

BIS5-IS4

Faith No More

A One-Round D&D[®] LIVING GREYHAWK[™] Bissel Regional Introductory Adventure

Version 1.1

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It's all about perspective – something unimportant to one, may be crucial to another. Two young souls decided to run away from home, and all they needed was a little help. When they found themselves on their own, it shook their faith to its very foundations. An introductory LG adventure set in the March of Bissel.

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at jay@viceandvillainy.org. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

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 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. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table 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).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely 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 character 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 character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up 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 character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character 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 characters 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.

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters 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 characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round introductory Regional adventure, set in Bissel. Characters native to Bissel pay

one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters 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 character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character 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 character 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

Viktor Cobbson loves Mirina Wiliford; there is no doubt about it. They grew up together, the closest of playmates. But their backgrounds couldn't be farther apart – Viktor, the son of a wealthy Pellak merchant; Mirina, the daughter of a poor housekeeper. As the story always goes, they were destined to fall in love, to the disapproval of their parents.

Not content to be just another storybook statistic, these two adolescents came up with a plan: They would flee their home, and seek asylum at a local church. Their parents would come to find them, and they would refuse to leave until their marriage was blessed by both sides.

But to which church should they turn? Viktor's father was a worshipper of Zilchus, and Viktor had been raised in that faith. Mirina, on the other hand, was raised as a worshipper of Heironeous. They flipped a coin, and went with the church of the Archpaladin.

The cleric that received the young couple at the Pellak temple did not see their plight as that significant and so denied their request for asylum. The couple returned to the streets in downtrodden silence and launched into a terrible argument: Viktor was content to just return home defeated, but Mirina had a stronger spirit. She left Viktor behind, vowing to return to him

when she found a church that would help with their plan.

That was several days ago, and she has still not returned. Viktor, now panicked, has returned to the Temple of Heironeous looking for his beloved.

ADVENTURE SUMMARY

Archpriest Malto Aneur meets with the PCs at the Temple of Heironeous in Pellak. Earlier, a young boy and girl had come to him, requesting asylum. Their request was denied, but now the girl is missing. The Archpriest cannot afford negative publicity, so he requests that the PCs track her down.

The PC's search takes them on a whirlwind tour of the Churches of Bissel. In her search for asylum, the missing girl made her way from the old capital township of Pellak, to the new capital city of Thornward, to the small trading town of Falsford.

Just when it seems they've tracked the missing girl down, the PCs find instead a note, explaining how she's lost her faith and turned to dark followers of Hextor. The PCs seek out the shrine, and save the girl, just before she is to be sacrificed.

Introduction: Father Figure

Estimated Time: 10 minutes

The PCs meet at the Temple of Heironeous in Pellak. A young boy and girl were denied asylum, and now the girl is missing.

Encounter 1: Livin' on a Prayer

Estimated Time: 5 minutes

The PCs follow the girl's trail to the Temple of Zilchus in Pellak. They investigate, and find that she is seeking passage out of town.

Encounter 2: Life is a Highway

Estimated Time: 5 minutes

The girl approached the Temple of Fharlanghn, seeking transport out of Pellak. The PCs must convince the clerics to do the same for them.

Encounter 3: Don't Stop Believing

Estimated Time: 30 minutes

The caravan stops for the night at a roadside shrine in the Misty Hills. If the PCs can solve a riddle, the dwarven clerics will offer them a helpful clue.

Encounter 4: Tears in Heaven

Estimated Time: 25 minutes

The caravan arrives at the Temple of Istus in Thornward. A group of thugs picks a fight with the PCs, withholding information about the missing girl's travels.

Encounter 5: Blaze of Glory

Estimated Time: 5 minutes

The PCs head to the shrine of Joramy in Thornward. The missing girl came here, seeking a guide down the river to Falsford.

Encounter 6: Bridge over Troubled Water

Estimated Time: 15 minutes

The PCs follow the trail to the Temple of Geshtai in Falsford. They can make use of their skills to track the missing girl deeper into the river town.

Encounter 7: Two Tickets to Paradise

Estimated Time: 10 minutes

The PCs corner the missing girl at the Temple of Rao in Falsford. Instead of finding their quarry, however, they find a trap and a note, explaining the dark men that have taken her away.

Encounter 8: Losing My Religion

Estimated Time: 20 minutes

The PCs meet up with a cleric of Charmalaine that helps them track down the hidden temple of Hextor. They encounter a puzzle lock on the entrance to the shrine.

Encounter 9: Wicked Games

Estimated Time: 45 minutes

The PCs enter the hidden Temple of Hextor. The cultists are preparing to sacrifice the missing girl, until the PCs intervene.

Conclusion

Estimated Time: 10 minutes

The PCs take the injured girl to the Temple of Pelor in Truelight for healing.

INTRODUCTION: FATHER FIGURE

Estimated Time: 10 minutes

The adventure begins in Pellak. Read the following to the players:

The town of Pellak is infamous for the wide range of weather. During the long winters, the streets are clogged by deep snow drifts, and children play on the frozen waters of the Sudlor River at the town's center. In the summer, the streets are packed with masses of people darting between bits of shade,

and the river banks near the Grand Pellak Bridge are a popular spot to swim and watch the passing merchant ships.

This late-winter morning is punctuated by a terrible chill in the air, and while the snow is long since gone, a thin veil of frost and grey skies make the day look downright dreary. As a result, you've spent most of the morning around the warm hearth glow in the Rusty Sword, a popular local tavern. You've heard that adventurers hang out here – and judging by the other hopefuls you've met, you are not the only one that's heard that.

At this point, allow the PCs to introduce themselves to each other. Once they've done so, continue reading:

The door of the Rusty Sword swings open, letting in an icy breeze. A young man, in clerical robes, steps across the threshold and quickly shuts the door behind him. In an instant, he moves across the common room to warm himself by the fire. As he does so, you can see that the clasp of his traveling cloak is fashioned to look like a fist grasping a lightning bolt.

Show the PCs the image of Heironeous' holy symbol on Player Handout 1 – Holy Symbols.

If the PCs can succeed at a Knowledge [religion] check (DC 10) they can identify the acolyte's symbol to be that of Heironeous. Known as the Archpaladin, Heironeous is an Oeridian deity of honor, courage, and justice. His is the largest following in Bissel.

After a moment, the acolyte stops rubbing his hands together, and sighs contentedly. He looks around the room at the various occupants. He clears his throat, and addresses you all with a trembling voice.

"Ex-excuse me, everyone. I have been sent here on behalf of the Temple of Heironeous. I seek a few hearty fellows that would be willing to assist the Temple in a... matter of some urgency."

The acolyte will wait to see if anyone expresses interest. If none of the PCs do so, he will apologize for the interruption, and head for another tavern – in this case, the adventure is over for the PCs.

The PCs are free to converse with the acolyte, but he knows little. He can relate the following information:

- His name is Kerik. He is an acolyte in the service of the Temple of Heironeous in Pellak.
- He was asked to locate a few adventurers for a task to be set by the Temple. He knew that such people tend

to congregate in the Rusty Sword, so he headed right here.

- He does not know the specifics of the task. However, he did not sense urgency in the voice of the priest that summoned him – explaining why more experienced adventurers were not requested.
- If they are interested, they should accompany him back to the Temple – a short trip across town.
- He was a ward of the late Baron Zafar Rashedra of Parulla, and his successor Baron Cainlan Rashedra, serving the noble family faithfully as a page for several years.
- At the end of the war, nearing the age of conscription, the Baron arranged for his entry into the Heironeous Seminary. He plans to pursue a career as either a cleric or paladin.

Once the PCs agree to accompany the acolyte, continue with the following:

Kerik nods happily at your acceptance. "Excellent! Come, then – they will be expecting you."

The acolyte leads you out into the frigid air of the streets. A short while later you pass through the marble archways of the Temple of Heironeous. Kerik leads you behind the altar and through great double doors into a welcoming private sanctum. Bookshelves line the walls, filled with dusty old tomes and religious icons. A huge, rune-etched sword hangs on the wall behind a stately desk.

At the desk sits an elderly man in his sixties, attired in fairly ornate clerical robes. Kerik bows reverently to the man, who smiles warmly in response.

"Ah, young master... back so soon!" The cleric pats the acolyte on the shoulder. "I appreciate your diligence. Please fetch the young man, and bring him to us."

"At once, your reverence." Kerik bows again, and quickly departs. The old cleric turns his attention to you.

"Welcome to our temple. I am Archpriest Adeur. We have a problem that requires the assistance of a few talented individuals, and so I have asked for you to come here. I hope that it will interest you. Once Kerik returns, we can... oh, here they are now."

Kerik reenters the sanctum with a young man in tow, who looks to be in his late-teens. Even at his

young age, you can make out the sharp facial features and pale skin that mark his Suel heritage. He is dressed in fairly stylish clothing – noticeably finer than that worn by the common folk.

Archpriest Adeur dismisses the acolyte, and turns back to you. “Everyone, this is Viktor Cobbson.” He turns to the teenager, and his demeanor softens. “Now, Viktor, these kind folks are going to help find Mirina. You can help them by repeating everything you told me.”

“Al...alright.” The young man swallows hard as he looks up at your group. Fighting back obvious fear, he begins his tale. “Mirina and I have known each other forever. We want to spend the rest of our lives together, but our parents would throw a fit if they knew. Father would never let me marry his housekeeper’s daughter and her mother wouldn’t allow... I mean... the son of a wealthy...”

Viktor looks down at the floor, and wipes a tear from his eye. “We decided not to be just another storybook tragedy. Our plan was to flee to a temple, and request asylum. Our parents would show up, and we’d refuse to leave until they gave in and agreed to bless our marriage. We didn’t want to start our new life together cast out by everyone else we loved.”

Archpriest Adeur puts a reassuring hand on Viktor’s shoulder, and continues the story. “When they arrived at our doors, they spoke with one of my clerics, and he turned them away. I do not entirely disagree with his decision – their problems would be better worked out at home, openly. Their approach was a bit... rash. But they still should have been offered shelter until we could make sure they could return home safely.” Adeur turns back to the teenager. “What happened after you left the temple, Viktor?”

“We didn’t speak until we reached the bridge over the river. Then...” Viktor chokes on his words, but regains his composure. “We argued. I was content to just go back home, and accept our lot in life. Mirina wasn’t. She called me a coward and said she was going to stick to the plan... make it work. She went one way, and I the other.”

“That was two days ago. She never came home, and I’m worried for her.”

The Archpriest walks behind his desk, and sits back down. “We are worried for her, as well. I would like to enlist your services to track Mirina down and return her safely home. As well, young Viktor here

has insisted that he go with you – so I also task you with keeping him safe.”

Viktor nods, and again looks down at the floor. “It was my spinelessness that drove her away. I need to help, if only to prove to myself that I am brave enough.”

Viktor can provide the following information, if questioned:

- His full name is Viktor Cobbson. He is the son of Sirius Cobbson, a wealthy Pellak merchant that made his fortune importing textiles from Gran March.
- His beloved’s full name is Mirina Wiliford, daughter of Amelia Wiliford, his father’s housekeeper.
- He and Mirina grew up together in the same household, and have been friends since they were old enough to walk.
- Viktor’s mother died during childbirth, and Mirina’s father was killed a few months later during the Insurrection. While there is no romance between their surviving parents, both children have come to consider Sirius to be their father, and Amelia to be their mother.
- As close an approximation of a family as they might have, Viktor and Mirina are both certain that their parents would never willingly allow a union between them, given their difference in class status.
- He can give a detailed description of Mirina’s appearance – long black hair, bright blue eyes, slightly taller than himself. In fact, he can go in to far more detail than the PCs will want, and will get a faraway look in his eyes as he does so.
- They had some initial difficulty in deciding which temple to approach for asylum; Viktor was raised as a worshipper of Zilchus, while Mirina was taught to pray to Heironeous. In the end, they flipped a coin, and ended up here.

Once the PCs decide to head to the Temple of Zilchus in Pellak, continue with Encounter 1.

All APLs

☛ **Acolyte Kerik:** Male human Clr 1; AL LG.

☛ **Archcleric Malto Adeur:** Male human Clr 18 (Bluff +4, Sense Motive +8); AL LG.

☛ **Viktor Cobbson:** Male human Com 1 (Bluff +3, Sense Motive +1); AL NG.

ENCOUNTER 1: LIVIN' ON A PRAYER

Estimated Time: 5 minutes

The High Temple of Zilchus is a glimmering beacon in the drab streets of Pellak. The main entryway to the temple is lined with a number of immense marble columns. The walls are inlaid with complex patterns and runes of gold and other rare metals. A single urn, filled to the brim with coins of many different origins, sits as the centerpiece of the hall.

"We should talk to one of the Holy Clerks," says Viktor, as he reverently places a coin into the urn. "If someone here knows where Mirina is, it's them."

Heading across the entrance forum, you make your way to a long counter. A young cleric is pouring over a ledger, jotting down notes with a long quill. Upon your approach, he looks up at you through wire-rimmed spectacles. Around his neck is a holy symbol – a small bag of coins. "Hello, is there something you need?"

Show the PCs the image of Zilchus' holy symbol on Player Handout 1 – Holy Symbols.

If the PCs can succeed at a Knowledge [religion] check (DC 10) they can identify Zilchus as an Oeridian deity of money, wealth, and influence. Known as the Money Counter, his clerics are popular as trade mediators, and his faith is popular with merchants and businessmen.

The cleric can provide the following information, if questioned:

- He is Anodus, a Holy Clerk of Zilchus.
- The Holy Clerks are often used as trade mediators and brokers.
- He doesn't remember Mirina coming to the Temple – but he is not the only clerk that works the front counter. All patrons are required to sign the register book.
- The PCs may freely peruse the register book, as it lies nearby on the counter.

If the PCs succeed at a Search check (DC 10), they find an entry in the register dated two days ago that reads "Mirina Wiliford, seeking asylum". Viktor can confirm that the handwriting belongs to his beloved.

Anodus will confirm that he was not on duty when that particular entry was made in the register, but he will

search around for the clerk that was. However, once he leaves the desk, have the PCs attempt Sense Motive checks (DC 15). If they succeed, they realize that a nearby Zilchan guard is trying to get their attention, but is also trying to look inconspicuous.

If the PCs move to speak with the guard, read the following:

"Psst... hey, come here." The temple guard beckons you near, barely moving at all. "I heard what you said... you're looking for that girl? She..."

Instantly, the guard stops talking and goes rigid, his eyes looking past you. A cleric passes near, disappearing down a corridor. When the coast seems clear, he continues.

"That girl... she wanted the temple to give her protection, right? I was here, right on this very spot. I think I know where she went."

The guard can provide the following information, if questioned. As you play this role, pause dramatically every so often as a cleric walks by.

- He is Simun, a lowly temple guard.
- Mirina requested asylum, but the Zilchans don't do anything for free. They wanted something in exchange for their assistance, and the young girl had nothing to give.
- Before she left, she asked the clerk on duty about arranging passage out of town. The clerk told her where to go, and Simun reckons that she headed there.
- If the PCs will do Simun a favor, he will tell them where she went.
- The Churches of Zilchus and Fharlanghn in Pellak are currently deadlocked in contract negotiations, and it has generated bad blood between them.
- Holy Clerk Anodus was just saying that he needed a set of contracts taken to the Temple of Fharlanghn, but no Zilchan wants to go to them.
- If the PCs delivered Anodus' contracts, and claimed that the arrangement was Simun's doing, it would cast him in a favorable light with his superiors. He would see that as a fair trade for his information.
- He believes that Mirina headed for the Temple of Fharlanghn when he left here.

It is irrelevant whether the PCs actually agree to courier the paperwork for the Zilchans, as long as they learn of Mirina's next destination.

Once the PCs decide to head to the Temple of Fharlanghn in Pellak, continue with Encounter 2.

All APLs

🔱 **Holy Clerk Anodus:** Male human Clr 6 (Bluff +3, Sense Motive +3); AL LN.

🔱 **Zilchan Guard Simun:** Male human Ftr 2 (Bluff +4); AL N.

ENCOUNTER 2: LIFE IS A HIGHWAY

Estimated Time: 5 minutes

You make your way down to the Pellak docks. Merchant workers and dock hands bustle about like a colony of ants.

Alongside the docks, between the Sudlor River and the March Road, lies the Temple of Fharlanghn. More like an open plaza than a traditional temple, the structure is open to the sky.

If the PCs can succeed at a Knowledge [religion] check (DC 10) they can identify Fharlanghn as an Oeridian deity of roads and travel. Known as the Dweller on the Horizon, his clerics are guides, caravan guards, and nomads.

As you enter the temple, you notice a number of men standing around a fire, warming themselves. They notice you, and one walks over towards you. Beneath his traveling cloak, you can see the glint of a holy symbol – a wooden disk bearing a curved line with an upturned crescent.

“Hello, fellow travelers! What do you seek?”

Show the PCs the image of Fharlanghn's holy symbol on Player Handout 1 – Holy Symbols.

The cleric can provide the following information, if questioned:

- He is Francilis, a Guidebrother of Fharlanghn.
- Guidebrothers are often hired as guides and escorts for caravans.
- If the PCs have the contracts from the Temple of Zilchus, he will accept them with rolled eyes, muttering something about “Oh, not more of those...”
- A girl matching Mirina's description came by the temple two days ago.
- Mirina was seeking transportation and a guide. She was traveling alone.

- He will not reveal her intended destination – one's journey is a personal matter, and revealing details of it without permission would be a terrible breach of protocol.
- After some negotiation, Mirina settled with a fellow guidebrother, and they departed.

Francilis will, under no circumstances reveal Mirina's destination. However, if the PCs succeed at a Diplomacy check (DC 10) he can be persuaded to take the PCs to the same destination, without revealing it to them... for a price. He will charge the PCs each 5 gp. A successful Bluff, Diplomacy, or Intimidate check (DC 15) will allow a PC to reduce their fee to only 3 gp.

Once the PCs convince Francilis to escort them, continue with Encounter 3.

All APLs

🔱 **Guidebrother Francilis:** Male human Clr 5 (Bluff +7, Sense Motive +4, Spot +6, Survival +8); AL NG.

ENCOUNTER 3: DON'T STOP BELIEVING

Estimated Time: 30 minutes

Two hours later, Francilis secures a final pair of saddlebags, and swings up atop his own horse. Before long, you are passing through the gates of Pellak, and making your way out into the countryside.

You spend the rest of the day traveling north along a broad highway. Every so often, you pass a tall stone tower, crowned with the flicker of torch fire. “This is the Watchtower Road,” says Francilis, noticing your interest. “The towers were built as a first line of defense against invading enemies in times long past. This runs all the way from Thornward to Pellak and on to Gran March. A lot of trade goes along this way.”

As the sun dips low on the horizon, the terrain becomes hilly, and an eerie mist creeps through the valleys. “Stay on the road.” Your guide beckons you closer, as one of you strays a bit from the group. “Many a soul has gotten lost in these parts, never to find their way out again. We'll be stopping for the night, soon - just a little farther.”

True to his word, Francilis leads you off the road just as the last hints of daylight fade away. A number of stone doors, set right into the side of the rocky hills, soon come into view. Here, concealed by the

cloak of the Misty Hills, is the small dwarven mining community of Haven Underhill.

A few hours later, you find yourself in a cozy dwarven tavern. Several tables are filled with dwarven men and women, unwinding after a long day in the mines. In the middle of them sits your guide. The dwarves seem to know him well, and he sits with them as an equal – although, he seems much less adept at handling his tankard of Barrier Brew.

The PCs may decide to take this opportunity to get more information from their guide. If they succeed on a Diplomacy check (DC 20) he can be cajoled into admitting that their destination is the capital city of Thornward. Alternatively, they can make a Sleight of Hand check (DC 15) to steal the map from his cloak pocket. If successful, they find that the map is marked with a number of unintelligible symbols and markings. Most of the symbols are placed along the Watchtower Road, and there is a cluster of markings around Thornward.

The dwarves of Haven Underhill are friendly folk. If one of the PCs is a dwarf, he will be welcomed immediately (and will have a tankard thrust into his hands). Otherwise, the PCs can gain acceptance by making merry with the tavern occupants.

If the PCs gain this acceptance, read the following to them:

You pass the night away in the enjoyable company of the local dwarves. You watch as one of the rowdier patrons stomps upon a table, singing a bawdy tune:

*“A woman I knew,
Was a bitter ol’ shrew,
With hair as dark as sable,
I asked her to dance,
She didn’t want no romance,
Now I’m dancin’ on the table.*

*I knew this fine lass,
All full ‘o the sass,
And so here goes my fable.
Caught her in bed,
Just a hobby she said,
Now I dance upon the table.*

*She broke my heart and she broke my pipe,
So I’m up here on the table.”*

The room erupts in an outbreak of laughter and applause, which makes the object of your attention

stand out: Sitting across the room is an older female dwarf, smoking a long wooden pipe. She does not applaud, but her face does hold a soft smile, regardless of her rolled eyes. Around her neck is a holy symbol fashioned to look like a pair of silver rings.

Show the PCs the images of the Dwarven Pantheon’s holy symbols on Player Handout 1 – Holy Symbols.

If the PCs can succeed at a Knowledge [religion] check (DC 10) they can tell that there are several dwarven gods spanning all aspects of life, and dwarves tend to worship the entire pantheon as a whole. The cleric that is present here worships Berronar Truesilver, deity of safety, home, and healing.

Suddenly, the dwarf atop the table points in your direction, and calls to the female. “Clanmother, what about them? Mebbe they can come up with summat...?”

The cleric rises, and crosses the tavern room. “Forgive my inebriated friend – the drink has taken its toll on his manners.”

“I am Clanmother Tharsis. A few days ago, we happened across a riddle, and have been unable to come up with an answer to it. If you can help us with it, I can return the favor, and offer a little assistance with your quest. What do you say?”

If the PCs agree to hear the riddle, read the following:

“Very well.” The clanmother unfolds a bit of parchment, and clears her throat.

*“Her life shall be measured in hours;
She serves, and is swiftly devoured.
Thin, she is quick;
Fat, she is slow;
Wind, and she promptly is soured.*

What is she?”

The dwarves watch you patiently, hoping that you can give them an answer to their riddle.

Give the PCs Player Handout 1 – Riddle of the Dwarves. This is a copy of the riddle.

If the PCs come up with the correct answer – ‘a candle’ – then read the following to them:

“A candle?” The old cleric seems lost in thought for a moment. “Yes... yes, indeed! I think you’ve got it! At last, an answer... that was starting to get to me...”

“As promised, I will now do what I can to help.” The clanmother lights a small bit of incense, and closes her eyes. In a steady voice, she speaks. “Oh, Great Protector, where can the human Mirina Wiliford be found?” The tavern room grows silent, as all attention is upon her.

A moment of silence passes. Then, she speaks once more. This time, however, she speaks in a much different voice – a heavier, masculine tone; definitely not her own:

*“Lost love flees into the North,
Wandering the land of battle scars.
In three days, evil men will steal her away,
And hide lost love behind mortal bars.*

*The spinster, fire’s glow and river’s chill,
And the level head will not avail.
Driven into the grasp of mailed fist,
Her love will die as her faith will fail.”*

The clanmother sighs deeply, and her eyes reopen. “The protector has spoken. Think carefully upon his words.”

Give the PCs Player Handout 2 – A Cryptic Clue. This is a copy of the divination the clanmother just spoke.

Once the PCs are finished with the dwarves, continue with Encounter 4.

All APLs

❧ **Clanmother Tharsis:** Female dwarf Clr 7 (Bluff +1, Sense Motive +7); AL NG.

❧ **Dwarven Revelers** (12): Male dwarves Com 1; AL NG.

ENCOUNTER 4: TEARS IN HEAVEN

Estimated Time: 25 minutes

The next two days pass in a blur. The next morning, you enter the Fals River basin, and get your first glimpse of the sprawling city of Thornward.

A steady stream of traffic passes through the great gates, from commoners to merchants heading for the great marketplace. Thornward is a deluge for the senses – the bustle of busy people going about their business, the jumble of voices speaking many different languages and dialects, the scents of exotic goods from merchant wagons, the awe-inspiring battlements of Thornward Keep. It’s no wonder that

some people have lived their lives in the city, with little perception of the world beyond.

Francilis leads you to the very center of the city. Around the large central plaza are a number of civic buildings and the gates of Thornward Keep. Also, you notice the unadorned façade of a temple looming above the eastern side.

“Well, here you are, as requested.” Your guide looks around, pleased with himself. “This is where the child you seek wanted to go.”

If asked, Francilis can identify the plain temple as dedicated to Istus. He says this with some disdain – the followers of Istus believe in journeys, just as the followers of Fharlanghn do. However, the Istans believe that all journeys are preordained, and not subject to choice of route. This puts the two faiths at odds with each other.

The only way to continue is for the PCs to realize that Mirina has been approaching temples, and likely visited the temple of Istus next.

The Temple of Istus

Entering the temple, you find it to be as plain and somber a place as it appeared from the outside. There is almost no ornamentation at all.

A number of black-robed clerics – many with web patterns tattooed on their bodies – make their way about the building. One of them notices you, and approaches. As she does, you get a glimpse of her holy symbol – a golden spindle.

Show the PCs the image of Istus’ holy symbol on Player Handout 1 – Holy Symbols.

If the PCs can succeed at a Knowledge [religion] check (DC 10) they can identify Istus as a Baklunish deity of future, fate, and destiny. Known as the Lady of Our Fate, her clerics are popular as seers and oracles, and her faith is popular with the common folk of Bissel.

“You have come searching, and fate has led you here.” She speaks with an emotionless tone, as if she has been practicing this statement for years, in anticipation of this moment. “Tell me what you seek, and I will try to illuminate the strands of destiny upon which you stride.”

The cleric can provide the following information, if questioned:

- Her name is Sarana, and she is a Seeker of Fate – a cleric of Istus.
- She does remember Mirina arriving at the temple, just yesterday.

- Mirina explained how her parents and Viktor's parents were destined to reject their desire for marriage, and her desire to change that.
- The concept of changing fate or altering destiny does not appeal to the Istans, so they sent her away.
- As she departed, she headed for the Prancing Pixie, a tavern on the other side of the central plaza.

All APLs

🔮 **Seeker Sarana:** Female human Clr 4 (Bluff +3, Sense Motive +6); AL N.

The Prancing Pixie

The Prancing Pixie is an upscale tavern that looks like it was once a military barracks. Only a few tables are occupied, as it is early in the day. The tavern keeper stands behind the long bar, cleaning glasses. The smell of venison stew wafts from the kitchen.

One of the tables seats four men that know about Mirina. If the PCs mention her anywhere within earshot of their table, read the following, adjusting it to fit the circumstances:

"I know the girl yer talkin' about," says a gruff voice behind you.

You turn, and see four tough-looking men sitting at a table. "Yeah, dark hair, lookin' lost. Was in here yesterday. Left with that other feller. Yeah, we seen them, ain't we boys?"

The other three men laugh, as the leader produces a small, leather-bound book. "He dropped this in their hurry to leave." You reach out to take the book, to get a closer look, but the man jerks his hand away.

"And just what makes you think I'm gonna give this to the likes of you?"

These thugs are only interested in picking a fight. If the PCs try to offer money to purchase the book from them, they will start at 10 gp, and quickly invent excuses to increase the price higher than the PCs can afford. The thugs will not hesitate to throw the first punch.

Refer to DM Aid – Map #1 – Combat in the Tavern.

APL 2 (EL 4)

🔪 **Thornward Bullies (4):** Ftr 1; hp 9 each; see Appendix One.

Tactics

The thugs will fight dirty, ganging up on weak-looking PCs. One thug will grapple the target, while the other will club the vulnerable PC.

During the fight, allow the PCs to make a Wisdom check (DC 10) to realize that striking for lethal damage with 'real weapons' (swords, for instance, as opposed to clubs or fists) is highly suspect in a bar brawl. If they ignore the warnings, and attack to kill, they should be penalized experience, as described in the Experience Point Summary section. As well, the city watch will arrive about 10 minutes after the fight – if the PCs used lethal force, they will be thoroughly harassed, even though they did not start the brawl.

Treasure

APL 2: L: 56 gp, C: 0 gp, M: 0 gp.

The thug's book, upon closer examination, is a prayer book of Joramy, with a volcano emblazoned on the cover. Show the PCs the image of Joramy's holy symbol on *Player Handout 1 – Holy Symbols*.

If the PCs can succeed at a Knowledge [religion] check (DC 10) they can identify Joramy as a deity of fire, anger, and wrath. Known as the Maiden of Disputes, her faith is a recent addition to Bissel, and her clerics are known to be argumentative and emotional.

If the PCs succeed at a Gather Information or Knowledge [local – Sheldomar Valley Metaregion] check (DC 15) they can find out that there is a Shrine of Joramy in Thornward.

Once the PCs head to the Shrine of Joramy in Thornward, continue with Encounter 5.

ENCOUNTER 5: BLAZE OF GLORY

Estimated Time: 5 minutes

Nearing the eastern walls of Thornward, you come upon a small shrine. A pair of blazing torches flanks the door. As you head inside, you are greeted by a number of lit braziers – the interior of the building is uncomfortably warm.

A young cleric approaches you. "Yes? What do you want?"

The cleric can provide the following information, if questioned. However, he will be very argumentative, and will be reluctant to give out any information.

- His name is Phyans, and he is a Hearhtender of Joramy.
- Mirina arrived here yesterday, in the company of another cleric of his faith.
- Mirina and the cleric departed shortly thereafter on a ship headed down the Fals River.
- Mirina wanted to go to Falsford, a township and trading hub located in the northeast corner of the March. She said something about departing from there.
- There is no way the PCs will catch up with Mirina if they go on foot or horse.
- He is leaving for Falsford in a few hours with another ship. The PCs can tag along, if they want.

Once the PCs are ready to depart for Falsford, continue with Encounter 6.

All APLs

🔱 **Hearhtender Phyans:** Male human Clr 7 (Bluff +4, Sense Motive +3); AL NG.

ENCOUNTER 6: BRIDGE OVER TROUBLED WATER

Estimated Time: 15 minutes

A few hours later, you depart the great city of Thornward onboard a merchant barge, heading east. Although the ship seems to drift with the current, it soon becomes clear that the boat is enchanted – it moves much faster than you expect, without the benefit of sails or oars.

A day and a half later, you spot the docks of Falsford jutting out into the river. Phyans steers the ship up towards the nearest vacancy and you help tie up the vessel.

Immediately, an older Baklunish woman in dark aquamarine robes approaches the dock, clipboard in hand. She immediately begins surveying the ship's cargo and passengers. As Phyans begins arguing with her about minding her own business, you notice her holy symbol – a crystalline emblem shaped like a waterspout.

Show the PCs the image of Geshtai's holy symbol on Player Handout 1 – Holy Symbols.

If the PCs can succeed at a Knowledge [religion] check (DC 10) they can identify Geshtai as a Baklunish deity of water, rivers, and lakes. Known as the Daughter

of the Oasis, she is often worshipped by those that rely upon the waterways for their livelihood.

This cleric can relate the following information, if questioned:

- Her name is Aquatis, and she is a Waterbearer of Geshtai.
- Her order protects the waterway. Part of that role has them acting as customs agents for the township.
- She does not remember Mirina coming through here – but that's not surprising. Her order records everyone that passes through, so it is difficult to remember an individual.

The PCs will have to rely upon their skills to track down Mirina. The following abilities are useful here:

- Diplomacy or Intimidate (DC 15): Convince Aquatis to let them look at her record book.
- Sleight of Hand (DC 18): Distract Aquatis long enough to steal her record book.
- Search (DC 12): Locate Mirina's name in the records, saying she disembarked from a ship yesterday.
- Search (DC 0): Fail to find any record of Mirina departing aboard another ship.
- Gather Information (DC 20): Locate a few local folk remember seeing a girl by Mirina's description making her way towards the eastern end of town.
- Knowledge [local – Sheldomar Valley Metaregion] or Knowledge [geography] (DC 15): Realize that the Fals Road towards Veluna heads towards the eastern end of town, before leaving the country.
- Search (DC 15): Locate a prominent temple in the eastern end of town – the High Temple of Rao.
- Knowledge [local – Sheldomar Valley Metaregion] (DC 15): Realize that the High temple of Rao is in the eastern end of town.

Once the PCs follow the clues to the Temple of Rao in Falsford, continue with Encounter 7.

All APLs

🔱 **Waterbearer Aquatis:** Female human Clr 5 (Bluff +4, Sense Motive +4); AL N.

ENCOUNTER 7: TWO TICKETS TO PARADISE

Estimated Time: 10 minutes

Making your way to the eastern edge of Falsford, you catch a glimpse of a large, stately compound on the very edge of town, marking the border between the March of Bissel and her neighbor, the Archclericy of Veluna. The Fals Road passes directly through the center of the structure, through massive stone archways. Above the towers of the temple fly the flags of Bissel, Veluna, as well as banners of gold with blue heart-shaped emblems.

Show the PCs the image of Rao's holy symbol on Player Handout 1 – Holy Symbols.

If the PCs can succeed at a Knowledge [religion] check (DC 10) they can identify Rao as a Flan deity of peace, reason, and serenity. Known as the Mediator, his clerics are popular as mediators and educators. Veluna is governed by the church council of Rao, and Bissel remains on good terms with her neighbor due largely to the efforts of the local church.

The high chapel of Rao is a sight to behold – large stained glass windows depicting scenes of the churches' saints and martyrs. Stately ebon columns border the aisles, leading to an unornamented altar.

A tall woman of Flan features and wearing purple robes greets you. "Ahh, newcomers... welcome! How can I be of service?"

The cleric can provide the following information, if questioned:

- Her name is Diaphonus, and she is a Peacekeeper of Rao.
- Rao's mediators and peacekeepers are often sought as dealmakers and educators, and during troubling times to sort out disagreements.
- She certainly knows of Mirina – she arrived just yesterday, requesting asylum. She spoke with Diaphonus, in fact.
- Of course, she denied Mirina's request – it made much more sense for the issue to be worked out directly amongst the girl and their families, rather than dragging the parents out here.
- However, the church granted her lodging while they could arrange for transport back to Pellak. She even arranged for a local mediator to meet with Mirina and Viktor, to sort out their problem.
- Mirina is across the temple compound, in the visitor's quarters.

If the PCs wish to seek out Mirina, read the following:

"Very well, why don't you bring her to me," the cleric says with a nod. "Preparations for her return home are just about finished."

Diaphonus' directions lead you out of the chapel and across the temple courtyard. You enter another building, and proceed down a hallway lined with numbered doors. You quickly locate the one assigned to Mirina. Viktor holds his breath...

The door to Mirina's room is magically trapped, and will affect anyone that touches the door to the dormitory room. Note that this trap automatically resets until it is disabled. If a PC cannot manage to disable it, they can get Diaphonus to dispel it.

APL 2 (EL 2)

↗ **Inflict Light Wounds Trap:** CR 2; magic device; touch trigger; automatic reset; spell effect (inflict light wounds, 1st-level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26.

Once the PCs have entered Mirina's room, read the following:

The door swings open, revealing a nondescript chamber. There is little more than a bed, chamber pot, and open window. A cold breeze passes through the window, causing the note pinned to the pillow to flutter.

"I... I don't understand," Viktor says with a hollow tone. "She's not here?"

Give the PCs Player Handout 4 – Mirina's Note. This note describes how the girl has become disillusioned with the churches, and has decided to take up other men on their offer.

If the PCs show the note to Diaphonus, read the following:

Diaphonus reads over Mirina's note in silence. She ponders it for a long moment, before speaking to no one in particular.

"Oh, this is not good. This is not good, at all. That poor young girl... she must be found, and returned to safety."

"I... have a friend, an experienced tracker that may be able to help. That is, if you are interested in finding her..."

Once the PCs agree to meet with Diaphonus' tracker, continue with Encounter 8.

All APLs

☛ **Peacekeeper Diaphonus:** Female human Clr 11 (Bluff +3, Sense Motive +10); AL LG.

ENCOUNTER 8: LOSING MY RELIGION

Estimated Time: 20 minutes

Two days have passed with barely a pause.

Your guide stops at the top of a hill, and pulls out Mirina's note. He mutters an incantation, and then surveys the horizon.

The cleric of Rao sent you to meet up with this shifty-looking half-elf, whom calls himself simply 'Dodger', at a tavern in Falsford. After that, the rest of this swift journey has been identical in form – Dodger stops you, looks at the note as if it was a map, and then leads you on for several more hours.

"Not far now." Your guide folds up Mirina's note, and tucks it back within his cloak. As he does so, you catch a glimpse of a holy symbol around his neck, shaped like a burning boot print. "Just over that hill, I think."

Show the PCs the image of Charmalaine's holy symbol on Player Handout 1 – Holy Symbols.

If the PCs can succeed at a Knowledge [religion] check (DC 10) they can identify Charmalaine as a hero-goddess of keen senses and narrow escapes. Known as the Lucky Ghost, her clerics are often rogues and adventurers.

Dodger's abilities prove true: just on the other side of a barren hill, barely concealed behind brush, is a stone door leading beneath the next hill.

"She's behind that, I reckon." Dodger runs his hand over the ground, and picks up a few colored rocks. "Aw, blimey... lookee that!" He points to the door, or more specifically, to letters carved into the stone.

Give Player Handout 5 – The Puzzle Lock.

"Now, what am I supposed to do wit' that, huh? Deres' nowhere to pick." He runs his fingers around the edges of the door. "Reckon I could get a crowbar in 'ere, give it a good smack. Won't be quiet, though. Dey'll hear ya comin'."

The PCs should now try to figure out the puzzle on the door. If they possess ranks in Decipher Script, allow them a check (DC 0) to realize that while the characters

are in the Common alphabet, the words are not any they recognize from any language.

If they take the first character from each line, in turn, they will get the following:

"The blush of blood, the color of coal, the shine of steel, the glimmer of gold."

If they insert four stones into the hollows at the bottom of the door, in the correct order (Red, Black, Silver, Gold), then the door will unlock.

If they cannot solve the puzzle, the PCs can always take up Dodger on his offer, and force open the door with a successful Break check. The door has the following characteristics:

All APLs:

☛ **Concealed Stone Door:** 4 in. thick; hardness 8; AC 5; hp 60; Break DC 18.

However, the door is trapped. Any attempt to open or destroy the door will fire a poisoned needle from a concealed hole in the design.

APL 2 (EL 1)

☛ **Poison Needle Trap:** CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus poison); poison (small centipede poison, DC 11 Fortitude save resists, 1d2 Dex/1d2 Dex); Search DC 22; Disable Device DC 20.

Once the PCs bypass the puzzle and trap, continue with Encounter 9.

All APLs

☛ **Dodger:** Male half-elf Clr 5 / Rog 3 (Bluff +9, Sense Motive +8); AL N.

ENCOUNTER 9: WICKED GAMES

Estimated Time: 45 minutes

The massive door opens, revealing a darkened tunnel beyond. You can hear the sound of chanting echoing from somewhere within.

"Oy, sounds like you've got yer work cut out for ye." Dodger smirks. "I'm no good in a fight, not even armed. I will stay here and keep lookout, though. You get in there, and save the girl."

Wait until the PCs decide to head within the darkened tunnel, and then continue:

The tunnel slopes downward, and before long, you see light ahead.

The passageway opens into a larger chamber, adorned with a large symbol – a mailed fist, grasping six arrows. Three armed men stand within, while another presides over a crude stone altar. The body of a young, black-haired girl lies upon its surface.

Show the PCs the image of Hextor's holy symbol on Player Handout 1 – Holy Symbols.

If the PCs can succeed at a Knowledge [religion] check (DC 10) they can identify Hextor as an Oeridian deity of war, massacres, and tyranny. Known as the Scourge of Battle, his faith is forbidden in most civilized nations (including Bissel), and his clerics often torture and sacrifice victims as part of their rites.

Refer to DM Aid – Map #2 – Combat in the Temple. This encounter proceeds differently depending on whether the cultists are aware of the PCs approach.

The Cultists are Not Aware

If the PCs solved the puzzle, and have not otherwise notified the cult of their presence, the cultists are not aware of the pending combat. Read the following:

The cleric behind the altar looks up, and surprise registers in his eyes as he notices you.

"We have visitors?" He quickly takes on a look of resolve, and an evil smirk. "Ah, they must be here for the girl. They are too late. Kill them!"

Allow the PCs a surprise round. The cultists do not have pre-cast spells or weapons drawn.

The Cultists are Aware

If the PCs opened the door without solving the puzzle, or have otherwise notified the cult of their presence, the cultists are aware of the pending combat, and have prepared. Read the following:

The cleric behind the altar is looking directly at you as you reach the end of the tunnel.

"Our visitors have arrived." He quickly takes on an evil smirk. "Ah, they must be here for the girl. They are too late. Kill them!"

Allow the cultists a surprise round. The cultists have their weapons drawn, and the cleric has pre-cast spells as per the tactics section.

APL 2 (EL 5)

☛ **Priest of Hextor:** Clr 3; hp 24; see Appendix One.

☛ **Hextorite Cultists (3):** Ftr 1; hp 9 each; see Appendix One.

Tactics

If the cultists have time to prepare, they will have weapons drawn. The priest will pre-cast *bleed* and *magic weapon* on his allies.

The priest will start out by casting *bleed* and *magic weapon* on the cultists. He will cast *hold person* and *spiritual weapon* on enemy warriors, will cast *silence* to blanket most of the room, and then will wade into battle.

Note that the cultists can not make use of their Power Attack feat, as they are armed with light weapons.

Treasure

APL 2: L: 305 gp, C: 0 gp, M: *cloak of resistance* +1 (83 gp), *potion of cure light wounds* x4 (4 gp each).

Once the PCs have saved Mirina from her captors, continue with the Conclusion.

CONCLUSION

Estimated Time: 10 minutes

Viktor stayed away from your blades and spells to avoid getting in the way. However, with the cultists defeated, no force on Oerth can keep him from his beloved. He immediately bolts across the sacrificial chamber to free Mirina from her bindings.

"Praise you, my friends. She's alive." Viktor breathes in relief as he cuts away the last of the ropes binding her to the shrine. Mirina is unconscious, but you can see her chest rise and fall as she keeps her tenuous grip on life.

Three days later you stand within the marble and gold domes of the Temple of Pelor in Truelight, capital of the barony of Nightwatch. A number of clerics tend to the injured young woman, while Archpriest Hissler looks on.

Show the PCs the image of Pelor's holy symbol on Player Handout 1 – Holy Symbols.

If the PCs can succeed at a Knowledge [religion] check (DC 10) they can identify Pelor as a Flan deity of the sun, healing, and strength. Known as the Sun Father, his clerics are popular as healers and undead hunters. His faith is popular ever since the Insurrection, when Evard's necromancers attacked Bissel.

"Young Mirina will make a full recovery." The Archpriest looks over the young girl, whom has stirred awake. "Given what she has been through, I'm afraid there are some scars that she will bear forever – many of which cannot be seen."

There is the sudden sound of activity from outside the chamber, and a pair of figures enter the room, trailed by a few pleading clerics. The first is an older Suel man, finely attired, that bears a striking resemblance to Viktor. The other is a plump Oeridian woman, in much more common clothing, that looks just as upset.

“What is going on here?” Viktor’s father’s tone is angry, and his voice fills the chamber. “Why have we been dragged all the way out here? Why did you two leave home? You have some explaining...”

Mirina, with great effort, props herself up to speak. Before she can, however, Viktor steps between her and his father, and takes her hand. “Father, Missus Wiliford... Mirina and I would like to...” He trails off, then regains his composure and stands up tall. “I am going to marry Mirina. We love each other, and will not have it any other way. We only wish that you would offer your blessings. We would rather begin our life together as a complete family, rather than on our own.”

Sirius Cobbson sputters for a second, obviously taken by surprise. Mirina’s mother puts a hand on his shoulder, and smiles softly. “We’ve seen this coming for a long time. Since you were knee-high, you’ve never been apart. It would be silly to try and change that now.”

Sirius smiles, as well, as he looks at his son. “Lad, I never thought you’d amount to anything. I’ve never been happier to admit that I was wrong. I’d be honored if you’d accept my blessing, as well.”

If there is a PC cleric at the table, and they have gotten along well with Viktor, read the following. If no PC is available, he will ask Archpriest Hissler (who should instead be addressed as ‘Your Holiness’:

Viktor turns to [PC’s name] and bows his head reverently. “Father, after all you’ve done for us, may I ask one more favor? We’d like to get married, and I’d be honored if you would do it for us.”

Viktor and Mirina’s parents look at each other in surprise. “Right... now?!” Amelia Wiliford looks stunned. “But, there are things to do, to plan. Don’t you think...”

The two youths look deeply into each other’s eyes, but this time it is Mirina that speaks. “Yes, right now. We have you both here, and we have witnesses... and we have each other. We’ve never been more ready, I think.”

If the PC agrees, continue with this. If they refuse, or if no PC cleric is available, the Archpriest will ponder the request for a moment, and then agree.

As the last light of the setting sun falls towards the horizon, Viktor and Mirina say their vows. Seemingly a lifetime away from where they began in Pellak, they look at you gratefully, and then embrace each other as husband and wife.

The PCs have now successfully completed the adventure. They earn the Favor of the Churches of Bissel and the Enmity of the Hextorite Cultists on the Adventure Record.

All APLs

👤 **Archpriest Andrin Hissler:** Male human Clr 17 (Bluff +4, Sense Motive +10); AL NG.

👤 **Sirius Cobbson:** Male human Ari 4; AL NG.

👤 **Amelia Wiliford:** Female human Com 3; AL LG

The End

EXPERIENCE POINT SUMMARY

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

Encounter 4: Tears in Heaven

Defeat the bullies

APL 2: 120 xp.

Encounter 7: Two Tickets to Paradise

Survive the magical trap

APL 2: 60 xp.

Encounter 8: Losing My Religion

Survive the magical trap

APL 2: 30 xp.

Encounter 9: Wicked Games

Defeat the Hextorite cultists

APL 2: 150 xp.

Story Award

Solve the riddle in Encounter 3

APL 2: 14 xp.

Defeat the bullies without resorting to lethal damage in Encounter 4

APL 2: 14 xp.

Solve the puzzle in Encounter 8

APL 2: 14 xp.

Discretionary roleplaying award

APL 2: 48 xp.

Total possible experience

APL 2: 450 xp.

TREASURE SUMMARY

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

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

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the

number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 4:

APL 2: L: 56 gp, C: 0 gp, M: 0 gp

Encounter 9:

APL 2: L: 305 gp, C: 0 gp, M: cloak of resistance +1 (83 gp), potion of cure light wounds x4 (4 gp each)

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 361 gp, C: 0 gp, M: 99 gp – Total: 460 gp (450 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Favor of the Churches of Bissel:** You have done a good deed for the churches of the March, and they will return the favor. You may spend this favor while at a temple of one of the major or minor churches of Bissel (Charmalaine, Fharlanghn, Geshtai, Heironeous, Istus, Joramy, Pelor, Rao, Zilchus, or the dwarven pantheon) to have the priests commune with their deity on your behalf. This is, in all respects, identical to a *commune* spell, except that you may only ask three questions and there is no cost for having the NPCs cast the spell for you. Mark this favor as USED when it has been consumed.

☛ **Enmity of the Hextorite Cultists:** You have stopped an evil plot, and the cultists behind it will not soon forget. This may have consequences in future adventures.

APPENDIX ONE – MONSTER AND NPC STATISTICS

APL 2

ENCOUNTER 4

Thornward Bully: Male human Ftr1; CR 1; Medium humanoid (human); HD 1d10+2; hp 9; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +3 armor), touch 12, flat-footed 13; Base Atk +1; Grp +7; Atk +4 melee (1d6+3, club); Full Atk +4 melee (1d6+3, club); SA -; SQ -; AL LE; SV Fort +4, Ref +2, Will -1; Str 15, Dex 14, Con 14, Int 11, Wis 10, Cha 8.

Skills and Feats: Climb +4, Jump +4, Ride +6, Improved Grapple, Improved Unarmed Attack, Weapon Focus (club).

Possessions: club, masterwork studded leather.

ENCOUNTER 9

Priest of Hextor: Male human Clr3; CR 3; Medium-size humanoid (human); HD 3d8+6; hp 24; Init 0; Spd 20 ft.; AC 19 (+7 armor, +2 shield), touch 10, flat-footed 19; Base Atk +2; Grp +4; Atk +5 melee (1d8+2, masterwork flail); Full Atk +5 melee (1d8+2, masterwork flail); SA rebuke undead, spells; AL NE; SV Fort +6, Ref +2, Will +7; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +8, Diplomacy +6, Spellcraft +6; Combat Casting, Improved Initiative, Martial Weapon Proficiency (flail), Power Attack, Weapon Focus (flail).

Possessions: cloak of resistance +1, potion of cure light wounds, masterwork half-plate, masterwork heavy steel shield, masterwork flail.

Cleric Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): *o-guidance* (2), *resistance* (2); 1st-*bless*, *cause fear*, *doom*, *magic weapon**; 2nd- *hold person*, *silence*, *spiritual weapon**.

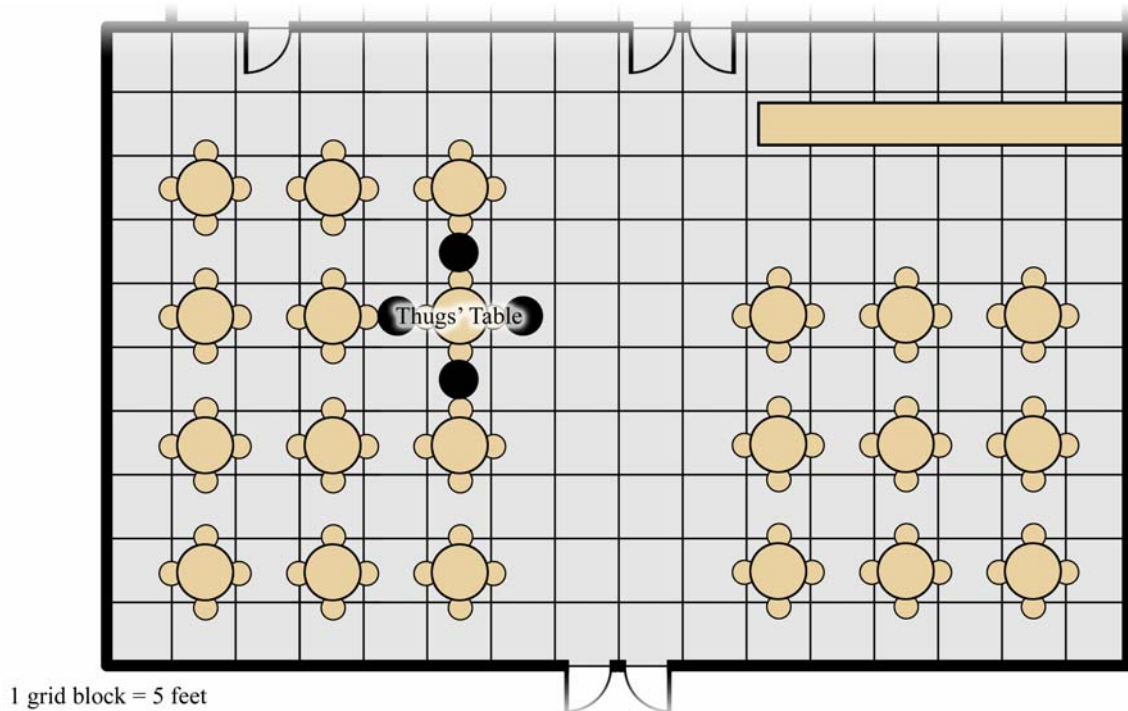
*Domain spell. Domains: Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.); War (Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and free Weapon Focus with deity's favored weapon.)

Hextorite Cultist: Male human Ftr1; CR 1; Medium humanoid (human); HD 1d10+2; hp 9; Init +2; Spd 30 ft.; AC 19 (+2 Dex, +5 armor, +2 shield), touch 12, flat-footed 17; Base Atk +1; Grp +4; Atk +6 melee (1d6+3, 19-20, masterwork short sword); Full Atk +6 melee (1d6+3, 19-20, masterwork short sword); SA -; SQ -; AL LE; SV Fort +4, Ref +2, Will -1; Str 17, Dex 14, Con 14, Int 11, Wis 8, Cha 8.

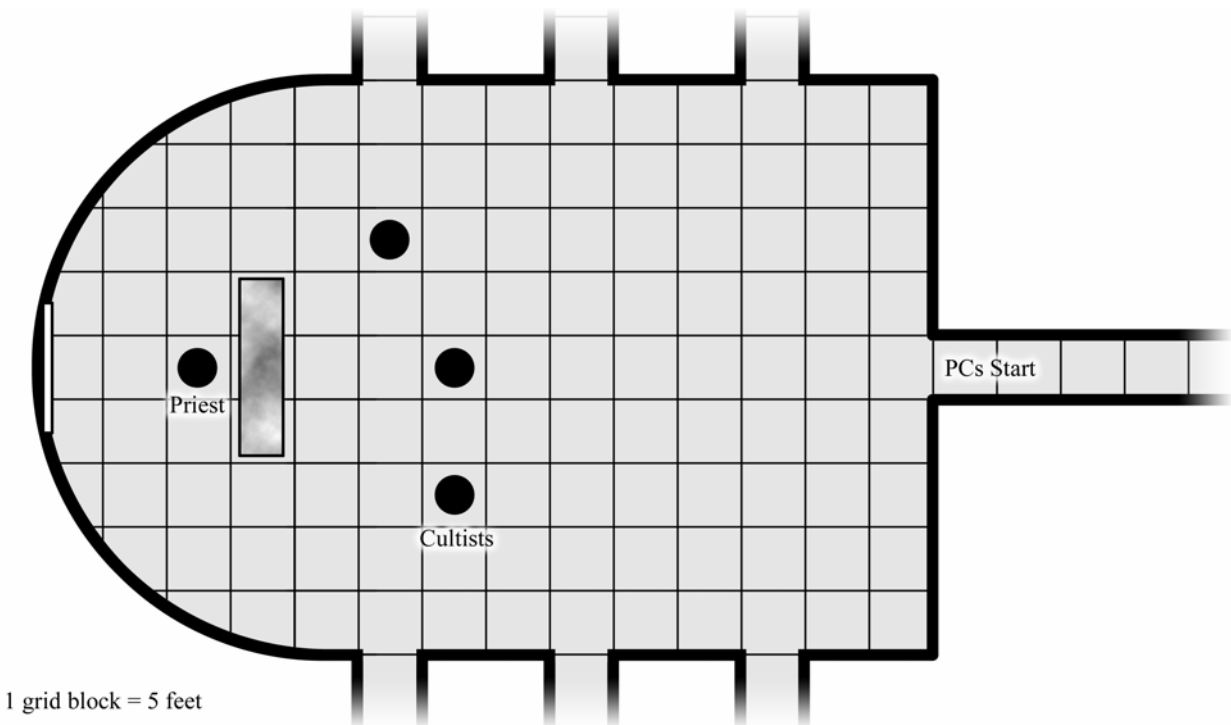
Skills and Feats: Climb +4, Jump +4, Ride +6, Cleave, Power Attack, Weapon Focus (short sword).

Possessions: *potion of cure light wounds*, masterwork short sword, masterwork breastplate, masterwork heavy steel shield.

DM AID – MAP #1 – COMBAT IN THE TAVERN



DM AID – MAP #2 – COMBAT IN THE TEMPLE



PLAYER HANDOUT 1 – HOLY SYMBOLS

Charmalaine



Fharlanghn



Geshtai



Heironeous



Hextor



Istus



Joramy



Pelor



Rao



Zilchus



Dwarven Pantheon

Berronar Truesilver



Clangedin
Silverbeard



Dumathoin



Moradin



PLAYER HANDOUT 2 – RIDDLE OF THE DWARVES

The dwarves have asked for your help in deciphering the following riddle:

Her life shall be measured in hours;
She serves, and is swiftly devoured.
Thin, she is quick;
Fat, she is slow;
Wind, and she promptly is soured.

What is she?

PLAYER HANDOUT 3 – A CRYPTIC CLUE

In return for your deciphering of their riddle, the dwarves have cast *divination* on your behalf. They asked “Where can Mirina Wiliford be found?”, and received the following cryptic response:

Lost love flees into the North,
Wandering the land of battle scars.
In three days, evil men will steal her away,
And hide lost love behind mortal bars.

The spinster, fire’s glow and river’s chill,
And the level head will not avail.
Driven into the grasp of mailed fist,
Her love will die as her faith will fail.

PLAYER HANDOUT 4 – MIRINA’S NOTE

The following note was found in Mirina’s room at the Temple of Rao:

To whomever reads this;

I have had it – I’ve spent days visiting every temple in this land with a simple request, and every one of them has turned me down. I think I’ve finally lost my faith.

I met several men in town, and they told me that they can help – but it means turning down a darker path. I’m willing to try anything, now.

They have arrived to sneak me out of here. Viktor, if you read this before we meet again, know that I love you dearly. We will be together again.

Mirina Wiliford

PLAYER HANDOUT 5 – THE PUZZLE LOCK

The following cryptic text was found etched into the door of a secret Hextorite shrine. There are four concave hollows near the bottom of the text. On the ground beneath the door, you've found several painted spherical stones: Black, Blue, Brown, Gold, Green, Red, Silver, White, and Yellow.

Tloo too ah If Eh lro

hu fohl flens le Mol

EsB Deoc, Set, Gmfd

Bhl, Crot hoet leg.

