

VEL3-04

Shrouded in Mist

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

Round 1

by Tim Sech

Triad Edit: Charles James

Circle Edit: David Christ

A light mist falls on the city of Whitehale as tensions remain high since the attacks on the villages near Castle Sepher. Sir Ellard Rojan still stubbornly denies help from Mitrik and yet has found nothing but dead ends and frustration. Can the Hextorites be that quiet? Part 2 of the Paranoia and Deceit series. For APLs 4-12

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the Dungeon Master's

Guide when confronted with a trap or hazard, or the Monster Manual when confronted with a monster.

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

Scoring

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

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

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

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring

their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

Living Greyhawk Levels of Play

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

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

| CR | 1 | 2 | 3 | 4 |
|-----------|---|---|----|----|
| 1/4 & 1/6 | 0 | 0 | 0 | 1 |
| 1/3 & 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 6 | 7 | 8 |
| 5 | 5 | 7 | 8 | 9 |
| 6 | 6 | 8 | 9 | 10 |
| 7 | 7 | 9 | 10 | 11 |

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

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

Adventure Summary and Background

This is the second part in the Paranoia and Deceit series. After the last time the players were in this area of Veluna there were many orc attacks against the villages near Castle Sepher in the Diocese of Whitehale. The villages that were saved were Slarn and Feyvon the others perished under the orc attack. They were stopped by the PCs and the brave Knights of Whitehale but not without heavy losses. While it is not necessary for PCs to have played the first module, VEL2-06 Under a Blood Red Sky, it is recommended to play them in order if possible.

In the beginning the PCs are walking through the city of Whitehale uneventfully when screams are heard. Shouts of despair come from ahead as they see a cleric of Rao running towards them in ragged torn robes. Many people appear to be frightened by this sudden surprise. He is yelling for people to save him. Then before the PCs can act another cleric of Rao and 2 temple guards come charging after him. The cleric who is being chased will continue on running past the PCs even though they may stop to protect him. Regardless he will be hit with a magnificent flame strike and brought to near death.

The PCs can decide what to do next – help the fallen cleric or go to back up the seemingly ‘good’ cleric.

If the PCs choose to help the fleeing ‘bad’ cleric and attack the Temple guards and good cleric then they have been fooled. The PCs will learn that the fleeing ‘bad’ cleric was actually a doppelganger that had been spying on the clergy in Whitehale giving away troop movements and shipments. The ‘bad’ cleric will be gone before anyone knows it. The PCs then will be taken into custody for attacking the good guys. If the PCs choose to stand in between both the clerics the ‘bad’ cleric will attempt to get away the entire time. Rabash, a cleric of Rao, will stand calmly and ask to be taken to the Temple for all of this to be straightened out but remind the PCs that they are not to be treading on the church’s decree of bringing the doppelganger to justice.

If the PCs help the Rabash and the Temple guards they will learn that the fleeing cleric is a Doppelganger from the battle of Valkurl sent on a mission of spying and infiltrating the clergy. The evil doppelganger is killed in the battle by Rabash always.

Rabash will ask them to accompany him to the temple of Rao. If any PCs are friends of the clergy and have played in the previous module (VEL2-06 Under a Blood Red Sky) he will recognize them and ask them to help take the body back to the Temple of Rao to meet with Bishop Rinken. Rinken will thank the PCs once more and let Rabash take the body in the back to try and perform a speak with dead. The PCs will not be allowed to attend however. Rinken will tell the PCs how the battle wages against the orcs and Hextorian’s. He says it is frustrating because they only know that the Hextorian’s were hired to create havoc in the Diocese but for what purpose no one knows.

If the PCs helped out the bad guy by attacking the Rabash and the Temple guards, then Bishop Rinken will ask that they help out the church on a special mission or else have to spend time trying to make sure that they are in fact not in league with the enemy. Bishop Rinken will vouch for any PC in a Veluna Meta-org or that he has met before.

Bishop Rinken will tell the PCs that it is imperative to come inside a room that is protected against scrying and divinations. He will tell the PCs that the clergy and Diocese’s spies have been unable to infiltrate the enemies camps amazingly enough. The camps as he says have also hired numerous spies of their owns and other assassins. He believes the enemy is crawling in the city biding their time gathering information to the point where no one can be trusted now. He says that they are not even sure where the main encampment is or if there is one. Scrying and divination has proven useless for some odd reason but it isn’t a cause for alarm. (Reasons not allowed to be discussed in the DM text) However they believe the camp to be near Falsridge but again are not sure. They have not gotten reinforcements because Ellard does not want any. He thinks they can defeat this obstacle rather easily and the Bishop believes that Ellard’s pride was shaken after so many died that he is refusing to seek aid because it will be a sign of weakness. The Bishop also will relate that the Archclericy really doesn’t have any spare troops to give with all the strange activities in Mitrik and Veluna City. (VEL2-05 Catacombs of Mitrik)

He will then tell them what he wants them to do (if they were in custody this is the only way of getting out of jail) He wants them to be ‘changed’ (a version of polymorph) into orcs and go into the camps. Only he, the wizard who is doing the casting, and Archbishop Falswop will know of this mission. They are to meet back at the wizard’s home when they get back. They will retain all their abilities while in orc form but will

speak and look like an orc. (They get no changes to their base stats or darkvision for being an orc)

However the Bishop will tell them there is only one way that this process can be undone and that is via a special spell. This has been devised by Bigby himself and one of the local high ranking members of the College of Arcane is going to cast the spell on the PCs.

Their mission is to go into the camps and find the main base, how many enemies there are and what kind are they. Also to find out anything about the shipments, who is behind the attacks, what are they attacking next, etc.

The troublemaker PCs are going to be watched by both the wizard and Bishop Rinken so they cannot run away or they will track them and be labeled disruptors of the peace in Veluna. The PCs are then told to travel to the northern home of the wizard where the spell will take place.

The PCs enter the home of Pryce Rhapsode's and he performs the spell on them that changes their appearance into that of an orc. He will give them a map and tell them to report back to the him as soon as they are done. They are to leave under the guise of darkness in case any are watching. However, unfortunately for Pryce, someone is watching. The agents of the "One" watch all that comes in and out of Whitehale. They have been transformed into birds and are watching the PCs enter the wizard's home and then leave via being changed into orcs. After they report their findings they will charge Pryce's tower and kill him.

On the way up north towards where the clergy believe the army is amassing the PCs will encounter Mucready. He believes them to be orcs working for Iuz and rush to attack. PCs that have played many Veluna regional modules will recognize the man and will have to decide if they wish to kill him or subdually take him down. If reasoned with, Mucready will tell the party that the highest concentration of orcs that he has seen is up in the northwest more towards Falsridge. Though what he's found strange is that the camp always seems to be moving and never on the same side of the river.

Continuing on north will have the PCs following the river as it winds its way further north. They will follow the river for a while until they reach a trap and possible fall into the river. The reason being is that the enemy has cast a *Hallucinatory Terrain* on the river to make it look like a continuation of the riverbank. At higher APLs there are trolls lurking there that attack the PCs.

They also find some Seekers (Rangers of Veluna) that were on the trail of the enemy but succumbed to the same trap. One of them has a map of the area and one of the places is circled.

The PCs continue to walk towards the area on the map and will eventually stumble upon the orc camp. The camp has been hidden by a *Screen* spell. The orcs will be suspicious at first but then become accustomed to their fellow brethren. They will be suspicious at first but as long as the PCs roleplay well enough they won't be attacked. During that night the camp will be visited by Yurin, a high level illusionist, who will talk with the druids and the 'Entourage'. This will be the first inklings to the PCs that this network runs far deep as the mage will speak of knowing various parts of the land and other cities. Yurin talks about the main base camp moving westward and how the Veluna army and trackers are clueless as to how many there are and where they will be located next. Yurin always has Persistent Detect Magic on and will notice that some orcs have unusually large amounts of magic on them but will just take note of this. The Entourage consists of numerous humans, ogres, and orcs of varying classes.

The PCs will be free after the celebration to search around the tents and the encampment to find information. They will find numerous documents but in actuality these are all fake but it will be up to the PCs to figure that out. Also if any PCs go near the tent where the Entourage is they will be detected by the Persistent Detect Magic or if they attempt to go inside it is under an Unhallow spell with Detect Good. This will take almost all night and in the morning Yurin will call for an immediate evacuation of the camp. More than 200 orcs, humans, and ogres rush around to gather up the tents.

Yurin will kill an innocent orc to kind of bade the PCs into thinking they have fooled the enemy when in reality Yurin is trying to fool them. He will order them to go on a scouting mission to make sure the way is clear. It is then that he will Teleport away and then after a few minutes of traveling the PCs will be attacked by Blige and parts of the Entourage.

Once the PCs get by that encounter they will find on Blige a note stating that Trivel the cleric of the 'one' will be going to intercept a contingent of Knights and destroy them. It will have directions to meet up with them to help with the ambush so the PCs will valiantly hurry there.

Trivel and his part of the Entourage were expecting some problems and have already prepared themselves for battle with the Knights so the PCs will catch them with all their spells cast. It will be a horrific battle but one the PCs should walk away from. The Knights of Whitehale are nowhere to be seen. The PCs will not see them at all but they will be alive for now.

Next the PCs will want to go back to Pryce's tower but find that he is dead and feel helpless. It is then they have to decide to go to Whitehale and either try to sneak in or just go right up to the front gates. If they sneak in it will be harder but possible to get to the Bishop. If they go up to the gates Diplomacy will have to take precedent and they will be detained for a short time before the Bishop can get them out.

They will then be taken right away to see the bishop who is of course with Rabash. Rinken will be most distraught that they couldn't find the main base but understand that there could be more sinister forces working than just orcs. He will seek to go before the Colleges and Archbishop to see if he can get back our troops from other countries to aid in protecting the homeland. He will ask for the PCs backing.

Introduction

DM NOTE: Any PC or NPC that attempts a Scry or Divination type spell will have it be very cloudy and hazy. They will only get pieces of what they see as if something very dark and sinister is trying to block them. Just give descriptions of such things when they do attempt to cast the spell and nothing more. No NPC Clerics will speak of 'losing' their touch with their God. They will merely make excuses or simply pass over the question by changing the subject. This is affecting all faiths as far as anyone knows.

The PCs begin the adventure in Whitehale. Due to the findings in *VEL3-01 Lost Secret of the Lortmils* many worshippers of Rao have been acting strangely and questioning their deity of how he could let some of his followers fall to the dark side. This opening introduction is short and leads right into a fast beginning.

Many merchants and travelers use their furs and robes as cover from the light mist that falls this morn. This mist does not seem to bother any of you as you make your way through the city. Tensions are a bit high here with the attacks on the villages

in the northeast that slaughtered hundreds a few months back.

If the PCs are not traveling together then have them all walking through the city to eventually meet near the center of town. They may go and visit various shops and blacksmiths to buy any items they may need before the adventure. The PCs can decide why they are in Whitehale. Some may have come to investigate about the attacks earlier (In *VEL2-06 Under a Blood Red Sky*) or they could be merely passing through onto Bissel or Mitrik it is up to them.

If they are traveling together or if they enter the town center at the same time you can tell the PCs that you see various merchants and commoners roaming around and then describe the other PCs amongst each other.

Once that is done continue onto **Encounter 1: Surprise!**

Encounter 1: Surprise!

Once the PCs have made it to the town square and have gotten used to the mundane happenings of Whitehale they will witness a real shocking occurrence.

The calmness of the early morning is broken by a shrill scream coming from the western edge of the merchant shops. Rounding the corner of the building is a Cleric of The Reasoned One, dirt covered with tattered robes running like a fox through the center of town!

"HELP, THEIR CRAZY!! HELP!" he screams as he continues running right past you. Throngs of townspeople scatter at his site and start panicking in the streets

Give the PCs one round to react. If the PCs intervene adjust the text accordingly and read below for instructions, if they do nothing then continue on.

Almost before you can react to the shock you see another Cleric of The Reasoned One come streaking around another building with two heavily armored Temple Guards behind him. The Cleric of Rao eyes the injured cleric across the square and pulls up to a stop and begins to cast. The Temple Guards continue running past him heading straight for the other cleric yelling at anyone to stop him from escaping.

Then within a few seconds a stream of fire comes shooting from the sky and crashes into the fleeing cleric dropping his crisply burnt body to the ground.

A supposed cleric of Rao will come running around a few buildings screaming for help from anyone. Then a round later another cleric of Rao, Rabash, and two Temple Guards will come charging around the building and Rabash will unleash a *Flame Strike* on the fleeing cleric dropping him to the ground barely conscious. This is for shock value. Then the fleeing cleric's body will shift into a doppelganger as its true form is revealed.

In the one round that the PCs have they may intervene and protect the fleeing cleric much to the displeasure of Rabash and the Temple Guards. If they conceal the fleeing cleric with any invisibility or other disappearing means then Rabash will of course not be able to cast his flame strike but will accuse the PCs of aiding the evil doppelganger. He will ask the Temple Guards to escort them to the Temple of Rao to see Bishop Rinken.

The fleeing cleric (doppelganger) if turned invisible will flee no matter what the PCs tell him. He will always continue to run towards the gate to get away.

If the PCs openly protect the fleeing cleric (doppelganger) then Rabash will have the Temple Guards place them under arrest for aiding and abetting a known criminal of Veluna and ask them to accompany him to the Temple of Rao to see Bishop Rinken. If the PCs demand to see the authorities, Bishop Rinken will handle all complaints.

Read the following if the PCs helped the fleeing cleric (doppelganger)

"What were you thinking about helping that vile desecrator!? He had infiltrated our ranks for months and we almost had him but you all let him go!!" The cleric cups his hands to his mouth and wipes the mist from his brow. "Guards let us escort these fine 'helpers' to see the Bishop"

With that the two Temple Guards take up position and point you in the direction of the Temple.

If the PCs help Rabash and the Temple Guards capture the man, have the PCs cast or attack the cleric (doppelganger) using normal combat rounds. They will

earn no battle experience for this encounter as the doppelganger presents no danger to them. If the PCs helped with the capture of the evil cleric (doppelganger) then read the following

As you hear the panting of the cleric come running up from behind you now stare at the burnt corpse of a Cleric of The Reasoned One. The two Temple Guards surround the body and begin to tie up the arms and legs seemingly not caring.

"Phew, that was close. Thanks gentlemen (and ladies) for aiding us in capturing that vile monster. He has been leaking secrets to the enemy for months and finally the Bishop and I figured it out but before we could get the jump on him he had taken off for the gates."

As you look from the Priest to the body you now see the body begins to shimmer and reform into the shape of a blackish form, almost alien like.

"A doppelganger. Been going by the name of Benist for a few months. Where's my manners, the name is Rabash, humble servant of The Reasoned One and those two are Eitle and Herge. Come let us go back to the Temple as I'm sure you'll be welcomed by the good Bishop"

On the way to the temple Rabash will not speak of exactly what is going on with the doppelganger saying that the Bishop will tell you more. He will say that they are going to see Bishop Rinken. If the PCs mention about casting *Speak with Dead* Rabash will insist to let the Bishop handle that.

Encounter 2: Old Friend

If the PCs are heading towards the Temple as prisoners, Rabash and the guards will not speak with them. Instead they will be herded up and brought into the temple to meet Bishop Rinken. If they are coming because they helped Rabash he will answer general questions and ask the PCs to stay in the main greeting area to wait for the Bishop.

Adjust the text if the PCs are here because they were arrested as the Bishop will not look upon them all that highly saying that they should have used their better judgment and trusted the Priest of Rao that was not running.

The calmness of the temple washes over you as you stand around waiting for the Bishop. Certainly he can make sense out of this madness that has gripped the country these last few months. After a few moments contemplating these questions a door creaks open in the back and Rabash and the Temple guards carry the body of the doppelganger forward.

“Excellent work gentlemen” He now looks up in your direction and (If the PCs have played VEL2-06 Under a Blood Red Sky he will recognize them immediately) smiles. Unfortunately because of circumstances we had to use force like this instead of our normal reasonable means. The townspeople are becoming a bit more agitated lately but we’ve had to use more serious means because the leaks in our information have become growingly worrisome. We cannot afford to put much faith into outside help sadly.”

Bishop Rinken waves to Rabash and the temple guardsmen to another room.

“Rabash will perform the speaking with the fallen one and find out what he can. I trust him to the fullest and I pray to the Peaceful One that we can find out how they are infiltrating us.”

If any PCs wish to be with Rabash while he speaks with dead on the doppelganger, Bishop Rinken will tell them that he has bigger and more urgent plans for them and escort them into another room. Continue to **Encounter 3: The Subterfuge**.

If the PCs are here because they aided the doppelganger he will tell them that they are to be let go if they help out the church. If the PCs accept then he will ask that they step into the room with him so continue to **Encounter 3: The Subterfuge**.

If one or more of the PCs do not accept then they will be detained at the Temple of Rao. They can ask the Bishop to perform many spells to show that they did not mean any harm by helping the enemy. The Bishop will tell them by helping out the Church they will be exonerated. All they have to do is join him in the separate room. They will be absolved of everything because they will have done the will of the Church.

If the PCs wish to ask any questions the Bishop will just say he will answer all once they are inside the room no exceptions.

Encounter 3: The Subterfuge

Once the PCs agree to enter the room (whether forced to or asked to) the Bishop will walk them into a darkened room which is protected from being scryed or divined on. He will explain to the PCs what has been going on the last few months and what they are to do for the Church.

The Bishop leads you into a darkened room and quietly shuts the iron door behind you. Then you hear him utter a word and a loud ‘SNAP’. As your eyes begin to adjust to the darkness the sense of emptiness hits you. All there is to see are your compatriots and the Bishop. After a long few minutes the Bishop finally clears his throat.

“I think we can begin. These last few months have taken a toll on our men up north and with the enemy seemingly knowing our next move before we do we have been forced to use these extreme means. The battle has been a frustrating one as Ellard has oft refuse aid from Mitrik because he believes his men will get the job done. Unfortunately that has yet to be the case for he has lost a few more knights to random attacks.”

“The force has been in hiding ever since those villages were demolished save for Feyvon and Slarn (He will recognize and give thanks for those that helped save them) and we’ve been trying to find them ever since. Each time we felt we got close we would lose contact with our men and they’d be lost to us. We do not even know where their camp is. Our Seekers have even been unable to locate them.”

“Desperation has led us to do what we must to infiltrate their ranks. I would like for you to visit my good old friend from the College of Arcane Pryce Rhapsode. (If there are any members of College of Arcane present, they will immediately recognize Pryce’s name and know he is very well respected within the college). He will then take you through a rigorous process that will change you into... orcs.” (Pause to let this sink in with the PCs)

“Yes, I would like for all of you to be changed into orcs to better fool the enemy. However, this is not a simple transformation spell. You will retain all your abilities and memories but will now be able to go undetected as if you were always orcs. Only

three people know of this plan, me and Pryce along with Archbishop Falswop, that is all."

If they were caught helping the doppelganger then this will be their only option to get out of jail (until found innocent but only after a lengthy process) for helping the enemy. If any PCs who are friends with the Bishop or are out of region PCs do not wish to do this then have the Bishop implore them that this will be very helpful for the church. If they still don't want to then have the Bishop entice them with gold. However he will be hurt that they could not find it in their hearts to take no money.

Let the PCs ask the Bishop questions and answer them to the best of your ability. There are some bullet points below that you can go over with the PCs as you see fit.

- There have been no new attacks since the villages were ransacked a few months ago.
- I know this may be against some of your better judgment but believe me I wish there was another way. The process to be turned back will be easy enough. Just return to Pryce and he will perform the disenchantment.
- Ahh the lost temple. Yes I have spoken with the Archbishop about that and even he has not heard of such things. He believes that the Church wanted to make sure such a thing like that never got out to the public and with good reason. We may be worshippers of the God of Reason but some things should never be let out. The Archbishop does have a meeting planned with the Canon to see if he knew of such things but that is all I know.
- What concerns me most about that lost temple is the fact that we did have deserters to the cause. Falswop did talk of how he felt that there was a betrayer some centuries ago but he does not have an idea of who that was.
- If the PCs ask about Canon Herion and the 'exorcism' of his demons at the spires he will dismiss those ideals but say that everyone has their own inner demons to deal with at times.
- Ellard has been stubborn and won't let anyone aid him in his quest to rid the northern lands of orcs and any who worship Hextor. Granted no one has been able to find any evidence at all.

- The only leads we have are sightings of various orcs up in the north. We can never find the placement of their camps or anything. It is like they are being aided by nature herself.
- Ellard is being too stubborn for his own good. He does not want aid from the clergy or more troops because he feels he can squash this uprising by himself. Unfortunately this has not been the case. I'm afraid if this continues on we may have to call back some of our troops from our allies.
- I'm still in belief that these attacks were calculated and not just acts of randomness by orcs of Hextor. Someone is behind all of this and hiding them very well. The power is almost frightening.
- Search the forest to the northwest of Whitehale first as that's where they have lost some of our men. There could be some connection between Falsridge and Whitehale but I'm not sure. Its right near the Fals River up there about a days travel away from Castle Sepher.
- Remember to be careful not to travel the roads or walk into any human villages. The citizens have not taken kindly to any orcs lately for obvious reasons.

Once their questions are done, the Bishop will give them directions to Pryce's home and have them solemnly swear to speak of this to no one.

Before you step out into the light once more, Bishop Rinken speaks one last time, "I think you all know the importance of this mission. Do all that you can to find what this force is up to and to quell anything but remember to know your limits. Curiosity can be the death of even the bravest heroes. Our Knights will be able to clean it up once we know what were up against...hopefully."

Encounter 4: The Pryce is Right

Once the PCs step outside of the Temple room they are free to immediately set off towards Pryce Rhapsode's home. They are free to purchase any items that they may wish to know as Whitehale offers a variety of wares.

Rabash is no longer in the Temple as he has finished his talk with the dead doppelganger if any PCs wish to

ask. He has gone out and the guards do not know where he was headed.

The journey to Pryce's house is an uneventful one except that they are being watched. They do not know this however as the enemy that is watching them is a normal sparrow hawk and there are many in this area of Veluna. This is the high level Druid Blige's doing as she has cast *Feathers* on one of her subjects and they were told to look for any unusual activity coming from the city. Also, she had contact with Benist, the doppelganger, before he died about what possibly the Bishop was up to.

It takes about a half an hours travel to the south to get to the wizards home.

Turning away of the well-traveled roads, following Bishop Rinken's directions, you see the bramble patch that he spoke of. The trees are tall and large in this area and the brush is very thick almost impossible to walk through. (no horses can travel through this area without a lot of work or magic)

After walking for a few minutes in the pitch black forest, careful not to trip on any ancient roots you stumble into a sea of huge tree trunks jutting into the sky. Remembering Bishop Rinken's directions you swear the wizard's home was supposed to be right here but as far as you can tell it is not.

Have the PCs make a Wilderness Lore check [DC 22] to notice footprints leading from a few various trees. If any PCs choose to look up have them make a Spot check [DC 30] to notice what looks like camouflaged bridges attached from a few trees.

If any PC cast Detect Magic then one of the huge trees glows brightly of Illusion magic and is the wizard's home.

Once the PCs approach the tree read the following:

As you approach the huge blackened husk of a tree the bark seems to twist and shimmer away to reveal a stone door.

The PCs are free to enter now. Once they walk inside they see a myriad of strange and wonderful things. Inside, the tree is made of all stone with various furniture and paintings of past accomplishments. After a few moments in the waiting room a figure will float down from above greeting the PCs.

A figure wearing a reddish hued robe with thick black hair comes floating gingerly down from the upper floors of the tower toward you. He lands softly in a plush chair and calmly crosses his legs and reaches for a glass that suddenly appeared next to him.

"Greetings fare fellows (and ladies) I trust you are the ones that Bishop Rinken spoke of?"

(Pauses for an answer)

"Excellent then, as I'm sure you know by now my name is Pryce Rhapsode a retired member of the College of Arcane. I know the clergy wants this expedition to begin immediately so without further ado we shall go to my private chambers."

And with that Pryce lays down his glass and begins to motion his hands while speaking an arcanic language (Spellcraft [DC 20] - Teleport spell) ***and instantly you are all in his chambers.***

"I'm sure you have many questions but frankly I do not have the answers you seek. I'm sure you will find those that you want out in the wild but I try to live a quiet and secluded life as you can tell." He motions around the dark room that appears to have all the necessities needed to exist outside a town. Now are we ready to begin?"

As soon as the PCs say yes he will begin the ritual casting of transforming the PCs into orcs. They will undergo some pain and all take 5 points of subdual damage for the reconfiguring of their skin. Due to the strangeness of the spell the alteration magic will fade after fifteen minutes. Also a Dispel Magic or Greater Dispel Magic will not return them to their normal state and True Seeing will not reveal them. If they die they will not revert back to their original form either.

DM NOTE: The PCs will experience strange feelings that make them feel like orcs and act like orcs. If they unintentionally act like an orc throughout (burping, making fun of other PCs or other NPCs, killing without regard) and not thinking twice before doing any of these actions then have them make a Will Save DC 15. Each time they do not make this save increase the DC by one and mark this down. At the end if they have failed 5 Will saves then they will be 'touched' permanently and some of them will be left behind with longer fangs and the ability to speak orcish. They will receive none of the benefits of being an orc except for being able to speak orcish. They keep all of their previous abilities however.

This transformation will not detect as magic and it will fill the PCs minds of orc memories of their yester years if the enemy tries to probe their minds. It will be as if the PCs were born orcs. However, their magic items and of course spells cast on them will still detect as magic. This information Pryce will give out if asked.

Once the process is done Pryce will be very tired and he will ask the PCs nicely to let him retire to his quarters where he can sleep. He tells them to return to him immediately when their task is done so that he can reverse the process since he is the only one who can change it.

Of course as soon as the PCs begin their odyssey up towards the north the agent of the Druid, Blige, will gather up a small force and attack and kill Pryce within a day. This will be discovered by the PCs when they return from their travels later in the module.

The PCs can let themselves out but do not let them touch anything in the tower as they never know what spells they may set off. They descend 4 flights of stairs on their way out. Also remember that the PCs more than likely will not have means of protecting their magical equipment from detecting as magic. This is key as this is one of the few things that will give them away later in the adventure.

Encounter 5: Friend or Foe

Now The PCs adventure truly begins. If the PCs are not getting the obvious then have them make Intelligence check [DC 5] to realize it's probably not a good idea to travel by the roads in Veluna while in pure orc form. If they do then there is a 20% chance they will be spotted by a patrol of Ellard Rojan's Knights of Whitehale and be taken into custody at Castle Sepher where they will be held their for quite some time before Bishop Rinken can be summoned to clear up the mess. The reason the Knights don't outright kill them is because they are desperate to find information out about where this force is located.

The PCs may also think this is an impossible task without so many leads but encourage them by finding pieces of cloth and small crude weapons on the ground as they are searching the countryside. They will not find any signs of a clear force or even campsite but success is not going to be overnight.

DM NOTE: During this process the PCs may get frustrated and angry that they can't find any clues and this adventure seems to be going nowhere. This is the point. This is to show them how hard it has been for the clergy and Knights to find the enemy and defeat them.

If any of the PCs have the spy map from *VEL3-01 Lost Secret of the Lortmils* then this will help them discern where they may look even better. This will allow them to get on the right track within a day because they have a clue as to where to search first. If no PC has this map then they will search for about a day and half before coming upon any semblance of the right way. It is going to be frustrating but that is some of the point.

After a while Wilderness Lore [DC 20] will reveal some footprints of a humanoid going about various directions. More than likely the party will take this lead since it will be the only one they have. However the person they are tracking is as skillful as them and is leading them into a possible trap. Another Wilderness Lore check [DC 20] or Spot check [DC 25] will reveal this in time and the PC has 1 round to react to someone watching them. (The PC that is tracking is the only one that can make these checks)

At this time regardless if they see him or not Mucready will jump out in back of the PCs to hopefully catch them by surprise.

Almost as if suddenly forming out of air a figure straightens up with a swirling white runed steel sword and another twirling in between his hands so skillfully it's hard to tell if the man is even aware that it his doing it.

Depending upon the APL Mucready will attack the PCs since he believes they are orcs unless APL 4 where he will give them a round by asking them to surrender to the forces of good.

All APLs (EL 7)

☠ **Mucready:** male hum Ftr2/Rgr3/Rog2; hp 57; see Appendix 1.

Tactics: Mucready will come with everything he has no matter the odds. He believes these are normal orcs that must be killed in the name of Veluna. If the PCs wish to reason with him they will have to make a Diplomacy check [DC 25] to get him to back down. Then have to come up with some smooth talking about how they are not orcs though it will be tough. Remember to roll Mucready's Sense Motive for roleplaying purposes.

Remember at APL 4 he will pause a round to allow them to surrender to the forces of good.

More than likely most groups will try to subdue him but for those that may not know Mucready as a local Veluna NPC hero they may not. That is critical information that must be reported if they decide to kill him.

What if they kill him?

If the PCs decide to kill Mucready they are free to loot him and find no information. If they choose to cast Speak with Dead on him they will find that he has knowledge of some humanoid tracks he found near the edge of the Fals River but other than that nothing else can be discerned. If they Search him they will find a Symbol of a wolf howling. This is a symbol of a Defender of Veluna, an elite group of heroes that protect the Vale (Knowledge: Local [DC 16]). This should give them a clue that killing him was not a good idea.

What if they capture him?

If the PCs subdue Mucready then tie him up he will of course wake up and be very angry. Diplomacy check [DC 20] is needed to calm him down a bit. But give circumstance bonuses to those PCs that try to display kindness or act more dignified, as most normal orcs would never dare do such a thing. This may give Mucready a clue that these aren't your normal bloodthirsty orcs. The more 'normal' human traits that the PCs show the better their circumstance bonus will be. He will calm down which will allow the PCs to ask questions. Mucready knows the following:

- I haven't seen any large forces of orcs or goblinoid activity in a long time. I ambushed a small force of orcs a few weeks back but they were just some roaming group. It's as if the trees and the land is aiding these vile creatures.
- I have been able to pick up some muddy footprints here and there in the forest and near the Fals River but the prints always dry up or are gone before I get any good leads.
- I met a few of the Knights a while back but I found a few of their possessions torn up as well as a few of them shredded.
- Honestly the only thing I can tell you guys is, good luck. But follow the trail up north for a good 15 miles then head east along the river for another 20 or so. The Knights haven't checked near the river once the tracks dried

up and were covered. My bet is the suckers are along there somewhere.

- The Seekers were supposed to meet me near here about a day ago but I haven't seen them. Frankly I'm beginning to think I'm the only good one out here left. The Clergy and nobles may have to call back our boys to protect our land instead of other countries.

That's all he knows. When the PCs let him go he will of course ask for all his equipment back and bid them good luck. He will not go with the PCs as that would compromise their mission.

TREASURE:

Defeating and Looting Mucready

APL 4: L: 156 gp; C: 0 gp; M: Ring of Protection +1 (167 gp)

APL 6: L: 156 gp; C: 0 gp; M: Ring of Protection +1 (167 gp)

APL 8: L: 156 gp; C: 0 gp; M: Ring of Protection +1 (167 gp)

APL 10: L: 156 gp; C: 0 gp; M: Ring of Protection +1 (167 gp)

APL 12: L: 156 gp; C: 0 gp; M: Ring of Protection +1 (167 gp)

Encounter 6: Searching for Trouble

The PCs will more than likely follow Mucready's directions which will lead them in the right way. If they killed Mucready then have them make 3 Tracking Checks [DC 20] to avoid losing a half-day of travel north.

Once they are near the Fals River read the following:

Not having seen any Knight patrols from Castle Sepher has been a startling revelation. Surely you should have seen a patrol or two by now. The Bishop did say Ellard was having some troubles finding this seemingly hidden enemy but you never realized it would be this hard!

Traversing along the riverbank for about an hour has revealed no sign of friend or foe. The leaves and roots of the river trees are tighter here than up the river as you crest a small gully. There you can see more of the same, trees reaching over the Fals River with the foliage thick as ever.

Once the PCs say they continue on have those in the front make a Reflex save (DC 14 + APL) to avoid falling into the river at the bottom of the gully. What appears to be a normal continuation of the landscape with trees is in reality a gully where a large stream dumps in the Fals River (*Hallucinatory Terrain*). Those making the saves will see that the river is about 40 feet wide to the other side and continues down for as long as the eye can see. Those that do not make the save fall into the river, which is about 4 feet deep near shore.

Only at APL 10 and 12 will there be trolls that are hiding in the water and attack the PCs (Thus why the PCs couldn't see them in the normal terrain). APLs 4-8 they will simply fall into the water and discover the Seekers bodies waterlogged in the river. (Rangers of Veluna) If all the PCs at APL 10 or 12 make their Reflex saves then have them make Spot checks to see the trolls who are taking 20.

APL 10 (EL 9)

👉Trolls (4): hp 63, 62, 65, 61; see Monster Manual

APL 12 (EL 9)

👉Trolls (4): hp 63, 62, 65, 61; see Monster Manual

The trolls were left behind by the enemy that took care of the Seekers and dumped their bodies here. The Illusion spells were cast by Yurin (Pronounced Yureen) a 15th level Illusionist. Once the Trolls are defeated the PCs can bring the bodies over to the bank of the river to inspect. This should clue them into the fact that the enemy was here only a day before and thus they are on the right track.

The Seekers were surprised much like the PCs were and fell into the encampment that the enemy had and were torn to shreds before any of them could escape. The enemy figured the trolls would either eat them or the bodies would sink to the river floor never to be found.

There are 5 bodies of Seekers but they have all been stripped of anything valuable. There is a scroll case however on one of the bodies. Inside is a map of the region with territories marked out where they had scouted. One of the areas is circled and this is where the PCs should go. The Seekers were on the enemy's trail but didn't realize they were using illusionary tactics and got ambushed. Give the PCs **Player Handout #1**.

If the PCs decide to cast Speak with Dead or other means of communication they will not find much

information. They will tell of how many orcs there were and fighting and how it was a long arduous search to find this enemy.

Encounter 7: Searching for Trouble

It should be apparent to the PCs now to go to the circled area on the map and to do this would be going south. An Intuit Direction or Wilderness Lore check [DC 15] will allow them to easily find the right direction and get near the area within a few hours.

The PCs will continue to walk a ways but will get to a point where it will look like a normal clearing of forest. When they continue walking through this 'clearing' read the following and allow them a Will save [DC 23] to disbelieve. Yurin, the high level NPC bad guy (no stats because he has no effect in this adventure), has cast *Screen* to protect against scrying and detection of Veluna's forces. PCs who do not make the save continue seeing a clearing as if nothing is wrong. Adjust the following text if need be.

Quietly making your way towards the general area of where the Seekers seemed to be searching you come upon a clearing. As you enter the clearing however it rapidly dissipates before your eyes and you see a large camp crawling with orcs and ogres!

A few hundred of the orcs turn to look at all of you curiously...but go back to their normal daily routine. The ogres look like they have been erecting tents for some time as they are all around the area. It appears that the force is setting up camp for the night.

As you begin to walk further into the camp a guttural voice rings out from above, "Who you be? Where you been?" a rather putrid orc blurts out at you from the trees.

This is where the PCs will have to make a decent excuse in their best orc impression. Have them make a Bluff check versus the orcs Sense Motive straight up. The orc has no bonus to Sense Motive. Basically any reasonable orc excuse will work here like out killing food, killing humans, or just plain got lost. Remember the PCs should be talking just like an orc and using their humor this should convince the orc even more.

Once the PCs have successfully (and easily hopefully) convinced the orc read the following:

"You go into camp now. Leaders are going to tell us what to do next. Me thinks kill more humans but never know with smartys like them"

DM NOTE: This encounter will roughly take the whole night and keep the PCs inside the camp. The idle bantering with the orcs and whoever else the PCs talk to will take about an hour or two.

Give the PCs **Player Handout #2**. They can see where the tents are set up and the 'meeting' area. Just by walking in most of the orcs will look at them surly and some will strike up the occasional conversation with them talking about how they slaughtered the Seekers and the townspeople a few months back. How they hope they'll kill more. Remember any PCs not playing the part of an orc convincingly will be under suspicion even from a dumb orc. There are some orcs in the mix that are fairly curious enough to go and let their leaders know. Most of the orcs worship Hextor if asked and if the PCs ask who their leaders are (which will get a confused look from the orcs always) they will them wizard from air (Yurin) and the old nature lady and Trivel the worshipper of the One. They are very afraid of the 'Entourage' an elite group of orcs, humans, and ogres.

If the PC ask any orcs who the One is, all the orcs shy away and tell the PCs not to speak of such evil, which should tell the PCs that if orcs believe he is that evil then he must be. Also there are several Ogres amongst the group as well. There are a few humans but not many around.

At all times there will be orcs, ogres, and a few humans near the PCs. They will hardly have anytime for themselves as the orcs think they are part of the gang. Remember to note that the PCs do have fancy equipment compared to these orcs so they may want to hide that fact. Some things were transformed into the normal workings but other items may be to obvious depending upon the PC.

Before any PCs say that they are going to go 'check' around the camp or after a few moments of idle bantering to see if the PCs are up to the ruse read the following:

All of a sudden the celebration and eating stops. You hear excited gibbering amongst the orcs and a few snorts as more orcs and ogres filter around the

campfire and start to form a ring. An air of excitement seems to be about them all.

Then the ring splits down the middle and a middle aged man with no hair and black robes wearing a holy symbol that seems to be defaced (If any PCs played *VEL3-01 Lost Secret of the Lortmils* then they will recognize the symbol as the same one on those priests) ***along with an elderly woman with a pitted face stride in. On the sides of these two are at least two dozen orcs and humans outfitted head to toe with grand armor and some even with rune covered bows, swords, and various trinkets. A few large Ogres trot out behind them as well to add a very intimidating presence. A few of the orcs even have holy symbols hanging from their neck.*** (Knowledge (Religion) DC 10 to know it as Hextor)

The entourage fan out around the campfire looking over the crowd very intently as the old woman and man stand next to the campfire. The man then opens up his robe and pulls out an odd looking parchment. Clearing his throat he begins to read aloud, "Heroes of the One and mercenaries of Hextor, Colmes wishes to give thanks to each of you for such a stunning achievement. The forces of the Vale are dumbfounded by what you have done and to let you know that the end is near. Our next course is to bring even more death upon the masses of Veluna and to corrupt it forever. He wishes to all of you many more kills and hopes you all taste even more righteous blood!"

All around you the wails and cries of the enemy shakes your very bones. (Ask the PCs if they cheer. If some do and say they are not doing it wildly have them make a Bluff check. Any PC under 10 will be noticed by one of the main entourage and noted by them) ***The cheers last for several minutes before they are silenced by a crackle in the air and a shimmering globe appearing inside the flame. A bright flash emits outward towards the force and once your eyes focus back you notice a young man with slicked black hair and bright red robes is now standing beside the other man.***

This new presence looks over the force and smiles wryly almost as if he was looking for something.

"Tomorrow we kill again!" he says loudly as the force once again erupt in cheers. He then nods to his fellow humans and the entourage leaves towards the tents.

If the PCs did not bluff their cheering well and since the enemy does know there are some traitors in the midst due to the sentries by Pryce's house they very wary. Not to mention being in the Knights territory. The enemy will not reveal their knowing however until the morning. However the teleporting wizard, Yurin (pronounced Yureen) has a persistent Detect Magic up at all times and noticed faint magic glowing from the are the PCs were. He is smart enough to realize that something may be a miss since the only ones who should have magic are the entourage. He will order them to place fake notes in various tents to see if they are taken and have some of his lackey orcs take watch.

The "Entourage" consists of at least 4 high level clerics (8+) and 3 druids (8+) along with several fighters and other members of various organizations that the best money can buy. Only a select few will partake in this adventure as the rest will take the force onto another area of Veluna.

DM Map #1 shows some of the tents are barracks and where food is stored. The one marked 'leader' is where the entourage is. That tent is under an *Unhallow* spell cast by Trivel with *Detect Good* up at all times. Also Yurin also has a Persistent *Detect Magic* up at all times as well. (Though he was not concentrating when he Teleported into the camp) If at any time the PCs go inside the tent they will notice their items as being magical. The PCs will not be magic but the key is their magical items are (or spells they may have cast on them). No orcs other than the entourage have magical items and thus the PCs will be detained.

If at any time the PCs wish to take on the whole camp there are over 150 orcs, ogres, and humans that will take up arms and attack. During the night at least 50 of them are on watch along with some of the entourage. Try to keep the PCs wary from leaving the camp and coming back. Remember the PCs have no idea how this enemy is quickly moving around Veluna.

Basically now is the time for the PCs to search the camp for any clues or notes that might be spread around to bring back to the Clergy.

They can freely go in and out of every tent except where the entourage is. Even though Yurin has told various orcs to watch them they will behave just like normal orcs.

DM NOTE: Describe each tent as being full of miscellaneous items strewn about and no order to anything. Taking 20 in each of the 5 tents will take an

hour each and thus it will almost be morning, which is what we want. The PCs are not to leave the camp at all costs. The reason this is taking so long to find items is because the PCs don't have an idea of what they are looking for and thus they must go through each one. Have an orc or two come into the tent and ask them what they are doing. The PCs can come up with an easy excuse to satisfy the orc (s).

Each of the tents has various maps of Veluna inside them. A few have detailed maps of Mitrik and Veluna City with various buildings circled. Most notably certain temples of Rao, Heironeous, and St. Cuthbert.

Give the PCs **Player Handout #3, 4, and 5** (these will be marked on the **DM Map #1** by the tents). All of these handouts however are fake. Ask to see the PCs character sheets and see if they have the Forgery Skill. If they do, roll it for them and if they succeed at a [DC 25] (difficult because there is no reason for them to believe they are fake) for each handout. Be sure to mark on the Critical Event Summary which ones the PCs hand over to the Clergy and do not tell them they are fake.

There really isn't any time for one of the PCs to go off on his own with 50 orcs taking watch. If the PCs wish to attempt to cast a spell have an orc always walk by just in time to stop them from doing so. This place is bustling with activity. They are relatively quiet since the Screen spell is so large but the reason for being on watch so much is that they are in Veluna's borders and the Seekers and Knights could be anywhere.

If any PCs wish to listen in on the conversation near the entourage's tent let them do so. Have them make a Listen check [DC 12] to hear the following:

"It is so close Yurin (Yureen) I can feel it. Blige and myself have been taking these orcs on a wild goose hunt long enough."

"I know Trivel, my brother. We are close to recapturing the rings for the One, so close. We've got another ally in our cause, the Hextorites are quite fond of him as he hails from Verbobonc. The Mistre..." And with that you hear a snap of a finger and you can hear footsteps running for the exit of the tent..."

Basically with Yurin's Persistent *Detect Magic* up he will detect any PC within 50 feet of the tent if they have any magic items on them. He will order the orcs to rush out and try to find who was listening. It is

assumed the PCs will run or they may possibly stand their ground and try to Bluff their way out of it. If they do have the PC make a bluff check [DC 22] to sidestep being taken inside the tent. Some PCs may purposely want to get inside the tent to see what's going on. If they do then they will see various trinkets and maps of the Vale. Nothing of real value to report back to the clergy since most of the enemies in here know their way around Veluna.

However, what they may notice is large amounts of history books and old religious documents. A Knowledge:(History) [DC 15] may date them a few hundred years but its impossible to tell just by glancing at them.

Yurin will interrogate the PC (or PCs) that were caught outside. He will notice their magical items but not question them about it. He will merely note it to himself and also take note if the PC is good (the *Unhallow/Detect Good* spell). He will have a special task for them in the morning. His questions are mundane of why were you out there spying and how dare you do such a thing. At first he takes it as an orc being dumb until he notices all the glowing. Then he just ask various dumb questions to allow him to study the PC.

Encounter 8: The Backstab

In the morning or, if the PCs were caught listening, the entourage will order an evacuation of the site. Yurin has a good idea of who the traitors may be by now if they stole all the documents (especially if they were caught listening). He will stroll around the camp with the Entourage looking for anything suspicious since during the night he got the report from Blige and her cohorts about humans going to see Pryce then no humans leaving only orcs. They round up all the orcs into the center of town even the PCs but still acting like they don't know who they are. Then Yurin will order the entourage to kill an orc for being a traitor and to also try and lull the PCs into thinking that they have the orc leaders fooled.

Also Blige, the druid, will Wild Shape into an eagle before coming out of the tent and in the commotion as to not allow the PCs to get the jump on her. If any PCs ask where she is tell them it doesn't look like she came out of the tent yet or is gone. She has gone to get her animal companion for the upcoming task at hand. This animal companion is dependent upon the APL.

"Well since we have dealt with that little formality we might as well pack up as dawn is near. Trivel round up the usual to gather up the gear. You, (point to the PCs casually) you there will go with them (points to some of the Entourage of orcs and ogres) to make sure the way is clear up ahead. We have to make sure those Seekers aren't on our trail again or even the Knights. Kill them if they show up, now go!"

With that he steps back and a few members of the Entourage block your view. The man begins to wave his arms and chant a low hum as the air begins to swirl around him and the leaves are tossed about as he disappears once more. (Spellcraft [DC 20] to know it is Teleport)

There is no delay as some members of the entourage will push the PCs out into the forest to scout ahead. The rest of the entire force is packing up. Some PCs may wish to fight all of them but deter them from certain death.

Tactics: After the PCs are about twenty minutes away the entourage will attack them. However the PCs may decide to attack them as well. Regardless there will be a fight. Also following the PCs is Blige. She will be in eagle form most of the battle (Except lower APLs) and wild cast from above. Her animal companion has had numerous spells cast upon it. The Hexer at high levels will attempt to first gaze upon an unsuspecting PC.

Here is what Blige has cast upon himself and his animal companion. The spell has been strikethrough in the spell listing but no stats have been adjusted.

APL 4 – Barkskin on herself. Magic Fang on her Dire Wolverine

APL 6 – Barkskin on herself and Greater Magic Fang (+2 to attack and damage) on her Dire Boar. Quellic will use his wand to make himself Invisible.

APL 8 – Barkskin on herself and Greater Magic Fang (+3 to attack and damage) on her Dire Lion. Quellic will use his wand to make himself Invisible.

APL 10 – – Barkskin and Protection from Elements (Fire) on herself and Greater Magic Fang (+3 to attack and damage) on her Dire Lion. Quellic will use his wand to make himself Invisible. Also will cast *stoneskin* upon himself.

APL 12 - Barkskin and Protection from Elements (Fire) on herself and Greater Magic Fang (+3 to attack and damage) on her Dire Lion. Quellic will use his wand to

make himself Invisible. Also will cast *stoneskin* upon himself and use his necklace to the best of his abilities.

Her first action is to cast Bear's Heart on her allies getting all of them. The rest of the enemy is to just try to kill the PCs.

APL 4 (EL 6)

☛ **Blige**: Female Human Drd5; hp 38; see Appendix I.
☛ **Dire Wolverine**: hp 42; see *Monster Manual*.
☛ **Orc (4)**: hp 7 (each); see *Monster Manual*.
☛ **Ogre**: hp 28; see *Monster Manual*.
Dire Wolverine: hp

APL 6 (EL 8)

☛ **Blige**: Female Human Drd7; hp 53; see Appendix I.
☛ **Dire Boar**: hp 52; see *Monster Manual*.
☛ **Quellic**: Male Orc Adp6; hp 32; see Appendix I.
☛ **Orc (2)**: hp 7 (each); see *Monster Manual*.
☛ **Ogre**: hp 28; see *Monster Manual*

APL 8 (EL 12)

☛ **Blige**: Female Human Drd9; hp 68; see Appendix I.
☛ **Dire Lion**: hp 60; see *Monster Manual*.
☛ **Quellic**: Orc Adp8/Hxr1; hp 47; see Appendix I.
☛ **Ogre (3)**: hp 28; see *Monster Manual*

APL 10 (EL 12)

☛ **Blige**: Female Human Drd9; hp 68; see Appendix I.
☛ **Dire Lion**: hp 60; see *Monster Manual*.
☛ **Quellic**: Orc Adp8/Hxr1; hp 47; see Appendix I.
☛ **Ogre (4)**: hp 28; see *Monster Manual*

APL 10 (EL 13)

☛ **Blige**: Female Human Drd10; hp 75; see Appendix I.
☛ **Dire Lion**: hp 60; see *Monster Manual*.
☛ **Quellic**: Orc Adp8/Hxr2; hp 53; see Appendix I.
☛ **Ogre (4)**: hp 28; see *Monster Manual*

Treasure:

APL 4: L: 27 gp; C; 0 gp; M: *Ring of Protection +1* (166 gp), Divine Scroll of *Summon Nature's Ally IV* (58 gp)

APL 6: L: 37 gp; C; 0 gp; M: *Ring of Protection +1* (166 gp), *Wand of Invisibility* (375 gp)

APL 8: L: 38 gp; C; 0 gp; M: *Ring of Protection +1* (166 gp), *Wand of Invisibility* (375 gp), *Wand of Burning Hands* (62 gp)

APL 10: L: 38 gp; C; 28 gp; M: *Ring of Protection +1* (166 gp), *Wand of Invisibility* (375 gp), *Pearl of Power 2nd level* (333 gp), *Scroll of Stoneskin* (79 gp)

APL 12: L: 38 gp; C; 28 gp; M: *Ring of Protection +1* (166 gp), *Wand of Invisibility* (375 gp), *Pearl of*

Power 2nd level (333 gp), *Scroll of Stoneskin* (79 gp), *Necklace of Fireballs Type V* (512 gp)

Once the PCs defeat part of the Entourage they will find some notes with information scrawled on them. Give the PCs **Player Handout #6**. This information will lead them to track down Trivel and the rest of the entourage before they can finish off a party of Knights of Whitehale that were spotted in the area. If the PCs don't get the hint then push them in that direction immediately. No time for resting as the enemy is planning on attacking that day.

Encounter 9: Save the Day

If the PCs return back to the encampment they will easily find tracks left from Trivel and his force. The reason that the tracks are not covered up is because the PCs killed Blige the druid.

With a quick Tracking check [DC 15] the PCs will be able to determine that the bulk of the force went further north while Trivel and his main force went to the east to take out a small contingent of some Knights of Whitehale.

More than likely the PCs will go after Trivel since he represents the most obvious threat. If they do decide to go after the larger force they will have a very difficult time in finding them since they are being aided by lower level druids and a few wizards that have decided to be hired on by the constituents of the One. Also remind the PCs that the larger force will be over 100 strong of orcs, humans, and ogres of varying difficulty. Also if they decide to go after the larger force the contingent of Knights of Whitehale will be ravaged and destroyed leaving 6 dead. (Remember the Knights of Whitehale are down to around 80 as of now)

Once the PCs are on the trail of Trivel, have the PCs make a Tracking check [DC 10] to find them with no difficulty. However, Trivel and his group are not foolish, they are wary of any sneak attacks by the PCs if Blige and her force failed to take out the PCs. A few are invisible as well so if the PCs have no means of detecting them. (Other than *True Seeing* or *See Invisibility*) The enemy force already has these spells cast on them for preparing to fight the Knights of Whitehale. These spell effects are NOT included into the stats in the Appendix. Also Nergif has used up his Assassin spells earlier in the day and are not a factor.

APL 4 – Invisibility on the Nergif.

APL 6 – Invisibility Nergif. Bull's Strength on Trivel.

APL 8 – Invisibility, and Bull's Strength on Nergif. Magic Vestment (Shield [+3]), Endure Elements (Lightning), Spell Immunity (Fireball, and Enervation) and Magic Vestment (Armor [+3]) on Trivel. Greater Magic Weapon on Loren Fletch (+3 arrows for attack and damage)

APL 10 – Invisibility, and Bull's Strength on Nergif. Magic Vestment (Shield [+3]), Endure Elements (Lightning), Spell Immunity (Fireball and Enervation) and Magic Vestment (Armor [+3]), on Trivel. Greater Magic Weapon on Loren Fletch (+3 arrows for attack and damage)

APL 12 - Invisibility, and Bull's Strength on Nergif. Magic Vestment (Shield [+3]), Endure Elements (Lightning), and Magic Vestment (Armor [+3]), True Seeing, Spell Immunity (Fireball and Enervation) on Trivel. Greater Magic Weapon on Loren Fletch (+3 arrows for attack and damage). Magic Circle Against Good on all of them within 10 feet.

Once the PCs come upon Trivel and his group, have the enemy make Spot and Listen Checks to see the PCs coming. If they catch the PCs trying to sneak up on them then have Trivel speak to them. Loren Fletch will be near a tree firing off arrows as fast as possible.

Read the following:

As you try to cautiously sneak up on the second force the stout slick haired man turns to gaze out towards you.

"So Blige was not successful in quelling your little uprising was she? It matters not, Yurin (Yureen) and Colmes have planned this flawlessly I assure you. Our first phase has already been completed by you fools and for that 'The One' thanks you" he says with a wry smile that shows off his yellow brown teeth.

"It's good to know as well that another matter has also been attended to since you led us right to him. But that is for another time and place to discuss..."

And with that Trivel's forces attack the PCs. The Knights of Whitehall are still too far off to hear any of the fighting and will not come to the aid of the PCs.

APL 4 (EL 6)

♣**Trivel:** Male Human Clr5; hp 34; see Appendix I.

♣**Nergif:** Male Orc Rog2; hp 11; see Appendix I.

♣**Loren Fletch:** Male Human Ftr2; hp 18; see Appendix I.

APL 6 (EL 8)

♣**Trivel:** Male Human Clr7; hp 47; see Appendix I.

♣**Nergif:** Male Orc Rog2; hp 11; see Appendix I.

♣**Loren Fletch:** Male Human Ftr2; hp 18; see Appendix I.

♣**Ogre:** hp 23; see Monster Manual

APL 8 (EL 11)

♣**Trivel:** Male Human Clr9; hp 61; see Appendix I.

♣**Nergif:** Male Orc Rog3/Ftr2/Asn1; hp 38; see Appendix I.

♣**Loren Fletch:** Male Human Ftr4/Rgr1/OotBI1; hp 54; see Appendix I.

♣**Gronch the Destroyer:** Male ogre Ftr3/Bbn1; hp 68; see Appendix I.

APL 10 (EL 12)

♣**Trivel:** Male Human Clr9; hp 61; see Appendix I.

♣**Nergif:** Male Orc Rog3/Ftr2/Asn2; hp 43; see Appendix I.

♣**Loren Fletch:** Male Human Ftr4/Rgr1/OotBI2; hp 63; see Appendix I.

♣**Gronch the Destroyer:** Male ogre Ftr4/Bbn1; hp 77; see Appendix I.

APL 12 (EL 14)

♣**Trivel:** Male Human Clr10; hp 68; see Appendix I.

♣**Nergif:** Male Orc Rog3/Ftr2/Asn4/Shad1; hp 63; see Appendix I.

♣**Loren Fletch:** Male Human: Ftr4/Rgr1/OotBI4/DpwdSnpr1; hp 89; see Appendix I.

♣**Gronch the Destroyer:** Male ogre Ftr5/Bbn1/FrnzBrskr2; hp 113; see Appendix I.

Treasure:

APL 4: L: 158 gp; C; 0 gp; M: *Cloak of Elvenkind* (166 gp), *Divine Scroll of Inflict Serious Wounds* (31 gp),

APL 6: L: 210 gp; C; 0 gp; M: *Cloak of Elvenkind* (166 gp), *Boots of Elvenkind* (166 gp)

APL 8: L: 301 gp; C; 0 gp; M: *Cloak of Elvenkind* (166 gp), *Boots of Elvenkind* (166 gp), *Periapt of Wisdom +2* (333 gp), *Bracers of Archery* (425 gp), *+1 Greataxe* (193 gp)

APL 10: L: 301 gp; C; 0 gp; M: *Cloak of Elvenkind* (166 gp), *Boots of Elvenkind* (166 gp), *Periapt of Wisdom +2* (333 gp), *Bracers of Archery* (425 gp), *+1 Greataxe* (193 gp)

APL 12: L: 243 gp; C; 0 gp; M: *+1 Unholy Mighty Masterwork Longbow (+3)* (1,558 gp), *Cloak of Elvenkind* (166 gp), *Boots of Elvenkind* (166 gp),

Periapt of Wisdom +4 (1,333 gp), *Bracers of Archery* (425 gp), +1 *Greataxe* (193 gp), 3 *Cloak of Resistance* +1 (87 gp each)

If the PCs cannot defeat this force they may run away and Trivel and his men do not pursue. They go about their business and will still slaughter the Knights of Whitehale.

If the PCs cast any spells like *Speak with Dead* or *interrogate* the enemy they will find some information but not much. They will find out from Trivel that they knew there were orc infiltrators in the camp but weren't sure exactly who they were. They also find out that they were hired on to cause chaos and bring havoc to Heironeous and Rao as much as possible for a diversionary reason. What that reason is however they do not even know. They also have no idea where Yurin teleports to.

Also the Knights will not listen to any of the PCs in orc form and in fact may kill them regardless of what the PCs do to try and persuade them not to.

However, it is likely the PCs will be victorious and defeat Trivel's forces. They then can loot them and they will find various maps of each Diocese in Veluna and a payment note paying off various forces of Hextor (**Player Handout #7**) and another note scribbled on it that tells of something more sinister of paying off various clergymen in Mitrik and Veluna City (**Player Handout #8**)

Now the PCs must decide on three things. They can try to track the large force which will waste them hours of foolish searching since the force has covered up their tracks and Yurin still helps them out or they can try and go to the Knights of Whitehale and explain their situation.

However most PCs will know that in their orc form the Knights will more than likely be unwilling to listen to them. Also the Knights will be pursuing the larger force so the PCs will have a hard time trying to track them down and it will take hours to do so. Unfortunately for them though the contingent of Knights will fall to the same fate as the Seekers when they fall into the illusionary trap and victim to the whole force. Unless the PCs do something extraordinary to clue the Knights in on it they die. If the PCs do please write this down in the Critical Event Summary.

An *Intuit Direction* [DC 20] as well as a *Knowledge (Local)* [DC 15] will tell them they are about a 10 hour trip away from the Wizards tower. They should choose this path. However they do not yet realize that Pryce has been dealt with by Yurin's forces and they are in a big predicament.

Encounter 10: Quite the Predicament

It will take the PCs a better part of the day to get back to Pryce's tower. If they wish to rest before continuing on let them. When they come upon the same thick brush and heavy foliage of where his tower is read the following:

Brushing aside the thick underbrush and moving through the heavy foliage you come upon the familiar tower of Pryce's. As you walk closer you notice the door happens to be open a bit...quite peculiar for a wizard who obviously liked to be kept isolated...

Get the PCs reactions, let them decide what to do next before continuing inside. What happened was that soon after the PCs left Pryce's house the spy for Yurin's forces who was in hawk form (via Blige's *Feathers* spell) retreated back to the camp immediately. There Blige cast *Feathers* on numerous elite troops (thus why Trivel says some of their forces were gone) and they attacked the wizard to find out exactly what he had done. They interrogated him to gain what info they could which led to Yurin knowing about the PCs. The PCs will find evidence of this inside when they find Pryce. This is to further enforce to the PCs that someone is always watching now in Veluna.

Creeping towards the door the smell of burnt flesh and wood seeps out of the tower. Peering inside and taking a quick scan of the first floor room you see books and furniture torn to pieces and the carnage of the tower is incredible. Blood and scorch marks adorn every corner of the tower. Chunks of flesh hang about the stairs like they were melted under intense heat. Oddly there are no bodies.

The enemy forces took the bodies so that the clergy could not speak with their dead to find information. Once the PCs continue upstairs they find Pryce.

Stepping over the splattered blood and finding a few twitching fingers you finally see the grisly

scene. Pryce lays doubled over on the ground with several nasty punctures in his chest. A look of surprise can be seen on his face though no life can be seen in his eyes.

Pryce is dead. The PCs may attempt to *Speak with Dead* but all they will get out of him was “those red eyes, so much evil” and “the darkness enshrouded them from my scrying and my spells. They took me by surprise so easily”

They may take Pryce with them to Whitehale but explaining that to the Knights and Guards at the entrance may be too hard for them to overcome any diplomacy since they are still in orc form.

Searching the room they will obviously find that the bodies were dragged out of here and then magically disappear (they were aided by an evil druid to cover their tracks to meet up with the larger force) they find nothing else of value however.

Now the PCs may be wondering what to do next. They may think to go to Mitrik to see Archbishop Falswop but let the PCs roll an Intelligence check [DC 5] to know that is just not realistic. Honestly being sneaky is not the best course of action being aggressive and risky is.

The PCs know that Bishop Rinken is also one of the few people that knows what has happened to them. Also the Knights would never think a small band of orcs would walk almost right into Whitehale and be so bold. Hint to the PCs that going to Whitehale probably is the wisest choice. They should already know to do this since it's the only option but some may be weary of running constantly.

Encounter 11: Risky Business

If the PCs decided to rest for the night or travel in the night adjust the text as needed.

The day has gone from bad to worse. The only man who knew the spell to turn you back is dead and now a steady downpour begins to fall as you make your way towards the city of Whitehale. Traversing through the forests like this seems hardly fitting but given the form you are in it is a necessity. Walking into the city of Whitehale in this shape may be a bit extreme but desperate situations breed desperate actions.

If the PCs are using *invisibility* or any other methods of travel they will be somewhat noticeable due to the heavy rain and their forms will be outlined.

If the PCs decide to use subterfuge and sneak into the city and to the Temple of Rao let them. They will notice numerous sentries along the walls in every direction and at every gate. Also if they get inside they will see numerous citizens and guards roaming the streets all potential dangers. The stats for the Veluna guards are in Appendix 1. Roll for the citizens Spot and Listen checks with no bonus. If they are not seen then continue to **Encounter 12: Safety of the Temple of Rao**

If the PCs decide to go the direct route, the preferred way, then read the following when they get within 400 feet of any gate entrance.

As you see the gates of Whitehale looming in front of you a burst of light pours out from that area. You soon hear heavy hoof prints pounding the muddy road loudly as several heavily armored men ride their horses hard at you with their weapons brandished. They approach screaming and yelling for you to drop all your weapons.

He will continue to yell to the PCs to drop their weapons or be attacked.

A loud gruff voice barks out at you all, “What vile and bold orcs do you think you are to come this close to City of Whitehale?”

The reason the Knights have not yet killed the PCs is because of their intrigue into why they have decided to openly come in sight of Whitehale.

It is now up to the PCs to plead their case. They must achieve the DC dependent on the APL.

APL 4 = DC 20

APL 6 = DC 22

APL 8 = DC 24

APL 10 = DC 26

APL 12 = DC 28

A single PC can be assisted by up to 2 other party members for this roll. Also if the PCs say things that are not obviously orcish, like speak of how pretty Mitrik is, even speaking in another language other than goblin, orc, giant, infernal, or draconic, also singing a ballad or playing a song (no matter if the PC is

a bard or not) will get them each a +2 circumstance bonus. If the PCs hand them documents (Write down which ones they hand to the Knights) and tell them how they got them give them a +2 circumstance bonus.

They are only allowed one roll for the whole party. If they fail then the Knights will round up all their equipment and prod them into Whitehale and into jail for 1 extra Time Unit before Bishop Rinken gets wind and comes and sees them.

If the PCs succeed on the Diplomacy check then the Knights will call for Bishop Rinken to meet them at the gates and then he will instruct the Knights to escort them quietly to the Temple of Rao. Continue to

Encounter 12: Safety of the Temple of Rao

Any way the PCs get to this point it does not really matter. Once inside Bishop Rinken will hush the PCs not to say anything and usher them into the room where they can't be scryed. He will tell the Knights to watch the doors and tell Rabash to look over the documents. Rabash will take great care in these documents ensuring that the fake ones are the ones that the Bishop sees. If the PCs insist upon giving them to the Bishop then please note this in the Critical Event Summary.

"Hurry, hurry get in the room. We mustn't waste any time with you. Oh dear I dread this could have happened. Why did you come here and not go to Pryce like I instructed you to?"

He will listen to the PCs stories and then continue.

Slumping his shoulders a bit the esteemed Bishop Rinken seems to be taking this harder than you would have thought.

"So much effort, so much planning and the enemy knew what we were doing all along. Incredible. Ellard really doesn't know what he's getting into. I've heard a few contingents being decimated by ambush attacks over the course of a few days. Obviously by not being able to see the enemy before it is too late. I must implore upon Archbishop Falswop, Siltwood, and the College that we may need to call back our forces from our allied

countries. For the first time Veluna is the one in need of help."

Finally, looking up to you with somber eyes, he ponders on what to do. I have already spoken with another member of the College of Arcane that happens to know the enchantment and how to dispel it. He will know what to do. It is a matter of time before he arrives as I'm sure..."

A bright light encompasses the entire room blinding everyone in it. After a few moments of seeing stars and your vision blurred you hear an incantation from a low but distinguished voice. After just a few moments the speaking stops and a quiet voice speaks out, "Brave adventurers (If any PC is a Defender of Veluna, College of Arcane board member, or has the Influence of Bigby this man will speak their name as if he knew them) be not afraid for in a few moments the spell that my dear friend Pryce cast upon you will be reversed. It is a shame that he has fallen but rest assured he will not be missed. It will be painful but rest assured that Bishop Rinken will heal you of your wounds. I bid you farewell."

And with that a few short incantations later and another bright white flash and the man is gone. Spellcraft [DC 22] will tell you it was *teleport without Error* that he cast but the other spell is indiscernible to any wizard. Bishop Rinken believes he knows who it was but will under no circumstances reveal that.

After a few moments your skin begins to sag and pop and some parts of it drip off your fingertips. Extra hair that you grew begins to fall off and a sharp pain ripples through your entire body dropping you to your knees. The intense pain overcomes you as one by one the last thing you see is the floor.

Each PC takes 10 subdual damage and is knocked unconscious by the spell reversing itself. They will wake up a short time later in the Temple of Rao fully healed by Bishop Rinken.

"He didn't say it would hurt that bad did he? Hah. It is good to see you all are well. We are looking over the papers that you confiscated from the encampment and are trying to discern what they mean. My worry is that the enemy may be massing for a sneak attack against one of our cities. Also I get the feeling they may be looking for something but I'm not quite sure what yet..."

Bishop Rinken pauses looking each of you over, "I need your help, will each of you pledge your loyalty and decree that we need help in the northern reaches of Veluna? We need our Knights of Veluna from Highfolk, Bissel, Furyondy, and Verbobonc back in our homeland to defend OUR people."

Bishop Rinken stands proudly before you all as he looks across the room at the Knights who all nod in agreement. They proclaim their loyalty to him and give them their blades to protect him and back him in his valiant request. The Bishop looks to you all and asks, "Will you stand by me when I request this?"

Please record each name of the PCs that say yes to his request in the Critical Event Summary. Any that say no that is all right he understands but if they have the Sacred Quest of Rao he will look down upon them and it will be noticeable.

Also if any PC has the Healing Cap of Veluna then the Bishop will ask to see the cap. (This is only if they successfully brought back information and the PC also wishes to help the Bishop) he will ask to take the cap with him when he goes to speak to the Colleges and Archbishops. [Game terms means he will ask for it for 1 Veluna Module and it will then bestow the properties of casting Detect Evil 3/day and Protection from Evil 2/day at will]

The Bishop pulls you aside to speak with you. "If I would be so bold I would like to ask you if I could borrow the Healing Cap for this special address I must give in the future? It brings forth some prestige and I think it would most helpful for me to be wearing it when I step into those hallowed halls."

"So what say you?"

Tell the PC that they will not be able to use the Healing Cap for their next module. If they do not wish the Bishop to have the cap then so be it. Please do not tell the PCs what the benefits are, let them make the decision based purely on the following (he is most genuine in his offer and there is nothing more behind this):

What will happen is that we will gather the names of all the PCs who stand by Bishop Rinken and send this to the fellow Triad POCs of those countries telling them there will be a vote amongst the people of the College of Divine and Arcane asking them to call back

our Knights of Veluna. This vote will take place at MVC con and will reach a verdict there. Also there will be post on the Veluna yahoogroups IC (In-Character) list at any given time. Here is the web address: <http://groups.yahoo.com/group/Veluna-IC>

If voted for then this will have great impact in Veluna and those other countries.

Also each PC will receive an Influence point with the Church of Rao for successfully finding out information and reporting back.

This ends part 2 of the Paranoia and Deceit series.

The End

Experience Point Summary

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

Encounter 1: Surprise!

Helping Rabash capture the doppelganger cleric

| | |
|----------|--------|
| APL 4 – | 35 xp |
| APL 6 – | 60 xp |
| APL 8 – | 75 xp |
| APL 10 – | 90 xp |
| APL 12 – | 105 xp |

Encounter 5: Friend or Foe

Defeat Mucready's ambush. (by killing, subdual, or diplomacy)

| | |
|----------|--------|
| APL 4 – | 210 xp |
| APL 6 – | 210 xp |
| APL 8 – | 210 xp |
| APL 10 – | 210 xp |
| APL 12 – | 210 xp |

Encounter 6: Searching for Trouble

Defeat the Tolls.

| | |
|----------|--------|
| APL 10 – | 180 xp |
| APL 12 – | 240 xp |

Encounter 7: Searching for Trouble

Behaving like an orc and cheering and celebrating.
Overall good roleplaying as an orc.

| | |
|----------|--------|
| APL 4 – | 35 xp |
| APL 6 – | 60 xp |
| APL 8 – | 75 xp |
| APL 10 – | 90 xp |
| APL 12 – | 105 xp |

Encounter 8: The Backstab

Defeat Blige and part of the Entourage

| | |
|----------|--------|
| APL 4 – | 180 xp |
| APL 6 – | 240 xp |
| APL 8 – | 360 xp |
| APL 10 – | 360 xp |
| APL 12 – | 390 xp |

Encounter 9: Save the Day

Defeat Trivel and other parts of the entourage.

| | |
|----------|--------|
| APL 4 – | 180 xp |
| APL 6 – | 240 xp |
| APL 8 – | 330 xp |
| APL 10 – | 360 xp |
| APL 12 – | 420 xp |

Encounter 11: Risky Business

Acting like a human and pleading with the Knights to let them see Bishop Rinken. Only successful parties are rewarded.

| | |
|----------|--------|
| APL 4 – | 35 xp |
| APL 6 – | 60 xp |
| APL 8 – | 75 xp |
| APL 10 – | 90 xp |
| APL 12 – | 105 xp |

Total Possible Experience:

| | |
|----------|----------|
| APL 4 – | 675 xp |
| APL 6 – | 855 xp |
| APL 8 – | 1,125 xp |
| APL 10 – | 1,350 xp |
| APL 12 – | 1,575 xp |

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information

about the loot, coins, and magic items that make up the encounter’s treasurer.

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

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

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

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

Encounter 5: Friend or Foe

Only receive this treasure by killing and looting Mucready.

APL 4: L: 156 gp; C: 0 gp; M: Ring of Protection +1 (167 gp per character)

APL 6: L: 156 gp; C: 0 gp; M: Ring of Protection +1 (167 gp per character)

APL 8: L: 156 gp; C: 0 gp; M: Ring of Protection +1 (167 gp per character)

APL 10: L: 156 gp; C: 0 gp; M: Ring of Protection +1 (167 gp per character)

APL 12: L: 156 gp; C: 0 gp; M: Ring of Protection +1 (167 gp per character)

Encounter 8: The Backstab

Defeat Blige and part of the Entourage.

APL 4: L: 27 gp; C; o gp; M: *Ring of Protection +1* (166 gp per character), *Divine Scroll of Summon Nature's Ally IV* (58 gp per character)

APL 6: L: 37 gp; C; o gp; M: *Ring of Protection +1* (166 gp per character), *Wand of Invisibility* (375 gp per character)

APL 8: L: 38 gp; C; o gp; M: *Ring of Protection +1* (166 gp per character), *Wand of Invisibility* (375 gp per character), *Wand of Burning Hands* (62 gp per character)

APL 10: L: 38 gp; C; 28 gp; M: *Ring of Protection +1* (166 gp per character), *Wand of Invisibility* (375 gp per character), *Pearl of Power 2nd level* (333 gp per character), *Scroll of Stoneskin* (79 gp per character)

APL 12: L: 38 gp; C; 28 gp; M: *Ring of Protection +1* (166 gp per character), *Wand of Invisibility* (375 gp per character), *Pearl of Power 2nd level* (333 gp per character), *Scroll of Stoneskin* (79 gp per character), *Necklace of Fireballs Type V* (512 gp per character)

APL 8: 1,250 gp
APL 10: 2,100 gp
APL 12: 3,000 gp

Encounter 9: Save the Day

Defeat Trivel and another part of the Entourage.

APL 4: L: 158 gp; C; o gp; M: *Cloak of Elvenkind* (166 gp per character), *Divine Scroll of Inflict Serious Wounds* (31 gp per character),

APL 6: L: 158 gp; C; o gp; M: *Cloak of Elvenkind* (166 gp per character), *Boots of Elvenkind* (166 gp per character)

APL 8: L: 267 gp; C; o gp; M: *Cloak of Elvenkind* (166 gp per character), *Boots of Elvenkind* (166 gp per character), *Periapt of Wisdom +2* (333 gp per character), *Bracers of Archery* (425 gp per character), *+1 Greataxe* (193 gp per character)

APL 10: L: 267 gp; C; o gp; M: *Cloak of Elvenkind* (166 gp per character), *Boots of Elvenkind* (166 gp per character), *Periapt of Wisdom +2* (333 gp per character), *Bracers of Archery* (425 gp per character), *+1 Greataxe* (193 gp per character)

APL 12: L: 209 gp; C; o gp; M: *+1 Unholy Mighty Masterwork Longbow (+3)* (1,558 gp per character), *Cloak of Elvenkind* (166 gp per character), *Boots of Elvenkind* (166 gp per character), *Periapt of Wisdom +4* (1,333 gp per character), *Bracers of Archery* (425 gp per character), *+1 Greataxe* (193 gp per character), 3 *Cloak of Resistance +1* (87 gp each per character), *+1 Greatclub* (193 gp per character)

Total Possible Treasure:

APL 4: 600 gp
APL 6: 800 gp

Appendix 1: NPCs

Encounter 5: Friend or Foe

ALL APLs

☛ **Mucready:** Male human Ftr2/Rgr3/Rog2; CR 7; Medium-size humanoid (Human); HD 5D10+2D6+14; hp 57; Init +3; Spd 30 ft.; AC 18 (Touch 14, flat-footed 15); Atk +9/+4 melee (1D8+3, Masterwork Longsword) and +8 melee (1D6+1, Masterwork Shortsword) or +9/+4 ranged (1D8+3, Mighty composite longbow); SA Sneak attack, favored enemy (Shapechangers); SQ Evasion; AL N; SV Fort +8, Ref +7, Will +4; Str 16, Dex 17, Con 14, Int 15, Wis 12, Cha 14.

Skills and Feats: Animal Empathy +5, Bluff +5, Diplomacy +4, Disable Device +5, Disguise +3, Escape Artist +8, Handle Animal +7, Hide +10, Jump +6, Listen +9, Move Silently +10, Open Locks +5, Search +7, Sense Motive +9, Spot +8, Tumble +5; Blind-Fight, Dodge, Iron Will, Mobility, Spring Attack, Track, Weapon Focus (Longsword)

Equipment: Mighty Composite Longbow +3, Masterwork white runed Longsword, Masterwork Shortsword, chain shirt, Symbol of a wolf howling (hidden underneath shirt), Ring of Protection +1

Encounter 8: The Backstab

APL 4 (EL 6)

☛ **Blige:** Female human Drd5; CR 5; Medium-size humanoid (human); HD 5D8+10; hp 38; Init +2; Spd 30 ft.; AC 17 (Touch 13, flat-footed 15); Atk +3 melee (1D6, Scimitar) or +5 ranged (1D4, sling); SA Nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wild shape (1/day); AL NE; SV Fort +6, Ref +5, Will +7; Str 10, Dex 15, Con 14, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +10, Handle Animal +4, Heal +7, Intuit Direction +7, Knowledge (Nature) +4, Listen +4, Scry +4, Spellcraft +6, Spot +6, Tumble +4, Wilderness Lore +8; Natural Spell*, Lightning Reflexes, Combat Casting

Equipment: Leather Armor, Large wooden shield, Scimitar, sling, *Ring of Protection +1*, *Divine Scroll of Summon Nature's Ally IV*

Spells prepared (5/4/3/2; base DC 13 + spell level):
o- Detect Magic, Guidance, Flare, Read Magic, Resistance; 1st – Entangle, Endure Elements, ~~Magic Fang~~, Sandblast*; 2nd – ~~Barkskin~~, Charm Person, Flaming Sphere; 3rd – Spike Growth, Poison.

*See Appendix 2: New Rules

APL 6 (EL 8)

☛ **Blige:** Female human Drd7; CR 7; Medium-size humanoid (human); HD 7D8+14; hp 53; Init +2; Spd 30 ft.; AC 17 (Touch 13, flat-footed 15); Atk +5 melee (1D6, Scimitar) or +7 ranged (1D4, sling); SA Nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wild shape (3/day); AL NE; SV Fort +7, Ref +6, Will +8; Str 10, Dex 15, Con 14, Int 12, Wis 17, Cha 10.

Skills and Feats: Concentration +12, Handle Animal +4, Heal +8, Intuit Direction +7, Knowledge (Nature) +6, Listen +4, Scry +4, Spellcraft +8, Spot +7, Tumble +4, Wilderness Lore +10; Natural Spell*, Lightning Reflexes, Combat Casting, Dodge

Equipment: Leather Armor, Large wooden shield, Scimitar, sling, *Ring of Protection +1*

Spells prepared (6/5/4/3/1; base DC 13 + spell level):
o- Detect Magic, Guidance, Flare, Read Magic, Resistance, Virtue; 1st – Entangle, Endure Elements, Faerie Fire, Sandblast*, Shillelagh; 2nd – ~~Barkskin~~, Charm Person, Flaming Sphere, Summon Swarm; 3rd – ~~Greater Magic Fang~~, Spike Growth, Poison; 4th – Flame Strike.

*See Appendix 2: New Rules

☛ **Quellic:** Adp6; CR 5; Medium-size humanoid (Orc); HD 6D6+6; hp 32; Init +2; Spd 20 ft.; AC 16 (Touch 12, flat-footed 14); Atk +3 melee (1D8, Heavy Mace); AL LE; SV Fort +3, Ref +6, Will +8; Str 10, Dex 14, Con 12, Int 12, Wis 17, Cha 8.

Skills and Feats: Concentration +2, Knowledge (Arcana) +10, Spellcraft +9, Wilderness Lore +12; Light Armor Proficiency, Combat Casting, Lightning Reflexes

Equipment: Masterwork Chain Shirt, Heavy Mace, Holy symbol of Hextor, spell component pouch, *Wand of Invisibility*

Spells Prepared (3/3/2; base DC = 13 + spell level):
o- Guidance, Cure Minor Wounds, Read Magic; 1st – Endure Elements, Protection from Good, Burning Hands; 2nd – Mirror Image, Web.

APL 8 (EL 12)

☛ **Blige:** Female human Drd9; CR 9; Medium-size humanoid (human); HD 9D8+18; hp 68; Init +2; Spd 30 ft.; AC 17 (Touch 13, flat-footed 15); Atk +6/+1 melee (1D6, Scimitar) or +8/+3 ranged (1D4, sling); SA Nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wild shape (3/day), wild shape (small, medium, large), venom immunity; AL NE; SV Fort +8, Ref +7, Will +10; Str 10, Dex 15, Con 14, Int 12, Wis 18, Cha 10.

Skills and Feats: Concentration +14, Handle Animal +4, Heal +8, Intuit Direction +7, Knowledge (Nature) +8, Listen +5, Scry +5, Spellcraft +8, Spot +8, Tumble +4, Wilderness Lore +12; Natural Spell*, Lightning Reflexes, Combat Casting, Dodge, Mobility

Equipment: Leather Armor, Large wooden shield, Scimitar, sling, *Ring of Protection +1*

Spells prepared (6/5/5/4/3/1; base DC 14 + spell level): 0- Detect Magic, Guidance, Flare, Read Magic, Resistance, Virtue; 1st – Entangle, Endure Elements, Faerie Fire, Sandblast*, Shillelagh; 2nd – ~~Barkskin~~, Briar Web*, Charm Person, Flaming Sphere, Summon Swarm; 3rd – ~~Greater Magic Fang~~, Spike Growth, Poison, Protection from Elements; 4th – Feathers*, Flame Strike, Dispel Magic; 5th – Ice Storm.

*See Appendix 2: New Rules

☛ **Quellic:** Adp8/Hxr1*: CR 8; Medium-size humanoid (Orc); HD 9D6+9; hp 47; Init +2; Spd 30 ft; AC 16 (Touch 12, flat-footed 14); Atk +5 melee (1D8, Heavy Mace); SA Hex 1/day; AL LE; SV Fort +3, Ref +6, Will +12; Str 10, Dex 14, Con 12, Int 12, Wis 18, Cha 8.

Skills and Feats: Concentration +9, Knowledge (Arcana) +11, Spellcraft +9, Wilderness Lore +13; Light Armor Proficiency, Combat Casting, Spell Focus (Evocation), Lightning Reflexes

Equipment: Masterwork Chain Shirt, Heavy Mace, Holy symbol of Hextor, spell component pouch, *Wand of Invisibility*, *Wand of Burning Hands*

Spells Prepared (3/4/3/2; base DC = 14 + spell level; 16 + spell level for Evocation spells): 0- Guidance, Cure Minor Wounds, Read Magic; 1st – Endure Elements, Protection from Good, Burning Hands, Detect Good; 2nd – Mirror Image, Web, Darkness; 3rd – Lightning Bolt (2).

*See Appendix 2: New Rules

APL 10 (EL 12)

☛ **Blige:** Female human Drd9; CR 9; Medium-size humanoid (human); HD 9D8+18; hp 68; Init +2; Spd 30 ft; AC 17 (Touch 13, flat-footed 15); Atk +6/+1 melee (1D6, Scimitar) or +8/+3 ranged (1D4, sling); SA Nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wild shape (3/day), wild shape (small, medium, large), venom immunity; AL NE; SV Fort +8, Ref +7, Will +10; Str 10, Dex 15, Con 14, Int 12, Wis 18, Cha 10.

Skills and Feats: Concentration +14, Handle Animal +4, Heal +8, Intuit Direction +7, Knowledge (Nature) +8, Listen +5, Scry +5, Spellcraft +8, Spot +8, Tumble +4, Wilderness Lore +12; Natural Spell*, Lightning Reflexes, Combat Casting, Dodge, Mobility

Equipment: Leather Armor, Large wooden shield, Scimitar, sling, *Ring of Protection +1*

Spells prepared (6/5/5/4/3/1; base DC 14 + spell level): 0- Detect Magic, Guidance, Flare, Read Magic, Resistance, Virtue; 1st – Entangle, Endure Elements, Faerie Fire, Sandblast*, Shillelagh; 2nd – ~~Barkskin~~, Briar Web*, Charm Person, Flaming Sphere, Summon Swarm; 3rd – ~~Greater Magic Fang~~, Spike Growth, Poison, ~~Protection from Elements~~; 4th – Feathers*, Flame Strike, Dispel Magic; 5th – Ice Storm.

*See Appendix 2: New Rules

☛ **Quellic:** Adp8/Hxr1*: CR 8; Medium-size humanoid (Orc); HD 9D6+9; hp 47; Init +2; Spd 30 ft; AC 16 (Touch 12, flat-footed 14); Atk +5 melee (1D8, Heavy Mace); SA Hex 1/day; AL LE; SV Fort +3, Ref +6, Will +12; Str 10, Dex 14, Con 12, Int 12, Wis 18, Cha 8.

Skills and Feats: Concentration +9, Knowledge (Arcana) +11, Spellcraft +9, Wilderness Lore +13; Light Armor Proficiency, Combat Casting, Spell Focus (Evocation), Lightning Reflexes

Equipment: Masterwork Chain Shirt, Heavy Mace, Holy symbol of Hextor, spell component pouch, *Wand of Invisibility*, *Pearl of Power 2nd level*, *Scroll of Stoneskin*, 250 gp

Spells Prepared (3/4/3/2; base DC = 14 + spell level; 16 + spell level for Evocation spells): 0- Guidance, Cure Minor Wounds, Read Magic; 1st – Endure Elements, Protection from Good, Burning Hands, Detect Good; 2nd – Mirror Image, Web, Darkness; 3rd – Lightning Bolt (2).

*See Appendix 2: New Rules

APL 12 (EL 13)

☛ **Blige:** Female human Drd10; CR 10; Medium-size humanoid (human); HD 10D8+20; hp 75; Init +2; Spd 30 ft; AC 16 (Touch 12, flat-footed 14); Atk +7/+2 melee (1D6, Scimitar) or +9/+4 ranged (1D4, sling); SA Nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wild shape (4/day), wild shape (small, medium, large), venom immunity; AL NE; SV Fort +9, Ref +7, Will +11; Str 10, Dex 15, Con 14, Int 12, Wis 18, Cha 10.

Skills and Feats: Concentration +15, Handle Animal +4, Heal +8, Intuit Direction +7, Knowledge (Nature) +8, Listen +6, Scry +5, Spellcraft +9, Spot +9, Tumble +4, Wilderness Lore +12; Natural Spell*, Lightning Reflexes, Combat Casting, Dodge, Mobility

Equipment: Leather Armor, Large wooden shield, Scimitar, sling, *Ring of Protection +1*

Spells prepared (6/5/5/4/4/2; base DC 14 + spell level): 0- Detect Magic, Guidance, Flare, Read Magic, Resistance, Virtue; 1st – Entangle, Endure Elements, Faerie Fire, Sandblast*, Shillelagh; 2nd – ~~Barkskin~~, Briar Web*, Charm Person, Flaming Sphere, Summon Swarm; 3rd – ~~Greater Magic Fang~~, Spike Growth,

Poison, ~~Protection from Elements~~; 4th – Bear's Heart*, Feathers*, Flame Strike, Dispel Magic; 5th – Ice Storm, Kiss of Death*

*See Appendix 2: New Rules

☛ **Quellic:** Adp8/Hxr2*: CR 10; Medium-size humanoid (Orc); HD 10D6+10; hp 53; Init +2; Spd 30 ft; AC 16 (Touch 12, flat-footed 14); Atk +7 melee (1D8, Heavy Mace); SA Hex 2/day, bonus spell; AL LE; SV Fort +3, Ref +6, Will +13; Str 10, Dex 14, Con 12, Int 12, Wis 18, Cha 8.

Skills and Feats: Concentration +12, Knowledge (Arcana) +11, Spellcraft +9, Wilderness Lore +13; Light Armor Proficiency, Combat Casting, Spell Focus (Evocation), Lightning Reflexes

Equipment: Masterwork Chain Shirt, Heavy Mace, Holy symbol of Hextor, spell component pouch, *Wand of Invisibility*, *Pearl of Power* 2nd level, *Scroll of Stoneskin*, 250 gp, *Necklace of Fireballs* type V

Spells Prepared (3/4/3/2; base DC = 14 + spell level; 16 + spell level for Evocation spells): 0- Guidance, Cure Minor Wounds, Read Magic; 1st – Endure Elements, Protection from Good, Burning Hands, Detect Good; 2nd – Mirror Image, Web, Darkness; 3rd – Lightning Bolt, Fireball (bonus spell).

*See Appendix 2: New Rules

Encounter 9: Save the Day

APL 4 (EL 6)

☛ **Trivel:** Clr5; CR 5; Medium-size humanoid (human); HD 5D8+5; hp 34; Init +5; Spd 20 ft; AC 20 (Touch 11, flat-footed 19); Atk +5 melee (1D8+2, Morningstar); AL NE; SV Fort +5, Ref +4, Will +7; Str 14, Dex 13, Con 12, Int 12, Wis 16, Cha 8.

Skills and Feats: Concentration +7, Heal +7, Knowledge (Arcana) +3, Knowledge (Religion) +6, Scry +3, Spellcraft +6, Spot +4, Tumble +2; Lightning Reflexes, Spell Focus (Enchantment), Improved Initiative

Equipment: Half-plate, Large steel shield, Morningstar, *Scroll of Inflict Serious Wounds*

Spells prepared (5/4+1/3+1/2+1; base DC 13 + spell level; 15 + spell level for Enchantment spells): 0- Detect Magic, Guidance, Inflict Minor Wounds, Read Magic, Resistance; 1st – Detect Good, Shield of Faith, Bane, Endure Elements, Cause Fear*; 2nd – Hold Person, Sound Burst, Spiritual Weapon, ~~Invisibility~~*; 3rd – Inflict Serious Wounds, Searing Light, Animate Dead*.

*Domain Spell. *Domains:* Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1D6 per your cleric level. If the total at least equals the

creature's current hit points, it dies; Trickery (Bluff, Disguise, and Hide are class skills).

☛ **Loren Fletch:** Ftr2; CR 2; Medium-size humanoid (Human); HD 2D10+4; hp 18; Init +3; Spd 20 ft; AC 16 (Touch 10, flat-footed 16); Atk +4 melee (1D8+2 Longsword) or +7 ranged (1D8+2, Composite Longbow (+2)); AL LE; SV Fort +5, Ref +3, Will +0; Str 15, Dex 16, Con 14, Int 10, Wis 11, Cha 7

Skills and Feats: Listen +1, Spot +1; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Longbow)

Equipment: Masterwork Banded Mail, longsword, Masterwork Mighty Composite longbow (+2)

☛ **Nergif:** Rog2; CR 2; Medium-size humanoid (orc); HD 2D6+2; hp 11; Init +3; Spd 30 ft; AC 17 (Touch 13, flat-footed 14); Atk +3 melee (1D6+2, Shortsword) or +4 ranged (1D8, light crossbow); SA Sneak attack, evasion; SQ Darkvision, Light Sensitivity; AL CE; SV Fort +1, Ref +6, Will -1; Str 14, Dex 17, Con 12, Int 14, Wis 8, Cha 8

Skills and Feats: Balance +5, Bluff +4, Climb +4, Disguise +1, Escape Artist +5, Forgery +4, Gather Information +1, Hide +18, Innuendo +0, Listen +3, Move Silently +8, Perform +2, Search +6, Sense Motive +3, Spot +2, Tumble +6; Dodge.

Equipment: Masterwork Chain Shirt, Shortsword, *Cloak of Elvenkind*

APL 6 (EL 8)

☛ **Trivel:** Clr7; CR 7; Medium-size humanoid (human); HD 7D8+7; hp 47; Init +5; Spd 20 ft; AC 20 (Touch 11, flat-footed 19); Atk +7 melee (1D8+2, Morningstar); AL NE; SV Fort +6, Ref +5, Will +8; Str 14, Dex 13, Con 12, Int 12, Wis 16, Cha 8.

Skills and Feats: Concentration +10, Heal +7, Knowledge (Arcana) +3, Knowledge (Religion) +6, Scry +3, Spellcraft +7, Spot +5, Tumble +2; Lightning Reflexes, Spell Focus (Enchantment), Improved Initiative, Combat Casting.

Equipment: Half-plate, Large steel shield, Morningstar

Spells prepared (6/5+1/4+1/3+1/1+1; base DC 13 + spell level; 15 + spell level for Enchantment spells): 0- Detect Magic, Guidance, Inflict Minor Wounds x2, Read Magic, Resistance; 1st – Detect Good, ~~Shield of Faith~~, Bane, Magic Weapon, Endure Elements, Cause Fear*; 2nd – ~~Bull's Strength~~, Hold Person, Sound Burst, Spiritual Weapon, ~~Invisibility~~*; 3rd – Dispel Magic, Inflict Serious Wounds, Invisibility Purge, Animate Dead*; 4th – Inflict Critical Wounds, Confusion*.

*Domain Spell. *Domains:* Death (You may use a death touch once per day. Your death touch is a spell-like

ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1D6 per your cleric level. If the total at least equals the creature's current hit points, it dies; Trickery (Bluff, Disguise, and Hide are class skills).

◆ **Loren Fletch:** Ftr2; CR 2; Medium-size humanoid (Human); HD 2D10+4; hp 18; Init +3; Spd 20 ft; AC 16 (Touch 10, flat-footed 16); Atk +4 melee (1D8+2 Longsword) or +7 ranged (1D8+2, Composite Longbow (+2)); AL LE; SV Fort +5, Ref +3, Will +0; Str 15, Dex 16, Con 14, Int 10 Wis 11 Cha 7

Skills and Feats: Listen +1, Spot +1; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Longbow)

Equipment: Masterwork Banded Mail, longsword, Masterwork Mighty Composite longbow (+2)

◆ **Nergif:** Rog2; CR 2; Medium-size humanoid (orc); HD 2D6+2; hp 11; Init +3; Spd 30 ft; AC 17 (Touch 13, flat-footed 14); Atk +3 melee (1D6+2, Shortsword) or +4 ranged (1D8, light crossbow); SA Sneak attack, evasion; SQ Darkvision, Light Sensitivity; AL CE; SV Fort +1, Ref +6, Will -1; Str 14, Dex 17, Con 12, Int 14, Wis 8, Cha 8

Skills and Feats: Balance +5, Bluff +4, Climb +4, Disguise +1, Escape Artist +5, Forgery +4, Gather Information +1, Hide +18, Innuendo +0, Listen +3, Move Silently +18, Perform +2, Search +6, Sense Motive +3, Spot +2, Tumble +6; Dodge.

Equipment: Masterwork Chain Shirt, heavy mace, *Cloak of Elvenkind*, *Boots of Elvenkind*

APL 8 (EL 11)

◆ **Trivel:** Clr9; CR 9; Medium-size humanoid (human); HD 9D8+9; hp 61; Init +5; Spd 20 ft; AC 20 (Touch 11, flat-footed 19); Atk +8/+3 melee (1D8+2, Morningstar); AL NE; SV Fort +7, Ref +6, Will +10; Str 14, Dex 13, Con 12, Int 12, Wis 19, Cha 8.

Skills and Feats: Concentration +13, Heal +7, Knowledge (Arcana) +3, Knowledge (Religion) +6, Scribe +3, Spellcraft +10, Spot +5, Tumble +2; Lightning Reflexes, Spell Focus (Enchantment), Improved Initiative, Combat Casting, Spell Focus (Necromancy)

Equipment: Half-plate, Large steel shield, Morningstar, *Periapt of Wisdom* +2

Spells prepared (6/5+1/5+1/4+1/3+1/1+1; base DC 14 + spell level; 16 + spell level for Enchantment and Necromancy spells): 0- Detect Magic, Guidance, Inflict Minor Wounds x2, Read Magic, Resistance; 1st - Detect Good, Shield of Faith, Bane, Magic Weapon, ~~Endure Elements~~, Cause Fear*; 2nd - ~~Bull's Strength~~, Hold Person, Silence, Sound Burst, ~~Endurance~~, ~~Invisibility~~;

3rd - Dispel Magic, Inflict Serious Wounds, Invisibility Purge, ~~Magic Vestment~~, Animate Dead*; 4th - ~~Greater Magic Weapon~~, Inflict Critical Wounds, Confusion*, ~~Spell Immunity~~; 5th - Flame Strike, Slay Living*.

*Domain Spell. *Domains:* Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1D6 per your cleric level. If the total at least equals the creature's current hit points, it dies; Trickery (Bluff, Disguise, and Hide are class skills).

◆ **Loren Fletch:** Male human Ftr4/Rgr1/OotBI1*; CR 6; Medium-size humanoid (Human); HD 6D10+12; hp 54; Init +4; Spd 30 ft; AC 18 (Touch 14, flat-footed 14); Atk +9/+4 melee (1D8+3, Longsword), or +14/+9 ranged (1D8+5, Masterwork Mighty Composite Longbow (+3)) or +12/+12/+7 rapid ranged (1D8+5, Masterwork Mighty Composite Longbow (+3)); SA Favored enemy (Elf), ranged sneak attack; AL LE; SV Fort +8, Ref +7, Will +4; Str 16, Dex 18, Con 14, Int 10 Wis 12 Cha 7.

Skills and Feats: Hide +8, Knowledge (Religion) +2, Move Silently +8, Ride +7, Spot +5, Swim +4; Weapon Focus (Longbow), Point Blank Shot, Precise Shot, Rapid Shot, Weapon Specialization (Longbow), Favored Critical* (Elf), Track, Ambidexterity, Two-Weapon Fighting

Equipment: Mithral Chain Shirt, Longsword, Masterwork Mighty Composite Longbow (+3), *Bracers of Archery*

*See Appendix 2: New Rules

◆ **Nergif:** Rog3/Ftr2/Asn1; CR 6; Medium-size humanoid (orc); HD 3D6+2D10+1D6+6; hp 38; Init +4; Spd 30 ft; AC 18 (Touch 14, flat-footed 14); Atk +11 melee (1D12+4, and Giant Wasp poison +1 *Greataxe*) or +8 ranged (1D8, light crossbow); SA Sneak attack, uncanny dodge, evasion, poison use, death attack, spells; SQ Darkvision, Light Sensitivity; AL CE; SV Fort +5, Ref +9, Will +0; Str 14, Dex 19, Con 12, Int 14, Wis 8, Cha 8.

Skills and Feats: Bluff +8, Disguise +4, Escape Artist +8, Forgery +5, Gather Information +2, Hide +22, Intuit Direction +1, Listen +5, Move Silently +22, Perform +2, Search +7, Sense Motive +4, Spot +5, Tumble +10; Weapon Focus (Greataxe), Weapon Finesse (Greataxe), Quicker Than the Eye*, Dodge, Mobility.

Equipment: Masterwork Chain Shirt, +1 *Greataxe*, *Cloak of Elvenkind*, *Boots of Elvenkind*, *Giant Wasp poison* (DMG)

♣ **Gronch the Destroyer:** Male ogre Ftr3/Bbn1; CR 6; Large Giant; HD 4D8+8 (ogre) + 3D10 + 1D12+8; hp 68; Init -1; Spd 30ft; AC 18 (Touch 8, Flat-footed 18); Atk +13 melee (2D6+8, greatclub); Face/reach 5 ft. x 5 ft./10ft.); SA Rage 1/day, fast movement; AL CE; SV Fort +11, Ref +3, Will +2; Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +7, Jump +7, Listen +4, Spot +4; Weapon Focus (Greatclub), Power Attack, Cleave, Destructive Rage*, Lightning Reflexes

Equipment: Breastplate, Greatclub

*See Appendix 2: New Rules

APL 10 (EL 12)

♣ **Trivel:** Clr9; CR 9; Medium-size humanoid (human); HD 9D8+9; hp 61; Init +5; Spd 20 ft; AC 20 (Touch 11, flat-footed 19); Atk +8/+3 melee (1D8+2, Morningstar); AL NE; SV Fort +7, Ref +6, Will +10; Str 14, Dex 13, Con 12, Int 12, Wis 19, Cha 8.

Skills and Feats: Concentration +13, Heal +7, Knowledge (Arcana) +3, Knowledge (Religion) +6, Scribe +3, Spellcraft +10, Spot +5, Tumble +2; Lightning Reflexes, Spell Focus (Enchantment), Improved Initiative, Combat Casting, Spell Focus (Necromancy)

Equipment: Half-plate, Large steel shield, Morningstar, *Periapt of Wisdom* +2

Spells prepared (6/5+1/5+1/4+1/3+1/1+1; base DC 14 + spell level; 16 + spell level for Enchantment and Necromancy spells): 0th – Detect Magic, Guidance, Inflict Minor Wounds x2, Read Magic, Resistance; 1st – Detect Good, Shield of Faith; Bane, Magic Weapon, ~~Endure Elements~~, Cause Fear*; 2nd – ~~Bull's Strength~~, Hold Person, Silence, Sound Burst, ~~Endurance~~, ~~Invisibility~~*; 3rd – Dispel Magic, Inflict Serious Wounds, Invisibility Purge, ~~Magic Vestment~~, Animate Dead*; 4th – ~~Greater Magic Weapon~~, Inflict Critical Wounds, Confusion*, ~~Spell Immunity~~; 5th – Flame Strike, Slay Living*.

*Domain Spell. *Domains:* Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1D6 per your cleric level. If the total at least equals the creature's current hit points, it dies; Trickery (Bluff, Disguise, and Hide are class skills).

♣ **Loren Fletcher:** Male human Ftr4/Rgr1/OotBI2*; CR 7; Medium-size humanoid (Human); HD 7D10+14; hp 63; Init +4; Spd 30 ft; AC 18 (Touch 14, flat-footed 14); Atk +10/+5 melee (1D8+3, Longsword), or +15/+10 ranged (1D8+5, Masterwork Mighty Composite Longbow (+3)) or +13/+13/+8 rapid ranged (1D8+5, Masterwork Mighty Composite Longbow (+3)); SA Favored enemy (Elf), ranged sneak attack, close combat

shot; AL LE; SV Fort +8, Ref +8, Will +5; Str 16, Dex 18, Con 14, Int 10, Wis 12, Cha 7.

Skills and Feats: Hide +8, Knowledge (Religion) +2, Move Silently +10, Ride +7, Spot +6, Swim +4; Weapon Focus (Longbow), Point Blank Shot, Precise Shot, Rapid Shot, Weapon Specialization (Longbow), Favored Critical* (Elf), Track, Ambidexterity, Two-Weapon Fighting

Equipment: Mithral Chain Shirt, Longsword, Masterwork Mighty Composite Longbow (+3), *Bracers of Archery*

*See Appendix 2: New Rules

♣ **Nergif:** Rog3/Ftr2/Asn2; CR 7; Medium-size humanoid (orc); HD 3D6+2D10+2D6+7; hp 43; Init +4; Spd 30 ft; AC 18 (Touch 14, flat-footed 14); Atk +12 melee (1D12+4, Giant Wasp Poison, +1 *Greataxe*) or +9 ranged (1D8, light crossbow); SA Sneak attack, uncanny dodge, evasion, poison use, death attack, +1 save vs poison, spells; SQ Darkvision, Light Sensitivity; AL CE; SV Fort +5, Ref +10, Will +0; Str 14, Dex 19, Con 12, Int 14, Wis 8, Cha 8.

Skills and Feats: Bluff +10, Disguise +4, Escape Artist +8, Forgery +5, Gather Information +2, Hide +23, Intuit Direction +1, Listen +5, Move Silently +23, Perform +2, Search +7, Sense Motive +4, Spot +5, Tumble +12; Weapon Focus (Greataxe), Weapon Finesse (Greataxe), Quicker Than the Eye*, Dodge, Mobility.

Equipment: Masterwork Chain Shirt, +1 *Greataxe*, *Cloak of Elvenkind*, *Boots of Elvenkind*, *Giant Wasp poison* (DMG)

♣ **Gronch the Destroyer:** Male ogre Ftr4/Bbn1; CR 7; Large Giant; HD 4D8+8 (ogre) + 4D10 + 1D12+10; hp 77; Init -1; Spd 30ft; AC 18 (Touch 8, Flat-footed 18); Atk +14 melee (2D6+10, greatclub); Face/reach 5 ft. x 5 ft./10ft.); SA Rage 1/day, fast movement; AL CE; SV Fort +12, Ref +3, Will +2; Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +7, Jump +7, Listen +4, Spot +4; Weapon Focus (Greatclub), Power Attack, Cleave, Destructive Rage*, Weapon Specialization (Greatclub), Lightning Reflexes

Equipment: Breastplate, Greatclub

*See Appendix 2: New Rules

APL 12 (EL 14)

♣ **Trivel:** Clr10; CR 10; Medium-size humanoid (human); HD 10D8+10; hp 68; Init +5; Spd 20 ft; AC 20 (Touch 11, flat-footed 19); Atk +9/+4 melee (1D8+2, Morningstar); AL NE; SV Fort +9, Ref +7, Will +13; Str 14, Dex 13, Con 12, Int 12, Wis 21, Cha 8.

Skills and Feats: Concentration +14, Heal +7, Knowledge (Arcana) +3, Knowledge (Religion) +7, Scream +3, Spellcraft +11, Spot +5, Tumble +2; Lightning Reflexes, Spell Focus (Enchantment), Improved Initiative, Combat Casting, Spell Focus (Necromancy)

Equipment: Half-plate, Large steel shield, Morningstar, *Periapt of Wisdom* +4, *Cloak of Resistance* +1

Spells prepared (6/6+1/5+1/4+1/4+1/3+1; base DC 15 + spell level; 17 + spell level for Enchantment and Necromancy spells): 0th - Detect Magic, Guidance, Inflict Minor Wounds x2, Read Magic, Resistance; 1st - Detect Good, Shield of Faith, Bane, Magic Weapon, ~~Endure Elements~~, ~~Endure Elements~~, Cause Fear*; 2nd - ~~Bull's Strength~~, Hold Person, Silence, Sound Burst, ~~Endurance~~, ~~Invisibility~~*; 3rd - Dispel Magic, Inflict Serious Wounds, ~~Magic Circle against Good~~, ~~Magic Vestment~~, Animate Dead*; 4th - ~~Greater Magic Weapon~~, Inflict Critical Wounds x2, ~~Spell Immunity~~, Confusion*; 5th - Greater Command, Flame Strike, Slay Living*, ~~True Seeing~~.

*Domain Spell. *Domains:* Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1D6 per your cleric level. If the total at least equals the creature's current hit points, it dies; Trickery (Bluff, Disguise, and Hide are class skills).

☛ **Loren Fletch:** Male human Ftr4/Rgr1/OotB14*/DpwdSnpr1*; CR 10; Medium-size humanoid (Human); HD 9D10+1D8+20; hp 89; Init +4; Spd 30 ft; AC 18 (Touch 14, flat-footed 14); Atk +13/+8 melee (1D8+3, Longsword), or +19/+14 ranged (1D8+6, +1 Unholy Mighty Composite Longbow (+3)) or +17/+17/+12 rapid ranged (1D8+6, +1 Unholy Mighty Composite Longbow (+3)); SA Favored enemy (Elf), ranged sneak attack, close combat shot, superior weapon focus (Longbow), keen arrows, range increment bonus +10%; AL LE; SV Fort +10, Ref +12, Will +7; Str 16, Dex 19, Con 14, Int 10 Wis 12 Cha 7.

Skills and Feats: Hide +11, Knowledge (Religion) +2, Move Silently +11, Ride +7, Sense Motive +2, Spot +8, Swim +4; Weapon Focus (Longbow), Point Blank Shot, Precise Shot, Rapid Shot, Weapon Specialization (Longbow), Favored Critical* (Elf), Track, Ambidexterity, Two-Weapon Fighting, Far Shot

Equipment: Mithral Chain Shirt, Longsword, +1 Unholy Mighty Composite Longbow (+3), Bracers of Archery, Cloak of Resistance +1

*See Appendix 2: New Rules

☛ **Nergif:** Rog3/Ftr3/Asn3/Sda1; CR 10; Medium-size humanoid (orc); HD 3D6+3D10+3D6+1D8+10; hp 63; Init +5; Spd 30 ft; AC 19 (Touch 15, flat-footed 14); Atk +15/+10 melee (1D12+4, Giant Wasp Poison, +1 Greataxe) or +12/+7 ranged (1D8, light crossbow); SA Sneak attack, uncanny dodge, evasion, poison use, death attack, +1 save vs poison, spells, hide in plain sight; SQ Darkvision, Light Sensitivity; AL CE; SV Fort +7, Ref +13, Will +2; Str 14, Dex 20, Con 12, Int 14, Wis 8, Cha 8.

Skills and Feats: Bluff +13, Disguise +4, Escape Artist +9, Forgery +5, Gather Information +2, Hide +18, Intuit Direction +1, Listen +5, Move Silently +18, Perform +5, Search +7, Sense Motive +4, Spot +8, Tumble +15; Weapon Focus (Greataxe), Weapon Finesse (Greataxe), Quicker Than the Eye*, Dodge, Mobility, Combat Reflexes.

Equipment: Masterwork Chain Shirt, +1 Greataxe, Cloak of Elvenkind, Boots of Elvenkind, 3 doses Giant Wasp poison (DMG), Cloak of Resistance +1

☛ **Gronch the Destroyer:** Male ogre Ftr5/Bbn1/FrnzBrskr2; CR 9; Large Giant; HD 4D8+8 (ogre) + 5D10 + 3D12+24; hp 113; Init -1; Spd 30ft; AC 18 (Touch 8, Flat-footed 18); Atk +18/+13 melee (2D6+11, +1 greatclub); Face/reach 5 ft. x 5 ft./10ft.; SA Rage 1/day, fast movement, frenzy 1/day; AL CE; SV Fort +15, Ref +3, Will +2; Str 22, Dex 8, Con 16, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +9, Jump +8, Listen +4, Spot +4; Weapon Focus (Greatclub), Power Attack, Cleave, Destructive Rage*, Weapon Specialization (Greatclub), Lightning Reflexes, Intimidating Rage*, Supreme Cleave*, Remain Conscious*

Equipment: Breastplate, +1 Greatclub

*See Appendix 2: New Rules

Encounter 11: Risky Business

☛ **Veluna Guardsmen:** Male human War5; CR 4; Medium-size humanoid (Human); HD 5d8+10; hp 31; Init +2; Spd 30 ft; AC 16 (Touch 12, Flat Footed 14) [[+2 Dex, +4 scale mail]]; Atk +7 melee (1d8+2 19/x2, longsword), +7 missile (1d8 20/x2, light crossbow); AL LG; SV Fort +4, Ref +3, Will +1; Str 15, Dex 14, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +3, Intimidate +2, Jump +3, Knowledge (local, Whitehale) +3, Listen +8, Spot +8; Alertness, Point Blank Shot, Precise Shot, Weapon Focus (longsword)

Equipment: Longsword, Scale Mail

Appendix 2: New Rules

Feats

Quicker Than the Eye [General] as presented in *Song and Silence*

Your hands can move so quickly that observers don't see what you've done.

Prerequisites: Dex 19+

Benefit: While under direct observation, you can make a Bluff check as a move-equivalent action, opposed by the Spot checks of any observers. If you succeed, your misdirection makes them look elsewhere while you take a partial action. If your partial action is an attack against someone who failed the opposed check, that opponent is denied a Dex bonus to AC.

Natural Spell [Wild] as presented in *Masters of the Wild*

You cast spells while in a wild shape.

Prerequisite: Ability to use wild shape, Wis 13.

Benefit: You complete the verbal and somatic components of spells while in a wild shape. For example, while in the form of a hawk, you could substitute screeches and gestures with your talons for the normal verbal and somatic components of a spell. You can use any material components or focuses that you can hold with an appendage of your current form, but you cannot make use of any such items that are melded within that form. This feat does not permit the use of magic items while in a form that could not ordinarily use them, and you do not gain the ability to speak while in a wild shape.

Destructive Rage [General] as presented in *Masters of the Wild*

You shatter barriers and objects when enraged.

Prerequisite: Ability to Rage.

Benefit: While you're raging, you gain a +8 bonus on any Strength checks you make to break open doors or break inanimate, immobile objects.

Intimidating Rage [General] as presented in *Masters of the Wild*

Your rage engenders fear in your opponents.

Prerequisite: Ability to Rage.

Benefit: While you are raging, you designate a single foe within 30 feet of you who must make a Will save (DC = 10 + one-half your character level + your Charisma modifier) or become shaken for as long as you continue to rage and the target can see you. (A

shaken creature suffers a –2 morale penalty on attack rolls, saves, and checks) A target who makes the save remains immune to the intimidating effect of your rage for one day. Creatures immune to fear and those with no visual senses are immune to this effect.

Spells

Sandblast

Evocation

Level: Drd 1

Components: V, S, DF

Casting Time: 1 action

Range: 10 ft.

Area: Semicircular burst of sand 10 ft. long, center on your hands

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You fire a hail of hot sand from your fingers, dealing 1D6 points of subdual damage to creatures in the arc. (See the illustration in the *burning hands* spell description in the *Player's Handbook* for details of the arc) Any creature that fails its Reflex save is also stunned for 1 round.

Kiss of Death

Necromancy

Level: Drd 5

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Area: You

Duration: 1 round/level

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes (see text)

Your teeth and tongue become coated with a fast-acting, virulent poison. Each round, you may make a melee touch attack to deliver the poison via a kiss. The poison deals 1D10 points of temporary Constitution damage immediately and another 1D10 points of temporary Constitution damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC 10 + one-half caster level + caster's Wisdom modifier). If you fail to overcome a creature's spell resistance, both primary and secondary damage are negated, but only for that attack. If you use this attack

against that creature again while the spell is in effect, you can try again to overcome its spell resistance.

Feathers

Transmutation

Level: Drd 4

Components: V, S, DF

Casting Time: 1 action

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

Area: One willing creatures/level

Duration: 1 hour/level (D)

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

This spell functions like polymorph other, except that you polymorph each subject into a feathered animal of small size or smaller (your choice of species, but all subjects take the same form). Any subject may choose to resume his or her normal form (as a full-round action); doing so ends the spell for that individual alone. Otherwise, all subjects remain in the bird form until the spell expires or you dismiss it, restoring all affected creatures to normal form.

Briar Web

Transmutation

Level: Clr 3, Drd 2, Rgr 2

Components: V, S, DF

Casting Time: 1 action

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

Area: Plants in a 40 ft.-radius spread

Duration: 1 Minute/level (D)

Saving Throw: See text

Spell Resistance: No

This spell causes grasses, weeds, bushes, and even trees to grow thorns and then wrap, twist, and entwine about creatures in the area, holding them fast. Creatures that stand still are entangled but experience no other effects and take no damage. A creature attempting an action (attack, cast a spell with a somatic component, move, or the like) takes thorn damage of 1D4 points +1 additional point per caster level and must make a successful Reflex save or be entangled (-2 penalty on attack rolls, -4 penalty to effective Dexterity, and unable to move). Anyone trying to cast a spell within the area must also make a Concentration check (DC 15 + spell level + damage taken) or lose the spell.

An entangled creature can try to break free and move at half normal speed by using a full-round action to make a Strength check or Escape Artist check (DC 20). A nonentangled creature can move through the area at half speed, taking damage as described above.

Each round nonentangled creatures remain in the area, the plants attempt to entangle them.

The plants provide one-quarter cover for every 5 feet of substance between a creature in the area and an opponent – one-half for 10 feet of briar web, three-quarters for 15 feet, and total cover for 20 feet or more.

The DM may alter the effects of the spell somewhat, based on the nature of the available plants.

Bear's Heart

Transmutation

Level: Beastmaster 4, Clr 5, Drd 4

Components: V, S

Casting Time: 1 action

Range: 20 ft.

Area: Living allies within 20 ft.

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: No

You turn your living allies (one per caster level) into fierce warriors, but exhaust them in the process. Allies gain a +4 enhancement bonus to Strength, and also +1D4 temporary hit points per caster level. When the spell ends, any remaining temporary hit points from its effect are lost, and each ally takes 1 point of subdual damage per level of the caster.

Prestige Classes

Deepwood Sniper as presented in Masters of the Wild

An arrow flies from a high mountain aerie, unerringly striking a paladin's mount. Expecting only a flesh wound, the paladin is stunned to watch his companion of many adventures crumple to the earth. This unfortunate knight has trespassed into the domain of the deepwood sniper, and he may not make it out alive.

A deepwood sniper is patient, careful, quiet, and deadly accurate. She is a stealthy, long-range terminator whose arrows sail accurately from much longer ranges than those of other archers. In addition, she has magical abilities to help her shafts fly true.

Because of their alertness, dexterity, patience, and affinity for the bow, elves of almost any character class make excellent deepwood snipers. For a long time, elves would train only those of their own race in these techniques but more recently some half-elves,

halflings, and humans have joined the ranks of the deepwood sniper.

Hit Die: d8

Requirements

To qualify to become a deepwood sniper, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Hide 4 ranks, Move Silently 4 ranks, Spot 4 ranks.

Feats: Far Shot, Point Blank Shot, Weapon Focus (any bow or crossbow)

Class Skills

The Deepwood Sniper's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Bowmaking) (Int), Escape Artist (Dex), Intuit Direction (Wis), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Deepwood snipers gain no weapon or armor proficiencies. All weapon-related abilities of this prestige class apply only to projectile ranged weapons with which the character is proficient.

Keen Arrows (Ex): At 1st level, all projectiles the deepwood sniper fires behave as if they were keen weapons in addition to any other properties they might possess. Thus, a normal arrow fired by a deepwood sniper has a threat range of 19-20 instead of 20. This effect does not stack with any other keen effect.

Range Increment Bonus (Ex): With each level of deepwood sniper gains, the range increments of her projectile weapons increase by +10 feet (added after all multipliers). Thus, a 10th-level deepwood sniper who has the Far Shot feat would have a 280-foot range increment with a heavy crossbow (120 feet X 1.5 + 100 feet)

Concealment Reduction (Ex): When the deepwood sniper reaches 2nd level, her miss chance against opponents with concealment drops by 10%. Thus, she has a miss chance of 10% rather than 20% against an opponent with one-half concealment. Her miss chance drops an additional 10% per four deepwood sniper

levels she gains thereafter, but this ability never reduces her miss chance against any opponent below 0%.

Magic Weapon (Sp): At 2nd level, the character can produce an effect identical to that of a Magic Weapon spell cast by a cleric of her deepwood sniper level. This ability is usable once per day on projectile weapons only.

Projectile Improved Critical (Ex): When the deepwood sniper reaches 2nd level, the critical damage multipliers of all her projectile weapons increase by +1. Thus, an arrow that normally deals damage X3 on a critical hit instead does damage X4 in her hands. When she reaches 7th level, these critical multipliers increase by an additional +1.

Safe Poison Use (Ex): at 3rd level, a deepwood sniper can use poison without any chance of poisoning herself (see Perils of Using Poison in Chapter 3 of the *Dungeon Master's Guide*)

Take Aim (Ex): A 4th-level deepwood sniper can gain a +2 bonus on her attack rolls against a stationary target by aiming carefully. Taking aim is a full-round action, and if the target moves more than 5 feet during that period, the bonus is lost. No additional benefit exists for spending more than 1 round aiming. This bonus increases to +4 at 8th level.

Consistent Aim (Su): Once per day, a 5th-level deepwood sniper can reroll one attack roll that she has just made with a projectile weapon. She must keep that result, even if it is worse than the original roll. She can use this ability twice per day at 7th level and three times per day at 10th level, though each use must relate to a different attack roll.

True Strike (Sp): At 10th level, the deepwood sniper can produce an effect identical to that of a true strike spell cast by a cleric of her deepwood sniper level. This ability is usable once per day on projectile weapons only.

Deepwood Sniper

| Base Attack | | | | | |
|------------------|-------|-----------|----------|-----------|--|
| Class Level | Bonus | Fort Save | Ref Save | Will Save | Special |
| 1 st | +1 | +0 | +2 | +0 | Keen arrows, range increment bonus +10 ft./level |
| 2 nd | +2 | +0 | +3 | +0 | Concealment reduction 10%, <i>magic weapon</i> , projectile improved critical +1 |
| 3 rd | +3 | +1 | +3 | +1 | Safe Poison Use |
| 4 th | +4 | +1 | +4 | +1 | Take aim +2 |
| 5 th | +5 | +1 | +4 | +1 | Consistent aim 1/day |
| 6 th | +6 | +2 | +5 | +2 | Concealment reduction 20%, <i>keen edge</i> |
| 7 th | +7 | +2 | +5 | +2 | Consistent aim 2/day, projectile improved critical +2 |
| 8 th | +8 | +2 | +6 | +2 | Take aim +4 |
| 9 th | +9 | +3 | +6 | +3 | Consistent aim 3/day |
| 10 th | +10 | +3 | +7 | +3 | Concealment reduction 30%, <i>true strike</i> |

Order of the Bow Initiate as presented in *Sword and Fist*

The Way of the Bow is used by some for spiritual self-improvement, by others a philosophical art. Others practice it as a way of life, and yet others employ it as a religious ceremony. Of course, many find the art of killing with the bow to be an important skill in a dangerous world. The Way of the Bow is always what you make of it. The Way of the Bow embraces the following concepts.

Through one's archery, one's true character can be determined.

The Way of the Bow is a spiritual art. By learning it, the archer learns about himself. By improving in the Way of the Bow, the archer improves himself.

The Way of the Bow is highly meditative martial art whose ultimate goals are Truth, Goodness, and beauty.

When asked, "What is Truth", a Master Archer picks up his bow, fires an arrow and, without saying a word, lets his mastery of the bow serve as the gauge of the archer's progress along the "way", thereby showing the archer's knowledge of reality, or "truth" itself.

The Way of the Bow is a matter of precision and discipline: the relationship you have you're your bow, the arrow, your body, and your mind. The Way of the Bow is standing meditation. When you shoot, you can see the reflection of your mind, as in a mirror. The target is the mirror. When you release, you also let go of your ego. You can see your own mind.

Fighters are the most common initiates of the Order of the Bow. Powerful rangers, paladins, and even barbarians utilize these skills and philosophies as well.

Hit Die: d10.

Requirements

To qualify to become a Initiate, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Knowledge (Religion): 2 ranks

Proficiency: Longbow or shortbow or composite longbow or composite shortbow.

Feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Longbow or shortbow or the composite version of either), Weapon Specialization (Longbow or shortbow or the composite version of either)

Class Skills

The Order of the Bow's class skills (and the key ability for each skill) are Knowledge (Religion) (Int), Craft (Bowmaking) (Int), Spot (Wis), Swim (Str), and Ride (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: None.

Ranged Sneak Attack: Any time the initiate's target would be denied his Dexterity bonus to AC (regardless whether he has a Dexterity bonus), the initiate's ranged sneak attack deals extra damage. The extra damage is +1D6 at 1st level, and +1D6 every two levels after that. Ranged attacks only count as sneak attacks if the target is within 30 feet. The initiate cannot strike with such deadly accuracy beyond that range. In every other way, treat this ability as a rogue's sneak attack. The bonuses stack.

Close Combat Shot: At 2nd level, the initiate can attack with a ranged weapon in a threatened area and not provoke an attack of opportunity.

Superior Weapon Focus: Stacking with any existing Weapon Focus bonus, this adds an additional +1 to all attack rolls with the initiate's bow.

Free Attack: Once per round, whenever an ally within line of sight gains an attack of opportunity upon a foe, the initiate can make one ranged attack against the same foe, at his highest attack bonus as a free action.

Zen Archery: You gain this feat for free (see page 10). If the character already has this feat, then the Wisdom

modifier stacks with the Dexterity modifier for ranged attacks.

Superior Weapon Specialization: This stacks with any existing weapon specialization bonus, and adds an additional +2 to all damage rolls with a longbow or shortbow.

Banked Shot: This extraordinary ability allows the initiate to fire an arrow at a target within 20 feet of a wall (But not adjacent to the wall) and treat the target as if flat-footed for purposes of AC and damage inflicted. This is a full-round action, since it is extremely difficult.

Order of the Bow Initiate

| Base Attack | | | | | |
|------------------|-------|-----------|----------|-----------|--------------------------------|
| Class Level | Bonus | Fort Save | Ref Save | Will Save | Special |
| 1 st | +1 | +0 | +2 | +2 | Ranged sneak attack +1D6 |
| 2 nd | +2 | +0 | +3 | +3 | Close Combat shot |
| 3 rd | +3 | +1 | +3 | +3 | Ranged sneak attack +2D6 |
| 4 th | +4 | +1 | +4 | +4 | Superior Weapon Focus |
| 5 th | +5 | +1 | +4 | +4 | Ranged sneak attack +3D6 |
| 6 th | +6 | +2 | +5 | +5 | Free attack, Zen Archery |
| 7 th | +7 | +2 | +5 | +5 | Superior Weapon Specialization |
| 8 th | +8 | +2 | +6 | +6 | Ranged sneak attack +4D6 |
| 9 th | +9 | +3 | +6 | +6 | Banked shot |
| 10 th | +10 | +3 | +7 | +7 | Ranged sneak attack +5D6 |

Hexer as presented in Masters of the Wild

"Do not meet the gaze of the shaman with the evil eye," warn townsfolk who have crossed paths with a hexer. Unfortunately, the typical intrepid adventurer rarely hears such advice in time. The hexer profits by this ignorance, surprising his victims with the power of his gaze. Many hexers inflict curses that follow their victims like a plague. The more powerful practitioners can engender fear, cause magical slumber, or enthrall their victims as slaves with a mere glance.

Hexers are unknown among civilized peoples; they are found only among tribes of goblins, ogres, and orcs. Prior to pursuing the path of the hexer, most of them were adepts who served as witch doctors for their tribes. Hexers often assume leadership of their tribes as well—who would dare destroy to gainsay them, after all?

Most hexers are villainous, evil cretins lacking any code of morality, and the vast majority of them hate humans, elves, dwarves, and other civilized races. Neutral hexers are no less dangerous, especially when something threatens the welfare of their tribes.

Hit Die: d6

Requirements

To qualify to become a hexer, a character must fulfill all the following criteria.

Race/Type: Monstrous humanoid, giant, goblinoid, or other primitive humanoid, such as orc or gnoll.

Alignment: Any nongood

Skills: Knowledge (arcane) 10 ranks, Spellcraft 8 ranks, Wilderness Lore 10 ranks.

Spellcasting: Able to cast lightning bolt as a divine spell.

Class Skills

The hexer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Any) (Int), Handle Animal (Cha), Heal (Wis), Knowledge (Any) (Int), Profession (Any) (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Hexers gain no weapon or armor proficiencies.

Spells per Day/Spells Known: At each hexer level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (additional wild shape options, metamagic or item creation feats, or the like). If the character had more than one spellcasting class before becoming a hexer, the player must decide to which class to add each hexer level for determining spells per day and spells known.

Hex (Sp): At 1st level, the hexer gains a gaze attack. He can use this ability once per day at 1st level and twice per day at 2nd level. Thereafter, he gains one additional use per day of this ability for every two hexer levels he acquires.

Activating this power is a standard action, and it lasts for a number of rounds equal to the character's hexer level. Each round, the hexer's gaze attack automatically works against one creature within 30 feet that is looking at (attacking or interacting with) him. Targets who avert their eyes have a 50% chance of avoiding the gaze, but the hexer gains one-half concealment (20% miss chance) relative to those who successfully avoid the gaze. Targets can also close their eyes or turn away entirely; doing so prevents the hex from affecting them but grants the gazer total concealment (50% miss chance) relative to them.

An affected target must make a Will save (DC 10 +

hexer level + hexer's wisdom modifier) or suffer a –4 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks. These effect are permanent until removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. This is an enchantment effect and cannot be dispelled.

A hex does not affect undead creatures or extend beyond the plane that the hexer occupies. The hexer is subject to the effects of his own reflected gaze and is allowed a saving throw against them.

Bonus Spell: At 2nd level, the hexer adds a new spell of his choice to his spell list. This spell must come from the wizard/sorcerer spell list and must be of a spell level that the hexer can cast. He can prepare this new spell at the same spell level as it appeared on the wizard/sorcerer list. He gains one additional bonus spell for every two hexer levels he has.

Sicken Hex (Sp): At 3rd level, the hexer can use his gaze attack to inflict a debilitating illness. This ability functions like the hex ability (above), except that the target must make a Fortitude save instead of a Will save to resist, and the effect is as described below. A sicken hex requires one daily use of the character's hex ability.

A target who fails the save is overcome with pain and fever, which causes him or her to move at one-half normal speed, lose any Dexterity bonus to Armor Class, and suffer a –2 circumstance penalty on attack rolls. These effects are permanent until removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. A sicken hex is a necromancy effect that cannot be dispelled.

Fear Hex (Sp): At 5th level, the hexer can use his gaze attack to engender fear. This ability functions like the hex ability (above), except that target is affected as if by a fear spell. A fear hex is a mind-influencing,

Hexer

| Base Attack | | | | | | Spells per Day/Spells Known |
|------------------|-------|-----------|----------|-----------|------------------------|-----------------------------|
| Class Level | Bonus | Fort Save | Ref Save | Will Save | Special | |
| 1 st | +1 | +0 | +0 | +2 | Hex 1/day | +1 level of existing class |
| 2 nd | +2 | +0 | +0 | +3 | Bonus spell, Hex 2/day | +1 level of existing class |
| 3 rd | +3 | +1 | +1 | +3 | Sicken Hex | +1 level of existing class |
| 4 th | +4 | +1 | +1 | +4 | Bonus spell, Hex 3/day | +1 level of existing class |
| 5 th | +5 | +1 | +1 | +4 | Fear hex | +1 level of existing class |
| 6 th | +6 | +2 | +2 | +5 | Bonus spell, Hex 4/day | +1 level of existing class |
| 7 th | +7 | +2 | +2 | +5 | Sleep hex | +1 level of existing class |
| 8 th | +8 | +2 | +2 | +6 | Bonus spell, Hex 5/day | +1 level of existing class |
| 9 th | +9 | +3 | +3 | +6 | Charm hex | +1 level of existing class |
| 10 th | +10 | +3 | +3 | +7 | Bonus spell, Hex 6/day | +1 level of existing class |

compulsion, enchantment effect, and it requires one daily use of the character's hex ability.

Sleep Hex (Sp): At 7th level, the hexer can use his gaze to generate a sleep effect. This ability functions like the hex ability (above), except that duration is 10 minutes X the character's hexer level, and the target is affected as if by a sleep spell. A sleep hex is a mind-influencing, compulsion, enchantment effect, and it requires one daily use of the character's hex ability.

Charm Hex (Sp): at 9th level, the hexer can use his gaze attack to generate a charm monster effect. This ability functions like the hex ability (above), except that duration is 1 day per hexer level and the target is affected as if by a charm monster spell. (Should the hexer fall victim to his own reflected gaze attack, he is affected as if by a hold monster spell). A charm hex is a mind-influencing, charm, enchantment effect, and it requires one daily use of the character's hex ability.

Frenzied Berserker as presented in Masters of the Wild

The random madness of the thunder storm and the unpredictability of the slaadi come together in the soul of the frenzied berserker. Unlike most other characters, she does not fight to achieve some heroic goal or defeat some loathsome villain. Those are mere excuses—it is the thrill of combat that draws her. For the frenzied barbarian, the insanity of battle is much like an addictive drug—she must constantly seek out more conflict to feed her craving for battle.

Along the wild borderlands and in the evil kingdoms of the world, frenzied berserkers often lead warbands that include a variety of character types—and even other frenzied berserkers. Some such groups turn to banditry and brigandage; others serve as specialized mercenaries. Whatever their origin, such warbands naturally gravitate toward situations of instability and conflict, because wars and civil strife are their bread and butter. Indeed, the coming of a frenzied berserker is the most obvious herald of troubled times.

The frenzied berserker's path is unsuited for most adventurers—a fact for which the peace-lovers of the world can be thankful. Because of their traditional love for battle, orc and half-orc barbarians are the ones who most frequently adopt this prestige class, though human and dwarven barbarians also find it appealing. It might seem that elves would be good candidates because of their chaotic nature, but the elven aesthetic

and love of grace are at odds with the frenzied berserker's devaluation of the self. Spellcasting characters and monks almost never become frenzied berserkers.

Hit Die: d12

Requirements

To qualify to become a frenzied berserker, a character must fulfill all the following criteria.

Alignment: Any nonlawful

Base Attack Bonus: +6

Feats: Cleave, Destructive Rage, Intimidating Rage, Power Attack

Class Skills

The frenzied berserker's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: Frenzied berserkers gain no weapon or armor proficiencies.

Frenzy (Ex): Beginning at 1st level, the frenzied berserker can enter a frenzy during combat. While frenzied, she gains a +6 bonus to Strength and a single extra attack each round at her highest bonus. (This latter effect is not cumulative with *haste*) However, she also suffers a –4 penalty to AC and takes 2 points of subdual damage per round. A frenzy lasts for a number of rounds equal to 3 + the frenzied berserker's Constitution modifier. To end the frenzy before its duration expires, the character may attempt a Will save (DC 20) once per round as a free action. Success ends the frenzy immediately; failure means it continues. The effects of frenzy stack with those from rage.

At 1st level, the character can enter a frenzy once per day. Thereafter, she gains one additional use per day of this ability for every two frenzied berserker levels she acquires. The character can enter a frenzy as a free action. Even though this takes no time, she can do it only during her action, not in response to another's action. In addition, if she suffers damage from an attack, spell, trap, or any other source, she automatically enters a frenzy at the start of her next action, as long as she still has at least one daily usage of the ability left. To avoid entering a frenzy in response to damage, the character must make a successful Will save (DC 10 + points of damage suffered since her last action) at the start of her next action.

While frenzied, the character cannot use skills or abilities that require patience or concentration (such as Move Silently), nor can she cast spells, drink potions, activate magic items, or read scrolls. She can use any feat she has except Expertise, item creation feats, metamagic feats, and Skill Focus in a skill that requires patience or concentration. She can, however, use her special ability to inspire frenzy (see below) normally.

During a frenzy, the frenzied berserker must attack those she perceives as foes to the best of her ability. Should she run out of enemies before her frenzy expires, her rampage continues. She must then attack the nearest creature (determine randomly if several potential foes are equidistant) and fight that opponent without regard to friendship, innocence, or health (the target's or her own).

When a frenzy ends, the frenzied berserker is fatigued (-2 penalty to Strength and Dexterity, unable to charge or run) for the duration of the encounter, or until she enters another frenzy, whichever comes first. At 10th level, she is no longer fatigued after a frenzy, though she still suffers the subdual damage for each round it lasts.

Starting at 8th level, the character's frenzy bonus to Strength becomes +10 instead of +6.

Remain Conscious: The frenzied berserker gains Remain Conscious as a bonus feat.

Supreme Cleave: At 2nd level, the frenzied berserker can take a 5-foot step between attacks when using the Cleave or Great Cleave feat. She is still limited to one such adjustment per round, so she cannot use this ability during a round in which she has already taken a 5-foot step.

Deathless Frenzy (Ex): At 4th level, the frenzied berserker can scorn death and unconsciousness while in a frenzy. Should her hit points fall to 0 or below because of hit point loss, she continues to fight normally until her frenzy ends. At that point, the effects of her wounds apply normally. This ability does not prevent death from spell effects such as slay living or disintegrate.

Improved Power Attack: Beginning at 5th level, the frenzied berserker gains a +3 bonus on her melee damage rolls for every -2 penalty she takes on her melee attack rolls when using the Power Attack Feat.

Inspire Frenzy (Su): Beginning at 6th level, the frenzied berserker can inspire frenzy in her allies while she herself is frenzied. When she uses this ability, all allies within 10 feet of her gain the benefits and the disadvantages of frenzy as if they had that ability themselves.

Those who do not wish to be affected can make a Will save (DC 10 + frenzied berserker level + frenzied berserker's Charisma modifier) to resist the effect. The frenzy of affected allies lasts for a number of rounds equal to 3 + the frenzied berserker's Constitution modifier, regardless of whether they remain within 10 feet of her.

The frenzied berserker gains one additional use of the ability per day for every two additional frenzied berserker levels she acquires, though the ability is still usable only once per encounter.

Supreme Power Attack: At 10th level, the frenzied berserker gains +2 bonus on her melee damage rolls for every -1 penalty she takes on her melee attack rolls when using the Power Attack feat. This effect does not stack with that of Improved Power Attack.

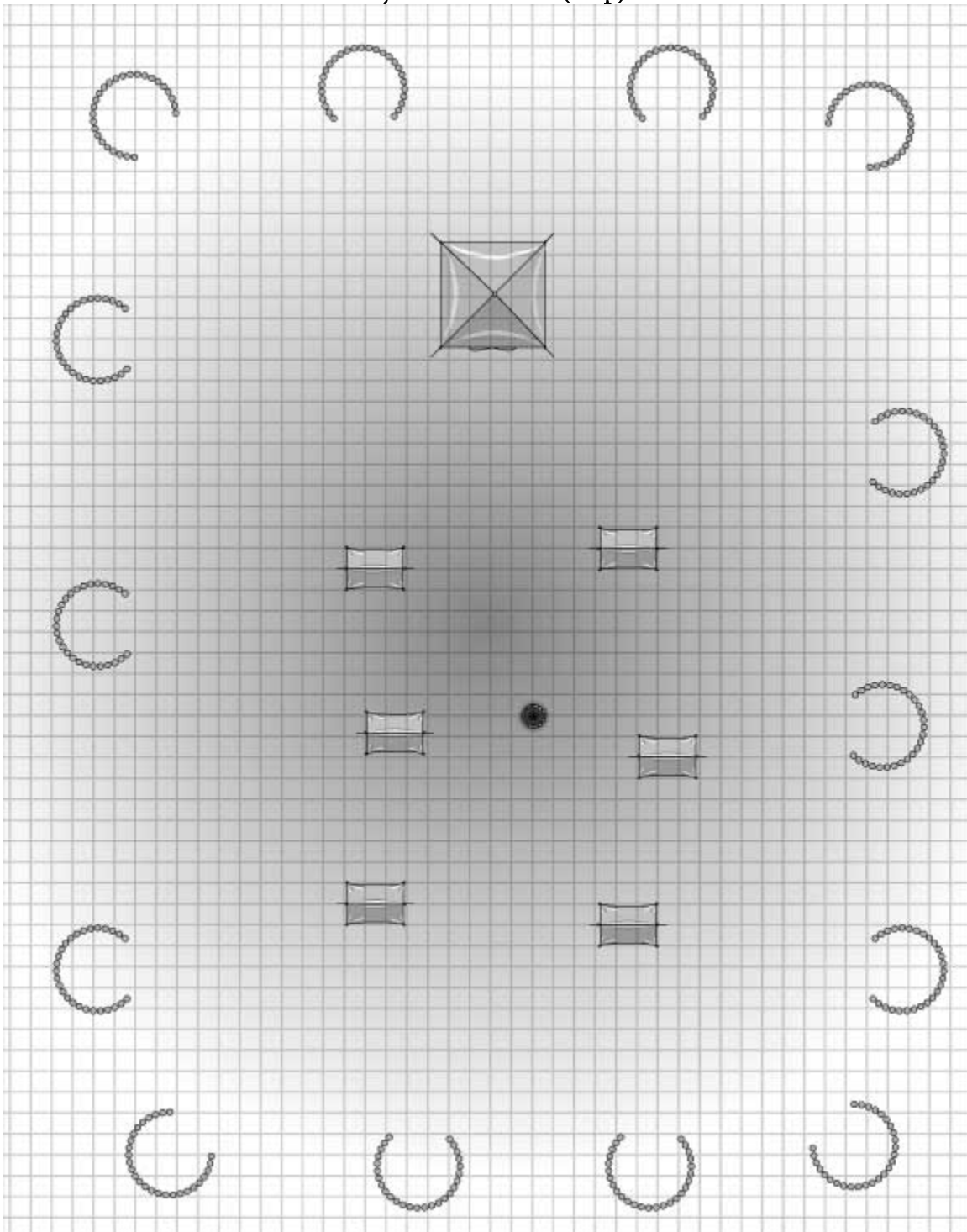
Frenzied Berserker

| Base Attack | | | | | |
|------------------|-------|-----------|----------|-----------|---|
| Class Level | Bonus | Fort Save | Ref Save | Will Save | Special |
| 1 st | +1 | +2 | +0 | +0 | Frenzy 1/day, Remain Conscious |
| 2 nd | +2 | +3 | +0 | +0 | Supreme Cleave |
| 3 rd | +3 | +3 | +1 | +1 | Frenzy 2/day |
| 4 th | +4 | +4 | +1 | +1 | Deathless frenzy |
| 5 th | +5 | +4 | +1 | +1 | Frenzy 3/day, improved power attack |
| 6 th | +6 | +5 | +2 | +2 | Inspire frenzy 1/day |
| 7 th | +7 | +5 | +2 | +2 | Frenzy 4/day |
| 8 th | +8 | +6 | +2 | +2 | Greater frenzy, inspire frenzy 2/day |
| 9 th | +9 | +6 | +3 | +3 | Frenzy 5/day |
| 10 th | +10 | +7 | +3 | +3 | Inspire frenzy 3/day, no longer winded after frenzy, supreme power attack |

Player Handout #1 (map)



Player Handout #2 (map)



Player Handout #3

(Some of this note is ripped)

We come to destroy what once is so peaceful and prosperous. We come for vengeance of all our brethren who were slain by those righteous bastards that worship our most hated brother. We come to take back the Vale and institute our reign of terror. But most of all we come to take...(ripped)

Player Handout #4

-ington has been such a nice out of the way city for us and the fools don't even know it. We've been able to gather supplies and reinforce our forces there under the guise of worshippers of the Cudgel. Such is the easy going life in Veluna, they would never think something is right under their noses until it crawled up their sleeves and weaved in and out of their skin and bit them on it!

Toril

Player Handout #5

Colmes,

You can hold your congratulations for me later but I write this to inform you that I have conspired to bring at least five scores of more troops from the south. They come out of the mountains themselves when you dangle coins in front of them! Ahh to be there when the Veluna Knights see that army pour over the river and into their precious lands and crush the pitiful diocese!! The blood is about to be spilled!

Toril

Player Handout #6

As soon as you have dispatched those traitors meet me at the ambush site northeast of the camp. We are to take out that Knight regiment that has been getting closer to us by the day. We mustn't let them get to close before we complete our true mission.

Trivel

Player Handout #7 (This note seems to be a payment ledger)

Oxrench = 250 Crooks, 14 Staffs, 100 Hands

Orcs = 278 Crooks, 587 Staffs, 543 Hands

Mercenaries = 300 Crooks, 333 Staffs, 489 Hands

M.G. = 1,000 Crooks

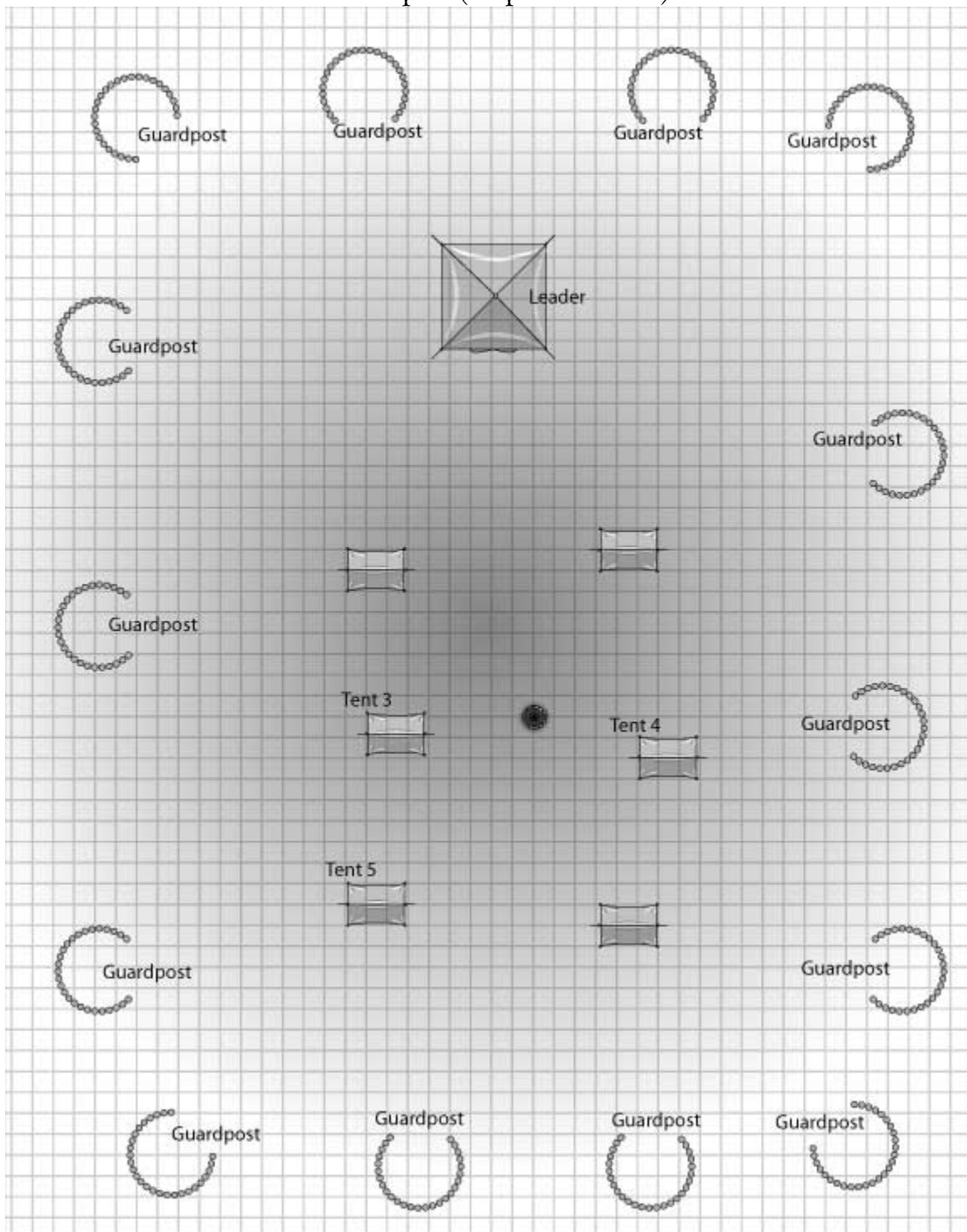
Toril = 234 Crooks, 763 Staffs (Deceased/payment withdrawn)

Player Handout #8

It is good to know that coin can still buy even the most spiritual men. The informants that I spoke to you earlier by incantation are now with us. They were not as hard to get on our side with all the uproar caused by our Master and our glorious temple found in the Lortmils. It is good to know that the Clerics of the Reasoned still have sense when they see the end is near. I believe we are very close to getting the information we need to secure what was rightfully ours in the first place. Another powerful ally comes to us from Verbobonc and he will soon join us in reshaping the Vale. The One's reign is near and we shall not fail!

Colmes

DM Map #1 (map of barracks)



CRITICAL EVENT SUMMARY

Please complete the following Critical event summary. This is very important for the future of Veluna regional (and Meta-Regional) modules. If you are judging this at MVC May 25 please turn this into any of the Triad that is there. If you are judging this at home please email the Veluna Triad (Timsech@hotmail.com) and let us know what happened. (Please email before August 1, 2003)

Did the PCs help Rabash or the Fleeing cleric?

Did the PCs accept to be turned into orcs? Y N

Did the PCs kill Mucready or did they subdual him? Y N
Did they let him go if they didn't kill him? Y N

Did the PCs find the 3 hidden documents in the orc encampment? Y N

| | | |
|--|---|---|
| Did the PCs kill Blige? | Y | N |
| Did the PCs kill Quellie? | Y | N |
| Did the PCs kill Trivel? | Y | N |
| Did the PCs kill Gronch the Destroyer? | Y | N |
| Did the PCs kill Loren Fletch? | Y | N |
| Did the PCs kill Nergif? | Y | N |

Did the PCs sneak into Whitehall or did they go through the front gate?

-

Did the PCs realize the 3 documents were fake? If no which ones did they give the clergy? Player Handout #3, #4, #5

Did they pledge their name to help Bishop Rinken? Y N
If yes please write down character names and region they are from:

Thank you for taking the time to fill out this sheet. It will greatly help us further the Veluna Regional Campaign!