this roll) is necessary to identify the broken anvil of Gelf Darkhearth, gnomish deity of chaos, destruction, and revenge, evidently popular among the locals.

The PCs should be encouraged to mingle with the gnomes and ask questions; certainly, the gnomes here ask about the outsiders and most try to make the PCs feel welcome. If the PCs make small talk with the gnomes, ask them to make Gather Information checks to learn the following information (PCs asking about one specific item—such as local ruins—are likely to pick up further information from the gregarious wedding guests). Bonuses to the checks in this Encounter are as follows:

- Gnomes receive a +4 circumstance bonus to the following Gather Information and Diplomacy checks.
- Because most gnomes have a natural sympathy towards them, half-elves and half-orcs receive a +2 bonus.
- PCs of other races that speak the gnomish language receive a +2 bonus.
- PCs that are Small size (either by creature type, or because they accepted Roundaar's spell) receive a +2 bonus.

All of these results are cumulative; that is, a check with a result of 19 obtains all results of DC 18 and lower. Rather than just read all these aloud in an unbroken string of text, try to break them up and work the text into conversation with the PCs. One good way to do this is to direct each result to a different PC (so long as the PC attempted the check or aided another PC in doing so).

DC 5

With a DC 5 Gather Information check, a local gnome farmer reveals:

"Ruins?" A young male gnome's ears prick up. "Sure do. I know some really interesting ones near here. I can tell you how to get there, or even take you there in the morning—it'd be great to get away. I mean, it's a great event and all, but I'm feeling cooped up. Anyway, there's this cave with a really interesting entrance. They say that it was sealed by a powerful magician once, like to keep something evil inside it or something, but it's not sealed now. I've been in a ways, and I didn't see nothin'."

DC 10

With a DC 10 Gather Information check, a local woman reveals:

A gnome with deep lines in her face tells you, "The groom's Maldo, the leader of the town guard. They haven't said that he's leaving, but she's too good for this town. Look at them clothes. He'll be moving in with her family, just you watch. And us left defenseless." The gnome sitting next to her gags on his ale in his hurry to declare, "Then good riddance! I never liked the fellow, and a whole lotta good he did us during the Night of Terror!"

DC 12

With a DC 12 Gather Information check, another local woman reveals:

"The Night of Terror?" A smooth-skinned, wide-eyed female gnome shudders. "It was horrible. Maybe fifteen years ago, one night, this being shows up. Some say he was a human, but he was something worse, undead maybe, or possessed by a demon. He destroyed this town in a single night—wiped out walls, collapsed entire burrows, killed whole families. It was horrible. That's why some families took to living up top, like halflings do. Others left for good. It took a long time to rebuild, and we'll never be what we were. Some folks have never got over it."

DC 15

With a DC 15 Gather Information check, one of Roundaar's relatives reveals:

"The broken anvil?" Roundaar's cousin Gablyn (also from Ostverk) shakes his head. "It's embarrassing, really. I mean, we all know that Garl Glittergold is an idea, a representation of the highest achievements of the gnomish mind, and so his 'brother' is nothing more than the opposite, the embodiment of the principle of chaos." Noticing your puzzled look, he sighs and explains, "Gelf Darkhearth is the brother of Garl, and he opposes everything that Garl does. Garl builds, Gelf destroys. It's the principle of chaos, and of revenge, to the point of insanity even. But here, they apparently actually worship him, like he's a real being that can soothe the bitter pill of their miserable lives, or whatever."

DC 18

With a DC 18 Gather Information check, one of the gnomes visiting from Verbobonc City reveals:

The dapper young gnome, dressed in the very latest fashions from Verbobonc City, gives you a critical eye. "You seem the itinerant sort. You've probably heard the pronouncement: Viscount Estival means to have his Bondsmen in every city in the Viscounty in the coming weeks. Ordinarily, that would even mean this...uh...delightful backwater. But there have been some troubles with staffing the Bondsmen; many of the disbanded Mounted Borderers haven't toed Viscount Estival's line. As a result, there aren't enough Bondsmen to station in every single town in the Viscounty—the locals here will probably never have to worry about housing Bondsmen."

DC 20

With a DC 20 Gather Information check or a DC 20 Diplomacy check, the PCs can speak to the matriarch, Old Gudrune:

The matriarch of the village, Old Gudrune, looks at you kindly, but weariness dulls her soft eyes. "I've been alive now for over four hundred years, but there is a single night that haunts me. It would haunt me should I live twice as long. His name was Halmadar, and he was no mere man. His powers were beyond that of any mortal. He was clearly insane. He asked shelter, and the council deliberated. We refused, and I had the task of telling him so. I wish he had taken out his anger on me, but no, he was more sinister than that. He ensured that I survived, so I would be tormented by guilt. So many families wiped out, so much destruction. We scarcely made it through that winter, all huddled together, living off roots as the game grew scarce. The rumor is that he was confined to a cave nearby for many years. But now I hear that he may be free, and I shudder to think what may happen, and not only to Osnabrodt."

Old Gudrune has heard that a being named Halmadar killed Magister Obble Har of the Wrinkle Academy in Verbobonc City (which is true, per the events of VER7-08 *Race the Spirit's Lightning*) and she worries that Halmadar is loose. Unfortunately, she knows nothing about Halmadar other than this, and about the dire attack the locals still call the Night of Terror in 581 CY.

DC 25

With a DC 25 Gather Information AND a DC 10 Diplomacy check are able to speak to the groom:

Maldo can scarcely tear his eyes from his beloved, but you manage to get his attention. "Halmadar loose?" He cusses under his breath. "The worst of it is, we already have enough of followers of chaos amongst us. See those anvils? Gelf weren't a popular choice afore

the Night of Terror. It's the grief and desperation. They know we can't stand up to that, so they try to make friends with it. Then there's them that hate all humans. They figure since Halmadar was a human, the best thing we can do is isolate ourselves, get rid of the humans, be as gnome as possible. But how is that a solution? And he could walk in here tomorrow and do it again." He looks at the ground, shaking his head. "That's the truth, and I'm powerless against it. We all are." Roywyn grabs his hand, and his attention reverts to her; once again, they are alone in a world made for two.

Prince Jimm

PCs that seek out Prince Jimm can make their way to him with a DC 15 Gather Information or Diplomacy check (PCs that have met Prince Jimm before receive a +4 bonus on this check for this purpose):

You manage to brave the throng surrounding him, and Prince Jimm responds with gracious greetings. "I have so been looking for any excuse to return to this delightful corner of my dear Kron Hills," he effuses, "but what better reason could there be than such an illustrious wedding? I knew my mother to be related to the bride, but I am just now discovering that my father may have been a fifth cousin, twice removed, of the groom. That would put the connection back more than a thousand years, but that's not really so long for a gnome," he grins. "Always glad for more company, though. You are...?"

As long as the PCs are not rude or aggressive to Prince Jimm, he takes them into his confidence. After they have asked around the gnomes a bit and made themselves comfortable, read:

A while later, Prince Jimm pulls you aside to whisper, "I have reason to believe that Halmadar, the murderer of Magister Har of the Wrinkle Academy, has some connection to this place. There's a cave nearby that he may have used. Do you know anything about this?"

The PCs can reveal as much or as little about their mission as they like; Prince Jimm is supportive of their goal, if they share it, as he greatly respects Bishop Haufren. Prince Jimm knows nothing much other than what he has said in the text above, other than that Halmadar is something of a bogeyman among the local gnomes.

Gnomes with Broken Anvils

If the PCs specifically try to talk to a gnome with a broken-anvil holy symbol, a DC 15 Diplomacy check is necessary for non-human PCs and a DC 25 Diplomacy check for human PCs.

A non-human PC gets this reply: *"The problem is the humans, plain and simple, with their greed and their stupidity. They boss everyone else around. They don't*

care about truth; they only care about power. We gnomes have been around much longer than them, and we don't need 'em. We'd be better off without 'em at all. And we're gonna see to it that they stay out of the Kron Hills." The gnome speaks bravely, but has no specific or secret plans for "keeping the humans out."

A human PC gets this reply: *The gnome eyes you suspiciously. "We know why you're here. We know you're working with him. But your plan won't succeed. Gelf will smash you into tiny bits before you can harm us! Gelf knows the powers of chaos better than you stupid humans. You should get out while you still can."* The gnome assumes that the human is working for or with Halmadar, and cannot be dissuaded of this notion.

Development: Anti-Human Sentiment Among the Locals. If there is a human PC in the party, read the following (if there is more than one, choose the PC with the lowest Charisma, or one who has been most rude to the gnomes). *As you wait to refill your mug from a newly opened cask of ale, you feel something pressed into your hand. It is a palm-sized doll with a blank face. A note fastened on the back says (in Common), "Leave now, human, or leave in a pine box."* The gnome that left this dire warning is nowhere to be seen.

If there are no human PCs, have the PCs roll a Spot check. The highest roll (even if it's pathetic) discovers the following: *As you wait to refill your mug from a newly opened cask of ale, you notice a small doll propped up against the wall. Taking a closer look, you see it has a small cloth warhammer stitched to the back of its head and a note that reads, "Gelf will smash the humans dead!"*

Development: A Place to Stay for the Night. Provided that the PCs have not been too rude or uncouth, Old Gudrunne will invite those PCs paying Standard upkeep or higher to stay the night in the moot hall (no check is necessary). It is possible that some PCs, and not others, will be invited to stay indoors.

When the PCs have finished gathering information, read or paraphrase the following:

As evening deepens into night, you notice that most gnomes grow more festive and light-hearted. The organized games and entertainments devolve into spin-the-bottle, drinking songs, and lots of dancing lights. Young gnomes curl up on benches to fall asleep and old gnomes slip off, heading home along the myriad burrow passages leaving from the moot hall.

PCs that have not been invited to stay in the moot hall must sleep outside, and are politely asked to vacate the moot hall for the evening. Read or paraphrase the following to those PCs that remain in the moot hall (who

by now have likely reverted to their normal size, if they were under the effects of Roundaar's *greater reduce person* spell):

As the crowd thins somewhat, you notice a group of humbly dressed gnomes gathering together.

With a DC 13 Listen check, the PCs can tell that the gnomes are voicing a singsong string of gibberish in unison. They are not speaking in the gnomish language; it is a ritual language that makes sense only to the initiated. With a DC 20 Knowledge (religion) check, the PCs can identify this as a prayer to Gelf Darkhearth for retribution.

With a DC 13 Spot check, the PCs catch sight of a piece of paper being passed around. Each gnome reads the paper, then writes something briefly on it. With a DC 20 Spot check, the PCs notice that several gnomes send menacing glances toward Prince Jimm, who is also staying in the moot hall this night.

The group starts to disperse after passing around their paper. With a DC 15 Spot check, the PCs see the paper being slipped into the pocket of a tunic worn by a sad-faced middle-aged gnome woman. There are a number of ways that curious PCs may be able to get at the paper and discover the plot that is afoot:

- A DC 12 Sleight-of-hand check is enough to remove the paper without her notice.
- A DC 10 Diplomacy check by a gnome PC, a DC 15 Diplomacy check by a non-human PC, or a DC 30 Diplomacy check by a human PC is sufficient to get a look at the paper.
- A Bluff check with any reasonable lie is likely to succeed. The sad-faced gnome woman has a +2 to Sense Motive checks, but, because revealing the plot puts her at some risk, she gains a +5 circumstance bonus to see through a bluff.
- A DC 20 Intimidate check can force the woman to produce the paper (or will get any of the other conspirators to admit to the plot).

The paper details, in gnomish, a plan for killing Prince Jimm during the musical to be performed three nights later, followed by an oath to assist in the plan and initials (in pencil) by at least two dozen gnomes (including, but not limited to, the gnome conspirators that the PCs saw passing the paper around). Although the paper does not identify the assassin, or even detail the plot in specific terms, there is enough information to foil the plot. If the PCs reveal this information to Old Gudrunne or to Prince Jimm, they save Prince Jimm's life and receive his favor on the Adventure Record.

If the PCs are unable to make any of the checks described above (or if they choose not to confront the gnome conspirators), they may wish to tell Old Gudrunne or Prince Jimm that something is afoot. In this case, Old

Gudrune will coax the paper from the older woman; Prince Jimm will have his bodyguard seize it. In either event, the plot is foiled and the PCs receive Prince Jimm's favor.

If the PCs do not reveal this information, or if they do not follow through to this point in the encounter, then Prince Jimm is assassinated the next day (the conspirators having gotten nervous about the presence of strangers and accelerated their murderous plans).

Development: Where to Next? Although the PCs are welcome to stay in Osnabrodt for the entire week of the wedding (particularly if they are friendly with the gnomes), the PCs are likely to head out to the old tomb in the morning. They may have directions or may have even procured a guide to the site. PCs without directions have to hunt for the site themselves, as described in Encounter 4.

4: THE ANCIENT CAIRN

In this Encounter, the PCs discover Halmadar's ancient resting place, and find that it is only the gateway to somewhere else.

Halmadar's tomb is about six poorly-marked miles away from Osnabrodt. Without good directions, it is nearly impossible to find, as it looks just like some other lump of hill. The most likely method of finding the location of the tomb is to get directions from the gnomes of Osnabrodt. If the PCs have directions, proceed to the description below.

If the PCs are simply scouring the area and have no good directions, they need to make a DC 45 Search check in order to find the tomb. Each check involves about an hour of looking; PCs can take 20 over a couple of days, if they would like. Feel free to give bonuses to this Search check for clever or skillful ideas, such as:

- Scouting from the air may give a +2 bonus.
- Local animals shun the place; using *Speak with Animals* or similar may give a +5 bonus.

When the PCs have located the tomb (the PCs might have a local gnome farmer with them, but he does not enter more than a few feet into the tomb), read or paraphrase:

From the outside, the cairn appears to be an unexceptional member of that category. Standing in the center of a moist and mossy dell, the mound rises above the surrounding slough.

The cairn rises to form an uneven mound 15 feet high on average and a hundred feet around. The sides are rounded and covered with moss and vines. Several small saplings have taken root there. The top is thick with plants, even massive oaks, a testimony to the age of this cairn. Along the southern edge, the earth has

sagged and collapsed inward to reveal a root-choked passageway lined with heavy blocks of stone.

The inside of the mound contains a few simple passages and chambers, all built from megalithic stones cunningly fitted together. The ceiling once had thick beams as additional support, but the beams have rotted away. Many of the ceiling stones are cracked with their own weight, and a thick tangle of tree roots has forced their way down from above.

The layout of the cairn is simple. Refer to **DM Map 2**.

Development: The Soul Splinters. As the PCs enter the cairn, the Renvash Splinter loses some of its souls to prepare for its cleansing. Unfortunately, the souls lodge themselves in the PCs. Divide the entries of **Player Handout 2** to the PCs now, and have them make the necessary Charisma checks in order to combat the presences worming their way into the PCs' minds. In future encounters, any pertinent advice or restrictions regarding the soul splinters are specifically described.

The Entry and Front Room

The opening in the side of the mound leads 15 feet into a circular room about 20 feet across thick with mud, roots and toads. From the other side of the circular room is a narrow, short hallway meandering back about 40 feet to a large square room. There were once doors separating these areas, but they were all pulled aside back in CY 581 and are rotting quickly.

The Back Hall

The hallway is choked with roots. At about halfway, the moss-covered floor gives way to a mossy skin over a 5-foot square pit filled with sludgy, black water. The pit is only about five feet deep, but anyone falling into the pit risks catching a mild disease.

Moss Pit Trap: CR 1; natural; location trigger; no reset; DC 20 Reflex save avoids; 5 ft. deep (no damage but Fort DC 13 to avoid contracting the shakes (see DMG page 292) and Small PCs must make a DC 10 Swim check or risk drowning); Search DC 20; Disable Device DC 15.

The Newer Door

At the end of this hall is another door, this one newer than the other doors of this crypt. A DC 10 Search check reveals that the door was smashed outwards, rather than inwards. The Search check also reveals carvings on the door. If the PCs investigate the carvings, give them **Player Handout 3**.

The Tomb

Past the opening left by the shattered doors is Halmadar's tomb. The large, square room at the back of the mound (roughly 30 feet square) has all the appearance of a crypt.

This room is by far the largest in the mound. It is crammed with ancient burial offerings. These have

long since corroded, withered and rotted, leaving only ghost-like husks of what they once were. Pile haphazardly along the walls are large pots with faded glazes, wooden chairs that crumble at a touch, and bronze art pieces, crusted in green patina. Even the walls of the chamber speak of past opulence, since they are covered with clearly magical writings. A large stone platform fills one end of the chamber: atop it is an elaborately carved sarcophagus. The wood of the sarcophagus has begun to rot away, and it is clearly empty of any occupant.

The writings on the walls are no longer magical, but once created a *protection from evil* effect (apparent with a DC 15 Knowledge (arcana) or Knowledge (religion) check). Intertwined with the magic writing are pleas to keep a great evil entombed here: the great evil is named “Halmadar the Cruel, buried alive so that his evil may not live on in death.” A DC 10 Knowledge (history) check dates the objects here to the middle of the fifth century CY. None of the remaining objects have any value.

This sarcophagus is where Halmadar the Cruel lay in a quasi-living state for more than a century, nursed by the power of the Hand and Eye of Vecna, until he was inadvertently freed by the Circle of Eight in CY 581. This area is still Halmadar’s home and the gateway to his true lair, although the entrance is cleverly hidden.

The Secret Passage

A DC 28 Search check reveals that one of the bronze art pieces slides away to reveal a crudely-dug passage about eight feet in diameter. A DC 19 tracking check may also indicate the right place to look. (Note that searching the entire chamber by taking 20 requires just over an hour). The passage leads down into the rock, carefully burrowed over a long period of time.

Development: Further Downward! Within 100 feet, the rough-hewn passageway connects to another passage, this one clearly worked by tools many ages ago. Any dwarf—as well as any PC succeeding at a DC 12 Knowledge (local: VTF) check—realizes that this construction is dwarven. Small runes along this new hall indicate that the PCs are approaching an outpost of the Rockhall Dwarves, founded several dwarven generations ago.

The passageway is smooth and level, and bears dust attesting to its age. Humanoid tracks—clear sign of activity—head off to the northwest (these are the tracks of Halmadar and his grimlock servitors). In that direction, the passageway travels back and forth for about a quarter of a mile before ending at two large stone doors, ripped from their metal hinges and lying along the passageway. The doors bear inscriptions of dwarves stacking food, furs, and gold. An inscription in Dwarven reads: “Rockhall Storehouse Stronghold 14. Lay Up Your Wares Against Future Want.” The doors are marked with claws and blade, wounds in the stone over 70 years old.

Just past the doors are a wide set of stairs descending 40 feet, which lead to the next Encounter.

If the PCs go off the other direction, the dwarven-made passage soon breaks up into several underdark caverns that have nothing to do with this adventure. As nothing has come this way for many months, it should be clear to the PCs that this is not the way to go.

What Happened Here? When Halmadar was returned to his prison in CY 581, he was still alive and determined to escape. Suspecting his captors had set a watch and wishing to preserve his appearance of weakness, Halmadar decided to burrow downward rather than upward. With prodigious strength born of his long connection to the divine, Halmadar clawed through the living rock until he intersected the passageway to the dwarven stronghold. The stronghold was long ago smashed, however; in CY 525 it had fallen to a raiding party of grimlock barbarians.

The grimlocks squatted in the ruins still, and Halmadar the Cruel soon taught them the ways of Vecna and became their master. The stores of the stronghold aided Halmadar in recovering his health and his fortunes very quickly. Halmadar made the fallen dwarven stronghold his lair, and this was the site of countless schemes in the years since.

5: THE ASSAULT

When the PCs descend the stairs into the dwarven storehouse-stronghold, read or paraphrase the following:

No light shines up as you descend the wide, flat stairs, clearly made for dwarven boots. Only a faint scuffling—quickly silenced—meets your ears.

Allow the PCs to make whatever preparations they wish here. When they have descended the 40 feet of spiral stairs, consult area 5 of **DM Map 3** and read the following:

At the bottom of the stairs is a wide room, with another entrance at the far end. Bones and gobbets of flesh fill the corners here, but the room is wide and open for the sixty feet or so to the exit on the other side. With a sudden cry, bestial men with gray skin and wild hair surge from those exits, axes raised.

The grimlocks here immediately attack intruders.

APL 4 (EL 6)

Blind Brutes (2): male grimlock barbarian 1; hp 38 each; Appendix 1.

Spiked Pit Traps (2): CR 2; mechanical; location trigger; automatic reset; DC 23 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4

spikes per target for 1d4+2 each); Search DC 20; Disable Device DC 15.

APL 6 (EL 8)

Blind Brutes (4): male grimlocks barbarian 1; hp 38 each; Appendix 1.

Spiked Pit Traps (2): CR 4; mechanical; location trigger; automatic reset; DC 26 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 each); Search DC 20; Disable Device DC 15.

APL 8 (EL 10)

Blind Brutes (4): male grimlocks barbarian 4; hp 77 each; Appendix 1.

Spiked Pit Traps (2): CR 5; mechanical; location trigger; automatic reset; DC 28 Reflex save avoids; 60 ft. deep (6d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 15.

APL 10 (EL 12)

Blind Brutes (4): male grimlocks barbarian 4; hp 77 each; Appendix 1.

Spiked Pit Traps plus Falling Block from Ceiling Traps (2): CR 9; mechanical; location trigger; automatic reset; DC 32 Reflex save avoids; 60 ft. deep (6d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); Search DC 20; Disable Device DC 20. Falling into this trap automatically triggers a falling block trap from the ceiling above as follows: mechanical, location trigger; repair reset; Atk +23 melee (8d6, stone block); multiple targets (all targets in the pit); Search DC 20; Disable Device DC 16.

APL 12 (EL 14)

Blind Brutes (4): male grimlocks barbarian 6/fighter 2; hp 127 each; Appendix 1.

Spiked Pit Traps plus Falling Block from Ceiling Traps (2): CR 9; mechanical; location trigger; automatic reset; DC 32 Reflex save avoids; 60 ft. deep (6d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); Search DC 20; Disable Device DC 20. Falling into this trap automatically triggers a falling block trap from the ceiling above as follows: mechanical, location trigger; repair reset; Atk +23 melee (8d6, stone block); multiple targets (all targets in the pit); Search DC 20; Disable Device DC 16.

Tactics: Despite appearances, these grimlocks are not unintelligent killers. They know, by feeling a pocket of air when they get near, that two deadly pit traps (once defenses of the dwarves) lie here, ready to trap intruders. The grimlocks move around the pits as naturally and casually as possible in an attempt not to give away their location. Once at least one of the pit traps has claimed a

victim, they try to bull rush other PCs into the pits as well and finish off the PCs by dropping rocks on them.

Treasure: Loot the blind brutes

APL 4: Loot 50 gp; Magic 132 gp; *cloak of predatory vigor* (2) (116 gp each); Total 182 gp.

APL 6: Loot 100 gp; Magic 464 gp; *cloak of predatory vigor* (4) (116 gp each); Total 564 gp.

APL 8 and 10: Loot 104 gp; Magic 1644 gp; *+1 chain shirt* (4) (104 gp), *brute ring* (4) (191 gp each), *cloak of predatory vigor* (4) (116 gp each); Total 1748 gp.

APL 12: Loot 104 gp; Magic 5172 gp; *+1 chain shirt* (4) (104 gp), *boots of swift passage* (4) (416 gp), *brute ring* (4) (191 gp each), *cloak of predatory vigor* (4) (116 gp each), *gauntlets of ogre power* (4) (333 gp), *rhino elixir* (4) (133 gp); Total 5276 gp.

Splinters: The evil souls within the PCs influence their actions in this combat accordingly, if the splinter's personality is in charge.

Development: Where to Next? This area appears to be a dead end, as the exit leads to a sleeping area for many grimlocks (many more than are here, the PCs may note). The only entrances into the rest of the stronghold are hidden with excellent dwarven skill. The grimlocks, if questioned, know where the two secret doors are, but do not give up this secret easily. Each of the secret doors requires a DC 30 Search check to find, but neither is locked. A tracker may be able to identify that grimlock tracks lead to these doors with a DC 25 Survival check. If all else seems lost, just waiting in this room for a few hours does the trick: eventually, one of the grimlocks from Encounter 7 comes to investigate, sneaking out of one of the secret doors.

6: ROCKHALL STOREHOUSE STRONGHOLD 14

This Encounter sets out a few of the common conditions of the dwarven storehouse stronghold, fallen to grimlock invaders over 70 years ago (and, more recently, the lair of Halmadar the Cruel).

Crafted by dwarves, this entire storehouse area is deep underground. It consists of one long, winding hall and several rooms leading off of the hall. Although some rooms were used for housing the dwarves that were stationed here, most were used to house goods in case of need: weapons, armor, clothing, food and treasures.

Each of the rooms is about seven feet tall (a bit cramped for humans, but plenty high for dwarves). The main hall is approximately 10 feet tall.

The unmarked rooms on the map have all the functional, solid furnishings crafted by the dwarves long ago. However, all of these have been thoroughly searched (and often wrecked) by the grimlocks who have been

living here for years. Bones and debris litter the corners, and crude carvings of hands and eyes have been carved into walls, onto tables, and so on. Try to convey the sense that this stronghold was once a proud place, now reduced to ruin by its present evil inhabitants.

The exception to this general sense of destruction and decay is the northeasternmost room of the stronghold. This room, marked with a “10” on the map, was occupied by Halmadar and kept much cleaner. The room is kept locked, as described in Encounter 10.

One of the rooms near the south end of the stronghold contains a well leading to a massive underground cistern. The cistern still contains plenty of clean water, fed by an underground spring.

The dwarves generally kept the storehouse lit with *continual flame* torches that continue to burn to this day. The locations of these torches are indicated on **DM Map 3**.

Doors in the stronghold are made of stone bound in iron. They have locks, but each of the locks has been destroyed by grimlocks battering the doors open (except the lock to room 10).

Stone door: 3 in. thick; hardness 8; hp 45.

Note that Halmadar does not return to his lair in this adventure, and the PCs will not meet the mastermind, yet.

Splinters: The players should be sure to keep the personalities of the soul splinters in mind as they explore the storehouse and interact with each other while doing so.

Development: Where to Next? As the PCs move out into the area marked “7”, run Encounter 7: From All Sides. If the PCs elect to investigate the room marked “8”, run Encounter 8: Vampire’s Prison. Eventually, the PCs will make their way to the shrine area marked “9”: in Encounter 9: The Shrine. At this point, the PCs may consider their job done and return home, but they may also investigate the room at the end of the hall. If so, run Encounter 10: Was That Who I Think It Was?

7: FROM ALL SIDES

In this Encounter, the PCs meet with the remaining grimlocks in the dwarven storehouse. The grimlocks begin this Encounter scattered throughout the stronghold, but they all come running to the sound of combat.

This Encounter is designed to give the feel of waves of opponents overwhelming the PCs from all sides. You should begin this Encounter with only a couple of grimlocks attacking the PCs when they enter area 7 on

DM Map 2. Then, additional grimlocks enter the fray at the beginning of subsequent rounds, from different direction, in groups of two or four at a time. Try to keep up the pressure on the PCs without completely overwhelming them at once.

All of these grimlocks are so tainted by Halmadar’s evil workings and their desecration of the dwarven shrine that they gain the fiendish template (or, at APL 12, the half-fiend template).

Because these grimlocks stagger their attack in waves and do not overwhelm the party all at once, the EL for this encounter has been reduced by 1.

APL 4 (EL 6)

Blind Fiends (6): male fiendish grimlock barbarian 1; hp 38 each; Appendix 1.

APL 6 (EL 8)

Blind Fiends (12): male fiendish grimlock barbarian 1; hp 38 each; Appendix 1.

APL 8 (EL 10)

Blind Brutes (12): male fiendish grimlock barbarian 2; hp 51 each; Appendix 1.

APL 10 (EL 12)

Blind Brutes (12): male fiendish grimlock barbarian 2/fighter 2; hp 75 each; Appendix 1.

APL 12 (EL 14)

Blind Brutes (12): male half-fiend advanced grimlock barbarian 2/fighter 2; hp 117 each; Appendix 1.

Tactics: These grimlocks are brutal but crafty. They rely upon their magic armbands to avoid attacks of opportunity when bypassing front-line fighters to get at weaker PCs in the rear of the party. At APL 12 and above, six of the grimlocks carry a *talisman of undying fortitude*, which they use and pass off to another grimlock to use before entering battle, if possible. Also at APL 12, the grimlocks make liberal use of their *darkness* ability, which does not hinder them at all.

Treasure: Loot the blind fiends

APL 4: Loot 168 gp; Magic 396 gp; *armband of elusive action* (6) (66 gp each); Total 564 gp.

APL 6, 8 and 10: Loot 336 gp; Magic 792 gp; *armband of elusive action* (12) (66 gp each); Total 1128 gp.

APL 12: Loot 336 gp; Magic 4788 gp; *armband of elusive action* (12) (66 gp each); *talisman of undying fortitude* (6) (666 gp each); Total 5124 gp.

Splinters: The evil souls within the PCs influence their actions in this combat accordingly, if the splinter’s personality is in charge.

Development: Where to Next? Once these grimlocks are defeated, the PCs are free to explore the rest of the

stronghold. Refer to the details in Encounter 6 for further explorations.

8: VAMPIRE'S PRISON

This room is where the Cowled Lady, still weak from her defeat by the defenders of Verbobonc years ago, rests and recovers her strength.

Halmadar still harbors some twisted version of love for the Cowled Lady, but he does not want her to escape his tender care and possibly thwart his plans. Therefore, he has imprisoned the Cowled Lady in this room with a single spigot of running water, which the Cowled Lady may not cross without aid. Furthermore, in order to quickly dispose of the Cowled Lady should she turn against him, Halmadar has rigged the ceiling of this room to open and bathe the entire room in the rays of the sun.

Although Halmadar cares for the Cowled Lady in his own twisted way, he does not wish to see her recover quickly, and he does not wish to see her free. Halmadar is still angry that the Cowled Lady let him fester, imprisoned, while she pursued Iuz's goal of conquest of Verbobonc. In revenge, he has arranged for her slow healing here, helpless in his lair until he is ready to bring her into his plans.

The Cowled Lady is still very weak, and she cannot remain out of her *gaseous form* for more than a few seconds at a time.

The Cowled Lady poses no real danger to the PCs, and in this encounter they have the opportunity to get a little bit of information about her. They also have the opportunity to free or destroy the Cowled Lady, a choice which will have repercussions later in the Verbobonc storyline.

You should note whether it is daytime or nighttime on the surface while the PCs are in this room, as this has grave consequences for the Cowled Lady should they choose to open the shutters in the ceiling (see below).

When the PCs open the door to this room, read:

Beyond this heavy door is a short hall, no more than ten feet long. The hall opens into a large, high room with a slab-like bed in the middle. Where the hall meets the room, a small spring gushes from the wall, across the floor, and into a small pipe on the other side of the hall. From within the room is an unearthly sucking sound that sets the hairs on the back of your neck on end.

THE PIPE

Closer examination shows that the water flows from a pipe in the wall set about two feet from the floor. The flow is likely connected to some underground spring (revealed with a DC 15 Knowledge (nature) check) and is of relatively recent construction (revealed with a DC 15

Knowledge (architecture and engineering) check). The water flows down the wall, across the hall, and drains away via another pipe set into the floor. The pipes are each only two inches in diameter, and easy to stop up momentarily with cloth, mud, or the like. Stopping up either pipe prevents the flow of fresh water that acts as a barrier to the Cowled Lady and allows her to escape; see below.

THE SLAB

The room itself is dominated by a slab-like bed. When the PCs get a closer look, read:

The slab in the center of the room resembles an operating table, with a lip a few inches high around the edges. Pooled on the table is a bright red fluid. Stretched out atop the table is a piteous form, a skeletal woman in a black cowl. The woman appears fuzzy and indistinct, yet she laps at the fluid on the table. For a few seconds, she solidifies, succeeds in lapping at the fluid a few times with a piteous mewling sound, and then returns to her indistinct form. She does not appear to have noticed you, focused on the fluid.

A DC 15 Knowledge (religion) confirms that this is a vampire shifting in and out of *gaseous form*. A DC 20 check reveals that the vampire seems incredibly weak and is probably not particularly dangerous. A Knowledge (local: VTF) check reveals the following information about the Cowled Lady:

- **DC 10:** The Cowled Lady is a vampire sorceress that led the giant forces from out of the Lortmil Mountains into the Viscounty a couple of years ago. She was defeated and retreated from the field of battle.
- **DC 15:** The Cowled Lady is a follower of Iuz, but never seemed very dedicated to Old Wicked. Invasion of the Viscounty seemed to be her key goal.
- **DC 18:** The Cowled Lady was a master of summoning magic and used perverted summoning magic to great effect to supplement her giant forces.
- **DC 20:** The Cowled Lady had a fortress on an alternate, negative-energy dominant plane. Adventurers raided her stronghold in order to get key information regarding her invasion plans.

The fluid on the table is blood, but it is diluted with so much water (including a few drops of holy water) as to be hardly proper sustenance for a vampire; the Cowled Lady is surviving on the fluid, but not well. The blood comes from Halmadar's grimlock servitors, which he refreshes every few days.

THE COWLED LADY

Once a fearsome sorceress, the Cowled Lady is little other than a pitiable shell now. She has all of the weaknesses of a vampire, but can make no direct attacks. She possesses all of a vampire's powers, except that she cannot use her children of the night or dominate abilities. She can only make an energy drain attack while she is corporeal (which is only for one round in every five) and touched by another creature. She can move around the room, but cannot leave it so long as the pipe dribbles running water across the hall. If the pipe is stopped up, the Cowled Lady attempts to flee.

Her only coffin is currently the slab in this room (given time, however, she can fashion another coffin in any number of secret lairs in the Lortmil Mountains).

All APLs

Cowled Lady: female vampire sorcerer 18; hp 117; cannot attack; confined to *gaseous form* most of the time.

Development: Questioning the Cowled Lady. If the PCs interact with the Cowled Lady, you should roleplay her as a pathetic, beaten creature. She may mistake one of the PCs (preferably, the strongest fighter-type) as Halmadar, and coos at him, calling him "Halmadar" and "my love." She begs for blood that isn't watered down, whimpers to be set free, and apologizes for leaving Halmadar here in his prison while she was able to walk free many years ago. She cowers in fear from priests, light, holy symbols and garlic.

THE CEILING

The ceiling in this room is very high. At its very top, the ceiling is braced with sturdy wooden beams in an X shape.

Climbing up to the ceiling 80 feet above is difficult, requiring a DC 25 Climb check. A DC 10 Knowledge (architecture and engineering) check reveals that the highest 50 feet of the room was carved within the past few years, and is not part of the original dwarven construction.

The wooden beams brace four heavy panels in the ceiling above. These panels are one foot thick, and completely block light and sound from the other side (which is the outside). If forced (DC 23 Strength check), it is possible to burst through the panels and into the Kron Hills above (but see the effects on the room based on the time of day, below).

THE DESKS

There are a couple of old desks here, relics from the time when this was the quartermaster's room in the dwarven stronghold. Although some of the desks still contain old records of dwarven stores kept in this stronghold, the desks more recently contain books on vampirism. The books are not particularly valuable and are well-used. A DC 10 Knowledge (arcana) or Knowledge (religion)

check reveals that the most-referenced section of these books is the section about restoring power to a vampire. In particular, the books reveal that a steady diet of blood will restore a vampire to full health, but this process can be slowed by mixing the blood with water and with a bit of holy water.

One of the desks also contains ten full vials of holy water and eight empty vials. Atop the vials rests a holy symbol of Pelor, in order to keep the Cowled Lady away from them.

THE LEVER

On one wall is a solid stone lever built into the wall. The lever is difficult to move (DC 18 Strength check to move). It connects to the four panels in the ceiling eighty feet above, set into an X shape. A DC 25 Disable Device check or Knowledge (architecture and engineering) check reveals the connection between the lever and the ceiling far overhead.

If the lever is pulled, the four panels drop, raining a cover of dirt into the room and revealing their four mirrored surfaces.

- If it is daylight outside (even dawn or dusk) then daylight streams into the entire room, intensified by reflecting off of the mirrors. This subjects the Cowled Lady to all the effects of exposure to daylight; unless she can flee the room in one move action, there is no place for her to hide and she is destroyed in the following round.
- If it is night outside, the Cowled Lady takes her chance to escape. She flies up and out of the room in *gaseous form*. If she had already been reduced to 0 hit points, this is a death sentence for her; she has no other coffin to flee to, and is destroyed two hours after being reduced to 0 hit points. If she still has hit points remaining, however, she is able to make her escape (fleeing high into the night sky, where she can hide).

Treasure: The Cowled Lady wears a green stone amulet around her neck. This is the last of the amulets she used to enhance the summoning magic of the mountain giants and bind their summoned giants to her service. It now has no magical power, but is still worth a small amount.

Treasure: Loot the Cowled Lady's necklace.

All APLs: Loot 18 gp.

Splinters: The evil souls within the PCs recognize the Cowled Lady as a powerful agent of evil. Although they would like to see her restored and freed on general principles, they lack the ability to force the PCs to do anything about this.

9: THE SHRINE

This large room once contained a shrine dedicated to Moradin, as well as stored religious goods. The religious goods have all been taken and sold by Halmadar. Worse, the shrine has been violated in an unholy ceremony to the Whispered One. It is here that Halmadar and the Cowled Lady replaced many of the pious Cuthbertine souls of the Renvash Splinter with evil souls stored within various onyx gems.

The shrine now no longer resembles a shrine to Moradin, but has been crudely re-carved into the shape of a hand holding an eye. Some small measure of goodly power remains in the shrine, however, as the PCs must discover in order to cleanse the Renvash Splinter.

When the PCs enter this area, read:

The torches here burn with a low, greenish light, casting light on a repugnant altar in the far corner of this room. The altar rests upon a solid base covered with dwarven runes that have been carefully defaced. Atop the base is a crude carving of an upthrust left fist gripping a massive eye. Scattered around the shrine like eggshells are the remains of small onyx gemstones.

A DC 15 Knowledge (arcana) or Spellcraft check indicates that onyx gems are often used to store souls and for similar necromantic purposes (most often, as the material component to the *animate dead* spell).

Splinters: the evil souls within the PCs know that the altar retains the power to exorcise them; as a result, they do not want to get within 30 feet of the altar. Any PC that is not under the influence of a soul splinter (that is, a PC that made the initial Charisma check) is unaffected by his or her soul splinter. PCs under the influence of a soul splinter, on the other hand, must succeed at a DC 15 Charisma check in order to overwhelm the soul splinter's urgings and approach the altar. The holder of the Renvash Splinter has a bit more control due to the good souls remaining in the artifact, and gets a +4 bonus to this Charisma check. This check may be retried every hour.

PCs are likely to take the splinters' reluctance to get close as a sign that this shrine is why they have come here. This is correct.

Close examination of the altar (and success on a DC 20 Search check) reveals that the crude carving of the hand and eye was made from a larger statue that once stood atop the altar (this was a statue of Moradin). In fact, the feet of the Moradin statue still connect the hand-and-eye statue to the base. These stone dwarven feet contain remnants of the powers of good that were once in the shrine, as well as those good Cuthbertine souls ejected from the Renvash Splinter in Halmadar's unholy ritual.

Touching the Renvash Splinter to the feet of the statue purifies the Renvash Splinter, but only if the shrine to Vecna is destroyed or its evil is suppressed. This can be done in the following ways (or, at your discretion, any similar method):

- The hand-and-eye portion of the altar can be destroyed. It has a hardness of 8 and 120 hit points. It can also be destroyed with a Break DC of 28.
- The shrine to Vecna is suppressed within a *consecrate* or *hallow* spell.
- The stone statue can be reworked with a *stone shape* or similar spell, or even with hand tools (although the latter takes 6 hours of work). Note that the original dwarf statue cannot be reformed, as it was chipped down to create the hand-and-eye statue in its place.

When the Renvash Splinter is touched to the stone feet (and the shrine to Vecna has been destroyed or suppressed), read the following:

The blackened cudgel touches the part of the statue still dedicated to the forces of Law and Good. There is a sudden sound like a thunderclap, and an acrid smoke rushes from the Renvash Splinter. At the same time, streamers of light flow from the stone feet into the cudgel. You feel as though a weight has been lifted from you, like a splinter has worked its way loose from your soul.

The Renvash Splinter is now cleansed, and the soul splinters are ejected from all of the PCs (regardless of whether the PCs are near the shrine or not).

The PCs are technically finished with their task, and free to return to Verbobonc City. However, one more surprise awaits curious players at the end of the hall leading away from the shrine.

Treasure: Collect the onyx fragments.

All APLs: Loot 45 gp.

10: WAS THAT WHO I THINK IT WAS?

The room at the end of the hall, unlike the other rooms in the stronghold, is still locked. Halmadar himself keeps the key somewhere safe, and it is not in the stronghold at all. In this room, Halmadar keeps one of his prized possessions: a *mirror of life trapping*. He has trapped several enemies, including Viscount Langard, in the mirror. Halmadar would prefer to keep the mirror with him, but he has mounted it permanently on the wall here and cannot remove it without breaking it. The mirror is uncovered when Halmadar is not in; when he returns, he

has one of his grimlock minions cover it up (as they are immune to its effect).

Stone Door: 3 in. thick; hardness 8; hp 45; Break DC 23; Open Lock DC 30.

When the PCs get the door open, read the following:

This room has all the appearance of a little-used workroom. The most striking feature is the large mirror mounted on the wall just opposite the door.

This is a *mirror of life trapping*. Its radius of effect extends to just on the other side of the open door, so a PC opening the door is affected and must make an immediate DC 23 Will save or be sucked into the mirror. Unlike a standard *mirror of life trapping*, this mirror pulls PCs into the mirror complete with all of their gear worn or carried at the time.

Only Halmadar knows the command words to activate the mirror, and the PCs cannot learn them through any usual means; Vecna prevents divination spells from divulging Halmadar's secrets, as one of Vecna's devoted and aspiring followers.

Note that the *mirror of life trapping* is affixed to the wall and cannot be removed without breaking it (see **Breaking the Mirror**, below, in this event).

There are ten creatures currently in the mirror; six of these are dead and four are alive. One of the living prisoners is Langard, former Viscount of Verbobonc, kidnapped by Halmadar and placed here over a year ago.

INVESTIGATING THE MIRROR

Note that a *mirror of life trapping* contains only 15 compartments within. If every PC ends up trapped, their PCs are removed from play and the adventure is over. However, there are currently only five "open" compartments in the mirror. If five PCs are trapped and a sixth fails a Will save for the mirror, you should determine that one of the other PCs is automatically freed (rather than determining randomly among all of the mirror's captives).

Once the PCs determine that the mirror is dangerous, they may want to investigate further (perhaps by trapping animal companions or summoned creatures within the mirror). There is no way of knowing how many of the compartments in the mirror are occupied until the mirror is broken. However, a DC 20 Knowledge (arcana) check reveals all the basic properties of a *mirror of life trapping*. Let the players review the DMG entry, but clarify that this mirror has a few nonstandard effects.

BREAKING THE MIRROR

Breaking the mirror releases all of the creatures, alive and dead, currently trapped inside. When this happens, read:

There is a sudden chaotic jumble as a pile of creatures appears in the room. Most of them lie motionless, but some spring immediately into action. The figure

closest to you is a lean, intense half-elf with haggard features and piercing eyes.

Show the PCs the illustration of Viscount Langard in **Player Handout 1: Illustrations**. A DC 10 Knowledge (nobility and royalty), Knowledge (local: VTF) or bardic knowledge identifies Viscount Langard, missing for over a year. PCs that have met Viscount Langard in the past (such as in VER7-01 *Cleanse Thy House*) recognize him automatically. Do not let the PCs respond, but immediately read:

The half-elf gasps, "By the gods, I'm glad you freed me. I have to..." before you can even blink, there is a sudden popping sound and the man disappears before your eyes.

This is the effect of a powerful contingent *word of recall* spell placed on Viscount Langard by Bishop Haufren a long time ago; it is intended to take him to safety in the event of his kidnapping or capture, but it could not teleport him away from the extradimensional space within the *mirror of life trapping*. As soon as Langard is freed, the spell activates and he disappears.

The PCs cannot interfere with this teleportation unless they maintain a continuous effect that would prevent it (such as by an active *standard of no retreat* from the *Complete Warrior*). In this case, Langard is exceedingly grateful but, as he does not remember that the contingent effect exists, is likely to be whisked away as soon as any effect keeping him from automatically teleporting ends or as soon as he moves outside its radius of effect.

The remaining creatures in the mirror are as follows:

- Norkelock, a battered goblin (dead; his soul is gone)
- Galthoosh, an illithid (dead; its soul is gone)
- Ogg, a heavily-muscled male ogre (dead; his soul is gone)
- Vilkren, an ugly male half-elf (dead; his soul is gone)
- Malfaat, a sallow, obese female gnome (dead; her soul is gone)
- Hordis, an attractive male human (dead; his soul is gone)
- Dainurkell, a male half-orc paladin (alive and attacks the party; see below)
- Jugash, a male wood elf barbarian (alive and attacks the party; see below)
- Juliana, a female halfling sorcerer (dead at APL 4, but alive and attacks the party at all other APLs; see below)

The first six names are the bodies from whom Halmadar and the Cowled Lady extracted the soul splinters years

ago in order to befoul the Renvash Splinter. These are the souls the PCs carried throughout most of this adventure. As the souls have been parted from the bodies for years, bringing these bodies back to life is likely impossible (if the PCs would even want to; all six creatures are very evil).

The last three names are a party of adventurers trapped by Halmadar several months ago.

THE HOSTILE ADVENTURERS

Roll initiative immediately as soon as the adventurers are freed from the mirror (right after Viscount Langard is removed by his contingent *word of recall* spell, that is).

The adventurers start out with a hostile attitude toward the PCs and go right into combat against the PCs. The adventurers genuinely believe that the PCs are responsible for their imprisonment and do not pass up the opportunity to smite the “evildoers.” The fact that the PCs may bear holy symbols of good deities or other indicators of being noble do not impress the adventurers; the adventurers assume they are being tricked. Note that none of the adventurers are very bright (and Dainurkell is downright dim, but zealous).

Getting the adventurers to stop fighting requires that they be brought to an indifferent or better attitude. This is a DC 35 Diplomacy check as long as the adventurers are hostile (which is the case, initially), as the DC is 25 with a +10 increase for being rushed as a full-round action.

Generally, the PCs cannot retry a failed Diplomacy check. However, PCs determined to “talk down” the adventurers while being attacked may retry this check once each round.

Furthermore, if the PCs do not harm the adventurers and do not target them with spells (even non-damaging spells, like *glitterdust*), then the adventurers’ attitude improves to unfriendly. They do not break off their attacks, but the Diplomacy DC decreases from 35 to 25 (a DC of 15, +10 for a rushed check as a full-round action).

You should feel free to apply bonuses to the Diplomacy check based on the words and actions of the PCs, keeping in mind that the adventurers are inclined to see shows of “goodness” as a trick.

If the PCs are able to talk to the adventurers, go to **Development: What the Adventurers Know**, below.

APL 4 (EL 6)

Dainurkell: male half-orc paladin 5; hp 49; Appendix 1.

Jugash: male wood elf barbarian 2/fighter 1; hp 37; Appendix 1.

APL 6 (EL 8)

Dainurkell: male half-orc paladin 5; hp 49; Appendix 1.

Jugash: male wood elf barbarian 2/fighter 1; hp 37; Appendix 1.

Juliana: female halfling sorcerer 6; hp 36; Appendix 1.

APL 8 (EL 10)

Dainurkell: male half-orc paladin 9; hp 85; Appendix 1.

Jugash: male wood elf barbarian 2/fighter 2/ranger 1; hp 56; Appendix 1.

Juliana: female halfling sorcerer 6; hp 36; Appendix 1.

APL 10 (EL 12)

Dainurkell: male half-orc paladin 11; hp 103; Appendix 1.

Jugash: male wood elf barbarian 2/fighter 4/ranger 1; hp 76; Appendix 1.

Juliana: female halfling sorcerer 8; hp 51; Appendix 1.

APL 12 (EL 14)

Dainurkell: male half-orc paladin 13; hp 121; Appendix 1.

Jugash: male wood elf barbarian 2/fighter 4/ranger 3; hp 103; Appendix 1.

Juliana: female halfling sorcerer 10; hp 65; Appendix 1.

Tactics: This teams works very well together, as they have practiced for years. Dainurkell generally stands in one place, using a swift action every round in order to cast spells to increase his fighting prowess. Jugash prefers to rage and take full attacks on targets that are hammering him or Juliana. Juliana casts as many spells per round as possible (at APL 12, with her *circlet of rapid casting* and *arcane fusion* spell, this is 3 spells each round). Her favorite spell is *unluck* (which she tries to use against every PC) but, if possible, she cast *greater invisibility* first in order to protect herself. If possible, she also casts *greater invisibility* on Jugash. When Juliana activates her *bands of blood rage*, Dainurkell goes into a blood rage with her, but Jugash does not.

Treasure: Loot Dainurkell and his comrades.

APL 4: Loot 206 gp; Magic 287 gp; *potion of cure light wounds* (4 gp), *bow of the wintermoon* (283 gp); Total 493 gp.

APL 6: Loot 207 gp; Magic 503 gp; *potion of cure light wounds* (4 gp), *bands of blood rage* (216 gp), *bow of the wintermoon* (283 gp); Total 710 gp.

APL 8: Loot 207 gp; Magic 1419 gp; *potion of cure light wounds* (4 gp), *bands of blood rage* (216 gp), *bow of the wintermoon* (283 gp), *crystal of energy assault – lesser electricity* (250 gp), *cloak of charisma +2* (333 gp), *periapt of wisdom +2* (333 gp); Total 1626 gp.

APL 10: Loot 69 gp; Magic 2985 gp; *potion of cure light wounds* (4 gp), *bands of blood rage* (216 gp), *circlet of rapid casting* (1250 gp), *bow of the wintermoon* (283 gp), *crystal of energy assault – lesser electricity* (250 gp),

cloak of charisma +2 (333 gp), *periapt of wisdom* +2 (333 gp), +1 *full plate* (220 gp), +1 *light steel shield* (96 gp); Total 3054 gp.

APL 12: Loot 69 gp; Magic 4026 gp; *potion of cure light wounds* (4 gp), *bands of blood rage* (216 gp), *barbs of retribution* (375 gp), *circlet of rapid casting* (1250 gp), *bow of the wintermoon* (283 gp), *crystal of energy assault – lesser electricity* (250 gp), *cloak of charisma* +2 (2) (333 gp each), *periapt of wisdom* +2 (333 gp), *gauntlets of ogre power* (333 gp), +1 *full plate* (220 gp), +1 *light steel shield* (96 gp); Total 4095 gp.

SEARCHING THE ROOM

This room was used by Halmadar as a study and storage. It has been very thoroughly cleaned up, and contains little now other than some general books of interest about the Viscounty of Verbobonc and surrounding countries (histories, basic military information, charts of nobility, maps, etc. and nothing obviously unusual, rare, or suspicious). There are also some functional men's clothes and a few old suits of armor and weapons, well-made but not masterwork. A DC 15 Craft (armorsmithing) check reveals that this armor was once sized for dwarves, but refitted to suit a thin human man. The room also contains some stored food (long-lasting food, such as hardtack and jerky), water and wine.

The room might belong to any armchair scholar, retired military officer, or well-to-do fighter. However, there are a few items that are notable.

A DC 15 Search or Survival check reveals that no one has been in this room for many weeks, perhaps several months.

On a DC 25 Search check, the PCs uncover among the items here an unholy symbol to Vecna and certain papers regarding a cult of Vecna in Verbobonc City a generation ago (in CY 581). Several citizens are named in the papers, although all of them were rounded up and killed or exiled back in CY 581 (an occurrence remembered with a DC 25 Knowledge (history) or Knowledge (local: VTF) check). These were old associates of Halmadar. Halmadar knows this information is basically valueless now, so he left it here as unimportant.

On a DC 30 Search check, the PCs uncover a strongbox. The strongbox has is locked, but the key is currently in the lock. The strongbox appears to contain several hundred neatly packed gold coins. In fact, this is a trap designed to punish the curious who investigate this room in Halmadar's absence. He prepared this strongbox in the hopes of catching one of the grimlocks snooping and teaching it a lesson. Only the top coins are gold; the rest are copper. Furthermore, all of the coins are smeared with nitharit poison (Fort DC 13; no initial damage, but secondary damage 3d6 Con). A DC 25 Search check on the contents of the box reveals this as a trap for the unwary: this check identifies the poison and the fact that the coins are basically valueless.

A DC 40 Search check reveals a bit of lore carefully hidden among the other papers and books of this room and neglected by the crafty Halmadar. A few sheets of folded paper present a list of names, most of which have been crossed out and noted "Executed." The only name that is not crossed out is "E. Brandenburg." Many of the names on the list share the same family name; a DC 15 Intelligence check reveals that most if not all of the people listed are probably related, and may go back many generations. PCs that read the Brandenburg family history in VER8-01 *Mediation* may have discovered a list of descendants of Kas the Bloody-Handed (these descendants including Elise Brandenburg). This list contains the same names. This is a list of victims of the Cult of Vecna, and shows that Elise Brandenburg may be in danger (which, having reviewed her own family history after the events of VER8-01 *Mediation*, Elise already knows). This clue serves to further strengthen Halmadar's connection to the Cult of Vecna, but there is no indication on this list that the names are connected to Kas: only that they are connected to each other.

Development: What the Adventurers Know. Assuming the PCs can get the adventurers to stop attacking, they are willing to parlay. In fact, they are grateful for their rescue and mildly apologetic for their sudden attack. The trio of adventurers was part of an adventuring group that inadvertently discovered Halmadar's evil plans about eight months ago. They discovered the dwarven storehouse stronghold while traveling through the natural tunnels beneath the Kron Hills, detected the evil presence, and immediately attacked. They were no match for the cunning and powerful Halmadar, who was eager to show off his *mirror of life trapping*. They have been trapped within ever since.

The adventurers don't realize they know such valuable information (and have to be asked), but they have some information gleaned from fighting Halmadar. First, they got a good look at Halmadar, and can describe him. Halmadar looked as though he was a once-powerful man, but his muscles have withered away, his hair has fallen out, and his skin is stretched tight over his bones. Despite his appearance, he possessed prodigious strength. The adventurers are split as to whether Halmadar was actually undead or not—Dainurkell thinks he was an undead creature, but Jugash and Juliana both think they remember him breathing, blinking and so on during the fight. The adventurers can attest that Halmadar was a very skilled fighter, more than a match for the three of them, and able to land several blows in repeated succession (that is, he had a high Base Attack Bonus). They did not see him cast any spells, but he clearly had some powerful magic items and effects at his disposal. Halmadar fought primarily with hand axes and throwing hammers.

Development: Where to Next? Assuming the PCs have already cleansed the Renvash Splinter in Encounter 9, they are free to leave the stronghold, their job done.

CONCLUSION

If the PCs were unable to uncover and prevent the assassination of Prince Jimm in Osnabrodt, they hear on the way back to Verbobonc City that Prince Jimm was assassinated by some traitorous gnomes while in the town of Osnabrodt. Otherwise, the PCs hear that Prince Jimm has been spreading around their names around as the heroes who saved him from an assassination plot.

The PCs may also choose to alert Clan Rockhall that their lost storehouse stronghold has been cleansed of its evil invaders. The Clan Rockhall elders are grateful in this case.

If the PCs did not cleanse the Renvash Splinter, they have failed in their task; however, the soul splinters leave the PCs once they travel more than twenty miles from Halmadar's cairn.

When the PCs return to the Cathedral of St. Cuthbert in Verbobonc City with the cleansed Renvash Splinter, note whether the PCs have completed their mission within 48 hours or less.

If the PCs did not make it in time, read:

Curiously, the Cathedral of St. Cuthbert is draped in black to signify mourning as you arrive with the Renvash Splinter. Soon you learn that you have come too late to save Bishop Haufren, although the Bishop should have been allotted several days more at least. Archcanon Mettis Hale explains that the disease ravaged Bishop Haufren with unexpected speed in the last two days, leading to his sudden demise. Attempts to resurrect Haufren have failed, and the Church of St. Cuthbert is forced to move on.

In a grim ceremony two days later, Canoness Y'Dey appoints the new Bishop. A bearded human male with dark blue eyes and a serious visage, Abbot Duncan MacHaarl is appointed Bishop of the Church of St. Cuthbert in Verbobonc. The stern-faced human man gives a short but heartfelt speech about maintaining determination, wisdom and zeal in these difficult times. Certain that the church is back in capable hands, Canoness Y'Dey returns to her retirement in Hommlet.

*No word reaches your ears about Halmadar the Cruel (if the PCs freed him, add: **or the fate of Langard**). Time will tell how these men may affect the future of the Viscountry.*

The End

If the PCs made it in time:

You rush the cleansed Renvash Splinter to Canoness Y'Dey. After questioning you briefly about your journey, Canoness Y'Dey regards the blackened cudgel carefully. Grimly, she declares, "there is but one way to know whether the taint is gone." Holding the cudgel at arm's length, she intones, "I beseech the Cudgeller to tell me whether these heroes speak truly and this artifact is cleansed." Canoness Y'Dey nods as though listening to an unseen voice speak. "Yes, well done. I must now tend to Bishop Haufren. You will allow us to see that you are accommodated in the city until Bishop Haufren is able to give you this thanks in person.

It is only three days before Bishop Haufren is again restored to his usual vigor and presents each of you with his hearty thanks and the thanks of the Church of St. Cuthbert.

The PCs may decide to tell Bishop Haufren, Langard's closest friend, about his release. If they do so, he responds:

This is very good news. I am glad you rescued my friend from his imprisonment. The spell you saw whisk Langard away is a contingent word of recall that he asked me to prepare for him. Although the spell was supposed to bring him here to the Cathedral of St. Cuthbert, none of the clergy have seen him and there is no news of his reappearance. I can only surmise that Langard was clever enough to find out about the current situation upon his arrival. Hearing that another Viscount has been formally invested would probably cause him to seek a place of safety, gather allies, and make plans. I do not know where my friend has gone, but I intend to find out. When I do, I will call upon those who also call him friend. I would like to think that would include you.

The End

COMPLETING THE ADVENTURE RECORD

Here are the awards available on the Adventure Record and how they are awarded. Note that different PCs may receive different awards.

Saved Lord Jimm: Reward to all of the PCs if the PCs alerted Old Gudrune or Lord Jimm about the assassination plot and Lord Jimm was not assassinated.

Words Over Weapons: If all three of the adventurers in Encounter 10 survived, give this award to all of the PCs (even if the PCs fought and subdued them all). If any of

the adventurers died, then the survivors are angry at the PCs and no PC earns this reward.

Thanks of Clan Rockhall: If the PCs cleared out all of the grimlocks in the storehouse, then Clan Rockhall hears about it and moves back in to reclaim their storehouse; all of the PCs earn this result.

A Job Well Done: PCs that were members of the Family, the Bondsmen of House Estival, or the Company of the Black Rose before playing this adventure receive this entry *only if Bishop Haufren dies*. Otherwise, cross it off.

Thanks of the Church of St. Cuthbert: All PCs receive this award if they cleansed the Renvash Splinter, whether or not Bishop Haufren lived. Cross off this entry if the PCs demanded coin from Canoness Y'Dey in Encounter 1.

Secret: If the party freed Langard from Halmadar's mirror of life trapping, they all receive this award.

APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

PCs defeat the Cowled Lady:	
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Discretionary roleplaying award	
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Total Possible Experience	
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,300 XP
APL 12	1,575 XP

EXPERIENCE POINT SUMMARY

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

5: The Assault

Survive the grimlock assault and the pit traps	
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

7: From All Sides

Survive the attack of the grimlocks	
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

10: Was That Who I Think It Was?

Survive or defuse the combat with the Cuthbertines	
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Story Awards

PCs uncover the plot against Prince Jimm:	
APL 4	45 XP
APL 6	60 XP

TREASURE SUMMARY

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

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

The coin total is the number of gold pieces each PC 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 PCs may want to use them during the adventure. Many times PCs must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of

the adventure, its total is subtracted from the adventure totals below.

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

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

1: Dying Hero

Accept Canoness Y'Dey's reward instead of the favor of the churches of Verbobonc.

All APLs: Coin 150 gp.

5: The Assault

Loot the blind brutes.

APL 4: Loot 50 gp; Magic 132 gp; *cloak of predatory vigor* (2) (116 gp each); Total 182 gp.

APL 6: Loot 100 gp; Magic 464 gp; *cloak of predatory vigor* (4) (116 gp each); Total 564 gp.

APL 8 and 10: Loot 104 gp; Magic 1644 gp; *+1 chain shirt* (4) (104 gp), *brute ring* (4) (191 gp each), *cloak of predatory vigor* (4) (116 gp each); Total 1748 gp.

APL 12: Loot 104 gp; Magic 5172 gp; *+1 chain shirt* (4) (104 gp), *boots of swift passage* (4) (416 gp), *brute ring* (4) (191 gp each), *cloak of predatory vigor* (4) (116 gp each), *gauntlets of ogre power* (4) (333 gp), *rhino elixir* (4) (133 gp); Total 5276 gp.

7: From All Sides

Loot the blind fiends

APL 4: Loot 168 gp; Magic 396 gp; *armband of elusive action* (6) (66 gp each); Total 564 gp.

APL 6, 8 and 10: Loot 336 gp; Magic 792 gp; *armband of elusive action* (12) (66 gp each); Total 1128 gp.

APL 12: Loot 336 gp; Magic 4788 gp; *armband of elusive action* (12) (66 gp each); *talisman of undying fortitude* (6) (666 gp each); Total 5124 gp.

8: Vampire's Prison

Loot the Cowled Lady's necklace.

All APLs: Loot 18 gp.

9: The Shrine

Collect the onyx fragments.

All APLs: Loot 45 gp.

10: Was That Who I Think It Was?

Loot Dainurkell and his comrades

APL 4: Loot 206 gp; Magic 287 gp; *potion of cure light wounds* (4 gp), *bow of the wintermoon* (283 gp); Total 493 gp.

APL 6: Loot 207 gp; Magic 503 gp; *potion of cure light wounds* (4 gp), *bands of blood rage* (216 gp), *bow of the wintermoon* (283 gp); Total 710 gp.

APL 8: Loot 207 gp; Magic 1419 gp; *potion of cure light wounds* (4 gp), *bands of blood rage* (216 gp), *bow of the wintermoon* (283 gp), *crystal of energy assault – lesser*

electricity (250 gp), *cloak of charisma +2* (333 gp), *periapt of wisdom +2* (333 gp); Total 1626 gp.

APL 10: Loot 69 gp; Magic 2985 gp; *potion of cure light wounds* (4 gp), *bands of blood rage* (216 gp), *circlet of rapid casting* (1250 gp), *bow of the wintermoon* (283 gp), *crystal of energy assault – lesser electricity* (250 gp), *cloak of charisma +2* (333 gp), *periapt of wisdom +2* (333 gp), *+1 full plate* (220 gp), *+1 light steel shield* (96 gp); Total 3054 gp.

APL 12: Loot 69 gp; Magic 4026 gp; *potion of cure light wounds* (4 gp), *bands of blood rage* (216 gp), *barbs of retribution* (375 gp), *circlet of rapid casting* (1250 gp), *bow of the wintermoon* (283 gp), *crystal of energy assault – lesser electricity* (250 gp), *cloak of charisma +2* (2) (333 gp each), *periapt of wisdom +2* (333 gp), *gauntlets of ogre power* (333 gp), *+1 full plate* (220 gp), *+1 light steel shield* (96 gp); Total 4095 gp.

Treasure Cap

APL 4:	650 gp
APL 6:	900 gp
APL 8:	1,300 gp
APL 10:	2,300 gp
APL 12:	3,300 gp

Total Possible Treasure

APL 4:	1452 gp
APL 6:	2615 gp
APL 8:	4715 gp
APL 10:	6143 gp
APL 12:	14708 gp

ADVENTURE RECORD ITEMS

Saved Lord Jimm: You gain three Influence Points with the mercantile-minded Lord Jimm. Alternatively, you may upgrade any item from a Verbobonc regional adventure you have played from "Adventure" access to "Regional" access, even if your Adventure access has already expired.

Words Over Weapons: Instead of fighting Dainurkell and his group, you reasoned with them. The grateful adventurers have taught you some valuable things. You gain Open access to the feats Battle Blessing^{CC} and Expanded Aura of Courage^{HB} and the spells *arcane fusion*^{CM}, *righteous fury*^{SC} and *flame of faith*^{SC}. You also gain access to purchase all of the group's equipment.

Thanks of Clan Rockhall. You gain three Influence Points with Clan Rockhall.

A Job Well Done: Your delay furthered the goals of the Family, the Company of the Black Rose, and the Bondsmen of House Estival. You gain 3 Affiliation Points with any of these organizations you were a member of prior to playing this adventure.

Thanks of the Church of St. Cuthbert. You gain Adventure access to the items marked with an asterisk

below. If you are a member of any Verbobonc religious meta-org on the Council of Abbots prior to playing this adventure, this access is Regional.

Secret: You have learned that Halmadar has been keeping Viscount Langard imprisoned, but you have set Langard free. Where Langard has gone now, you do not know.

ITEM ACCESS

APL 4:

Armband of elusive action (Adventure; *Magic Item Compendium*; 800 gp)

Bow of the wintermoon (Adventure; *Magic Item Compendium*; 3,400 gp)

Cloak of predatory vigor (Adventure; *Magic Item Compendium*; 1,400 gp)

* *Ring of brief blessing* (Adventure; *Magic Item Compendium*; 800 gp)

APL 6 (APL 4 plus):

Bands of blood rage (Adventure; *Magic Item Compendium*; 2,600 gp)

* *Reliquary holy symbol* (of any good or neutral deity) (Adventure; *Magic Item Compendium*; 1,000 gp)

APL 8 (APLs 4-6 plus):

Brute ring (Adventure; *Magic Item Compendium*; 2,300 gp)

Crystal of energy assault (lesser, electricity) (Adventure; *Magic Item Compendium*; 3,000 gp)

APL 10 (APLs 4-8 plus):

* *Belt of priestly might* (of any good or neutral deity) (Adventure; *Magic Item Compendium*; 6,000 gp)

Circlet of rapid casting (Adventure; *Magic Item Compendium*; 15,000 gp)

APL 12 (APLs 4-10 plus):

Barbs of retribution (Adventure; *Magic Item Compendium*; 4,500 gp)

Boots of swift passage (Adventure; *Magic Item Compendium*; 5,000 gp)

Rhino elixir (Adventure; *Magic Item Compendium*; 1,600 gp)

Talisman of Undying Fortitude (Adventure; *Magic Item Compendium*; 8,000 gp)

* *Vest of free movement* (Adventure; *Magic Item Compendium*; 12,000 gp)

APPENDIX 1

APL 4

5: THE ASSAULT

BLIND BRUTES **CR 2**
 Male Grimlock Barbarian 1
 NE Medium monstrous humanoid
Init +2; **Senses** blindsight 40 ft.; scent; Listen +5, Spot +0
Languages Undercommon, Grimlock

AC 15, touch 8, flat-footed 13
 (+2 Dex, +3 armor, +4 natural, -4 raging)
hp 38 (3 HD)
Immune gaze attacks, visual effects, illusions
Fort +8, **Ref** +5, **Will** +5

Speed 40 ft. (8 squares)
Melee masterwork battleaxe +8* (1d8+16/x3)
 * 3 point power attack
Base Atk +3; **Grp** +10
Atk Options rage 1/day
Combat Gear *cloak of predatory vigor** (heal 3 hp, 2/day)

Abilities Str 25, Dex 15, Con 22, Int 8, Wis 10, Cha 6
Feats Power Attack, Reckless Rage*
Skills Hide +1 (+11 in mountainous areas or underground), Listen +5, Survival +3
Possessions combat gear plus masterwork battleaxe, studded leather armor, badly-cured furs and skins, stone trinkets, holy symbol of Vecna

Rage (Ex) When not raging, the blind brute's statistics change as follows:
AC 19, touch 12, flat-footed 17
 (+2 Dex, +3 armor, +4 natural)
hp 29
Fort +5, **Will** +3
Melee masterwork battleaxe +8 (1d8+6/x3)
Grp +7
Abilities Str 19, Con 16
 * see Appendix 2: New Rules Item

7: FROM ALL SIDES

BLIND FIENDS **CR 2**
 Male Fiendish Grimlock Barbarian 1
 NE Medium monstrous humanoid
Init +2; **Senses** blindsight 40 ft.; scent; Listen +5, Spot +0
Languages Undercommon, Grimlock

AC 15, touch 8, flat-footed 13
 (+2 Dex, +3 armor, +4 natural, -4 raging); avoid an attack of opportunity 1/day
hp 38 (3 HD)
SR 8
Resist cold 5, fire 5
Immune gaze attacks, visual effects, illusions
Fort +8, **Ref** +5, **Will** +5

Speed 40 ft. (8 squares)
Melee masterwork battleaxe +8* (1d8+16/x3)
 * 3 point power attack
Base Atk +3; **Grp** +10

Atk Options rage 1/day, smite good (+3 to damage) 1/day
Combat Gear *armband of elusive action**

Abilities Str 25, Dex 15, Con 22, Int 8, Wis 10, Cha 6
Feats Power Attack, Reckless Rage*
Skills Hide +1 (+11 in mountainous areas or underground), Listen +5, Survival +3
Possessions combat gear plus masterwork battleaxe, studded leather armor, badly-cured furs and skins, stone trinkets, holy symbol of Vecna

Rage (Ex) When not raging, the blind fiend's statistics change as follows:
AC 19, touch 12, flat-footed 17
 (+2 Dex, +3 armor, +4 natural)
hp 29
Fort +5, **Will** +3
Melee masterwork battleaxe +8 (1d8+6/x3)
Grp +7
Abilities Str 19, Con 16
 * see Appendix 2: New Rules Item

10: WAS THAT WHO I THINK IT WAS?

SIR DAINURKELL **CR 5**
 Male half-orc paladin 5
 LG Medium humanoid (orc)
Init +0; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Aura courage, good
Languages Common, Orc

AC 19, touch 10, flat-footed 19
 (+0 Dex, +8 armor, +1 shield)
hp 49 (5 HD)
Immune fear, disease
Fort +8, **Ref** +2, **Will** +5

Speed 20 ft. (4 squares)
Melee masterwork bastard sword +8 (1d10+2/19-20)
Base Atk +5; **Grp** +7
Atk Options smite evil (+1 to hit, +5 damage) 2/day, turn undead (as Cleric 2nd) 4/day, lay on hands 5 hp/day
Combat Gear *potion of cure light wounds*, tanglefoot bag
Paladin Spells Known (CL 2nd):
 1st—*divine sacrifice*

Abilities Str 15, Dex 10, Con 16, Int 6, Wis 12, Cha 12
SQ *detect evil* at will, summon mount
Feats Exotic Weapon Proficiency (bastard sword), Iron Will
Skills Diplomacy +6, Spellcraft +0
Possessions combat gear plus masterwork bastard sword, full plate, masterwork light steel shield, holy symbol of Heironeous, dagger, javelin, spell component pouch

JUGASH **CR 3**
 Male wood elf barbarian 2/fighter 1

NG Medium humanoid (elf)

Init +2; **Senses** low-light vision; Listen +8, Spot +3

Languages Common, Elven

AC 13, touch 8, flat-footed 13

(+2 Dex, +4 armor, +1 shield, -4 rage); uncanny
dodge

hp 37 (3 HD)

Fort +9, **Ref** +2, **Will** +3 (+5 vs enchantment effects)

Speed 40 ft. (8 squares)

Ranged *bow of the wintermoon** +7 (1d6+7/x3) within
30 feet

Ranged *bow of the wintermoon** +6 (1d6+6/x3)
outside of 30 feet

Melee spiked gauntlet +9 (1d4+6)

Base Atk +3; **Grp** +9

Atk Options rage 1/day

Abilities Str 22, Dex 15, Con 19, Int 6, Wis 12, Cha
10

Feats Point Blank Shot, Precise Shot, Weapon Focus
(longbow)

Skills Jump +10, Listen +8, Search +0, Spot +3,
Survival +6

Possessions *bow of the wintermoon**, spiked
gauntlet, masterwork chain shirt, masterwork
buckler, holy symbol of Corellon Larethian

Rage (Ex) When not raging, Jugash's statistics
change as follows:

AC 17, touch 12, flat-footed 17

(+2 Dex, +4 armor, +1 shield); uncanny
dodge

hp 28

Fort +6, **Will** +1

Ranged *bow of the wintermoon** +7 (1d6+4/x3)
within 30 feet

Ranged *bow of the wintermoon** +6 (1d6+3/x3)
outside of 30 feet

Melee spiked gauntlet +6 (1d4+3)

Grp +6

Abilities Str 16, Con 13

Skills Jump +7

* see Appendix 2: New Rules Item

4: THE ASSAULT

BLIND BRUTES **CR 2**
 Male Grimlock Barbarian 1
 NE Medium monstrous humanoid
Init +2; **Senses** blindsight 40 ft.; scent; Listen +5, Spot +0
Languages Undercommon, Grimlock

AC 15, touch 8, flat-footed 13
 (+2 Dex, +3 armor, +4 natural, -4 raging)
hp 38 (3 HD)
Immune gaze attacks, visual effects, illusions
Fort +8, **Ref** +5, **Will** +5

Speed 40 ft. (8 squares)
Melee masterwork battleaxe +8* (1d8+16/x3)
 * 3 point power attack
Base Atk +3; **Grp** +10
Atk Options rage 1/day
Combat Gear *cloak of predatory vigor** (heal 3 hp, 2/day)

Abilities Str 25, Dex 15, Con 22, Int 8, Wis 10, Cha 6
Feats Power Attack, Reckless Rage*
Skills Hide +1 (+11 in mountainous areas or underground), Listen +5, Survival +3
Possessions combat gear plus masterwork battleaxe, studded leather armor, badly-cured furs and skins, stone trinkets, holy symbol of Vecna

Rage (Ex) When not raging, the blind brute's statistics change as follows:
AC 19, touch 12, flat-footed 17
 (+2 Dex, +3 armor, +4 natural)
hp 29
Fort +5, **Will** +3
Melee masterwork battleaxe +8 (1d8+6/x3)
Grp +7
Abilities Str 19, Con 16
 * see Appendix 2: New Rules Item

7: FROM ALL SIDES

BLIND FIENDS **CR 2**
 Male Fiendish Grimlock Barbarian 1
 NE Medium monstrous humanoid
Init +2; **Senses** blindsight 40 ft.; scent; Listen +5, Spot +0
Languages Undercommon, Grimlock

AC 15, touch 8, flat-footed 13
 (+2 Dex, +3 armor, +4 natural, -4 raging); avoid an attack of opportunity 1/day
hp 38 (3 HD)
SR 8
Resist cold 5, fire 5
Immune gaze attacks, visual effects, illusions
Fort +8, **Ref** +5, **Will** +5

Speed 40 ft. (8 squares)
Melee masterwork battleaxe +8* (1d8+16/x3)
 * 3 point power attack
Base Atk +3; **Grp** +10
Atk Options rage 1/day, smite good (+3 to damage) 1/day

Combat Gear *armband of elusive action**

Abilities Str 25, Dex 15, Con 22, Int 8, Wis 10, Cha 6
Feats Power Attack, Reckless Rage*
Skills Hide +1 (+11 in mountainous areas or underground), Listen +5, Survival +3
Possessions combat gear plus masterwork battleaxe, studded leather armor, badly-cured furs and skins, stone trinkets, holy symbol of Vecna

Rage (Ex) When not raging, the blind fiend's statistics change as follows:
AC 19, touch 12, flat-footed 17
 (+2 Dex, +3 armor, +4 natural)
hp 29
Fort +5, **Will** +3
Melee masterwork battleaxe +8 (1d8+6/x3)
Grp +7
Abilities Str 19, Con 16
 * see Appendix 2: New Rules Item

10: WAS THAT WHO I THINK IT WAS?

SIR DAINURKELL **CR 5**
 Male half-orc paladin 5
 LG Medium humanoid (orc)
Init +0; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Aura courage, good
Languages Common, Orc

AC 19, touch 10, flat-footed 19
 (+0 Dex, +8 armor, +1 shield)
hp 49 (5 HD)
Immune fear, disease
Fort +8, **Ref** +2, **Will** +5

Speed 20 ft. (4 squares)
Melee masterwork bastard sword +8 (1d10+2/19-20)
Base Atk +5; **Grp** +7
Atk Options smite evil (+1 to hit, +5 damage) 2/day, turn undead (as Cleric 2nd) 4/day, lay on hands 5 hp/day
Combat Gear *potion of cure light wounds*, tanglefoot bag
Paladin Spells Known (CL 2nd):
 1st—*divine sacrifice**

Abilities Str 15, Dex 10, Con 16, Int 6, Wis 12, Cha 12
SQ *detect evil* at will, summon mount
Feats Exotic Weapon Proficiency (bastard sword), Iron Will
Skills Diplomacy +6, Spellcraft +0
Possessions combat gear plus masterwork bastard sword, full plate, masterwork light steel shield, holy symbol of Heironeous, dagger, javelin, spell component pouch

JUGASH **CR 3**
 Male wood elf barbarian 2/fighter 1
 NG Medium humanoid (elf)
Init +2; **Senses** low-light vision; Listen +8, Spot +3
Languages Common, Elven

AC 13, touch 8, flat-footed 13

(+2 Dex, +4 armor, +1 shield, -4 rage); uncanny dodge
hp 37 (3 HD)
Fort +9, **Ref** +2, **Will** +3 (+5 vs enchantment effects)
Speed 40 ft. (8 squares)
Ranged *bow of the wintermoon** +7 (1d6+7/x3) within 30 feet
Ranged *bow of the wintermoon** +6 (1d6+6/x3) outside of 30 feet
Melee spiked gauntlet +9 (1d4+6)
Base Atk +3; **Grp** +9
Atk Options rage 1/day
Abilities Str 22, Dex 15, Con 19, Int 6, Wis 12, Cha 10
Feats Point Blank Shot, Precise Shot, Reckless Rage*
Skills Jump +10, Listen +8, Search +0, Spot +3, Survival +6
Possessions *bow of the wintermoon**, spiked gauntlet, masterwork chain shirt, masterwork buckler, holy symbol of Corellon Larethian
Rage (Ex) When not raging, Jugash's statistics change as follows:
AC 17, touch 12, flat-footed 17
(+2 Dex, +4 armor, +1 shield); uncanny dodge
hp 28
Fort +6, **Will** +1
Ranged *bow of the wintermoon** +7 (1d6+4/x3) within 30 feet
Ranged *bow of the wintermoon** +6 (1d6+3/x3) outside of 30 feet
Melee spiked gauntlet +6 (1d4+3)
Grp +6
Abilities Str 16, Con 13
Skills Jump +7
* see Appendix 2: New Rules Item

JULIANA LIGHTFEET

CR 6

Female halfling sorcerer 6
NG Small humanoid (halfling)
Init +7; **Senses** Listen +5, Spot +3
Languages Common, Halfling
AC 18, touch 14, flat-footed 15
(+1 size, +3 Dex, +4 *mage armor*)
hp 24 (6 HD); 36 with *false life*
Fort +4, **Ref** +8, **Will** +7 (+9 vs. fear effects)
Speed 20 ft. (4 squares)
Melee dagger +3 (1d3-1/19-20)
Ranged dagger +7 (1d3-1/19-20)
Base Atk +3; **Grp** -2
Combat Gear *bands of blood rage**
Sorcerer Spells Known (CL 6th):
3rd (4/day)—*unluck** (DC 17)
2nd (5/day)—*false life***, *Tasha's hideous laughter* (DC 15)
1st (6/day)—*charm person* (DC 14), *grease* (DC 14), *mage armor***, *magic missile*
0 (6/day)—*daze* (DC 13), *detect magic*, *detect poison*, *light*, *message*, *prestidigitation*, *ray of frost* (+7 ranged touch)
** already cast prior to combat
Abilities Str 8, Dex 16, Con 13, Int 8, Wis 12, Cha 16
SQ familiar (weasel)
Feats Improved Initiative, Spell Focus (divination), Skill Focus (Concentration)
Skills Climb +1, Concentration +13, Jump +1, Hide +7, Listen +5, Move Silently +5, Spot +3
Possessions combat gear plus daggers (2), spell component pouch (2), traveler's outfit
* see Appendix 2: New Rules Item

4: THE ASSAULT**BLIND BRUTES** CR 5

Male Grimlock Barbarian 4
NE Medium monstrous humanoid
Init +2; **Senses** blindsight 40 ft.; scent; Listen +9,
Spot +0

Languages Undercommon, Grimlock

AC 17, touch 8, flat-footed 17
(+2 Dex, +5 armor, +4 natural, -4 raging); uncanny
dodge

hp 77 (6 HD)

Immune gaze attacks, visual effects, illusions

Fort +10, **Ref** +6, **Will** +6; trap sense +1

Speed 40 ft. (8 squares)

Melee masterwork battleaxe +11* (1d8+20/x3)

* 4 point power attack

Base Atk +6; **Grp** +14

Atk Options *cloak of predatory vigor** (heal 6 hp,
2/day), Improved Bull Rush (+12 to check), rage
2/day

Combat Gear *brute ring**, *cloak of predatory vigor**

Abilities Str 26, Dex 15, Con 22, Int 8, Wis 10, Cha 6

Feats Improved Bull Rush, Power Attack, Reckless
Rage*

Skills Hide +1 (+11 in mountainous areas or
underground), Listen +9, Survival +8

Possessions combat gear plus masterwork
battleaxe, +1 *chain shirt*, badly-cured furs and
skins, stone trinkets, holy symbol of Vecna

Rage (Ex) When not raging, the blind brute's statistics
change as follows:

AC 21, touch 12, flat-footed 21
(+2 Dex, +5 armor, +4 natural); uncanny
dodge

hp 59

Fort +7, **Will** +4

Melee masterwork battleaxe +12 (1d8+7/x3)

Grp +11

Abilities Str 20, Con 16

* see Appendix 2: New Rules Item

7: FROM ALL SIDES**BLIND FIENDS** CR 4

Male Fiendish Grimlock Barbarian 2
NE Medium monstrous humanoid
Init +2; **Senses** blindsight 40 ft.; scent; Listen +7,
Spot +0

Languages Undercommon, Grimlock

AC 15, touch 8, flat-footed 15
(+2 Dex, +3 armor, +4 natural, -4 raging); uncanny
dodge; avoid an attack of opportunity 1/day

hp 51 (4 HD) **DR** 5/magic

SR 9

Resist cold 5, fire 5

Immune gaze attacks, visual effects, illusions

Fort +9, **Ref** +6, **Will** +6

Speed 40 ft. (8 squares)

Melee masterwork battleaxe +10* (1d8+18/x3)

* 3 point power attack

Base Atk +4; **Grp** +12

Atk Options rage 1/day, smite good (+4 to damage)
1/day

Combat Gear *armband of elusive action**

Abilities Str 26, Dex 15, Con 22, Int 8, Wis 10, Cha 6

Feats Power Attack, Reckless Rage*

Skills Hide +1 (+11 in mountainous areas or
underground), Listen +7, Survival +4

Possessions combat gear plus masterwork
battleaxe, studded leather armor, badly-cured furs
and skins, stone trinkets, holy symbol of Vecna

Rage (Ex) When not raging, the blind fiend's statistics
change as follows:

AC 19, touch 12, flat-footed 19
(+2 Dex, +3 armor, +4 natural); uncanny
dodge

hp 39

Fort +6, **Will** +4

Melee masterwork battleaxe +10 (1d8+7/x3)

Grp +7

Abilities Str 20, Con 16

* see Appendix 2: New Rules Item

10: WAS THAT WHO I THINK IT WAS?**SIR DAINURKELL** CR 9

Male half-orc paladin 9
LG Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Aura courage, good

Languages Common, Orc

AC 19, touch 10, flat-footed 19
(+0 Dex, +8 armor, +1 shield)

hp 85 (9 HD)

Immune fear, disease

Fort +11, **Ref** +5, **Will** +9

Speed 20 ft. (4 squares)

Melee masterwork bastard sword +13/+8 (1d10+3/19-
20)

Base Atk +9; **Grp** +12

Atk Options smite evil (+2 to hit, +9 damage) 2/day,
turn undead (as Cleric 6th) 4/day, lay on hands 18
hp/day

Combat Gear *potion of cure light wounds*, tanglefoot
bag

Paladin Spells Known (CL 8th):

2nd—*flame of faith**

1st—*divine favor*, *divine sacrifice**

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

SQ *detect evil* at will, *remove disease* 2/week,
summon mount

Feats Battle Blessing*, Exotic Weapon Proficiency
(bastard sword), Iron Will, Practiced Spellcaster*

Skills Diplomacy +6, Spellcraft +2

Possessions combat gear plus masterwork bastard
sword, full plate, masterwork light steel shield,
cloak of charisma +2, *periapt of wisdom* +2, holy

symbol of Heironeous, dagger, javelin, spell component pouch
* see Appendix 2: New Rules Item

JUGASH CR 5

Male wood elf barbarian 2/fighter 2/ranger 1
NG Medium humanoid (elf)

Init +3; **Senses** low-light vision; Listen +11, Spot +4

Languages Common, Elven

AC 14, touch 9, flat-footed 14

(+3 Dex, +4 armor, +1 shield, -4 rage); uncanny dodge

hp 56 (5 HD)

Fort +12, **Ref** +5, **Will** +3 (+5 vs enchantment effects)

Speed 40 ft. (8 squares)

Ranged *bow of the wintermoon** +9/+9 (1d6+7/x3 plus 1d6 electricity) or *bow of the wintermoon** +11 (1d6+7/x3 plus 1d6 electricity) within 30 feet

Ranged *bow of the wintermoon** +8/+8 (1d6+6/x3 plus 1d6 electricity) or *bow of the wintermoon** +10 (1d6+6/x3 plus 1d6 electricity) outside of 30 feet

Melee spiked gauntlet +11 (1d4+6)

Base Atk +5; **Grp** +11

Atk Options favored enemy (dwarves +2), rage 1/day

Abilities Str 22, Dex 16, Con 19, Int 6, Wis 12, Cha 10

SQ wild empathy +1

Feats Point Blank Shot, Precise Shot, Rapid Shot, Reckless Rage*, Track, Weapon Focus (longbow)

Skills Jump +11, Listen +11, Search +0, Spot +4, Survival +6

Possessions *bow of the wintermoon** with *crystal of energy assault** (lesser, electricity), spiked gauntlet, masterwork chain shirt, masterwork buckler, holy symbol of Corellon Larethian

Rage (Ex) When not raging, Jugash's statistics change as follows:

AC 18, touch 13, flat-footed 18

(+3 Dex, +4 armor, +1 shield); uncanny dodge

hp 41

Fort +9, **Will** +1

Ranged *bow of the wintermoon** +9/+9 (1d6+4/x3 plus 1d6 electricity) or *bow of the wintermoon** +11 (1d6+4/x3 plus 1d6 electricity) within 30 feet

Ranged *bow of the wintermoon** +8/+8 (1d6+3/x3 plus 1d6 electricity) or *bow of the wintermoon** +10 (1d6+3/x3 plus 1d6 electricity) outside of 30 feet

Melee spiked gauntlet +8 (1d4+3)

Grp +8

Abilities Str 16, Con 13

Skills Jump +8

* see Appendix 2: New Rules Item

JULIANA LIGHTFEET CR 6

Female halfling sorcerer 6

NG Small humanoid (halfling)

Init +7; **Senses** Listen +5, Spot +3

Languages Common, Halfling

AC 18, touch 14, flat-footed 15

(+1 size, +3 Dex, +4 *mage armor*)

hp 24 (6 HD); 36 with *false life*

Fort +4, **Ref** +8, **Will** +7 (+9 vs. fear effects)

Speed 20 ft. (4 squares)

Melee dagger +3 (1d3-1/19-20)

Ranged dagger +7 (1d3-1/19-20)

Base Atk +3; **Grp** -2

Combat Gear *bands of blood rage**

Sorcerer Spells Known (CL 6th):

3rd (4/day)—*unluck** (DC 17)

2nd (5/day)—*false life***, *Tasha's hideous laughter* (DC 15)

1st (6/day)—*charm person* (DC 14), *grease* (DC 14), *mage armor***, *magic missile*

0 (6/day)—*daze* (DC 13), *detect magic*, *detect poison*, *light*, *message*, *prestidigitation*, *ray of frost* (+7 ranged touch)

** already cast prior to combat

Abilities Str 8, Dex 16, Con 13, Int 8, Wis 12, Cha 16

SQ familiar (weasel)

Feats Improved Initiative, Spell Focus (divination), Skill Focus (Concentration)

Skills Climb +1, Concentration +13, Jump +1, Hide +7, Listen +5, Move Silently +5, Spot +3

Possessions combat gear plus daggers (2), spell component pouch (2), traveler's outfit

* see Appendix 2: New Rules Item

4: THE ASSAULT

BLIND BRUTES **CR 5**
 Male Grimlock Barbarian 4
 NE Medium monstrous humanoid
Init +2; **Senses** blindsight 40 ft.; scent; Listen +9, Spot +0
Languages Undercommon, Grimlock
AC 17, touch 8, flat-footed 17
 (+2 Dex, +5 armor, +4 natural, -4 raging); uncanny dodge
hp 77 (6 HD)
Immune gaze attacks, visual effects, illusions
Fort +10, **Ref** +6, **Will** +6; trap sense +1
Speed 40 ft. (8 squares)
Melee masterwork battleaxe +11* (1d8+20/x3)
 * 4 point power attack
Base Atk +6; **Grp** +14
Atk Options *cloak of predatory vigor** (heal 6 hp, 2/day), Improved Bull Rush (+12 to check), rage 2/day
Combat Gear *brute ring**, *cloak of predatory vigor**
Abilities Str 26, Dex 15, Con 22, Int 8, Wis 10, Cha 6
Feats Improved Bull Rush, Power Attack, Reckless Rage
Skills Hide +1 (+11 in mountainous areas or underground), Listen +9, Survival +8
Possessions combat gear plus masterwork battleaxe, +1 *chain shirt*, badly-cured furs and skins, stone trinkets, holy symbol of Vecna
Rage (Ex) When not raging, the blind brute's statistics change as follows:
AC 21, touch 12, flat-footed 21
 (+2 Dex, +5 armor, +4 natural); uncanny dodge
hp 59
Fort +7, **Will** +4
Melee masterwork battleaxe +12 (1d8+7/x3)
Grp +11
Abilities Str 20, Con 16
 * see Appendix 2: New Rules Item

7: FROM ALL SIDES

BLIND FIENDS **CR 6**
 Male Fiendish Grimlock Barbarian 2/Fighter 2
 NE Medium monstrous humanoid
Init +6; **Senses** blindsight 40 ft.; scent; Listen +7, Spot +0
Languages Undercommon, Grimlock
AC 15, touch 8, flat-footed 15
 (+2 Dex, +3 armor, +4 natural, -4 raging); uncanny dodge; avoid an attack of opportunity 1/day
hp 75 (6 HD) **DR** 5/magic
SR 11
Resist cold 5, fire 5
Immune gaze attacks, visual effects, illusions
Fort +12, **Ref** +6, **Will** +6
Speed 40 ft. (8 squares)
Melee masterwork battleaxe +12/+7* (1d8+20/x3)

* 4 point power attack
Base Atk +6; **Grp** +14
Atk Options rage 1/day, smite good (+6 to damage) 1/day
Combat Gear *armband of elusive action**
Abilities Str 26, Dex 15, Con 22, Int 8, Wis 10, Cha 6
Feats Cleave, Improved Initiative, Power Attack, Reckless Rage*, Weapon Focus (battleaxe)
Skills Hide +1 (+11 in mountainous areas or underground), Jump +13, Listen +7, Survival +4
Possessions combat gear plus masterwork battleaxe, studded leather armor, badly-cured furs and skins, stone trinkets, holy symbol of Vecna
Rage (Ex) When not raging, the blind fiend's statistics change as follows:
AC 19, touch 12, flat-footed 19
 (+2 Dex, +3 armor, +4 natural); uncanny dodge
hp 57
Fort +9, **Will** +4
Melee masterwork battleaxe +13/+8 (1d8+7/x3)
Grp +11
Abilities Str 20, Con 16
Skills Jump +10
 * see Appendix 2: New Rules Item

10: WAS THAT WHO I THINK IT WAS?

SIR DAINURKELL **CR 11**
 Male half-orc paladin 11
 LG Medium humanoid (orc)
Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +2
Aura courage, good
Languages Common, Orc
AC 21, touch 10, flat-footed 21
 (+0 Dex, +9 armor, +2 shield)
hp 103 (11 HD)
Immune fear, disease
Fort +12, **Ref** +5, **Will** +9
Speed 20 ft. (4 squares)
Melee masterwork bastard sword +15/+10/+5 (1d10+3/19-20)
Base Atk +11; **Grp** +14
Atk Options smite evil (+2 to hit, +11 damage) 3/day, turn undead (as Cleric 8th) 4/day, lay on hands 22 hp/day
Combat Gear *potion of cure light wounds*, tanglefoot bag
Paladin Spells Known (CL 9th):
 2nd—*bull's strength*, *flame of faith**
 1st—*divine favor*, *divine sacrifice**
Abilities Str 16, Dex 10, Con 16, Int 6, Wis 14, Cha 14
SQ *detect evil* at will, *remove disease* 2/week, summon mount
Feats Battle Blessing*, Exotic Weapon Proficiency (bastard sword), Iron Will, Practiced Spellcaster*
Skills Diplomacy +8, Spellcraft +2

Possessions combat gear plus masterwork bastard sword, +1 *full plate*, +1 *light steel shield*, *cloak of charisma* +2, *periapt of wisdom* +2, holy symbol of Heironeous, dagger, javelin, spell component pouch

* see Appendix 2: New Rules Item

JUGASH

CR 7

Male wood elf barbarian 2/fighter 4/ranger 1

NG Medium humanoid (elf)

Init +3; **Senses** low-light vision; Listen +11, Spot +4

Languages Common, Elven

AC 14, touch 9, flat-footed 14

(+3 Dex, +4 armor, +1 shield, -4 rage); uncanny dodge

hp 76 (7 HD)

Fort +13, **Ref** +6, **Will** +4 (+6 vs enchantment effects); +2 to one save1/day

Speed 40 ft. (8 squares)

Ranged *bow of the wintermoon** +11/+11/+6 (1d6+9/x3 plus 1d6 electricity) or *bow of the wintermoon** +13/+8 (1d6+9/x3 plus 1d6 electricity) within 30 feet

Ranged *bow of the wintermoon** +10/+10/+5 (1d6+8/x3 plus 1d6 electricity) or *bow of the wintermoon** +12/+7 (1d6+8/x3 plus 1d6 electricity) outside of 30 feet

Melee spiked gauntlet +13 (1d4+6)

Base Atk +7; **Grp** +13

Atk Options favored enemy (dwarves +2), rage 1/day

Abilities Str 22, Dex 16, Con 19, Int 6, Wis 12, Cha 10

SQ wild empathy +1

Feats Point Blank Shot, Precise Shot, Rapid Shot, Reckless Rage*, Track, True Believer*, Weapon Focus (longbow), Weapon Specialization (longbow)

Skills Jump +13, Listen +11, Search +0, Spot +4, Survival +6

Possessions *bow of the wintermoon** with *crystal of energy assault** (*lesser, electricity*), spiked gauntlet, masterwork chain shirt, masterwork buckler, holy symbol of Corellon Larethian

Rage (Ex) When not raging, Jugash's statistics change as follows:

AC 18, touch 13, flat-footed 18

(+3 Dex, +4 armor, +1 shield); uncanny dodge

hp 41

Fort +10, **Will** +2

Ranged *bow of the wintermoon** +11/+11/+6 (1d6+6/x3 plus 1d6 electricity) or *bow of the wintermoon** +13/+8 (1d6+6/x3 plus 1d6 electricity) within 30 feet

Ranged *bow of the wintermoon** +10/+10/+5 (1d6+5/x3 plus 1d6 electricity) or *bow of the wintermoon** +12/+7 (1d6+5/x3 plus 1d6 electricity) outside of 30 feet

Melee spiked gauntlet +10 (1d4+3)

Grp +10

Abilities Str 16, Con 13

Skills Jump +10

* see Appendix 2: New Rules Item

JULIANA LIGHTFEET

CR 8

Female halfling sorcerer 8

NG Small humanoid (halfling)

Init +7; **Senses** Listen +5, Spot +3

Languages Common, Halfling

AC 18, touch 14, flat-footed 15

(+1 size, +3 Dex, +4 *mage armor*)

hp 40 (8 HD); 51 with *false life*

Fort +5, **Ref** +8, **Will** +8 (+10 vs. fear effects)

Speed 20 ft. (4 squares)

Melee dagger +4 (1d3-1/19-20)

Ranged dagger +8 (1d3-1/19-20)

Base Atk +4; **Grp** -1

Combat Gear *bands of blood rage**, *circlet of rapid casting**

Sorcerer Spells Known (CL 8th):

4th (3/day)—*greater invisibility*

3rd (6/day)—*lightning bolt* (DC 16), *unluck** (DC 17)

2nd (6/day)—*false life***, *scorching ray* (+8 ranged touch), *Tasha's hideous laughter* (DC 15)

1st (6/day)—*charm person* (DC 14), *grease* (DC 14), *mage armor***, *magic missile*, *protection from evil*

0 (6/day)—*daze* (DC 13), *detect magic*, *detect poison*, *flare* (DC 13), *light*, *message*, *prestidigitation*, *ray of frost* (+8 ranged touch)

** already cast prior to combat

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

SQ familiar (weasel)

Feats Improved Initiative, Spell Focus (divination), Skill Focus (Concentration)

Skills Climb +1, Concentration +15, Jump +1, Hide +7, Listen +5, Move Silently +5, Spot +3

Possessions combat gear plus daggers (2), spell component pouch (2), traveler's outfit

* see Appendix 2: New Rules Item

4: THE ASSAULT

BLIND BRUTES **CR 9**
 Male Grimlock Barbarian 6/fighter 2
 NE Medium monstrous humanoid
Init +7; **Senses** blindsight 40 ft.; scent; Listen +13, Spot +0
Languages Undercommon, Grimlock

AC 21, touch 9, flat-footed 21
 (+3 Dex, +5 armor, +7 natural, -4 raging); improved uncanny dodge
hp 127 (10 HD)
Immune gaze attacks, visual effects, illusions
Fort +13, **Ref** +7, **Will** +7; trap sense +2

Speed 40 ft. (8 squares)
Melee masterwork battleaxe +15* (1d8+26/19-20/x3)
 * 6 point power attack
Base Atk +10; **Grp** +19
Atk Options *cloak of predatory vigor** (heal 10 hp, 2/day), Improved Bull Rush (+13 to check), rage 2/day
Combat Gear *boots of swift passage**, *brute ring**, *cloak of predatory vigor**

Abilities Str 28, Dex 16, Con 22, Int 8, Wis 10, Cha 6
Feats Improved Bull Rush, Improved Critical (battleaxe), Improved Initiative, Power Attack, Reckless Rage*, Weapon Focus (battleaxe)
Skills Hide +1 (+11 in mountainous areas or underground), Jump +14, Listen +13, Survival +10
Possessions combat gear plus masterwork battleaxe, +1 *chain shirt*, *gauntlets of ogre power*, *rhino elixir** (2, one already consumed), badly-cured furs and skins, stone trinkets, holy symbol of Vecna

Rage (Ex) When not raging, the blind brute's statistics change as follows:
AC 25, touch 13, flat-footed 25
 (+3 Dex, +5 armor, +7 natural); improved uncanny dodge
hp 97
Fort +10, **Will** +5
Melee masterwork battleaxe +18 (1d8+10/x3)
Grp +16
Abilities Str 22, Con 16
Skills Jump +11
 * see Appendix 2: New Rules Item

7: FROM ALL SIDES

BLIND FIENDS **CR 8**
 Male Half-Fiendish Advanced Grimlock Barbarian 2/Fighter 2
 NE Medium outsider (augmented monstrous humanoid, native)
Init +5; **Senses** blindsight 40 ft.; scent; Listen +12, Spot +8
Languages Undercommon, Grimlock

AC 19, touch 11, flat-footed 19
 (+5 Dex, +3 armor, +5 natural, -4 raging); uncanny dodge; avoid an attack of opportunity 1/day

hp 117 (9 HD) **DR** 5/magic
SR 19
Resist acid 10, cold 10, electricity 10, fire 10
Immune gaze attacks, visual effects, illusions, poison
Fort +14, **Ref** +8, **Will** +7

Speed 40 ft. (8 squares), fly 40 ft. (average)
Melee masterwork battleaxe +14/+9* (1d8+29/19-20/x3) and bite +10* (1d6+12) or claws +19/+19 (1d4+10) and bite +17 (1d6+5)
 * 7 point power attack
Base Atk +9; **Grp** +19
Atk Options rage 1/day, smite good (+9 to damage) 1/day
Combat Gear *armband of elusive action**, *talisman of undying fortitude** (one in each two grimlocks has one of these talismans)
Spell-like Abilities (CL 9th):
 3/day—*darkness*, *poison* (DC 14)
 1/day—*desecrate*, *unholy blight* (DC 14), *contagion* (DC 14)

Abilities Str 30, Dex 20, Con 24, Int 10, Wis 10, Cha 10
Feats Cleave, Improved Critical (battleaxe), Multiattack, Power Attack, Reckless Rage*, Weapon Focus (battleaxe)
Skills Climb +18, Hide +13 (+23 in mountainous areas or underground), Intimidate +4, Jump +22, Listen +12, Move Silently +9, Spot +8, Survival +8
Possessions combat gear plus masterwork battleaxe, masterwork studded leather armor, badly-cured furs and skins, stone trinkets, holy symbol of Vecna

Rage (Ex) When not raging, the blind fiend's statistics change as follows:
AC 23, touch 15, flat-footed 23
 (+5 Dex, +3 armor, +5 natural); uncanny dodge
hp 90
Fort +11, **Will** +7
Melee masterwork battleaxe +18/+13 (1d8+9/19-20/x3) and bite +14 (1d6+3) or claws +16/+16 (1d4+7) and bite +14 (1d6+3)
Grp +16
Abilities Str 24, Con 18
Skills Climb +15, Jump +19
 * see Appendix 2: New Rules Item

10: WAS THAT WHO I THINK IT WAS?

SIR DAINURKELL **CR 13**
 Male half-orc paladin 13
 LG Medium humanoid (orc)
Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +2
Aura courage, good
Languages Common, Orc

AC 21, touch 10, flat-footed 21
 (+0 Dex, +9 armor, +2 shield)
hp 121 (13 HD)
Immune fear, disease

Fort +14, Ref +7, Will +11

Speed 20 ft. (4 squares)

Melee masterwork bastard sword +17/+12/+7 (1d10+3/19-20)

Base Atk +13; Grp +16

Atk Options smite evil (+3 to hit, +13 damage) 3/day, turn undead (as Cleric 10th) 5/day, lay on hands 39 hp/day

Combat Gear *potion of cure light wounds*, tanglefoot bag

Paladin Spells Known (CL 10th):

3rd—*righteous fury**

2nd—*bull's strength*, *flame of faith**

1st—*divine favor*, *divine sacrifice**

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

SQ *detect evil* at will, *remove disease* 3/week, summon mount

Feats Battle Blessing*, Exotic Weapon Proficiency (bastard sword), Expanded Aura of Courage*, Iron Will, Practiced Spellcaster*

Skills Diplomacy +11, Spellcraft +2

Possessions combat gear plus masterwork bastard sword, +1 *full plate*, +1 *light steel shield*, *cloak of charisma* +2, *periapt of wisdom* +2, holy symbol of Heironeous, dagger, javelin, spell component pouch

* see Appendix 2: New Rules Item

JUGASH

CR 9

Male wood elf barbarian 2/fighter 4/ranger 3

NG Medium humanoid (elf)

Init +3; **Senses** low-light vision; Listen +11, Spot +12

Languages Common, Elven

AC 14, touch 9, flat-footed 14

(+3 Dex, +4 armor, +1 shield, -4 rage); uncanny dodge

hp 103 (9 HD)

Fort +15, **Ref** +7, **Will** +6 (+8 vs enchantment effects); +2 to one save1/day

Speed 40 ft. (8 squares)

Ranged *bow of the wintermoon** +15/+15/+10 (1d6+12/x3 plus 1d6 electricity and 1d6 cold) or *bow of the wintermoon** +17/+12 (1d6+12/x3 plus 1d6 electricity and 1d6 cold) within 30 feet

Ranged *bow of the wintermoon** +14/+14/+9 (1d6+11/x3 plus 1d6 electricity plus 1d6 cold) or *bow of the wintermoon** +16/+11 (1d6+11/x3 plus 1d6 electricity plus 1d6 cold) outside of 30 feet

Melee spiked gauntlet +16 (1d4+7)

Base Atk +9; **Grp** +16

Atk Options favored enemy (dwarves +2), rage 1/day

Abilities Str 24, Dex 16, Con 20, Int 6, Wis 12, Cha 10

SQ wild empathy +3

Feats Endurance, Point Blank Shot, Precise Shot, Ranged Weapon Mastery (piercing)*, Rapid Shot, Reckless Rage*, Track, True Believer*, Weapon Focus (longbow), Weapon Specialization (longbow)

Skills Jump +14, Listen +11, Search +0, Spot +12, Survival +6

Possessions *bow of the wintermoon** with *crystal of energy assault** (*lesser*, *electricity*), spiked gauntlet, masterwork chain shirt, masterwork buckler, *gauntlets of ogre power*, holy symbol of Corellon Larethian

Rage (Ex) When not raging, Jugash's statistics change as follows:

AC 18, touch 13, flat-footed 18

(+3 Dex, +4 armor, +1 shield); uncanny

dodge

hp 76

Fort +12, **Will** +4

Ranged *bow of the wintermoon** +15/+15/+10 (1d6+9/x3 plus 1d6 electricity and 1d6 cold) or *bow of the wintermoon** +17/+12 (1d6+9/x3 plus 1d6 electricity and 1d6 cold) within 30 feet

Ranged *bow of the wintermoon** +14/+14/+9 (1d6+8/x3 plus 1d6 electricity plus 1d6 cold) or *bow of the wintermoon** +16/+11 (1d6+8/x3 plus 1d6 electricity plus 1d6 cold) outside of 30 feet

Melee spiked gauntlet +13 (1d4+4)

Grp +13

Abilities Str 18, Con 14

Skills Jump +10

* see Appendix 2: New Rules Item

JULIANA LIGHTFEET

CR 10

Female halfling sorcerer 10

NG Small humanoid (halfling)

Init +7; **Senses** Listen +5, Spot +3

Languages Common, Halfling

AC 18, touch 14, flat-footed 15

(+1 size, +3 Dex, +4 *mage armor*)

hp 49 (10 HD); 65 with *false life*

Fort +6, **Ref** +9, **Will** +9 (+11 vs. fear effects)

Speed 20 ft. (4 squares)

Melee dagger +5 (1d3-1/19-20)

Ranged dagger +9 (1d3-1/19-20)

Base Atk +5; **Grp** +0

Combat Gear *bands of blood rage**, *barbs of retribution**, *circlet of rapid casting**

Sorcerer Spells Known (CL 8th):

5th (3/day)—*arcane fusion**

4th (6/day)—*enervation* (+9 ranged touch), *greater invisibility*

3rd (7/day)—*blink*, *lightning bolt* (DC 17), *unluck** (DC 18)

2nd (6/day)—*false life***, *scorching ray* (+8 ranged touch), *Tasha's hideous laughter* (DC 16)

1st (6/day)—*charm person* (DC 15), *grease* (DC 15), *mage armor***, *magic missile*, *protection from evil*

0 (6/day)—*daze* (DC 14), *detect magic*, *detect poison*, *flare* (DC 14), *light*, *message*, *prestidigitation*, *ray of frost* (+9 ranged touch), *touch of fatigue*

** already cast prior to combat

Abilities Str 8, Dex 16, Con 14, Int 8, Wis 12, Cha 18

SQ familiar (weasel)

Feats Improved Initiative, Spell Focus (divination),
Skill Focus (Concentration), Still Spell

Skills Climb +1, Concentration +17, Jump +1, Hide
+7, Listen +5, Move Silently +5, Spot +3

Possessions combat gear plus daggers (2), *cloak of
charisma* +2, spell component pouch (2), traveler's
outfit

* see Appendix 2: New Rules Item

APPENDIX 2: NEW RULES ITEMS

FEATS

Battle Blessing

You cast spells more quickly than usual in the heat of battle.

Prerequisite: Ability to cast paladin spells.

Benefit: You can cast most of your paladin spells faster than normal. If the spell normally requires a standard action, you can cast it as a swift action. If it normally requires a full round to cast, you can cast it as a standard action. Spells with longer or shorter casting times are not affected by this feat.

Source: *Complete Champion*

Expanded Aura of Courage

Your aura of courage protects more allies than normal.

Prerequisite: Aura of courage class feature.

Benefit: Your aura of courage now affects allies within 60 feet of you.

Normal: Without this feat, your aura of courage only works on allies within 10 feet.

Source: *Heroes of Battle*

Practiced Spellcaster

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus. For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A PC with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect. This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: you may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

Source: *Complete Arcane*

Ranged Weapon Mastery

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

Benefit: When you select this feat, choose bludgeoning, piercing or slashing. You must have Weapon Focus and Weapon Specialization with a ranged weapon that deals this type of damage. When using any ranged weapon that has the damage type you selected, you gain a +2 bonus on attacks and a +2 bonus on damage. In addition, you increase its range increment by 20 feet.

Special: You can select this feat more than once. Each time, you can select a new damage type. A fighter can choose Ranged Weapon Mastery as one of his fighter bonus feats.

Source: *Players Handbook II*

Reckless Rage

You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others.

Prerequisites: Con 13, rage ability.

Benefit: Whenever you activate your rage ability, you take an additional -2 penalty to your Armor Class, but you gain an additional +2 bonus to Strength and Constitution. These bonuses and penalties stack with the effects of rage, greater rage, and mighty rage.

Source: *Races of Stone*

True Believer

Your deity rewards your unquestioning faith and dedication.

Prerequisites: Must choose a single deity to worship. Must be within one alignment step of that god's alignment.

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

Source: *Complete Divine*

MAGIC ITEMS

Armband of Elusive Action

An *armband of elusive action* allows you to protect yourself from the hazards of battlefield chaos. When it is activated (as an immediate action), the band allows you to avoid provoking a single attack of opportunity that your actions would otherwise incur.

Faint (DC 16) transmutation; CL 3rd; Craft Wondrous Item, *cat's grace* or *evade attack*; Price 800 gp; Weight 1 lb.

Source: *Magic Item Compendium*

Bands of Blood Rage

Each time you don *bands of blood rage*, they deal 1 point of damage to you. This damage can't be healed as long as you wear these armbands.

When you activate *bands of blood rage* (a swift action), you and any willing ally within 30 feet can enter a blood rage that lasts for 5 rounds. This blood rage can't be ended prematurely except by unconsciousness or any effect that would end a rage (such as a *calm emotions* spell). Unlike a barbarian's rage, the blood rage doesn't limit your actions in any way.

While in a blood rage, a PC gains a +5 morale bonus on melee weapon damage rolls. However, each affected creature also takes 5 points of damage each round at the end of its turn as its own body suffers under the strain. If you are a sorcerer or you have the dragonblood subtype (see *Races of the Dragon* or *Dragon Magic*), you also gain a +5 morale bonus on damage with your arcane spells while in a blood rage created by bands you wear.

Bands of the blood rage function three times per day.

If you wear *bands of the blood rage* and *barbs of retribution*, you automatically stabilize when reduced to -1 to -9 hit points.

Faint (DC 17) enchantment; CL 5th; Craft Wondrous Item, *rage*, sorcerer or dragonblood subtype, possession of a piece of the set; Price 2,600 gp; Weight 2 lbs.

Source: *Magic Item Compendium*

Barbs of Retribution

Each time you don *barbs of retribution*, they deal 1 point of damage to you. This damage can't be healed as long as you wear these barbed hand wrappings.

When you activate *barbs of retribution* (an immediate action) and sacrifice a sorcerer spell slot of 2nd level or higher, you can force an enemy within 30 feet to reroll a saving throw that just succeeded, with a penalty equal to half of the level of the spell sacrificed. This effect manifests as a stream of arcane energy flying from your hands toward the target.

Barbs of retribution function once per day.

If you wear *bands of the blood rage* and *barbs of retribution*, you automatically stabilize when reduced to -1 to -9 hit points.

Moderate (DC 18) necromancy; CL 7th; Craft Wondrous Item, *bestow curse*, sorcerer or dragonblood subtype, possession of a piece of the set; Price 4,500 gp; Weight 1 lb.

Source: *Magic Item Compendium*

Boots of Swift Passage

When activated (as a move action), *boots of swift passage* teleport you up to 20 feet in any direction (with no chance of error).

You must have line of sight and line of effect to your destination to use the boots. You can't use the boots to move into a space occupied by another creature, nor can you teleport into a solid object; if you

attempt to do so, the boots' activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you.

Boots of swift passage function five times per day.

Moderate (DC 18) conjuration; CL 7th; Craft Wondrous Item, *dimension door*; Price 5,000 gp; Weight 1 lb.

Source: *Magic Item Compendium*

Bow of the Wintermoon [Relic]

When you wield this bow, it functions as a *+1 composite longbow* if you are chaotic good, neutral good, or chaotic neutral. It adjusts its pull automatically, allowing you to add your full Strength bonus to your damage roll with each arrow fired.

Relic Power: If you have established the proper divine connection, this bow gains the frost and drow bane weapon properties.

To use the relic power, you must worship Corellon Larethian and either sacrifice a 5th-level divine spell slot or have the True Believer feat and at least 9 HD.

Strong (DC 21) transmutation; CL 12th; Craft Magic Arms and Armor, Sanctify Relic, *ice storm*, *summon monster I*; Price 3,400 gp; Weight 3 lbs.

Source: *Magic Item Compendium*

Brute Ring

A *brute ring* allows you to push another creature away from you with pure force. When you activate the ring (a standard action), a blast of force issues forth, making a bull rush attack against a single creature up to 30 feet from you. You can either use the ring's check modifier (+5) or your own bull rush check modifier, whichever is higher. As a force effect, this ability affects incorporeal creatures.

A *brute ring* functions two times per day.

Strong (DC 21) transmutation; CL 12th; Forge Ring, *telekinesis*; Price 2,300 gp; Weight —.

Source: *Magic Item Compendium*

Circlet of Rapid Casting

A *circlet of rapid casting* allows you to cast a small number of spells each day more quickly. The circlet has 3 charges, which are renewed each day at dawn. Spending 1 or more charges allows you to cast a single spell as part of the same swift action you used to activate the circlet. This spell must be one that normally has a casting time of no longer than 1 standard action. Doing this expends the prepared spell or spell slot as if you had cast the spell normally.

1 charge: Cast a single spell of up to 2nd level.

2 charges: Cast a single spell of up to 3rd level.

3 charges: Cast a single spell of up to 4th level.

Moderate (DC 20) transmutation; CL 11th; Craft Wondrous Item, *Quicken Spell*; Price 15,000 gp; Weight —.

Source: *Magic Item Compendium*

Cloak of Predatory Vigor

A *cloak of predatory vigor* helps you channel the power of your combat frenzy into rejuvenating energy. While in a rage or frenzy, you can activate the cloak (a swift action) to heal damage to yourself equal to your Hit Dice.

Faint (DC 16) conjuration; CL 3rd; Craft Wondrous Item, *cure moderate wounds*; Price 1,400 gp; Weight 2 lb.

Source: *Magic Item Compendium*

Crystal of Energy Assault (lesser, electricity)

A *crystal of energy assault* adds an electricity damage to a weapon's attacks. This bonus damage doesn't stack with any energy damage of the same type dealt by the weapon. The lesser crystal adds an extra 1d6 points of electricity damage to the weapon's damage. This crystal must be attached to a weapon of at least +1 enhancement bonus.

Faint (DC 17) evocation; CL 5th; Craft Magic Arms and Armor, *lightning bolt*; Price 3,000 gp; Weight —.

Source: *Magic Item Compendium*

Rhino Elixir

Drinking rhino elixir causes your skin to thicken and turn gray, granting you a +3 enhancement bonus to your existing natural armor bonus. (A creature without natural armor has an effective natural armor bonus of +0.) In addition, you gain a +1 bonus on melee damage rolls. These effects last for 12 hours.

Moderate (DC 19) transmutation; CL 9th; Craft Wondrous Item, *alter self*, Craft (alchemy) 5 ranks; Price 1,600 gp; Weight —.

Source: *Magic Item Compendium*

Talisman of Undying Fortitude

A *talisman of undying fortitude* allows you to take on some of the physical qualities of undead. When you activate the talisman (a swift action), you gain immunity to poison, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, physical ability damage, ability drain, energy drain, fatigue, exhaustion, death from massive damage, and any effect that requires a Fortitude save. Also, you do not need to breathe. This effect lasts for 3 rounds.

A *talisman of undying fortitude* functions two times per day.

Strong (DC 22) necromancy; CL 15th; Craft Wondrous Item, *veil of undeath*; Price 8,000 gp; Weight —.

Source: *Magic Item Compendium*

SPELLS

Arcane Fusion

Universal

Level: Sorcerer 5

Components: V, S; see text

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

When you cast this spell, choose any 1st-level sorcerer spell you know and any 4th-level or lower sorcerer spell you know. Neither spell chosen can have a casting time longer than 1 standard action. Both spells take effect in the order you choose, as if you had cast them one after the other using only one standard action, but you don't expend any additional spell slots to cast those spells. Effectively, you cast two other spells using this spell's 5th-level spell slot. Each of the chosen spells has its normal effect, including range, target, area, duration, saving throw and spell resistance as appropriate to the spell's level.

If either spell requires a material component, focus, XP cost, or other special cost, these must be used or paid as part of the casting of *arcane fusion*.

Source: *Complete Mage*

Divine Sacrifice

Evocation

Level: Blackguard 1, paladin 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Your first attack each round for the duration of the spell deals an extra 5d6 points of damage if it hits, and you take 10 points of damage each time you make such an attack, whether or not the attack is successful.

Source: *Spell Compendium*

Flame of Faith

Evocation

Level: Cleric 3, paladin 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Nonmagical weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: None

You can temporarily turn any single normal or masterwork melee weapon into a magic, flaming one. For the duration of the spell, the weapon acts as a +1 *flaming burst weapon*.

Material Component: a lump of phosphorous, touched to the target weapon.

Source: *Spell Compendium*

Reduce Person, Greater

Transmutation

Level: Sorcerer/wizard 5

Duration: 10 minutes/level

This spell functions as *reduce person* (PH 269) except as noted above.

Source: *Spell Compendium*

Righteous Fury

Transmutation

Level: Paladin 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Summoning the power of your deity, you charge yourself with positive energy. This gives you 5 temporary hit points per caster level (maximum 50) and a +4 sacred bonus to Strength. These temporary hit points last for up to 1 hour.

Source: *Spell Compendium*

Unluck

Divination

Level: Bard 3, sorcerer/wizard 3

Components: V,S,M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Spewing a curse of bad luck, you fling a piece of broken mirror at your target. The mirror shard dissipates harmlessly as soon as it leaves your hand, and the sound of rolling dice is perceptible for an instant.

When you cast this spell, you negatively influence the randomness of fortune for the target. Whenever the affected creature undertakes an action involving random chance (specifically, whenever any die roll is made for the creature, including attack rolls, damage rolls and saving throws), two separate rolls are made and the worse result applied.

A creature carrying a *stone of good luck* is immune to the effects of *unluck*.

Source: *Spell Compendium*

PLAYER HANDOUT 1: ILLUSTRATIONS

Lord Faljimm Nizgafal ("Prince Jimm")



Viscount Langard



PLAYER HANDOUT 2: SOUL SPLINTERS

Give one of these handouts to each player.

Worming its way into your mind like a splinter is a dark presence. This is the soul of evil being that has latched onto your soul. There is no immediate way to eject or suppress this presence; even *protection from evil*, *break enchantment*, *dismissal*, or similar effects cannot banish the presence from you. The presence causes your eyes to turn into black orbs, although you can still see normally. You also gain darkvision out to 30 feet (or +30 feet to existing darkvision).

You sense that your unwelcome tenant was a lifelong slave of some evil, subterranean race, but was just as evil as its masters. You sense that its name is Norkelock, but it prevents you from communicating its name to anyone else.

Make an immediate DC 15 Charisma check.

If you succeed, your personality has overcome that of the soul splinter. It is dormant within you, for now, and does not affect your actions at all.

If you fail, the soul splinter's personality has partially overcome yours. You are also required to take on the personality trait of your unwelcome spiritual tenant. In your case, the presence makes you take on the simpering demeanor of a feeble, craven slave. You occasionally call others "Master" accidentally. There is no mechanical change to your PC yet, just this personality change.

Worming its way into your mind like a splinter is a dark presence. This is the soul of evil being that has latched onto your soul. There is no immediate way to eject or suppress this presence; even *protection from evil*, *break enchantment*, *dismissal*, or similar effects cannot banish the presence from you. The presence causes your eyes to turn into black orbs, although you can still see normally. You also gain darkvision out to 30 feet (or +30 feet to existing darkvision).

You sense that your unwelcome tenant was an evil, subterranean mastermind, a merchant in slaves and goods with phenomenal intelligence and pride, as well as a host of potent magical abilities. You sense that its name is Galthoosh.

Make an immediate DC 15 Charisma check.

If you succeed, your personality has overcome that of the soul splinter. It is dormant within you, for now, and does not affect your actions at all.

If you fail, the soul splinter's personality has partially overcome yours. You are also required to take on the personality trait of your unwelcome spiritual tenant. In your case, the presence makes you take on the proud and haughty demeanor of a self-aggrandizing intellectual; you are superior to everyone else around you and you know it. You prefer that others call you "Galthoosh" instead of your own name. There is no mechanical change to your PC yet, just this personality change.

Worming its way into your mind like a splinter is a dark presence. This is the soul of evil being that has latched onto your soul. There is no immediate way to eject or suppress this presence; even *protection from evil*, *break enchantment*, *dismissal*, or similar effects cannot banish the presence from you. The presence causes your eyes to turn into black orbs, although you can still see normally. You also gain darkvision out to 30 feet (or +30 feet to existing darkvision).

You sense that your unwelcome tenant was a rapacious raider who delighted in killing gnomes and humans. The Lortmil Mountains was his home, and he reveled in his size, strength, and ability to crush smaller creatures beneath his club. This brute's name was Ogg.

Make an immediate DC 15 Charisma check.

If you succeed, your personality has overcome that of the soul splinter. It is dormant within you, for now, and does not affect your actions at all.

If you fail, the soul splinter's personality has partially overcome yours. You are also required to take on the personality trait of your unwelcome spiritual tenant. In your case, the presence makes you an ill-tempered and rude brute, particularly of creatures of Small size. You feel as though you are Large sized (even if you are not), bending down to fit through doors and squeezing yourself to fit through spaces you otherwise would find sufficiently wide. There is no mechanical change to your PC yet, just this personality change.

Worming its way into your mind like a splinter is a dark presence. This is the soul of evil being that has latched onto your soul. There is no immediate way to eject or suppress this presence; even *protection from evil*, *break enchantment*, *dismissal*, or similar effects cannot banish the presence from you. The presence causes your eyes to turn into black orbs, although you can still see normally. You also gain darkvision out to 30 feet (or +30 feet to existing darkvision).

You sense that your unwelcome tenant was an unscrupulous trader and smuggler of evil items, such as vile icons and poisons. This ugly merchant worked for the highest bidder, regardless of whether that meant lying or murder. This shifty liar and crook was named Vilkren, but prevents you from revealing this name to anyone else.

Make an immediate DC 15 Charisma check.

If you succeed, your personality has overcome that of the soul splinter. It is dormant within you, for now, and does not affect your actions at all.

If you fail, the soul splinter's personality has partially overcome yours. You are also required to take on the personality trait of your unwelcome spiritual tenant. In your case, the presence makes you treacherous and sneaky. You also can't help but cackle occasionally to yourself and check and re-check your belongings to make sure no one has stolen from you. There is no mechanical change to your PC yet, just this personality change.

Worming its way into your mind like a splinter is a dark presence. This is the soul of evil being that has latched onto your soul. There is no immediate way to eject or suppress this presence; even *protection from evil*, *break enchantment*, *dismissal*, or similar effects cannot banish the presence from you. The presence causes your eyes to turn into black orbs, although you can still see normally. You also gain darkvision out to 30 feet (or +30 feet to existing darkvision).

You sense that your unwelcome tenant was a an exceptionally lazy ne'er-do-well named Malfaat. Malfaat was a murderer by trade and by preference, always taking the easiest way out of any situation and relying heavily on the use of poison to work ill.

Make an immediate DC 15 Charisma check.

If you succeed, your personality has overcome that of the soul splinter. It is dormant within you, for now, and does not affect your actions at all.

If you fail, the soul splinter's personality has partially overcome yours. You are also required to take on the personality trait of your unwelcome spiritual tenant. In your case, the presence makes you exceptionally lazy; you don't want to do anything strenuous when you can convince (or intimidate) others to do it for you. You only enter combat when personal danger threatens. There is no mechanical change to your PC yet, just this personality change.

Worming its way into your mind like a splinter is a dark presence. This is the soul of evil being that has latched onto your soul. There is no immediate way to eject or suppress this presence; even *protection from evil*, *break enchantment*, *dismissal*, or similar effects cannot banish the presence from you. The presence causes your eyes to turn into black orbs, although you can still see normally. You also gain darkvision out to 30 feet (or +30 feet to existing darkvision).

You sense that your unwelcome tenant was a charismatic demagogue. This silver-tongued charlatan (named Hordis) preached salvation through suffering, abasement and rejection of worldly possessions, but secretly delighted in living the good life and enjoying fine food, wine and company. When exposed, this fraud would whip a congregation into a frenzy, preaching hate and fanaticism against their fellows, and then slip away in the resulting bloody confusion.

Make an immediate DC 15 Charisma check.

If you succeed, your personality has overcome that of the soul splinter. It is dormant within you, for now, and does not affect your actions at all.

If you fail, the soul splinter's personality has partially overcome yours. You are also required to take on the personality trait of your unwelcome spiritual tenant. In your case, the presence makes you prone to fiery oration against worldly pleasures yet delight in hedonistic indulgence. There is no mechanical change to your PC yet, just this personality change.

PLAYER HANDOUT 3: SIGN ON THE SHATTERED DOOR

Unlike the other doors in this rotted cairn, this door seems newer; perhaps it is only a few decades old. Also, the other doors have been broken inward, while this door has been broken outward. There is still a sign on the broken door, which reads as follows in Common:

On this day, the 15th of Sunsebb CY 581, Worthy Sir Cadmus, liegeman of good Viscount Wilfrick, interred the remains of Halmadar the Cruel. Let this message be a lesson to those who feel themselves too powerful to heed warnings such as this!

‘Twas here Halmadar lay for many long centuries, ‘twas here he was inadvertently freed earlier this year by the Circle of Eight, and ‘twas here he killed every one of them stone dead (although Wizards, being Wizards, don’t stay permanently dead for long).

‘Tis here we rest Halmadar’s rotten corpse again, dead at last and never to arise. If you be a follower of good, know that the lawful and just lord of this land has decreed that this burial remain undisturbed and best forgotten by all, even you.

If you be a follower of evil and would disturb Halmadar’s slumber, remember that even the Circle of Eight could not stand against the villain. What hope have you if you meddle with his corpse? None! Let the dead here lay still to protect your own foul carcass, evildoer! Were I a Wizard and not a Paladin, I would lay one of those tricky Explosive Runes on this message, to teach you a sterner lesson; but I hope ye have wisdom to learn the lesson nonetheless, and begone from here.

Mind the mossy pit.

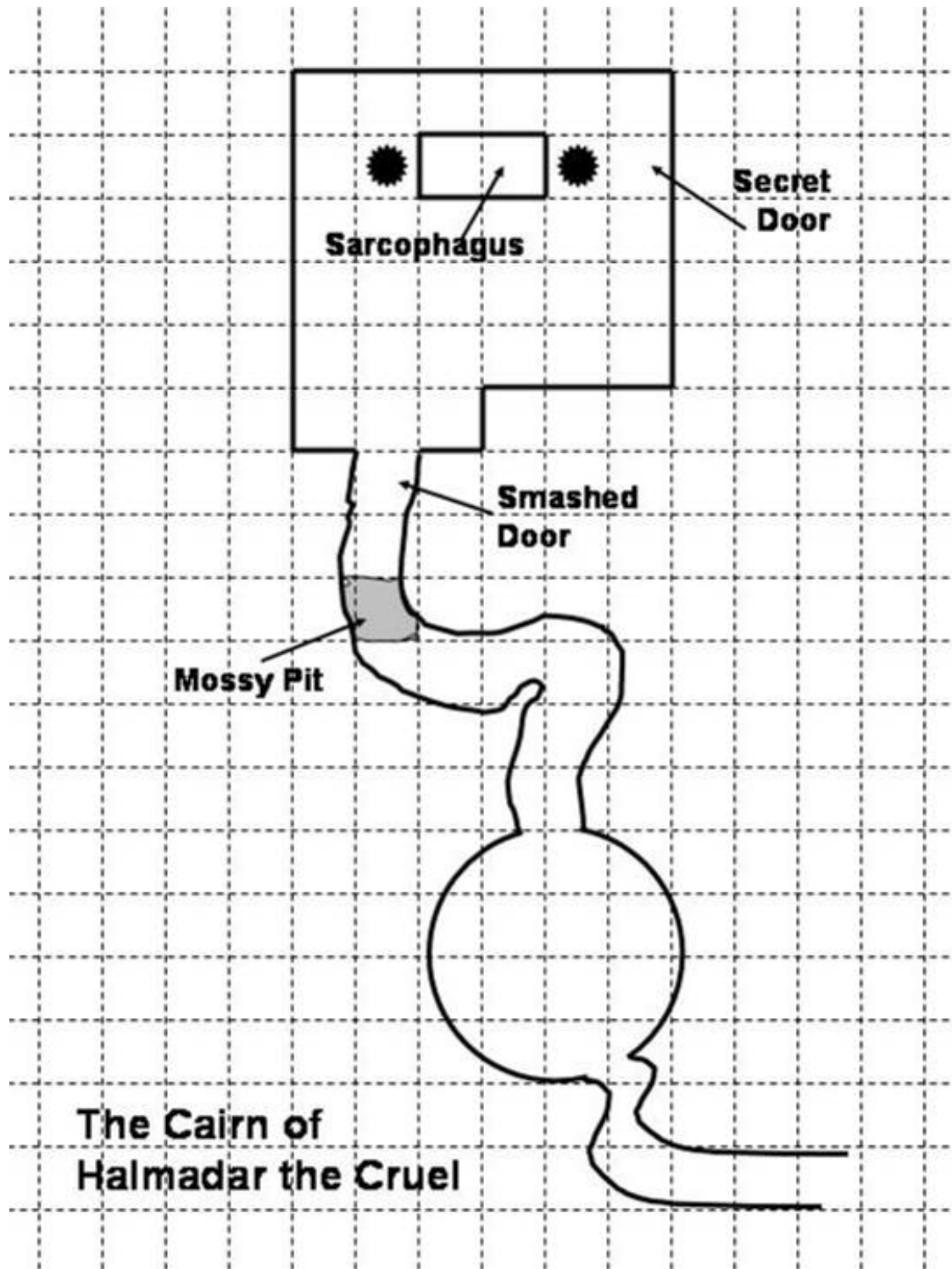
DM MAP 1

This is an overland map of the Viscounty of Verbobonc.



DM MAP 2

This map shows Halmadar's Cairn, for use in Encounter 4.



DM MAP 3

This is the dwarven storehouse stronghold, in which Encounters 5 and 7 through 10 occur (as marked).



CRITICAL EVENT SUMMARY

For use at CoDCon 2008 only. Please provide your answers to the Verbobonc Triad at poc@illinoisrpg.net.

- 1) Was Prince Jimm assassinated?
- 2) Did the Cowled Lady escape Halmadar's lair?
- 3) Was Langard freed from the mirror?
- 4) Was Bishop Haufren saved in time, or did he die?