

ONW1-07

HUNTERS HUNTED:

For Whom the Bell Tolls

A One-Round D&D LIVING GREYHAWK[®]
Onnwal Regional Adventure

Version 1

by Stuart Kerrigan

Join the Knights of the Chase in hunting down an impostor before the Temple of the Summoner is defiled. An adventure for characters level 1-6.

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

PREPARATION

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

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

LIFESTYLE

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

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

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

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

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

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

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

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

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

BACKGROUND

During the fall of Killdeer, the followers of Trithereon were among the last to retreat. Among their number there was a young acolyte, Corynith Velvydia, who was assisted those who buried the sacred bell beneath their temple.

Corynith was one of the few who survived the last stand. She attempted to lead a group of stragglers into the Headlands and from there to Irongate but they did not make it thanks to a Scarlet Brotherhood agent in their midst named Arinhol. A Cleric of Syrul, Arinhol was a natural undercover agent. She passed the position of the refugees to Hochebi patrol. With the refugees captured she took the liberty of torturing them to find out information, including attempting to learn from Corynith the location of the hidden bell.

Fate allowed Corynith to escape her captor, though the rest of the refugees were taken. She fled into the Headlands and joined the rest of her brethren in fighting against the Scarlet Brotherhood. For her courage and valour she became a Knight of the Chase. Even with the

Rebellion a success, Corynith continued to press on against the Scarlet Brotherhood. With most who had thought her dead by their hands she has been truly dedicated, only returning to Killdeer once a year to resupply and visit the Temple of Trithereon.

Recently however the name of Lady Corynith Velvydia has gained much renown in the countryside near the village of Sturnhelm. She has single-handedly repelled two Hochebi raids upon the village, which has made her into something of a local hero.

What the people of Sturnhelm are blissfully unaware of however, is their protector is not the real Corynith (who is still in the Headlands), but in fact Arinhol who has assumed Corynith's identity. She hopes to earn promotion and kudos from her superiors by destroying the sacred artifact, the bell of Trithereon. Her failure to find the bell during the occupation, and its subsequent return has made this something of an obsession. It is not enough to just destroy it, she wants to discredit the name of Corynith Velvydia and settle an old score as well. The impostor, Arinhol, has been protecting Sturnhelm from her own Hochebi minions, which explains her success. This is to give her masquerade some credit. She knows the Knights of the Chase are very individualistic, rarely spending time as a group. Corynith is no different, as she has spent so much time in the field most of her superiors in Killdeer do not even remember what she looks like.

However a spanner was pitched into the works when divinations revealed that Corynith would be on her way to Killdeer. She ambushed Corynith but the lady was too strong for the Syrulite, and left Arinhol for dead. Arinhol did however manage to infect her with a Wurm of Syrul, a terrible worm that crawls inside wounds and causes divination magic to reveal false information through *misdirection*.

When villagers from Sturnhelm found Arinhol she decided to continue her masquerade as Corynith and send the outraged villagers to Killdeer to demand the real Corynith's head. With the arrival of the PCs as servants of Free Onnwal however, she has decided they will make more credible witnesses, and decides to send them instead.

ADVENTURE SUMMARY

Introduction: The PCs meet Corynith (Arinhol), who is being tended by peasants from Sturnhelm. They take her back to the village to make a full recovery.

Encounter One: The Wounded

Corynith (Arinhol) sends the PCs after the real Corynith, claiming she is a Scarlet Brotherhood imposter.

Encounter Two: Hochebi Ambush

Chasing after Corynith, the PCs encounter Hochebi that have been raiding Sturnhelm.

Encounter Three: Killdeer

The PCs arrive in Killdeer. Corynith has arrived already. A number of possibilities present themselves.

Encounter Four: The Scarlet Brotherhood

Contingencies for what the Scarlet Brotherhood are up to when they try to subtly steer the PCs and Corynith into a bloody conflict.

Encounter Five: The Blind Priest

Sarlen Freeman, a blind priest of Trithereon, councils the PCs not to slay the “impostor” but to bring her to the Temple.

Encounter Six: The Family

The PCs track down Corynith to a family home. She has been supporting the family of one of the refugees who Arinhol captured during the occupation. Their vehement defense of Corynith should give them food for thought.

Encounter Seven: The Lady

The PCs track down Lady Corynith. Whether they attack her or parlay will have an effect on this scenario.

Encounter Eight: Truth and Falsehood

The PCs take Corynith to the Trithereon temple to be questioned. Sarlen, in his blindness, is the only one able to prove the truth.

Encounter Nine: The Bell

A healed and restored Corynith (Arinhol) and her Scarlet Brotherhood agents attempt to destroy the bell.

INTRODUCTION

The scenario begins with the PCs on the road from Dunheern to Killdeer for whatever reason is appropriate (patrolling, looking for work in Killdeer etc.)

Two roughly dressed men step into view, carrying a makeshift stretcher of wood and rope. Upon this stretcher is a woman. Though the men have thrown their cloaks over the prone lady, you can see they are blooded.

Seeing you, they look at each other and mutter. Their body language is furious; they are arguing. Finally one of them turns to you.

“I don’ suppose one of thee is an ‘ealer? The lady, she be ‘urting and we be a good few hours from our village and the priest there. We’d be much obliging if you’d ‘elp us.”

The men are Valdor and Mentar, two hunters who found the fake Corynith (referred to hereafter as Corynith [Arinhol]) after her battle with the real one. They have little reason to doubt the genuineness of their heroine, and certainly will not give that impression.

Valdor and Mentar want the PCs to heal Corynith. A cleric’s cure spells or a Heal roll to treat the wounds are much appreciated. Corynith (Arinhol) is at 0 hp.

Successful treatment causes the woman to moan and awaken, suddenly grabbing the arm of the nearest PC and

saying, “The bell... you must...” before lapsing into unconsciousness again.

Valdor replies, “Poor woman, she is delirious.”

Irrespective of whether the PCs successfully heal Corynith or not, Valdor asks if they will help them carry the lady to their village of Sturnhelm. As they pointed out it is only a few hours away. If they inadvertently kill Corynith or refuse to follow, the scenario is over before it even began.

ENCOUNTER 1: THE WOUNDED

True to the word of the woodsmen, the village of Sturnhelm is only three hours east of the Killdeer Road.

OVERVIEW OF STUNHELM

Sturnhelm (Village):

1. Mathias’s

The Store has a misleading name; it serves as both general store and tavern in Sturnhelm. Owned by the headman Mathias Lortrem the store serves drinks as priced in the PHB and a backroom serves as a storage room containing Mathias’s stock. No weapons except daggers and knives are sold here, and only items of use to the common folk can be bought (e.g. rope, spikes etc. but no holy water or manacles).

Mathias also has a couple of rooms upstairs for visitors, though these are rarely used these days.

2. Chapel of the Wind and Sky

The only religion in Sturnhelm is that of the Oeridian agricultural gods. This takes the form of a small garden in the center of the village, ably tended by Givryn Thalaz, a muscular and stoic priest of Velnius. As with most of his kind, he shows due respect to the other gods of the pantheon.

In the center of the garden are four poles set at the cardinal points, to which prayer ribbons (pieces of cloth with the entreaties or prayers to the gods) are tied and allowed to blow in the winds. In the center is a square stone altar in which is set a pool of water mirroring the sky. Offerings to Velnius, usually flower blossoms, or the fruits of the harvest are placed here.

3. The Blacksmith

Nithal, the blacksmith here, is a muscular dark man. He mainly deals in common items the locals will need, so he has nothing in the way of weapons and armour to sell, except for a few spears and leather armour he keeps as the village “armoury”.

4. The Farms

Here most of the villagers carve out a living in the fields, cultivating crops.

5. The Graves

A number of graves are tended here, victims of the occupation.

Tending the Wounded

There is quite a commotion when the PCs arrive in the village carrying Corynith (Arinhol). Children come to watch, and the adults look on, concerned. Givryn, the village priest rushes from his garden at the centre of town to the stretcher. He, Valdor and Mentar insist on carrying Corynith (Arinhol) to Givryn's home. There, Givryn tends her wounds further and gratefully accepts any help from the PCs. Those who cannot help tend her wounds are offered the hospitality of the Store by Mathias.

As evening draws in, the PCs are summoned to Givryn's house, as the lady is asking for them.

Givryn the priest leads you into his bedchamber. There upon the bed lies the lady you brought to the village.

Though she is not fully recovered, she smiles weakly and says, "I understand you are among those to whom I owe my life. My name is Corynith Velvydia, some call me Lady Corynith, and I am of the Knights of the Chase.

"I tell you this because I must ask you to do something that I cannot, for I am confined to this bed for at least another day."

Assuming the PCs agree, Corynith (Arinhol) spins the following lies (though they should appear truthful to the PCs):

"I was riding for Killdeer this day to renew my vows to the Summoner. I met another lady upon the road. She was alone, unescorted and asked for my help. As my divinations revealed not the stench of iniquity upon her I assented and we rode side by side. I was little prepared when she attacked me. She was strong that one, and knocked me to the ground. In the fight that ensued she got the better of me. As she though I lay dying and she stripped me of my mail and my tabard of the Chase. She rides now, looking like one of the Pursuer's own.

At this point the lady grows agitated, "Don't you see? She must be a Scarlet Brotherhood impostor. You must hunt her down..."

Allow the PCs to question Corynith (Arinhol), but do not reveal that she is not what she seems. Here are some likely questions and answers:

- What's her name? *"I don't know."*
- Why us? *"My friends, you are more warlike than the good peoples of Sturnhelm, and may be able to help."*
- What does your attacker want? *"I know not what this vixen wants but her treachery proves her hands are Scarlet."*
- How much of a head start does she have? *"She has a days head start and is riding. She shall doubtless reach Killdeer before you."*

- Does she look just like you? What makes you think she'll be pretending to be you? *"My face is not well known among the brethren at Killdeer. This is true for most of the Knights of the Chase, as we tend to be solitary people. She is tall (near enough six feet), thin, and blond of tress. She wears the battledress of the Knights of the Chase is blue chain mail and the Rune of Pursuit; this will gain her admittance to our temples. There is no telling what damage she could do before someone unmasks her."*

If the PCs get too abrasive in their questioning, Givryn will tell them to be gentle as the lady is still frail. She will also stand up to any divinations they might try to cast on her due to a misdirection spell, either cast with a scroll, or through her own spellcasting abilities. When the PCs are ready to leave, Corynith (Arinhol) issues the following warning:

"There is but one more thing. Doubtless the Scarlet Brotherhood will convince my brethren of her authenticity. You cannot rely on them for aid, and must act to your own conscience."

Note: Once the PCs are on the road she intends to heal herself (being a cleric) and get to Killdeer by her own means to stir up trouble. She also contacts her fellow agents through a trained raven.

ENCOUNTER 2: HOICHEBI AMBUSH

A day into their journey to Killdeer, read or paraphrase the following:

The road to Killdeer has been empty thus far, but now ahead of you in the road are three white robed and hooded pilgrims, each bearing proudly the silvery sun and moon of Pholtus.

They are struggling to fix a wheel onto a cart that is covered with canvas. One of them turns to face you.

This group of Hoichebi (hobgoblins), that under Arinhol terrorized the area, managed to ambush a cart belonging to three Palish missionaries who were spreading the word of Pholtus to the people of the countryside. The stripped bodies of the missionaries and three of the Hoichebi are hidden beneath the canvas of the cart while the other three attempt this ruse.

The lead Hoichebi attempts to feign a human voice and ask the PCs for assistance. When they get within 20 feet of the wagon the three Hoichebi in the cart spring out and open fire with their bows while the robbed three draw melee weapons and close. If the PCs weren't expecting trouble they suffer a round of surprise.

This semi-cunning ruse has worked so far against commoners, but a successful Listen roll (DC 15) tells the PC that there is something odd about the hoarse voice of the "pilgrim" that asked for their aid. A successful Spot

check (DC 18) reveals the leathery-brown skin of the Hochebi beneath the hood of the robe.

ENCOUNTER 3: ARRIVAL IN KILLDEER

At last the fortress city of Killdeer, Capital of Free Onnwal, looms before you. Since long before the Scarlet threat loomed Killdeer was an armed camp. Its enemy has changed, but not its purpose, and once more the watchful eyes of Onnwal's soldiers look fast for their enemies. Two pairs of such eyes are however currently locked upon you as the gate guard mark your approach.

The two gate guards are called Nurian and Ewelon (Human male War2; LN). They are strict disciplinarians and stare disapprovingly at PCs who openly flout that they are carrying arms. In these days of war they can do little to stop people carrying weapons, but they moan constantly about how things are not the same since the Scarlet Brotherhood invaded. Law and order are becoming forgotten concepts.

Nurian is a follower of Pholtus, and an admirer of the teachings Cathera of Ogburg. He was on duty yesterday when Corynth rode into town and had harsh words with the Knight of the Chase, calling her a dangerous and iniquitous woman.

If the PCs mention that they are looking for a Knight of the Chase, Nurian happily tells them about the verbal dressing down he gave her. He does not know where she went when she entered the city, but probably "to that den of inequity they call the Temple of Trithereon".

If the PCs do not start any trouble here, they will be admitted into Killdeer.

The PCs now have several options:

- They could go to the Temple of Trithereon and look about, in which case go to Encounter 5.
- If they do nothing, the Scarlet Brotherhood will make sure they do not remain idle (see Encounter 4).
- They could ask about a Knight of the Chase going by the name of Corynth. Ask the PCs to make a Gather Information roll, and refer to the appropriate results below.

DC 14 or less

No one knows anything about a female Knight of the Chase. They do helpfully suggest trying the Temple of Trithereon.

DC 15

A helpful passer-by knows a Knight of the Chase, matching the description given who is making quite a fuss in the Slumbering Wyrms.

DC 20+

Several persons the PCs ask give differing accounts of seeing a lady visiting a house on the west side of the Main

Town (and thus can give directions to the Marbren House), and of such a lady being rowdy in the Slumbering Wyrms.

If the PCs choose this option, note this and if they do not find Corynth immediately run Encounter 7 using "The Lady Seeks Them Out" at an appropriate point.

ENCOUNTER 4: THE SCARLET BROTHERHOOD

The Scarlet Brotherhood has been monitoring the PCs since they met the Hochebi in Encounter 2. They intend to keep the PCs busy and supply them with leads in finding Corynth.

Two agents, Matthias and Larynth (see Appendix 2) follow the PCs around. Arinhol advised them of her situation via a coded message tucked into a trained messenger-bird.

They remain in the shadows, hidden and listening intently to the PCs conversations. They act as follows:

- If the PCs try to go to the Temple of Trithereon, or are having no luck in their investigations Matthias tries to divert them by posing as a love struck minstrel sitting in an alley-way en route. As the PCs go past he asks for a coin to sing to them of his new love, a fair lady in the Knights of the Chase, his dear Lady Corynth. If quizzed about this he initially pretends to regard the PCs as rival suitors, but can be easily coerced into giving directions to her lodgings in the Slumbering Wyrms. This will lead to the confrontation in Encounter 7.
- If the PCs leave the Temple of Trithereon and have not taken the hint from minstrel, Matthias disguises himself as an acolyte of Trithereon and helpfully guides the PCs to her lodgings in the Slumbering Wyrms.
- If the PCs find out about the Marbren family but do not follow this lead up immediately, Larynth sneaks to the Marbren household and successfully casts *sleep* on the family, before entering and pretending to be Jerla when the PCs do arrive. She claims that she hasn't seen Corynth today. If the PCs do not see through her Bluff attempt (opposed roll of Bluff against PC's Sense Motive if suspicious) then she slaughters the family in their sleep after they leave.
- If the PCs seem to have worked out that the Corynth they are seeking is the true one, Matthias and Larynth wait for the PCs to split into smaller groups and take them out one at a time.
- If either agent is caught, they have a draft of lethal poison concealed in their belts that they

take as soon as possible. This poison spoils after a week, thus PCs cannot keep it. It is also only effective through concentrated consumption (i.e. consuming the entire draft at once, not placed in food).

ENCOUNTER 5: THE BLIND PRIEST

If the PCs come to the Temple of Trithereon read or paraphrase the following description, as it contains a valuable clue concerning Trithereon's three animal companions:

This makeshift temple consists of two levels, the ground floor containing a sacristy and sizable chapel while the upper level serves as a bell-tower. This temple was built on the remains of the old temple that was leveled during the occupation.

The interior is well kept, consisting of several rows of pews, an altar, and at the back of the Temple statues of Trithereon the Summoner, and his three favourite animals, Neomund the Hound, Harrus the Hawk and Carolk the Lizard.

Generally during the day Sarlen Freeman kneels by the pews. An aging and blind priest he is respected by his brethren. If the PCs make any inquiries regarding Corynith a nervous acolyte who interrupts the old man's prayers directs them to Sarlen.

When Sarlen turns his milk-white eyes upon the PCs he can detect any concern in their voices. Sarlen's other senses have compensated for the loss of his eyes and he can tell much about a person by listening.

If they ask about Corynith, Sarlen asks why they seek her. He accepts nothing but the truth, having an uncanny sense for when he is being lied to. If the PCs put their cards on the table, he is thoughtful for a moment, before requesting that the PCs do not act rashly in apprehending Corynith, and that they bring her here. He suggests they look for her at the Marbrens House in the western side of the Main Town. Going there takes the PCs to Encounter 6.

If they do not come clean, Sarlen does not reveal any more, though they may encounter a helpful "acolyte" (actually a Scarlet Brotherhood operative, see Encounter 4).

If the PCs behave badly in Sarlen's presence several acolytes come to the aid of the aging priest and will forcibly eject the PCs.

ENCOUNTER 6: THE FAMILY

The trail leads the PCs to the family home of the Marbrens. If the PCs have procrastinated in coming here, these witnesses may have been silenced (in which case see Encounter Four).

Situated in a poorer area of the Main Town, this house has seen its share of tragedies. The master of the

house, Vertis Marbren was among the refugees who Corynith had tried to lead to safety, and never returned. Vertis' wife and children however were among those who escaped to Nyronnd, but returned after the Rebellion, hoping to find Vertis. They met Corynith instead, and learned of his fate.

On Corynith's return to Killdeer she brings captured booty and gives it to Vertis' wife and children to help them through the year ahead. This year was no exception.

The occupants of the home include the mother, Jerla, and her four children. Jerla is a weaver by trade, and struggles to make ends meet and bring up her children (the oldest is 8).

If asked, Jerla can describe the real Corynith, which will obviously meet the description of the woman the PCs are hunting. Corynith dropped by in the morning and left a bag of money for the family. If pressed for anything unusual, Jerla says, "She looked very pale, and said very little."

ENCOUNTER 7: THE LADY

There are several ways this encounter can begin.

The Slumbering Wurm

If the PCs have traced her to her lodgings in the Slumbering Wurm, then they find her seated at a table in the inn.

Lady Corynith has been having a bad few days. It is taking her body a while to become used to the parasite that has taken residence in her, and she has been feeling very feverish and short tempered. She has coupled this with a brief drinking binge, reasoning by some tenuous leap of logic that this will help.

When the PCs enter the tavern read the following:

The tavern is a dimly lit and smoky den. The sound of mischievous laughter can be heard, and over the bar is the sign of the Laughing Rogue, Olidamarra.

What is the current spectacle however is the woman dressed in a dirtied blue tabard, and resting a spear on the table she is seated at. Several empty tankards and shot glasses also rest on the table, and several of the local men are sat around, grinning and chatting to the lady.

One of them makes the mistake of pressing too far in his conversation, and receives a mailed fist in the stomach. He and his fellows swiftly clear out, leaving the lady to her drinking.

Corynith is a mess, as she is slightly drunk, boorish and most of all aggressive. She will not respond well to accusations, and if pressed, challenges the toughest looking fighter in the party to a duel outside.

Needless to say, due to the effects of the parasite inside her, all divination spells will give the opposite answer when used on her (thus *know alignment* would reveal her as lawful evil, *detect evil* would show her as evil).

Corynith attempts to goad the PCs into a non-lethal fight. She will not kill any of them unless she is left with no choice.

If the PCs slay her outright, have them arrested. The scenario is over, and they have to face the consequences of their actions. That night, news reaches them of the destruction of the bell in the Temple of Trithereon.

The Lady Seeks Them Out

If the PCs have been asking about town for Corynth, word has gotten back to the lady. She seeks them out, and eventually manages to track them down. She behaves in the manner described above, only worse due to heightened paranoia.

ENCOUNTER 8: TRUTH AND FALSEHOOD

If Corynth and the PCs arrive at the Temple of Trithereon the lady demands to be heard by the Master Priest. If this is their first visit to the Temple ensure you read the description in Encounter 5, as it provides a valuable clue to a later puzzle.

The PCs are brought into the sacristy where they meet the Master Priest Nialle the Wanderer, a group of his acolytes, and the blind Sarlen Freeman, whom the PCs may have met earlier in this scenario. Various acolytes lurk in the sacristy, including two Scarlet Brotherhood operatives working for Arinhol disguised as acolytes. Also, if their cover was not blown, Matthias and Larynth are among the commoners in prayer, waiting to lend their efforts to any combat if necessary.

Arinhol herself has tailed the PCs to Killdeer, and is at this moment setting her *firetrap* to the bell, intending on destroying the bell and her adversary.

Corynth is livid now; the effects of the Worm are making her feel terrible. Nialle asks the PCs to explain themselves. At the first opportunity Corynth lashes out, asking for the priests to use divinations to corroborate her story.

Due to the effects of the Worm, all divination spells cast on Corynth give misleading results. *detect evil* reveals she is lawful evil, as opposed to her true chaotic good alignment, *detect lie* reveals a lie when the truth was told. With each incorrect divination Nialle shakes his head and Corynth gets more desperate and aggressive.

As she tells more “lies”, Nialle becomes very irate, and wants to kill her there and then. If the PCs do not stand up for Corynth, Sarlen certainly does. He claims, “There is something in her voice that just rings true.”

Clever PCs may be able to use the reversal of the divinations to their advantage (e.g. An answer of Yes to “Are you a woman?” is revealed to be a lie, so this may show the reversal).

The Curse

It should become apparent to the PCs that Corynth is suffering from some sort of *misdirection* effect. Certainly the Trithereonites, with the exception of Sarlen who is calm and impassive, are incensed that a traitor might be

in their midst. Unless the PCs argue her case, the Trithereonites are quite happy to execute Corynth.

If the PCs do suggest that the lady is cursed Sarlen agrees saying, “I may be blind, but I can hear the truth and this lady speaks it.”

This acts to mollify the vengeful Trithereonites, though the Scarlet Brotherhood infiltrators attempt to pad the argument out to delay the possible discovery of their plan in the Bell.

If it is suggested that the clerics try to remove the curse on Corynth, Sarlen steps forward to cast a *remove curse* spell on Corynth. What should be a shocking moment for all is when the Knight of the Chase doubles over in pain, unable to move. A minute later in a mixture of blood and vomit the wyrm exits her mouth and starts to slither across the room. Any PC can easily crush the wyrm underfoot. As for Corynth, she is cured, though will require some rest.

The Slip

Irrespective of whether Corynth was found guilty or not, the PCs are warmly congratulated for their efforts by the acolytes in the Temple. However, one of the Scarlet Brotherhood agents posing as an acolyte shakes the PCs hands and congratulates them on having “the eyes of Carolck the Hawk.”

Allow each of the PCs hearing this remark to make a Knowledge (religion) roll (DC 12). Clerics of Trithereon automatically make this roll. A successful roll reveals that Carolck is in fact Trithereon’s lizard companion. The correct phrase is “Harrus the Hawk”. PCs can also make the connection themselves if they have read the source material concerning Trithereon.

If the PCs do not catch on to this and leave the Temple, the Bell is destroyed in a conflagration minutes later. Go to the Failure conclusion.

ENCOUNTER 9: THE BELL

This encounter occurs if the PCs think to investigate the temple bell. A healed and recovered Arinhol has “replaced” the bell toller. She has also installed a magical device intended to destroy it, which the PCs must defuse or throw out the window (see below for details).

Three of her thugs are disguised as Trithereonites or lay-people and they follow the PCs up here. Matthias and Larynth, if they are still active, are pretending to be in prayer in the chapel below, but stand ready to help also.

If the impostor is recognized or if a search of the bell takes place she calls for her companions to attack, aided by her minions, Matthias, and Larynth if available.

The Explosion

The impostors fight to the last to protect the Firetrap. As the Scarlet Brotherhood agents lack the ability to cast this high-level spell they have been forced to use a runic magical device that is inside the bell. Each round of combat allow the PCs a Spot Roll (DC 10) to spot the glowing rune stone inside the bell. Searching PCs (i.e.

those not engaged in combat and examining the bell) automatically find it.

It is possible to disarm this rune stone permanently by breaking it correctly. A rogue PC who makes a successful Disable Device check (DC 32) will disable the spell.

For a more mundane solution there is fortunately, an open window to the empty church grounds outside from which the PCs can throw the bead. The Firetrap goes off after 5 rounds of combat, destroying the bell if not removed. The damage it does, varies by APL.

APL	DAMAGE
2	3d8
4	5d8
6	7d8

🔥 **Firetrap Bead:** When activated, this magical rune weapon gives the user 5 rounds to throw it, or otherwise remove themselves from the area where it rests. At the end of 5 rounds, the Firetrap Bead explodes causing damage in a 20 ft. spread. Firetrap beads can be set to do as little as 3d8 damage, and as much as 9d8 damage, upon creation. Once the bead has been set to explode, it cannot be deactivated except by a rogue who makes a successful Disable Device check (DC 32).

Caster Level: 13th; *Prerequisites:* Craft Wondrous Item, delayed blast fireball; *Market Price:* 4550 gp; *Weight:* ½ lb.

CONCLUSION

There are two main conclusions to this module. Either the PCs have successfully prevented Arinhol from destroying the bell, earning them the respect of the local clergy of Trithereon, or the bell has been destroyed in the blast.

Success

If the PCs were successful in neutralizing Arinhol's threat and curing the true Corynth then the PCs have earned the respect of the Church of Trithereon and the Knights of the Chase. Corynth goes to Sturnhelm to clear up the impostor's lies.

Each PC is given a medallion with the Rune of Pursuit. It can be used to cast *Protection From Evil* once on its wearer, and shows the PC to be a friend of the Church of Trithereon within Onnwal.

In addition each member of the party will receive an Influence Point with the Church of Trithereon.

Failure

If the bell was destroyed the Church of Trithereon suffers a terrible loss. The survival of that bell under the noses of the Scarlet Ones during the Occupation was a symbolic victory of the church. Morale in Killdeer among the Knights of the Chase and Church reaches an all-time low. Nialle and Sarlen begin the arduous task of

commissioning another bell, but it is not the same and even they in their hearts know this.

If Arinhol escaped and carried out her plan then the day after the destruction of the bell and/or the death of the true Corynth, a messenger seeks the PCs out wherever they are, and asks for them by name. He has an item for the PCs, an ornate brass box.

The man, Crigol, is an honest courier for hire. If asked about who hired him, he will say it was a woman dressed in the garb of the Knights of the Chase. She bade him deliver the box to the PCs and paid a platinum sea eagle.

The box is untrapped and unlocked. If the PCs open it they find a golden symbol of a forked tongue resting upon a piece of scarlet cloth. A note beneath the symbol of Syrul reads, "For services rendered."

The item is cursed, but do not reveal this until someone puts it on, or the scenario is completely over. The PCs have failed, but then it was a master liar that duped them.

The End.

EXPERIENCE POINT SUMMARY

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

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

Encounter 1: The Wounded

Tending Corynth (Arinhol): 25 xp

Encounter 2: Hochebi Ambush

Defeating the Hochebi 50 xp

Encounter 4: The Scarlet Brotherhood

Defeating Matthias and Larynth 75 xp

Encounter 5: The Family

Saving the real Marbrens 25 xp

Encounter 8: Truth and Falsehood

Curing Corynth of the wyrm 25 xp

Encounter 9: The Bell

Defeating Arinhol and friends 150 xp
Saving the bell 50 xp

Total experience for objectives 400 xp
Discretionary role-playing award 0-50 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Snake Wand (value 25 gp, weight 1 lb)

This wand that Arinhol struck Corynth with was used to summon the Wyrmling of Syrul. Unfortunately it does not have any charges left, but the dweomercrafters of Free Onnwal will pay 25 gp to be able to examine this deadly weapon of the Scarlet Brotherhood.

Golden Symbol of the Forked Tongue (value 0 gp, weight 2 lbs)– The forked tongue of Syrul is an unholy symbol, and this poisoned gift was sent to the PCs if they were duped by the Syrulite's lies. A cursed item, any PC who puts on this medallion suffers the effects of a *Bane* spell and is unable to remove this medallion without a *Remove Curse* or equivalent spell.

Note: It goes without saying any PCs trying to sell this odious piece of jewelry from the Scarlet Brotherhood will

receive no takers, and may find the local Rebel Leader wishes to have a word with them...

6 Medallions with a Rune of Pursuit (value 50 gp, weight 2 lbs) As a sign of respect the Church of Trithereon gives this token to persons who have done a great service to the Church. It has the power to cast *Protection From Evil* once upon the wearer.

Masterwork Dagger (value 301 gp, weight 1 lbs) Arinhol's dagger has a silver forked tongue on the pommel.

Broken Firetrap Bead (value 25 gp, weight ½ lb) This rune stone, if disarmed, is of interest to Onnwal's magi (in particular Celendrenn) and though useless the magi offer 50 gp for the chance to study the Scarlet Brotherhood artifact.

Favour of the Church of Trithereon. You have earned the favour of the Temple of Trithereon for your valour in the defence of their Temple.

APPENDIX 1: KNIGHTS OF THE CHASE

The information below should be made available to the players as and when they ask for information regarding the Knights of the Chase.

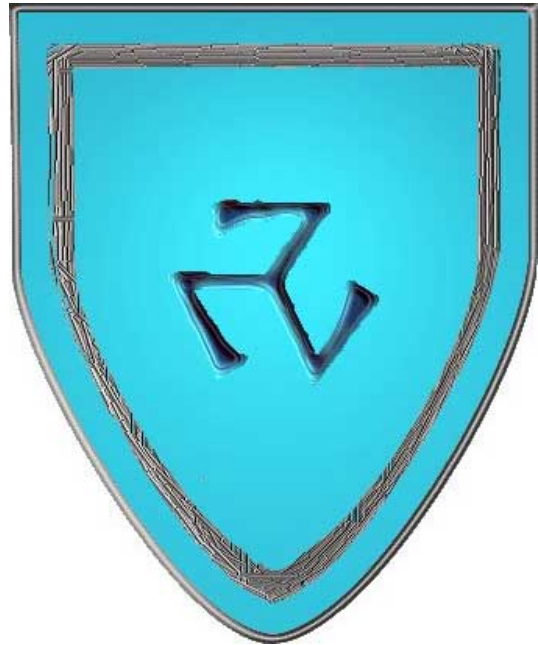
This loosely organized Knighthood is made up of fanatical followers of Trithereon, the majority of whom are either priests or warriors. Wanderers all, these individuals wander the Flanaess fighting oppression and freeing those who are enslaved or held for no just cause. Many half-elves and half orcs find themselves drawn into this Order. Members traveled to Onnwal from Southern Nyronnd with Nialle the Wanderer to aid Onnwal in its time of need.

Knights of the Chase are highly individualistic, devoted folk who are used to acting on their own initiative. As wanderers they own only what they can carry with them or on their warhorse. The only authority that these questing warriors recognize is that of their god or a Master Priest or Priestess. Merciless opponents they relentlessly hunt those who have earned their ire and almost always deal with the transgressor as they see fit. A Knight of the Chase will never turn away from those in need of rescue or protection, as this is seen as a terrible sin, unless the person in question is himself guilty of oppression.

Usually encountered alone theirs is a life of loneliness although several have been encountered in Onnwal operating in small groups. These groups hardly ever stay together long as the highly individualistic, and chaotic, personalities of the group are not conducive to teamwork. Members of this order are easily distinguishable by their blue chain mail emblazoned with a silvered pursuit rune. Particularly devout or powerful Knights have this rune etched in gold.

Taken from the Player's Guide to Onnwal, by Creighton Broadhurst, Paul Looby et al.

HERALDRY OF THE KNIGHTS OF THE CHASE



APPENDIX 2: MONSTER STATS

APL 2

➤ **Arinhol:** Female human Clr3 (Syrul); CR 3; Medium-size humanoid; HD 3d8+3; hp 25; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +4 melee (1d4+1/19-20, masterwork dagger); AL LE; SV Fort +6, Ref +3, Will +7

Str 13, Dex 15, Con 16, Int 14, Wis 18, Cha 16

Skills and Feats: Bluff +9, Concentration +8, Diplomacy +5, Disguise +9, Heal +6, Hide +6, Knowledge (Religion) +4, Spellcraft +4, Spot +5; Combat Casting, Improved Initiative, Toughness.

Possessions: studded leather armour, small metal shield, masterwork dagger.

Spells Prepared (4/3+1/2+1; base DC = 14 + spell level): 0—cure minor wounds, guidance, resistance, virtue; 1st—command, cure light wounds, protection from good*, random action; 2nd—hold person, invisibility*, spiritual weapon;

**Domain Spells.* Domains: Evil (May cast evil spells as though one level higher), Trickery (Bluff, Disguise, and Hide are class skills)

➤ **Corynth Velvydia:** Female human Clr2 (Trithereon)/Ftr1; CR 3; Medium-size humanoid; HD 2d8+1d10+3; hp 22; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atks +6 melee (1d8+3/19-20, longsword); AL CG; SV Fort +5, Ref +1, Will +6

Str 17, Dex 12, Con 10, Int 11, Wis 17, Cha 16

Skills and Feats: Concentration +2, Diplomacy +5, Heal +4, Hide -4, Knowledge (Religion) +2, Move Silently -4, Ride +4, Spellcraft +2, Spot +4; Combat Casting, Mounted Combat, Toughness, Weapon Focus (longsword).

Possessions: chain mail armour, longsword, small metal shield, holy symbol of Trithereon, tabard of the Knights of the Chase.

Spells Prepared:(4/3+1; base DC = 13 + spell level): 0 – light, mending, read magic, resistance; 1st – entropic shield, magic weapon*, obscuring mist, sanctuary

**Domain spells.* Domains: Good (May cast good spells as though 1 level higher), War (Free Martial Weapon Proficiency and Weapon Focus with the diety's favored weapon)

➤ **Hobgoblin:** hp 9 each; see *Monster Manual* page 119.

➤ **Larynth:** Female human Mnk1; CR 1; Medium-size humanoid; HD 1d8+2; hp 9; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (touch 15, flat-footed 10); Atks +3 melee (1d6+3, unarmed attack), +3 ranged (1d8/19-20, light crossbow); SA Unarmed strike, stunning attack; SQ Evasion; AL LE; SV Fort +4, Ref +5, Will +4

Str 16, Dex 16, Con 14, Int 15, Wis 15, Cha 16

Skills and Feats: Balance +6, Bluff +4, Climb +6, Diplomacy +6, Escape Artist +6, Hide +6, Jump +6, Listen

+5, Move Silently +7, Swim +4, Tumble +4; Dodge, Improved Initiative

Possessions: light crossbow, 10 bolts, 5 gp

➤ **Matthias:** Male human Rog1; CR 1; Medium-size humanoid; HD 1d6; hp 6; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +0 (1d6/18-20, rapier); SA Sneak attack; AL LE; SV Fort +0, Ref +5, Will +0
Str 10, Dex 16, Con 11, Int 17, Wis 11, Cha 17

Skills and Feats: Bluff +7, Diplomacy +7, Disguise +7, Escape Artist +7, Gather Information +7, Hide +7, Innuendo +4, Listen +4, Move Silently +7, Perform +7, Read Lips +7, Search +7, Spot +3; Dodge, Improved Initiative

Possessions: studded leather armour, rapier, pouch with 5 gp.

➤ **Scarlet Brotherhood Agent:** Male human War1; CR 1/2; Medium-size humanoid; HD 1d8; hp 8; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atks +3 melee (1d6+2/19-20, shortsword); AL LE; SV Fort +2, Ref +1, Will +0

Str 14, Dex 13, Con 11, Int 9, Wis 10, Cha 10.

Skills and Feats: Climb +4, Listen +2, Spot +2, Swim +4; Alertness, Dodge.

Possessions: short sword, studded leather armour

APL 4

➤ **Arinhol:** Female human Clr5 (Syrul); CR 5; Medium-size humanoid; HD 5d8+5; hp 46; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +6 melee (1d4+2/19-20, masterwork dagger); AL LE; SV Fort +7, Ref +3, Will +8

Str 14, Dex 15, Con 16, Int 14, Wis 18, Cha 16

Skills and Feats: Bluff +11, Concentration +9, Diplomacy +6, Disguise +11, Heal +7, Hide +7, Knowledge (Religion) +5, Spellcraft +5, Spot +5; Combat Casting, Improved Initiative, Toughness.

Possessions: studded leather armour, small metal shield, masterwork dagger.

Spells Prepared (5/4+1/3+1/2+1; base DC = 14 + spell level): 0 – cure minor wounds (2), guidance, resistance, virtue; 1st – command (2), cure light wounds, protection from good*, random action; 2nd – aid, hold person, invisibility*, spiritual weapon; 3rd – blindness/deafness, contagion, magic circle against good*

**Domain Spells.* Domains: Evil (May cast evil spells as though one level higher), Trickery (Bluff, Disguise, and Hide are class skills)

➤ **Corynth Velvydia:** Female human Clr2 (Trithereon)/Ftr3; CR 5; Medium-size humanoid; HD 2d8+3d10+5; hp 34; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atks +9 melee (1d8+4/19-20, longsword); AL CG; SV Fort +6, Ref +2, Will +7

Str 18, Dex 12, Con 10, Int 11, Wis 17, Cha 16

Skills and Feats: Concentration +2, Diplomacy +5, Heal +4, Hide -3, Knowledge (Religion) +2, Move Silently -3, Ride +6, Spellcraft +2, Spot +4; Combat Casting, Mounted Combat, Toughness, Weapon Focus (longsword).

Possessions: chain mail armour, longsword, small metal shield, holy symbol of Trithereon, tabard of the Knights of the Chase.

Spells Prepared:(4/3+1; base DC = 13 + spell level): 0 – light, mending, read magic, resistance; 1st – entropic shield, magic weapon*, obscuring mist, sanctuary

**Domain spells.* Domains: Good (May cast good spells as though 1 level higher), War (Free Martial Weapon Proficiency and Weapon Focus with the diety's favored weapon)

➤ **Hobgoblin, Ftr2:** CR 2; Medium-size Humanoid (6 ft. tall); HD 2d10+1d8+3; hp 23; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30; AC 15 (touch 11, flat-footed 14); Atks +3 melee (1d8/19-20, longsword); AL LE; SV Fort +6, Ref +1, Will +0.

Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +4, Hide +1, Jump +4, Listen +3, Move Silently +3, Ride +3, Spot +3; Alertness, Combat Reflexes, Improved Initiative, Toughness.

Possessions: robes of Pholtus, holy symbol of Pholtus (for those in disguise), leather armor, small shield, longsword, 2 gp each.

➤ **Larynth:** Female human Mnk3; CR 3; Medium-size humanoid; HD 3d8+6; hp 24; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (touch 15, flat-footed 10); Atks +5 melee (1d6+3, unarmed attack), +5 ranged (1d8/19-20, light crossbow); SA Unarmed strike, stunning attack; SQ Evasion, defect arrows, still mind; AL LE; SV Fort +5, Ref +6, Will +5

Str 16, Dex 16, Con 14, Int 15, Wis 15, Cha 16

Skills and Feats: Balance +8, Bluff +7, Climb +7, Diplomacy +7, Escape Artist +8, Hide +8, Jump +8, Listen +6, Move Silently +7, Swim +4, Tumble +4; Dodge, Improved Initiative

Possessions: light crossbow, 10 bolts, 5 gp

➤ **Matthias:** Male human Rog3; CR 3; Medium-size humanoid; HD 3d6; hp 14; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +5 (1d6/18-20, rapier); SA Sneak attack; SQ Evasion, uncanny dodge (dex bonus to AC); AL LE; SV Fort +1, Ref +6, Will +1

Str 10, Dex 16, Con 11, Int 17, Wis 11, Cha 17

Skills and Feats: Bluff +9, Diplomacy +9, Disguise +9, Escape Artist +9, Gather Information +9, Hide +9, Innuendo +6, Listen +6, Move Silently +9, Perform +8, Read Lips +8, Search +8, Spot +4; Dodge, Improved Initiative, Weapon Finesse (rapier)

Possessions: studded leather armour, rapier, pouch with 5 gp.

➤ **Scarlet Brotherhood Agent:** Male human War 3; CR 2; Medium-size humanoid; HD 3d8+3; hp 20; Init +1; Spd 30 ft.; AC AC 14 (touch 11, flat-footed 13); Atks +5 melee (1d6+2/19-20, shortsword); AL LE; SV Fort +3, Ref +2, Will +1

Str 14, Dex 13, Con 12, Int 9, Wis 10, Cha 10.

Skills and Feats: Climb +4, Jump +4, Listen +2, Spot +2, Swim +4; Alertness, Dodge, Toughness.

Possessions: short sword, studded leather armour, pouch with 12 cp.

APL 6

➤ **Arinhol:** Female human Clr7 (Syrul); CR 7; Medium-size humanoid; HD 7d8+7; hp 62; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +7 melee (1d4+2/19-20, masterwork dagger); AL LE; SV Fort +8, Ref +4, Will +9

Str 14, Dex 15, Con 16, Int 14, Wis 18, Cha 16

Skills and Feats: Bluff +12, Concentration +10, Diplomacy +7, Disguise +12, Heal +8, Hide +8, Knowledge (Religion) +6, Spellcraft +7, Spot +6; Combat Casting, Improved Initiative, Run, Toughness.

Possessions: studded leather armour, small metal shield, masterwork dagger.

Spells Prepared (7/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0 – cure minor wounds (3), guidance, resistance, virtue (2); 1st – command (2), cure light wounds (2), protection from good*, random action; 2nd – aid, hold person (2), invisibility*, spiritual weapon; 3rd – bestow curse, blindness/deafness, contagion, magic circle against good*; 4th – confusion*, divine power, unholy blight

*Domain Spells. Domains: Evil (May cast evil spells as though one level higher), Trickery (Bluff, Disguise, and Hide are class skills)

➤ **Corynth Velvydia:** Female human Clr4 (Trithereon)/Ftr3; CR 7; Medium-size humanoid; HD 4d8+3d10+7; hp 44; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atks +11/+6 melee (1d8+4/19-20, longsword); AL CG; SV Fort +7, Ref +3, Will +8

Str 18, Dex 12, Con 10, Int 11, Wis 17, Cha 16

Skills and Feats: Concentration +8, Diplomacy +5, Heal +4, Hide -3, Knowledge (Religion) +2, Move Silently -3, Ride +6, Spellcraft +2, Spot +4; Combat Casting, Mounted Combat, Toughness, Weapon Focus (longsword).

Possessions: chain mail armour, longsword, small metal shield, holy symbol of Trithereon, tabard of the Knights of the Chase.

Spells Prepared:(6/4+1/3+1; base DC = 13 + spell level): 0 – cure minor wounds, guidance, light, mending, read magic, resistance; 1st – entropic shield, magic weapon*, obscuring mist, random action, sanctuary; 2nd – hold person, silence, spiritual weapon*, summon monster II

*Domain spells. Domains: Good (May cast good spells as though 1 level higher), War (Free Martial Weapon Proficiency and Weapon Focus with the diety's favored weapon)

➤ **Hobgoblin, Ftr4:** CR 4; Medium-size Humanoid (6 ft. tall); HD 4d10+1d8+3; hp 35; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30; AC 15 (touch 11, flat-footed 14); Atks +6 melee (1d8/19-20, longsword); AL LE; SV Fort +7, Ref +2, Will +1.

Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +5, Hide +1, Jump +5, Listen +3, Move Silently +3, Ride +5, Spot +3; Alertness, Combat Reflexes, Dodge, Improved Initiative, Toughness, Weapon Focus (longsword).

Possessions: robes of Pholtus, holy symbol of Pholtus (for those in disguise), leather armor, small shield, longsword, 2 gp each.

➤ **Larynth:** Female human Mnk5; CR 5; Medium-size humanoid; HD 5d8+10; hp 38; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft.; AC 16 (touch 16, flat-footed 10); Atks +6 melee (1d6+3, unarmed attack), +6 ranged (1d8/19-20, light crossbow); SA Unarmed strike, stunning attack; SQ Evasion, defect arrows, still mind, slow fall (20 ft.), purity of body; AL LE; SV Fort +6, Ref +7, Will +6

Str 16, Dex 16, Con 15, Int 15, Wis 15, Cha 16

Skills and Feats: Balance +10, Bluff +11, Climb +9, Diplomacy +9, Escape Artist +10, Hide +10, Jump +8, Listen +6, Move Silently +9, Swim +4, Tumble +4; Dodge, Improved Initiative, Skill Focus (Bluff)

Possessions: light crossbow, 10 bolts, 5 gp

➤ **Matthias:** Male human Rog5; CR 5; Medium-size humanoid; HD 5d6; hp 27; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +5 (1d6/18-20, rapier); SA Sneak attack; SQ Evasion, uncanny dodge (dex bonus to AC); AL LE; SV Fort +2, Ref +7, Will +1

Str 10, Dex 16, Con 12, Int 17, Wis 11, Cha 17

Skills and Feats: Bluff +11, Diplomacy +11, Disguise +11, Escape Artist +11, Gather Information +11, Hide +11, Innuendo +8, Listen +8, Move Silently +11, Perform +10, Read Lips +10, Search +8, Spot +4; Dodge, Improved Initiative, Weapon Finesse (rapier)

Possessions: studded leather armour, rapier, pouch with 5 gp.

➤ **Scarlet Brotherhood Agent:** Male human War 5; CR 4; Medium-size humanoid; HD 5d8+5; hp 28; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +7 melee (1d6+2/19-20, shortsword); AL LE; SV Fort +4, Ref +2, Will +1

Str 14, Dex 14, Con 12, Int 9, Wis 10, Cha 10

Skills and Feats: Climb +5, Jump +4, Listen +2, Spot +2, Swim +5; Alertness, Dodge, Toughness.

Possessions: short sword, studded leather armour, pouch with 12 cp.

APPENDIX THREE: MAPS AND PLANS

STURNHELM AREA MAP



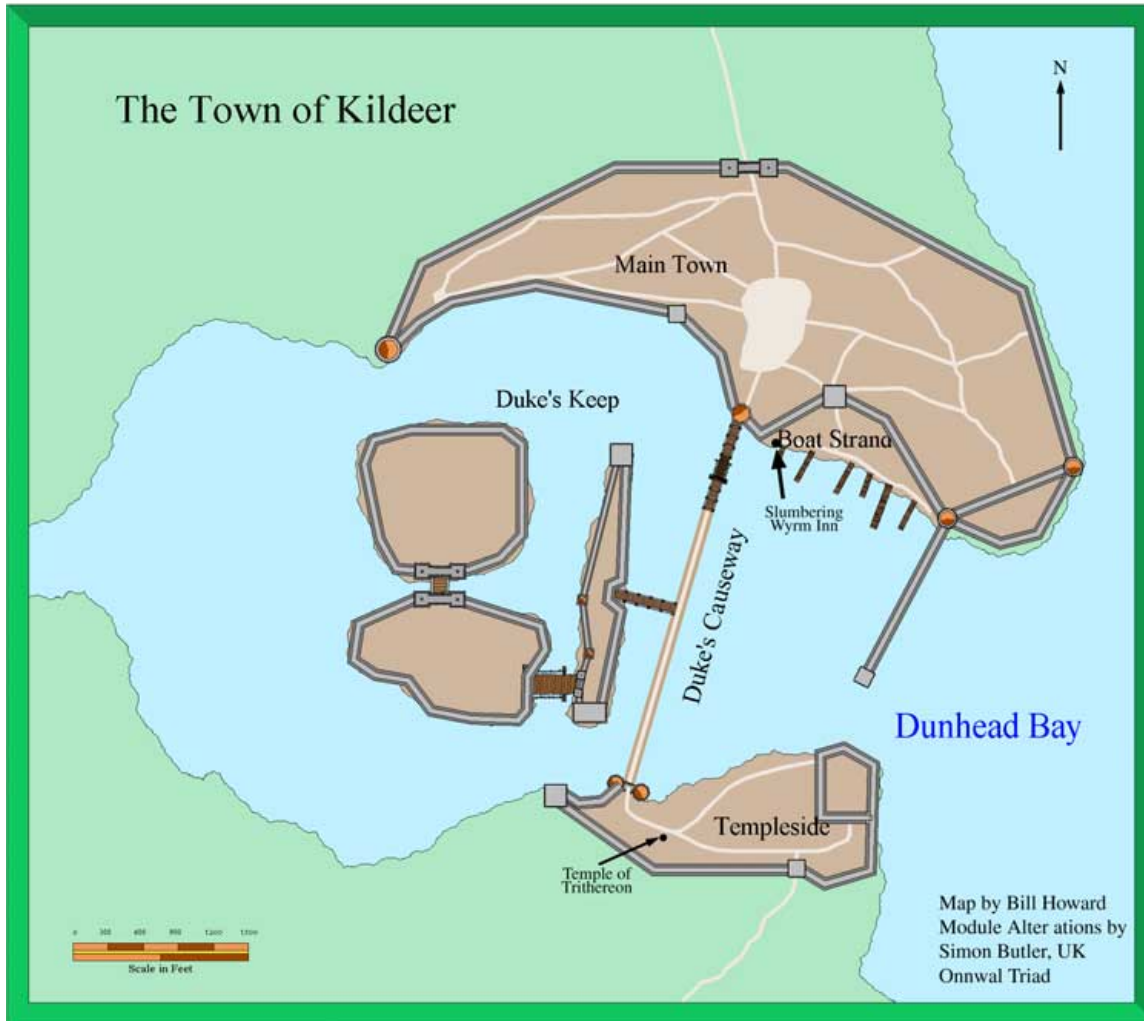
STURNHELM VILLAGE



Key:

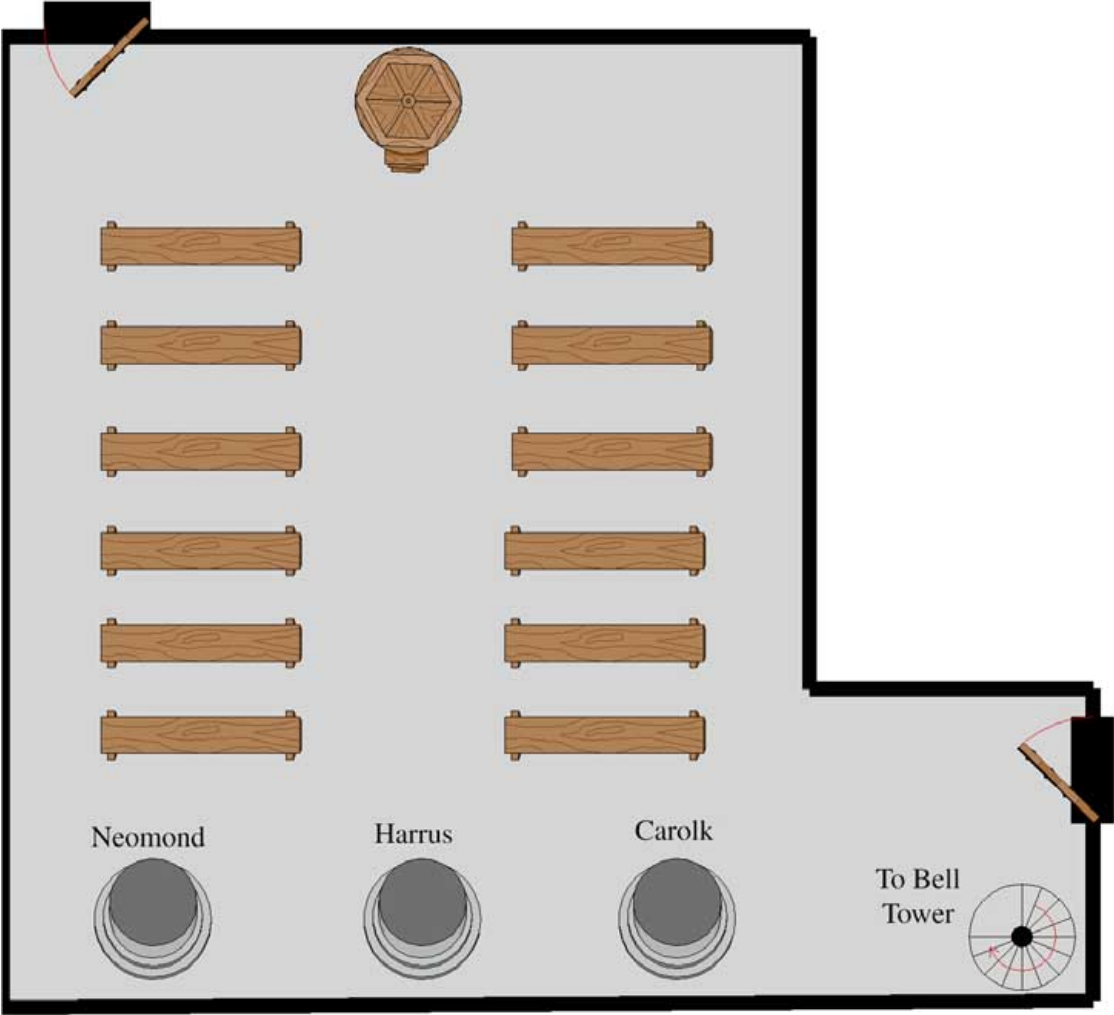
- 1.) Mathias's Store
- 2.) Chapel of the Wind and Sky
- 3.) The Blacksmith
- 4.) The Farms
- 5.) The Graves

KILDEER AREA MAP

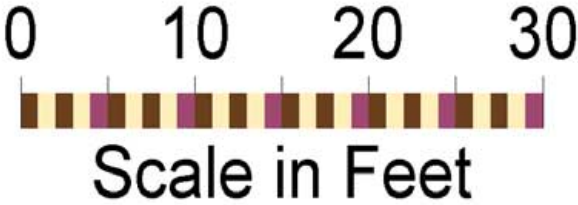


TEMPLE OF TRITHEREON
GROUND LEVEL

Temple of Trithereon, Ground Level

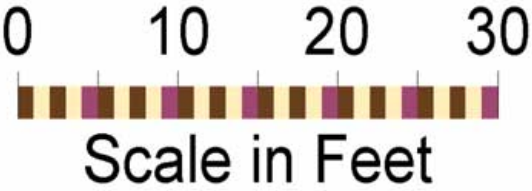
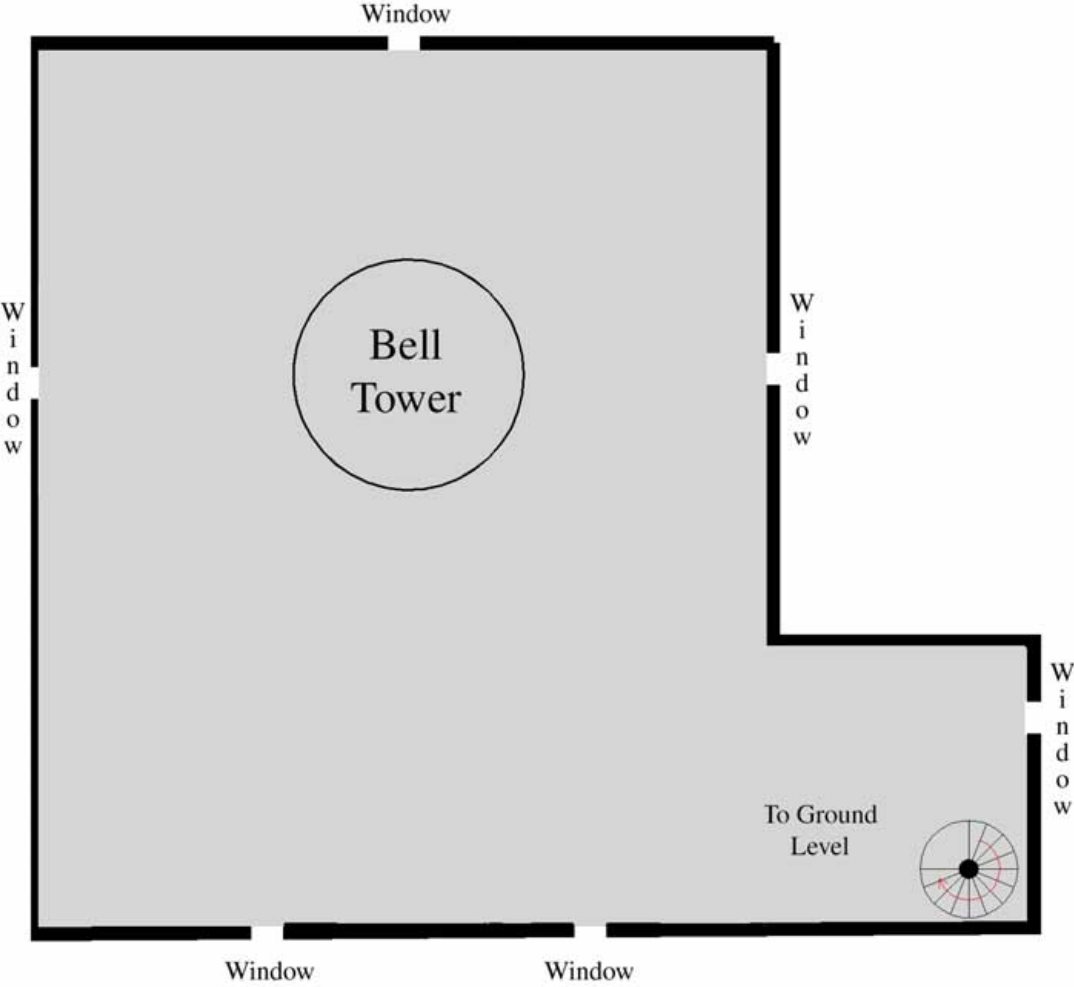


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UK Onnwal Triad



TEMPLE OF TRITHEREON
BELL TOWER LEVEL

Temple of Trithereon, Bell Tower Level



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UK Onnwal Triad

ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.