

VELINT3-04

Ad Populum

An Introductory One-Round Adventure
Set in the Veluna Region
For the Living Greyhawk Campaign

by Rory MacLeod

A popular former Cleric of Rao has gathered pilgrims for a journey to the Circle of Hands. Will you protect the flock or turn the pilgrims against the Cleric, as the Church requests? For 1st level Characters only (APL 2)

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag 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 to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and 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 convention coordinator wants information as to 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 them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

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.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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. Information for the players will be in *boxed text*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as

some of the text is general and must be adapted to the specific situation or to actions of the player characters.

This is an introductory adventure intended for 1st level characters only. While it is not essential that the characters are absolutely new (Ex: have gained experience points), they should not be 2nd level or higher.

Adventure Summary and Background

Nallie Candaros, a Priest of Rao and traveling evangelist, while independent of the Church of Rao, has gained quite a following in the past few years. His promises to return to the proper (old) ways of worship have drawn followers from both the large cities and small hamlets within Veluna.

Due to his personal magnetism and growing popularity, Candaros has also made himself a target for the Church of Rao, who believe that Candaros is a charlatan and should not be allowed to continue proselytizing and promoting his view of things.

In truth, Candaros is trying to create a 'cult of personality' and increase his own status and personal wealth in the process. None but his most trusted advisors are aware of these motives, however. To his followers, Candaros preaches solidarity against the 'false idol of the mountain', but refuses to go into any more specifics.

While the Church of Rao would like nothing more than to imprison Candaros for heresy, it is believed that a better course of action is to expose the rogue priest for his true motives. To this end, the elders hope to find someone on the inside to convince the flock that their leader has only his own best interests at heart.

The Players are engaged to help Candaros and his flock, make the pilgrimage from Whitehale to the Circle of Hands. Before the PCs leave Whitehale, a representative of the Church of Rao approaches them, to convince the players to instead help the Church in exposing Candaros. The players will need to decide whether to help Candaros or the Church of Rao.

While the choice made will color the rest of the adventure, the Players will have opportunities to change their minds about who to help. Once they start talking to the flock about turning away from Candaros, however, they should continue on that path.

This adventure is about choices. There is a significant amount of role-playing expected in "Ad Populum", although there are opportunities for the

more combat-oriented characters to flex their muscles as well. It should be noted that there are ways to avoid combat altogether in some of the encounters. It is possible to run the adventure without any combat at all! In all likelihood, however, there will be a mix of role-playing encounters and combat encounters.

Note that “Ad Populum” is a Veluna Introductory Adventure. As such, characters from outside the Veluna region must expend additional Time Units for playing in “Ad Populum”. See the Adventure Record for more information about the Time Unit requirement.

Introduction

Read the introduction below to all of the players, but those within the Church of Rao (the Clerics and Paladins dedicated to Rao) receive a handout document in addition to the boxed text. This is **Player Handout #1**.

Whitehale is alive with activity. It is a fine Spring day, and all around Hanifer's Square, you see shepherds tending to their flocks, farmers carting goods back to their homesteads, and laborers finishing up their appointed tasks. All seems well considering the trouble in the area of orcs slaughtering numerous villages over the past year.

The mid-day sun shines particularly on an impromptu stage erected in the center of Hanifer's Square. In front of the stage, standing in the tall grass, are some twenty commoners, their attention fixed on a speaker standing stage center. This speaker, a human in his forties, wears rich robes and seems to have the crowd enamored by his words.

You come to learn that this man is Nallie Candaros, well known as a follower of the Reasoned One (Knowledge (Religion) [DC 5]) and a charismatic evangelist who travels Veluna to spread the good word. He is a little different than what you had imagined. While silver-haired and a little wrinkled, Candaros presents a youthful air about him, supported perhaps by the fervor and excitement you sense in his words.

The speech ends, and it is announced that there will be a pilgrimage, from Whitehale where you now stand to the Circle of Hands, located in eastern Veluna. The people before you are excited about this pilgrimage and begin to make preparations for the journey.

Remember to give any Clerics or Paladins of Rao **Player Handout #1**. It is a letter they each received from church elders, asking the characters to keep an eye on Candaros and his flock. You may want to peruse this handout yourself beforehand, in case the Players have any additional questions.

After the crowd has dispersed, Jordek Temnor, a representative of Nallie Candaros, approaches the Players. Temnor is a young, male half-elf, wearing merchant-class trappings and carrying a journal of some kind. He seems at first apprehensive, but comes to speak with the Players nonetheless.

Temnor's goal is to gather some guards for the pilgrimage. He and Candaros know that the trip between Whitehale and the Circle of Hands is dangerous because of the recent orc attacks by Hextorian forces and hiring guards is not a bad idea. In addition, armed guards may become useful later, especially if the Church of Rao begins to take notice.

The following are items Temnor will tell the Players to get them to come along:

- “We are in dire need of assistance such as what I believe you can provide. You see, our pilgrims are not skilled in swordplay or even defending themselves – they are simple peasants.”
- “Father Candaros spotted you in the crowd and believes you are destined to aid us in this pilgrimage. You may perhaps find something in yourself along the way.”
- “Your meals and lodging will be provided, as will a modest fee for your time. You may, of course, feel free to donate this fee to our organization.”
- “We expect the journey to take four days, and while we feel it is in our best interest to hire someone such as yourselves, we do not expect an exceptionally dangerous trip.”

Once the Players have agreed to guard the pilgrims, the rest of the group leaves Hanifer's Square. The players are reminded to be ready the following morning at the east gates of town.

If the players ask about payment, Temnor answers that he is not aware of the exact amount, but believes that Candaros would pay more than the going rate for a guardsman.

If the players are stubborn about going have Temnor lay down a solemn tale of how many of these peasants lost family in the recent attacks and that they are seeking a new life in eastern Veluna away from these

troubles. Lay it thick with the sympathy to try and get the players to go along.

Encounter One: A Dissenting Point of View

Once the Players have decided to help Candaros, and the crowd has totally dispersed, a half-elf wearing clerical vestments approaches the PCs. His name is Novad Sarnee, and some of the characters may recognize him if they are members of the Church of Rao, Knowledge (Local) [DC 10]. He makes sure Temnor has left before approaching.

“Friends,” the half-elf begins. “My name is Novad Sarnee, and, as you have probably guessed by my dress, I am a Cleric of the Reasoned One (Knowledge (Religion) [DC 5]). I am here to offer... a dissenting point of view. I’m sure that you were all quite moved by Nallie Candaros. He is an effective public speaker, to say the least. But his words are faulty, and I am here to ask a favor in the name of the Church of The Reasoned One.”

He nears and continues, making sure that no one from Candaros’ clan is within earshot. “The Church is aware that Nallie Candaros plans to create a cult for himself, and to use this cult for his own selfish purposes. We think he may attempt to use strong-arm tactics or other manipulative means to coerce the flock into tithing an exorbitant amount of money to himself, ostensibly to fund his new venture.”

The half-elf sits on a bench. “The Church asks that you consider aiding us by going along with Candaros’ pilgrimage and convincing the leaders of the flock to turn against Candaros and his scheme. We are aware of the route Candaros plans to take, and recommend that the pilgrims be turned away no later than Grayington, the last settlement on the way to the Circle of Hands.”

If the Players need further convincing, Sarnee provides a letter from Candaros to the Church of Rao upon leaving the Church (**Player Handout #2**). This letter describes Candaros’ plans to a certain extent, and may help to bolster the characters’ chances of turning the pilgrims against Candaros.

If the PCs agree to help Sarnee and the Church of Rao, the Cleric instructs the PCs to lead any pilgrims to Grayington, and they will be met at the Church of Rao there. Should the characters inquire about payment,

Sarnee tersely answers that they will receive a nominal fee for their help.

Encounter Two: The Convincing

NOTE: This encounter only occurs if the PCs decide to take Novad Sarnee’s mission and try to turn the pilgrims against Candaros. It can occur at any time during the adventure, as long as it is before the caravan gets to Grayington.

There are a total of 18 pilgrims on the journey between Whitehale and the Circle of Hands. Three of these – Hanik Drakestone, Edlith Koome, and Stane Rohov – are considered to be the lay leaders of the group. These are the people that the PCs need to target if they decide to try to turn the pilgrims against Candaros. The players, especially followers of Rao, may wish to draw upon religious doctrine to help convince the leaders. If so, use a Knowledge (Religion) check [DC 15]. If this is successful, give the characters a +2 circumstance bonus to the subsequent Diplomacy check.

Hanik Drakestone (Male Human Pal1, LG) is a blacksmith by trade, and has been following Candaros for some time. As such, he will require proof (such as the letter) before listening to anything the PCs have to say about Candaros. Even with proof, the characters will need to make a Diplomacy check [DC 18] to convince Drakestone to turn.

Edlith Koome (Female Halfling Com3, NG) works in Whitehale as a cobbler, and also makes toys on the side. She is relatively new to the Candaros flock, and is somewhat easy to convince about Candaros’ true aims. The characters will need to make a Diplomacy check [DC 12] to convince Koome to turn.

Stane Rohov (Male Human Ftr2, NG) is a retired guardsman from Whitehale, and is very religious. He was reluctant to join Candaros in the beginning, but is now fully within the fold. The players need a Diplomacy check [DC 15] to turn Rohov against Candaros.

Once the characters convince the leaders to turn against Candaros, they must still travel to Grayington to meet with representatives of the Church of Rao. Along the way, the leaders speak with the rest of the pilgrims and convince them to turn against Candaros as well.

Encounter Three: Mischief on the Shores of the Volverdyva

At the end of the first night of travel, the pilgrims stop to rest between the small towns of Valondy and Alloway. A camp is set up on the shores of the River Volverdyva. It is a simple camp, with four wagons and a few more horses.

The pilgrims are tired. Many of them are not accustomed to the rigors of overland travel. As the amateur minstrels among them begin to tune lute strings and the like, and the fire has begun to blaze, strange sounds pop up here and there throughout the camp.

The horses jump at the sight of fire right in front of them, from a source yet to be determined. Pilgrims begin to stir as they hear sounds among them with no discernible origin.

You hear a fiddle from somewhere in the camp, though you did not see any of the pilgrims with such an instrument...

The pilgrims have made camp in a most unfortunate spot – the home of a troupe of Grigs. These fey creatures simply want to be left alone, but are not in the mood to ask nicely. Instead, they plan to use their faerie powers to convince the interlopers to leave.

The Grigs use their *entangle*, *pyrotechnics*, and *ventriloquism* abilities to confuse and scare the pilgrims. The only people who can act decisively in this encounter are the PCs, who suspect that something funny is going on.

Give the PCs Spot checks [DC 18] to see one of the Grigs. If this happens, the Grigs are shocked and will momentarily listen to reason. A Diplomacy check [DC 15] causes the Grigs to parlay with the PCs. The Grigs reveal that they merely want the pilgrims to leave their area and camp somewhere else. The reason for them also is because of numerous creatures and dark figures freely walking through their domain. The ones who walked through their areas before were of great power and the fey were powerless to stop them. If attacked, the Grigs fight for a few rounds and then flee, using their *entangle* ability to slow down their attackers, or turn invisible to effectively escape.

If the PCs resolve this encounter by speaking with the Grigs, the fey beings reward the PCs with 100 gp each. If the PCs resolve this encounter with combat, they do not receive the gold.

APL 2 (EL 4)

🐉 **Grig (4)**: Tiny Fey; hp 2 each; see Monster Manual.

Treasure:

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

Encounter Four: Banditry

The pilgrimage continues along the Volverdyva, stopping at small fishing villages along the way. Another day and night passes without incident. In the morning, as the caravan is readying itself, sounds of footfalls nearby announce the approach of someone – or something.

“Har!” says a Half-Orc dressed in chain-linked armor and carrying a battle axe. “Looks like trouble.”

Another Half-Orc, wearing no armor, but wielding a quarterstaff, adds, “Trouble for them, yes. Deliver your worldly possessions, fools, and you will come to no harm!”

The Half-Orc in chain mail is Oko Temnoc, and the Half-Orc with the staff is Xar Eggagy. These, along with the two thugs hiding in the trees, have been hired by Nallie Candaros to scare the pilgrims. Candaros' hope is that the pilgrims will become vulnerable and even further dependent on him and his cohorts.

When the 'bandits' are defeated, a letter is found in the possession of Xar Eggagy (**Player Handout #3**).

APL 2 (EL 4)

🐉 **Oko Temnoc**: Male Half-Orc Ftr2; hp 19; see Appendix 1: NPCs

🐉 **Xar Eggagy**: Male Half-Orc Sor1; hp 8; see Appendix 1: NPCs.

🐉 **Candaros' Thug (2)**: Male Human War1; hp 7 each; see Appendix 1: NPCs

Treasure:

L: 40 gp; C: 34 gp; M: *Potion of Cure Light Wounds* (4 gp), **Player Handout #3**

Tactics: Xar has cast *mage armor* on himself before the encounter, so make sure to factor that into his Armor Class. In combat, Xar tries to charm one of the PC fighters into defending him.

Oko charges the toughest looking of the PC warrior-types. Meanwhile, the thugs (use the Candaros' Thug stats) use slings against spellcaster types in the first round and then draw shortswords and charge into combat in the second round.

Encounter Five: The Missing and the Lost

Feel free to skip this encounter if the adventure is running a little long.

The pilgrims have now passed Alloway and are on the road toward Grayington. They estimate that the caravan will arrive in Grayington within the next day.

The caravan stops along the Velderdyva to allow the horses to water, and several of the pilgrims spot a town in the distance. A few of them leave to visit this town, saying that they have relatives buried in the cemetery there.

At this point, ask whether the PCs want to accompany the pilgrims to the town. If they do not, read the following paragraph.

Time passes, and they have not returned. The horses are ready to continue, and the pilgrims look to you for guidance.

If the PCs want to go along with the pilgrims to the cemetery, a Vargouille and a pair of Wolf Zombies attack the pilgrims. The PCs then have the opportunity to save the pilgrims' lives. Otherwise, the PCs arrive at the cemetery to find the pilgrims dead and a pair of 'wolves' chewing on the corpses. The zombie wolves and the Vargouille attack the PCs on sight.

APL 2 (EL 4)

👉 **Vargouille:** hp 8; see Monster Manual.

👉 **Wolf Zombies (2):** hp 16, 14; see Monster Manual.

Tactics: The Vargouille starts by shrieking, then attacks the closest target. The wolves will attack anyone near them (determine this randomly or by using a map).

Encounter Six: Follow the Leader?

If the PCs have not convinced the pilgrims to turn against Candaros, read the following description.

The pilgrims have arrived in Grayington, a modest city of little note. The pilgrims want to stop here to re-supply and speak with friends before continuing to Abbeylix and the Circle of Hands beyond.

The pilgrim leadership wishes to visit the Church of Rao instead, to pay their respects. They ask that you follow along.

If the PCs have convinced the pilgrims to turn against Candaros, read the following description:

You have all arrived in Grayington, and it is time to turn the pilgrims toward the Church of Rao. While some of the pilgrims are still unsure, they agree to go along to the Church of Rao to resolve this matter.

The group goes immediately to the Church of Rao complex, a low-walled area within which is the church.

When they arrive, the PCs (and the pilgrims) are surprised to see a familiar face.

To your surprise, Nallie Candaros is there waiting for you, along with four armed guards.

"Good to see you've made it, friends," Candaros says. "I had hoped you would arrive with no trouble."

His friends seem to be itching for a fight, like they are expecting something. They look at you, but are not especially menacing.

Just as Candaros prepares to greet the pilgrim leaders, another familiar face arrives. It is Novad Sarnee, Cleric of the Church of Rao, along with three church temple guards.

"Stop right there, Candaros," Sarnee commands. "I arrest you in the name of the Church of the Wized One and the Theocracy!"

Candaros turns toward Sarnee. "Arrested? For what?"

"Heresy," Sarnee spits out. "Seize him," the cleric orders. As he does, the church guards spread out and take up positions around Candaros and his men.

The PCs will have to decide which group to aid, or they can stay neutral, although this is unlikely.

If the PCs decide to take down Candaros then they will take on his thugs. Candaros' priority is to

escape, and Nallie has his men block the church guards while he makes good his escape. (So only his 4 thugs attack)

APL 2 (EL 2)

♣ **Candaros' Thugs (4):** Male Human Warri; hp 7 each; see Appendix 1: NPCs

If the PCs aid Nallie then they will have to deal with the Church's Guardsmen and Sarnee.

Sarnee's priority is to capture Candaros; he doesn't particularly care about the hired thugs. (which will be a tougher battle)

Treasure:

L: 13 gp; C: 79 gp; M: 0 gp

APL 2 (EL 2)

♣ **Nova's Guards (4):** Male Human Warri; hp 9 each; see Appendix 1: NPCs.

♣ **Novad Sarnee:** Male Half-Elf Clr3; hp 16; see Appendix 1: NPCs.

Treasure:

L: 20 gp; C: 63 gp; M: 2 *Potion of Cure Light Wounds* (4 gp each)

Most likely, whichever side the PCs help will win the battle.

Conclusion

If the PCs decided to help the Church of Rao and Novad Sarnee then Nallie Candaros and his thugs are captured and will stand trial for their heresy. For their aid, the characters are each awarded 175 gp. Read them the following description:

Nallie Candaros is taken into church custody, and Novad Sarnee, fresh with confidence from the victory, congratulates you on your wise decision.

Candaros is taken to Mitrik, where he will stand trial in a few months. Meanwhile, the rogue priest will rot in an unnamed prison.

Sarnee is authorized to reward you for your efforts and does so, to the tune of 175 gold each.

If the PCs aided Nallie Candaros, he and his 'assistants' escape Novad Sarnee and the Church of Rao, and the PCs are each paid 150 gp as a fee for their help. Read them the following description.

You escape the church complex with Candaros. Together, you rush out of Grayington and into the nearby woods, where Candaros has set up a makeshift camp.

"Good work," Candaros says. "I am heartened that you chose the right path. For your help, I am prepared to reward you with 150 gold each."

Nallie Candaros and his flock continue to the Circle of Hands, where they arrive the following evening. Candaros gives a chilling sermon at the site, and the pilgrims are emboldened to declare Candaros their spiritual leader.

Of course, Candaros requires of his flock a 40% tithe to support the effort. This seems rather exorbitant to you, but perhaps that is what it takes to face off against the entrenched Church of The Reasoned One.

Please note that if the PCs choose this route they will undoubtedly be looked down upon by the Church of Rao. Not a good idea.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game.

Award the total value (objectives plus role-playing) to each character.

Encounter Three: Mischief on the Shores of the Volverdyva

Solving the Grig Problem (by any means)

APL 2 50 xp

Encounter Four: Banditry

Dealing with the 'Bandits'

APL 2 150 xp

Encounter Five: The Missing and the Lost

Rescuing the Pilgrims and/or Defeating the Undead

APL 2 50 xp

Encounter Six: Follow the Leader?

Either Protecting Candaros or Turning Him In to the Church Elders

APL 2 100 xp

Discretionary role-playing award

APL 2 100 xp

Total Possible Experience:

APL 2 450 xp

Treasure Summary

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

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

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

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

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

this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Three: Mischief on the Shores of the Velverdyva

Reward from the Grigs.

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

Encounter Four: Banditry

Loot from the 'Bandits'.

L: 40 gp; C: 34 gp; M: *Potion of Cure Light Wounds* (4 gp)

Encounter Six: Follow the Leader?

Loot from Candaros' Thugs.

L: 13 gp; C: 79 gp; M: 0 gp.

-OR-

Loot from Sarnee and his Guards.

L: 20 gp; C: 63 gp; M: 2 *Potion of Cure Light Wounds* (4 gp each)

Conclusion

Reward from the Church of Rao for stopping Candaros.

L: 0 gp; C: 175 gp; M: 0 gp

-OR-

Reward from Nallie Candaros for helping him escape.

L: 0 gp; C: 150 gp; M: 0 gp

Total Possible Treasure:

APL 2 450 gp

Players Handout #1

Only for Clerics and Paladins Dedicated to Rao

Dearest [Character Name],

As you no doubt know, a certain former priest, Nallie Candaros, has become quite popular as a traveling evangelist. While the Church supports Candaros' activities in promoting the worship of The Wizeded One, it has come to the Church's attention that Candaros may have motives beyond simple proselytizing.

In fact, the Church has reason to believe that Candaros may be aiming to create a cult, wholly separate from the Church. This is intolerable and the Church will not stand for such actions. While we cannot reveal the sources of our information at this time, it has become clear to the Church that Candaros plans to create this cult and set himself up as its leader, ultimately using the cult for personal aggrandizement.

The Church asks that you, [character name], as a loyal follower of The Wizeded One, look into this Candaros matter and report any findings to your elder. The Church considers this matter to be of importance, and your service in this is greatly appreciated.

Peace be with you,

The Reasonable Aktorn Lariaed

Player Handout #2

My Fellow Clerics,

I regret to inform you that I am unable to continue on in this charade you call a Church. My leave is effective immediately, and I feel it is only right that you are made aware of my reasons for leaving the fold in such a manner.

Truth be told, this departure is quite a long time in the making. I have come to believe that, as time wears on, I have become less and less enamored with the Church and its recent idol worship. While I was once a naïve seminary student, lo those many years ago, I now stand with the wisdom gained through fervent prayer and introspection, and I believe that my chosen path is that of righteousness. The false idol will no longer guide my hand.

My aim is identical to what I believe to have been the goal of the initial Church founders – to create a place of worship where the faithful can come and experience the great wisdom of Rao and His teachings. I seek to return to the glorious past, before the time of this false idol. My new sect will address the needs of Veluna and the faithful more directly than can your bloated and stodgy organization. A change is needed, and I am here to make that change!

Of course, such a new venture is going to be a risk, and I expect my followers to bear a financial responsibility toward the new faith. In other words, don't expect me to stop just because I have run low on funds. Rao will not be stopped by the lack of coin!

Your Brother in Arms,

Nallie Candaros

Player Handout #3

Dearest Xar,

Please accept my deepest thanks for taking care of this matter for me. I hope that you understand my need to have this kept secret. Remember, our agreement was for a simple scare – I don't want to hear about any dead pilgrims!

Payment as agreed shall be found in the hands of your associate Ergal at the appointed location once I have confirmed that the job has been completed to my satisfaction.

May Reason Shine Upon You,

NC

Appendix 1: NPCs

Encounter Four: Banditry

APL 2 (EL 4)

♣ **Oko Temnoc:** Male Half-Orc Ftr2; CR 2; Medium Humanoid (Half-Orc); HD 2d10+4; hp 19; Init +0; Spd 30 ft.; AC 17 (Touch 10, Flat-footed 17); Base Atk +2; Grp +5; Atk +6 melee (1d8+3, Battle Axe) or +2 ranged (1d8, Light Crossbow); Full Atk +6 melee (1d8+3, Battle Axe) or +2 ranged (1d8, Light Crossbow); SQ Darkvision; AL CE; SV Fort +5, Ref +0, Will -1; Str 16, Dex 10, Con 15, Int 9, Wis 8, Cha 10.

Skills & Feats. Intimidate +5; Cleave, Power Attack, Weapon Focus (Battle Axe).

Equipment. Traveler's Outfit, Chain Mail, Large Steel Shield, Battle Axe, Dagger, Light Crossbow with 20 Bolts, *Potion of Cure Light Wounds*, Copper Ring worth 15 gp.

♣ **Xar Eggyagy:** Male Half-Orc Sor1; CR 1; Medium Humanoid (Half-Orc); HD 1d4+4; hp 8; Init +0; Spd 30 ft.; AC 10 (Touch 10, Flat-footed 10); Base Atk +0; GRP +1; Atk +1 melee (1d6+1, Quarterstaff) or +0 ranged (1d4+1, Thrown Dagger); Full Atk +1 melee (1d6+1, Quarterstaff) or +0 ranged (1d4+1, Thrown Dagger); SQ Darkvision; AL CE; SV Fort +4, Ref +0, Will +2; Str 13, Dex 11, Con 19, Int 11, Wis 10, Cha 15.

Skills & Feats. Concentration +6, Knowledge (Arcana) +3, Spellcraft +3; Spell Focus (Enchantment).

Spells Prepared (5/4; Base DC = 12 + Spell Level; Base DC = 13 + spell level for Enchantment spells): 0 – Dancing Light, Daze, Detect Magic, Read Magic; 1st Level – Charm Person, Mage Armor.

Equipment. Traveler's Outfit, Quarterstaff, Dagger, Ornate Silver Bracer worth 30 gp, Letter from Nallie Candaros.

♣ **Candaros' Thug:** Male Human War1; CR 1/2; Medium Humanoid (Human); HD 1d8+2; hp 7; Init -1; Spd 30 ft.; AC 12 (Touch 9, Flat-footed 12); Base Atk +1; Grp +3; Atk +3 melee (1d6+2, Short Sword) or +0 ranged (1d4, Sling); Full Atk +3 melee (1d6+2, Short Sword) or +0 ranged (1d4, Sling); AL NE; SV Fort +4, Ref -1, Will +1; Str 14, Dex 8, Con 15, Int 10, Wis 13, Cha 12.

Skills & Feats. Climb +5, Handle Animal +4, Intimidate +4, Ride +2; Power Attack, Toughness.

Equipment. Peasant's Outfit, Leather Armor, Small Wooden Shield, Short Sword, Dagger,

Sling with 10 Bullets, Sack.

Encounter Seven: Follow the Leader?

APL 2 (EL2) if fighting to take down Candaros

♣ **Candaros' Thug:** Male Human War1; CR 1/2; Medium Humanoid (Human); HD 1d8+2; hp 7; Init -1; Spd 30 ft.; AC 12 (Touch 9, Flat-footed 12); Base Atk +1; Grp +3; Atk +3 melee (1d6+2, Short Sword) or +0 ranged (1d4, Sling); Full Atk +3 melee (1d6+2, Short Sword) or +0 ranged (1d4, Sling); AL NE; SV Fort +4, Ref -1, Will +1; Str 14, Dex 8, Con 15, Int 10, Wis 13, Cha 12.

Skills & Feats. Climb +5, Handle Animal +4, Intimidate +4, Ride +2; Power Attack, Toughness.

Equipment. Peasant's Outfit, Leather Armor, Small Wooden Shield, Short Sword, Dagger, Sling with 10 Bullets, Sack.

♣ **Nallie Candaros:** Male Human Clr3/Brd1; CR 4; Medium Humanoid (Human); HD 3d8+1d6+4; hp 22; Init +0; Spd 30 ft.; AC 14 (Touch 10, Flat-footed 14); Base Atk +2; Grp +2; Atk +3 melee (1d6, MW Quarterstaff); Full Atk +3 melee (1d6, MW Quarterstaff); SA Bardic Music, Turn Undead; SQ Bardic Knowledge; AL NG; SV Fort +4, Ref +3, Will +7; Str 10, Dex 11, Con 12, Int 14, Wis 15, Cha 17.

Skills & Feats. Concentration +7, Diplomacy +10, Heal +8, Knowledge (Religion) +8, Perform (Oratory) +9, Spellcraft +8; Combat Casting, Expertise, Spell Focus (Enchantment).

Spells Prepared (2; Base DC = 13 + Spell Level; Base DC = 14 + spell level for Enchantment spells): 0th – Daze, Ghost Sound, Open/Close, Prestidigitation.

Spells Prepared (4/3+1/2+1; Base DC = 12 + Spell Level; Base DC = 13 + spell level for Enchantment spells): 0th – Detect Magic, Detect Poison, Resistance, Virtue; 1st – Command, Detect Evil, Entropic Shield, Protection from Evil*; 2nd – Aid*, Enthrall, Hold Person.

Domains: Law and Protection

Equipment. Cleric's Vestments (Rao), Chain Shirt, Golden Holy Symbol of Rao, and Masterwork Quarterstaff.

APL 2 (EL2) if fighting to protect Candaros

♣ **Novad's Guard:** Male Human War1; CR 1/2; Medium Humanoid (Human); HD 1d8+2; hp 9; Init +0; Spd 30

ft.; AC 14 (Touch 10, Flat-footed 14); Base Atk +1; Grp +3; Atk +3 melee (1d8+2, Longsword); Full Atk +3 melee (1d8+2, Longsword); AL LG; SV Fort +6, Ref +0, Will +1; Str 15, Dex 10, Con 14, Int 11, Wis 12, Cha 8.

Skills & Feats: Climb +5, Intimidate +3, Jump +5, and Knowledge (Religion) +1; Great Fortitude, Toughness.

Equipment: Guard's Outfit, Studded Leather Armor, Small Steel Shield, Longsword, 50 ft. of Rope.

◆ **Novad Sarnee:** Male Half-Elf Clr3; CR 3; Medium Humanoid (Half-Elf); HD 3d8; hp 16; Init +1; Spd 30 ft.; AC 15 (Touch 11, Flat-footed 14); Base Atk +2; Grp +3; Atk +3 melee (1d6+1, Light Mace) or +3 ranged (1d4, Sling); Full Atk +3 melee (1d6+1, Light Mace) or +3 ranged (1d4, Sling); SA Turn Undead; AL LG; SV Fort +3, Ref +2, Will +5; Str 12, Dex 13, Con 10, Int 13, Wis 15, Cha 14.

Skills & Feats: Concentration +4, Knowledge (Religion) +5, Scry +3, Sense Motive +4, Spellcraft +3; Combat Casting, Combat Expertise.

Spells Prepared (4/3+1/2+1; Base DC = 12 + Spell Level); 0 – Guidance, Light, Resistance, Virtue; 1st – Bless, Magic Weapon, Protection from Evil*, Shield of Faith; 2nd – Calm Emotions*, Consecrate, Hold Person.

Domains: Good and Law

Equipment: Cleric's Vestments (Rao), Chain Shirt, Silver Holy Symbol of Rao, Light Mace, Sling and 10 Bullets, Letter from Nallie Candaros to Church of Rao, 2 *Potions of Cure Light Wounds*.