



Legacy of
Akhirat



Nathanael Christen



Legacy of Akhirat

By Nathanael Christen

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Introduction

The Legacy of Akhirat is an adventure suitable for use with the d20 gaming system, intended for a party of four 5th-level characters. With a little work, it can be modified for use with lower- or higher-level parties; refer to the **Scaling the Adventure** sidebar for suggestions in modifying encounter levels.

Preparation

This adventure requires the use of the *Player's Handbook*, Third Edition, published by Wizards of the Coast. The *DMG* and *MM* will also prove to be essential resources.

Throughout the adventure, information for the players is presented in shaded boxes. This can be read or paraphrased to the players as necessary. Abbreviated monster statistics are provided with each encounter; full statistics can be found in the appendix at the end of the adventure.

Adventure Background

Constance Rollings is a halfling merchant, a retired adventurer who invested her hard-won loot in a trading company when she decided to retire from "the business." The halfling began buying and selling in goods both exotic and mundane, using the contacts she had made while an adventurer, and soon thereafter began hiring teams of local halflings to transport her goods to and from market.

At the same time, she settled down and built a home for herself—a small but comfortable estate along one of the area's major trade routes. As time passed and Constance's merchant company prospered, the number of people in her employ grew. Soon houses were springing up all around her own, as many of her employees began to settle in as well. This base of population created a demand for various services, that she was more than happy to bankroll, and within a decade a veritable town had arisen. Since many of the individuals who lived there owed the start of their businesses to Constance, she was unanimously elected as mayor when the area was recognized as an independent

fort. Moreover, the honor of the fort's mayoralship was given to its enterprising founder, who still serves in that capacity to this day.

Unbeknownst to the halfling and her company, the area in which she decided to settle has a legacy that will soon come back to haunt it.

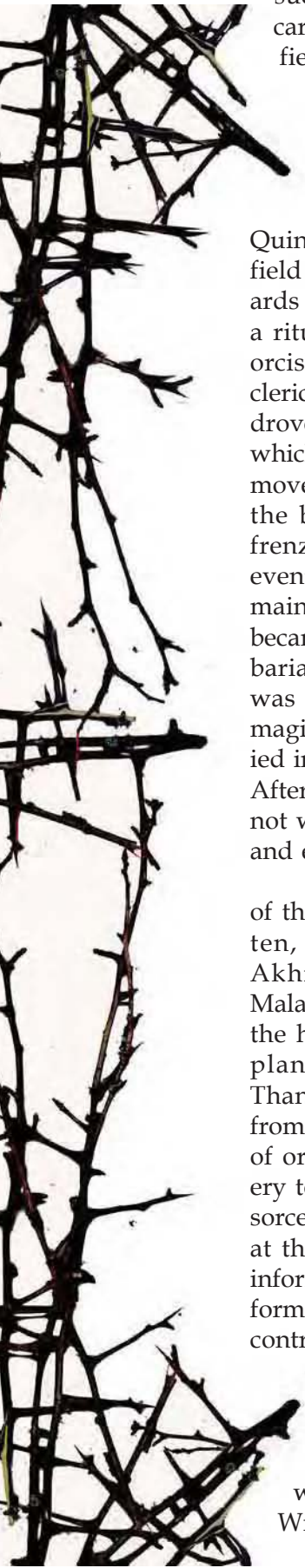
The Legacy of Akhirat

Centuries ago, the vicinity of what is now the crossroads was home to a clan of orc barbarians led by an adept named Akhirat the Terrible. This barbarian was a marauder and murderer as well as one who dabbled in the dark arts of demon summoning. In the same area of wilderness stood a dwarven temple of the god of smithing and weaponcraft, an outpost of the distant dwarven lands. Akhirat had honed his skills in combat versus the dwarven clerics and warriors that guarded the temple; he and his had repeatedly met with defeat against the dwarves, who were always able to repel his invaders. In particular, an elven paladin by the name of Quinariel Lostinor, an ally of the dwarves, proved himself most valiant in his battles with the barbarian orcs, personally engaging Akhirat in combat and defeating him on multiple occasions. Quin quickly became Akhirat's hated nemesis.

Akhirat survived each encounter with a lust for revenge, and he became determined to defeat the dwarves and their elven ally. Gradually, he formed a wicked plan to do so. Using his magic, Akhirat summoned a succubus, one of the more seductive denizens of the outer planes. Disguised as a beautiful high elf, she infiltrated the dwarven temple and began her seduction of Quin. The paladin was virtuous and pure, but could not fend off her charms. When his resistance faltered and he succumbed to her enchantments, she murdered him.

At the same time, Akhirat and his horde attacked the dwarven temple. As they were caught in shock from their ally's murder, the dwarves were defeated. In the massacre's aftermath, the barbarian forces overran the temple and occupied it for their new stronghold. A reign of terror ensued as the barbarian orcs pillaged the lands and terrorized their inhabitants. Akhirat lorded over them all, and even did the unspeakable: He coupled with the





succubus, producing offspring who could carry on his legacy. Thus were born the half-fiends Malakhara and Thanorh.

The barbarians' reign was short-lived. Once word of the defeat reached the distant dwarven lands, reinforcements arrived. These dwarven warriors, supported by wizards and clerics of Quinariel's people, met the orc horde on the field of battle. As the battle ensued, the wizards magically imprisoned the succubus with a ritual, dealing a blow to the morale of the orcish army. At the same time, the dwarven clerics unleashed terribly powerful magics that drove their former temple into the ground on which it stood, slaying hundreds of orcs in one move. An enraged Akhirat threw himself into the battle, slaying elves and dwarves in a frenzy. The civilized forces persevered, and eventually slew Akhirat and routed what remained of his forces. The former temple site became a mass grave filled with the slain barbarians, and a clutch of celestial hippogriffs was summoned to guard over the ruins. The magical vessel holding the succubus was buried in a secret vault hidden deep in the forest. Afterward, the elves withdrew from the region, not wishing to dwell where the taint of blood and evil was so strong.

In the centuries that followed, the events of these two epic battles were almost forgotten, except by those who had inherited Akhirat's dark legacy: Thanorh and Malakhara. The two half-fiends slowly learned the history of their parentage and devised a plan to regain their positions of power. Thanorh proved himself in battles far away from their homeland and amassed a new tribe of orcs. Malakhara used deception and trickery to become the apprentice of an ancient elf sorcerer, one who had been a mere apprentice at the ancient battle. She gathered the secret information she needed, and then betrayed her former teacher. Thanorh and his warriors took control of the sorcerer's tower, and then proceeded to reopen the temple ruins while his sister led away its celestial guardians. Once they gather the secret lore from both locations, the half-fiends will finally be able to release their mother. With her at their sides, their ultimate plan

Scaling the Adventure

Although this scenario is intended for parties with characters of 5th level, it can easily be adapted for characters of higher or lower levels. The method of doing so depends upon the nature of the encounter.

For named enemies with character levels (such as Malakhara, Thanorh, and such), additional levels can be added to make them more of a challenge. For other opponents (such as zombies, hippogriffs and the like), simply increase the number of opponents that the PCs face. Refer to page 101 in the *DMG* for recommendations regarding the composition and Challenge Rating of enemy forces.

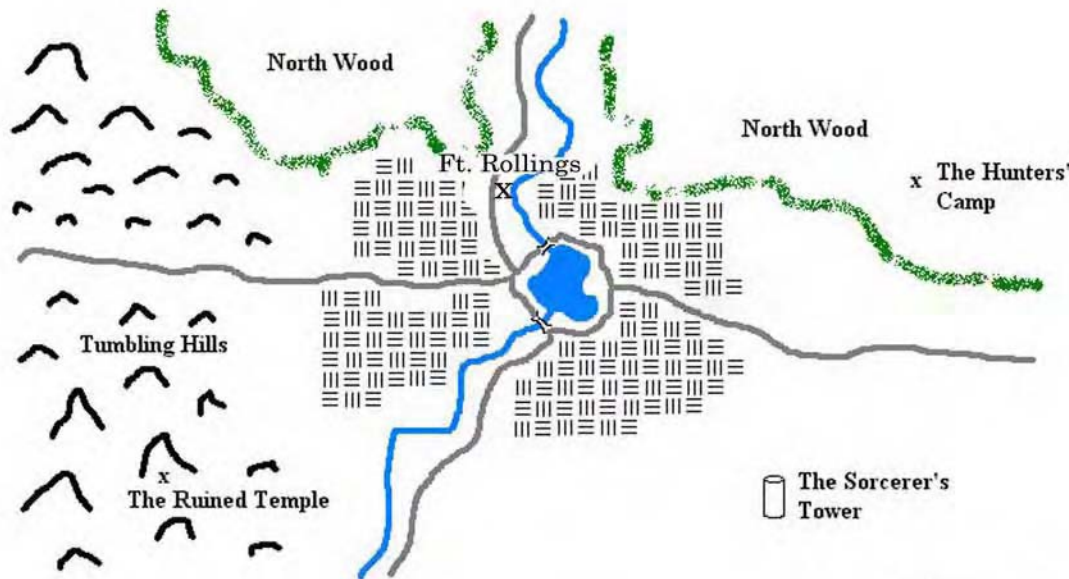
All character statistics and notes are found in the *Dramatis Personae* appendix at the end of the adventure. Named characters precede the notes on generic characters. Any monsters or creatures not listed within that appendix should conform to the standard statistics given in the *MM*.

will be ready: With the barbarians Thanorh has raised and a mass of undead animated from those buried within the temple, the half-fiends intend to conquer these lands once again.

Adventure Synopsis

The adventure begins in the small town of Fort Rollings, where the local autumn festival is being held. The PCs are able to test their skills and prowess through a series of contests that culminate in the Great Hunt, an annual competition to determine who can bring back alive the most impressive beast. The PCs, if they prove themselves through the contests, are asked to join the hunting party of Conrad Rollings, an adventurer in his own right and the son of the mayor.

If the heroes agree to join the hunters, they and the rest of the band discover a young hippogriff cub in the North Wood, surely a prize to win the contest. After capturing it, though, the hunters are subject to a number of



Fort Rollings and Environs

attacks, either by a single hippogriff or a whole clutch. These occurrences make it obvious to the PCs that something is amiss, and investigation reveals that the attacks are not what they initially seemed.

After the hippogriff incident, the PCs are approached by a strange owl that seems to desire their assistance. They discover that it is the familiar of a local sorcerer whose tower has been overrun by orc marauders. The PCs can battle the orcs, but they only discover that the problem is much larger than they had originally thought.

Next, they are asked to investigate a mysterious cave located amongst the Tumbling Hills that conceals the remains of an ancient dwarven temple. Here the PCs find another band of marauders, this time in the company of an evil cleric who intends to raise an undead army. Once again, the heroes must battle the orcs, and victory again reveals the extent of a greater problem. The PCs meet the ghost of a long-dead elven warrior and realize the true nature of the plots that are in motion.

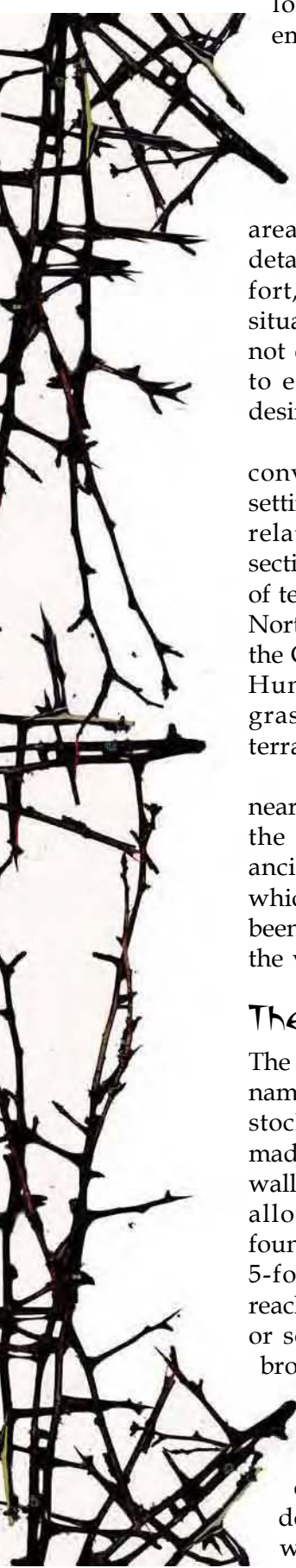
From there, the PCs must venture into the forest to confront the half-fiends and stop them from freeing a demon and unleashing their evil mother upon the lands. While the heroes do this, the orcs spring an attack on the fort, one which the PCs must face if they succeed in stopping the sorceress Malakhara.

A NOTE ON SETTING

The Legacy of Akhirat is designed to be dropped into whichever setting the GM prefers. Because of this feature, locations in the adventure are kept vague and loose for adaptability for all campaigns. While the provided maps give relative placement and details with which to play; the GM can locate the fort, Salman's tower, the cave and ruins and the lake wherever is convenient.

CHARACTER HOOKS

This adventure begins any number of ways. The PCs might be traveling near Fort Rollings on other business and therefore hear of the festival that is taking place. Alternately, since the contests are fairly well known throughout the land, the PCs might journey to the contests with the intention of competing. Another option has the PCs sent specifically to Fort Rollings on other business, perhaps as caravan guards bringing goods to market. The PCs could also be natives of the outpost; and the trip could be a homecoming and a cause for celebration. On a more individual level, a halfling in the party can be a close personal friend or relative of Constance Rollings, founder and mayor of Fort Rollings. Other characters, particularly those with a



love of gold, might have been former employees of the halfling merchant.

Fort Rollings and Environs

The adventure begins in the almost idyllic township of Fort Rollings (although the PCs may well visit the area at a number of times beforehand). For details of the major locations throughout the fort, refer to the following descriptions. In situations where the PCs ask for information not covered below, as always, the GM is free to expand upon or change these details as desired.

Fort Rollings can be placed in any convenient location in the DM's campaign setting, although it should be located along a relatively major trade route. While certain sections of the adventure refer to specific types of terrain to be found in the area—such as the North Wood, the setting for the Great Hunt—the GM can adapt these as needed. (The Great Hunt could just as easily take place in a grassland savannah or even mountainous terrain.)

In a similar manner, a handful of other nearby locations also need to be worked into the setting. These include the tower of the ancient elf sorcerer Salman, the hill beneath which the ruins of the dwarven temple have been buried, and the watery cave which hides the vault that holds the Gem of Entrapment.

The Walls of Fort Rollings

The entire town of Fort Rollings lives up to its name, as it is a fort enclosed entirely by a log stockade. The walls rise up 15 feet and are made from vertically placed logs. The town's wall straddles the river on its eastern side and allows the river to flow through the foundations without sacrificing security. The 5-foot-wide ramparts atop the walls are reached by ladders approximately every 40 feet or so behind the walls; while not providing broad merlons for archers and defenders to hide behind, those guarding the walls have half-cover (or full cover if they duck down for their movement). The only gates into Fort Rollings are the double doors near the center of the southern wall, which remain open at all times during the

day unless the town is under attack. Once closed, the gates can withstand a lot of punishment (Hardness 6, 120 hp each).

A. Rollings Manor

This is an attractive two-story structure, its lower half made of stone and the upper half built in a half-timbered style with clean, whitewashed stucco. A chimney rises from the top, a plume of smoke almost ever present. This residence even has a neatly trimmed lawn surrounding it, a feature that all of the other structures in the town lack. Constance lives here along with her trusted servant Rutherford, and her son Conrad lives here when he happens to be in town.

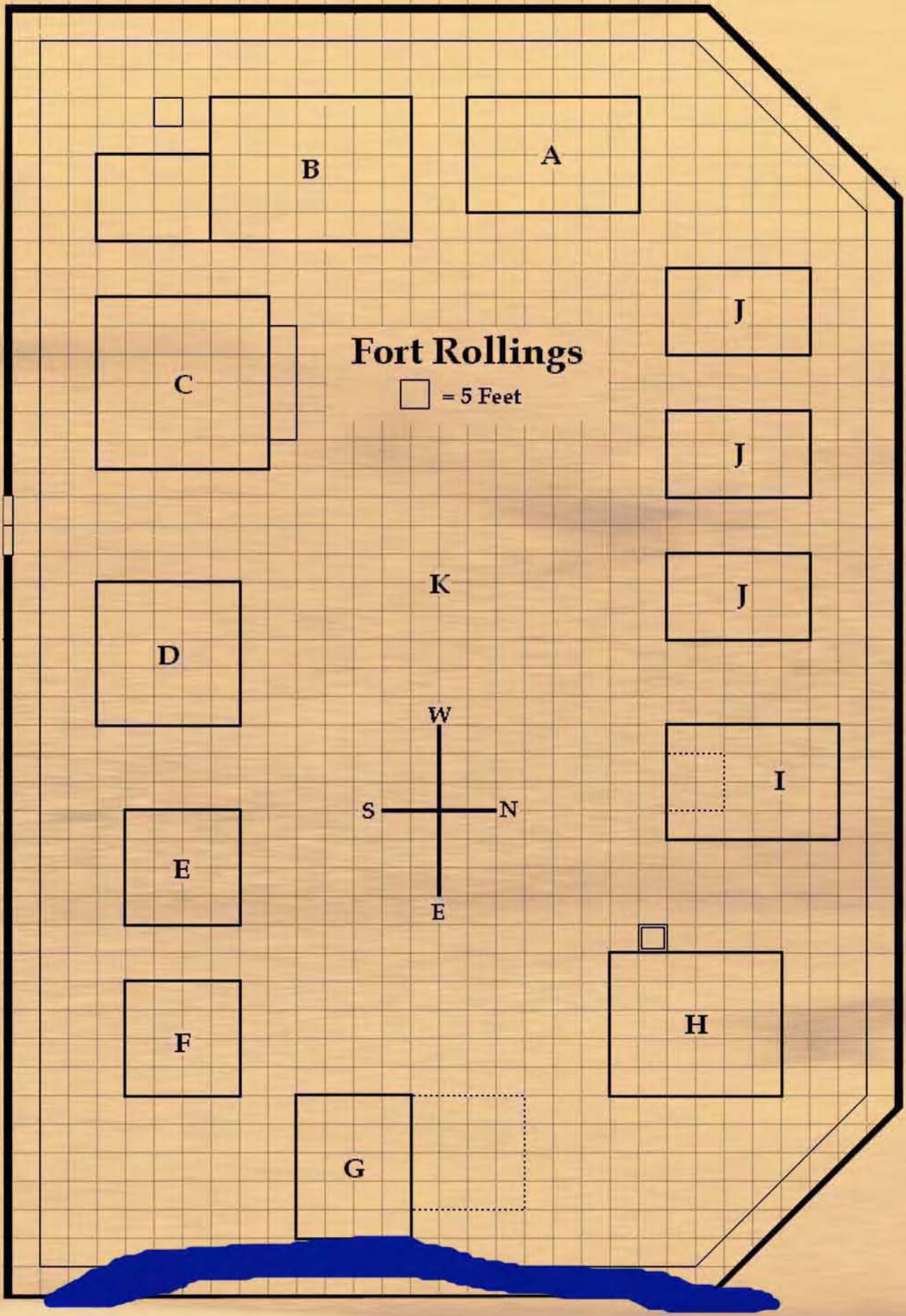
B. The Half-Pint

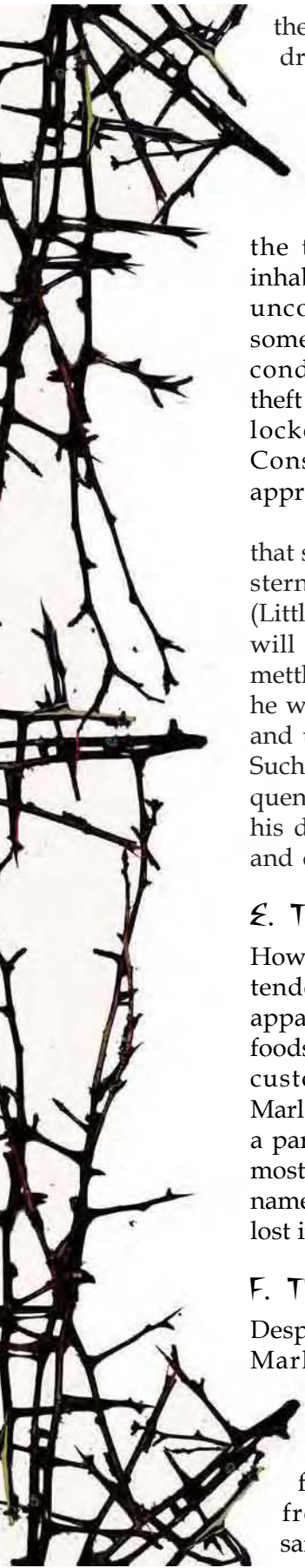
This is a long two-story structure that boldly supports a sign adorned with the image of an overflowing beer mug which identifies it as Henry's Half-Pint. To one side of the inn is the stable, which is able to accommodate a dozen horses or ponies. The inn itself can house a similar number and can seat twice that in the tavern that dominates its lower half. The cellar is stocked well with both food and drink of a good quality; prices (for room and board) are the same as those listed in the *Player's Handbook*.

The owner of the establishment, a halfling known only as Henry, is an affable fellow with well-developed tastes and a love for wondrous tales. He lives in a private room on the second floor of the inn off of the common bunk room for travelers; the barmaids live in other parts of the town.

C. The Trading Post

A less prominent sign on this relatively large building with its broad front porch identifies it as The Trading Post. The rather unimaginative name suits its owner, Morgan a friendly-enough halfling but a careful businessman. (Some townsfolk joke that any time he gives a discount to someone is cause for a town-wide holiday.) Morgan stocks all of the goods found on the "Adventuring Gear" table in the *Player's Handbook*, along with more mundane provisions for the home.





Morgan himself lives in the rooms above the shop, along with his wife and three children.

D. Constabulary

This is a single-story stone edifice with a flat roof and one of the more solidly built structures in the town. Roderick, the town constable, is generally its only inhabitant, as crime in Fort Rollings is quite uncommon. On the rare occasions when someone is arrested—usually for disorderly conduct, although there is the occasional theft—the culprit goes into the building’s single locked cell until Roderick, Delanna, and Constance can meet to determine an appropriate punishment.

Roderick is an outgoing fellow to the point that some question whether or not he could be stern enough to stand up to a real conflict. (Little do the locals know that he and the rest will soon be faced with a test to all of their mettle.) The constable can be hard-nosed when he wants to be, but prefers to prevent conflict and unrest by endearing himself to everyone. Such is his casual attitude, indeed, that he frequently makes his rounds while only carrying his dagger and leaving his shortsword, club, and crossbow back in the constabulary.

E. The Bakery

Howard the baker is a friendly fellow, whose tendency to sample his own goods is quite apparent in his ample girth. His love of fine foods is quite well known, and he is a frequent customer at the Half-Pint. (When he and Marlowe combine forces with Henry to throw a party, it truly becomes an event.) Howard’s most frequent companion is an old hound dog named Tempest, a moniker whose accuracy is lost in the years since the canine first gained it.

F. The Brewery

Despite the fact that he is Morgan’s brother, Marlowe the brewer bears very little resemblance to his thrifty sibling. Where Morgan is a conservative businessman and cautious almost to a fault, Marlowe is gregarious and frequently has company over for free samples. Although his easy ways leave him

with less security than his brother enjoys (or fails to enjoy, as Marlowe sees it), the brewer is understandably wildly popular with the local populace. This regard is the cause of a certain amount of jealousy from Morgan, although the shopkeeper would never admit to it.

G. The Mill

This building stands flush against the bank of the Crystalbrook Stream which rushes under the eastern walls of the fort; carefully-forged grills set into the riverbanks allow the water to flow unimpeded between the solid cornerposts of the walls without sacrificing security. A large paddlewheel identifies the building’s purpose immediately as the workplace and abode of the miller. Carsten Miller, his wife Hallah, and their four children live here, buying grain from the local farmers and milling it into products for the baker and the brewer. Carsten and Hallah are serious for halflings, deeply devout in their religious duties and possessing work ethics to make monks feel inadequate. They are pleasant but not too outgoing, and it takes a while for them to become comfortable with newcomers.

H. The Smithy and Leatherworks

The town’s three dwarven residents live here, the smith Gorag Ironweave, his wife Kala, and their son Horlin. Although the atmosphere of a predominantly halfling community is quite different from the mountain stronghold that was once their home, the dwarves have become accustomed to life in Fort Rollings and have actually grown to like most of the inhabitants. (Gorag finds Marlowe to be particularly enjoyable company, although he considers Morgan to be a much more sensible fellow).

The father and son sell any iron goods found in the “Adventuring Gear” table in the *Player’s Handbook*; additionally, there is a 20% chance that they happen to have any common or martial weapon already in stock. Kala also sells any leather goods found in the *PHB*, with the exception of leather armor. Note that the dwarves can craft various arms and armor—excluding exotic items—if commissioned to do so.

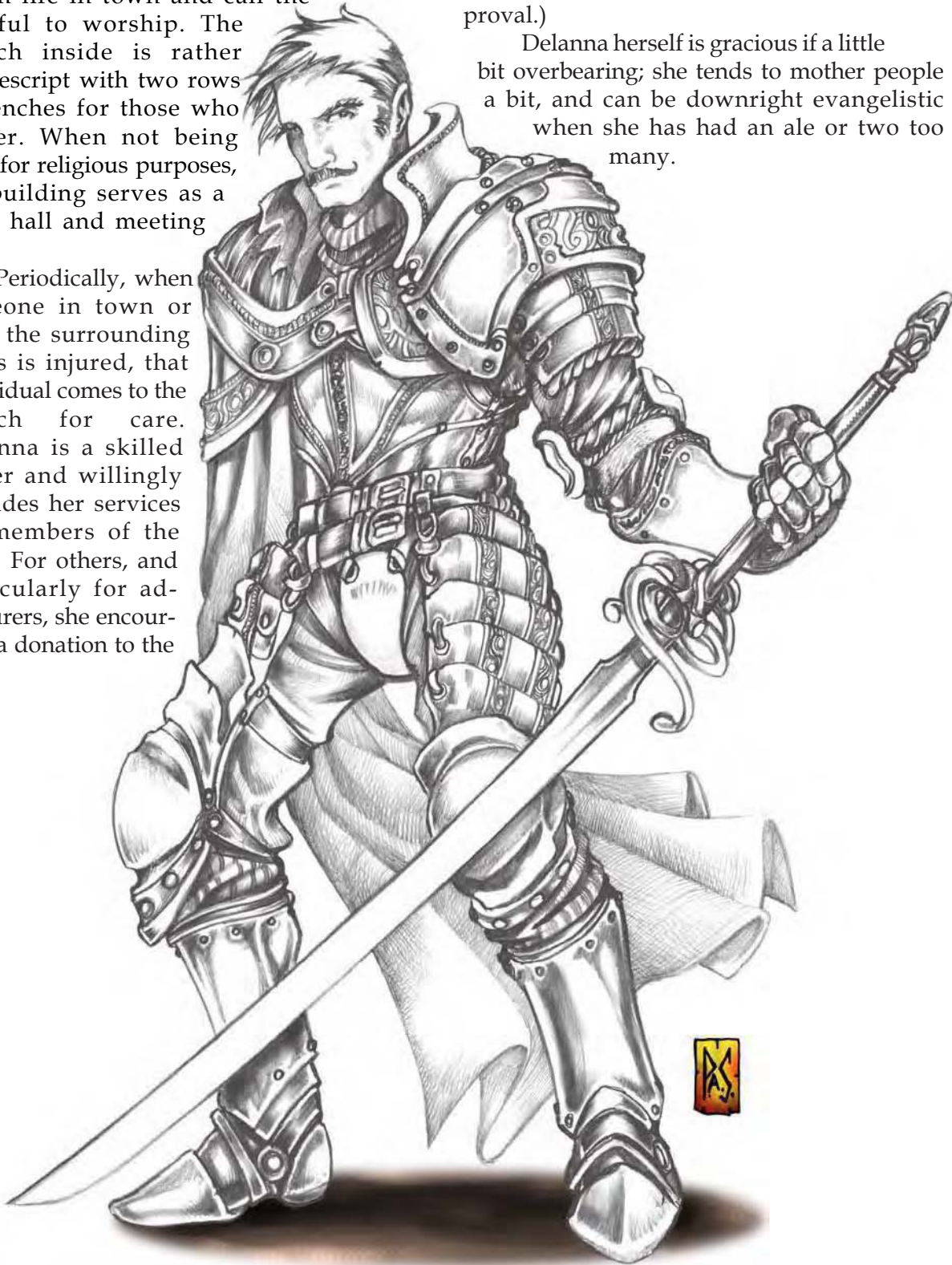
I. The Church

This tall structure is perhaps the most striking in town; its narrow three-story-high tower in front rising to the highest point in town. From this vantage point, the cleric Delanna can watch life in town and call the faithful to worship. The church inside is rather nondescript with two rows of benches for those who gather. When not being used for religious purposes, the building serves as a town hall and meeting area.

Periodically, when someone in town or from the surrounding farms is injured, that individual comes to the church for care. Delanna is a skilled healer and willingly provides her services for members of the flock. For others, and particularly for adventurers, she encourages a donation to the

church coffers. In truth, she believes that adventuring is a vainglorious activity for the most part, and for that reason tends to frown upon it. (Activities such as guarding caravans and fighting off beasts that threaten local livestock are, of course, exceptions to this disapproval.)

Delanna herself is gracious if a little bit overbearing; she tends to mother people a bit, and can be downright evangelistic when she has had an ale or two too many.





J. The Rollings Warehouses

These are three low stone structures with flat roofs, a style of architecture that stands out amongst the town's ubiquitous whitewash and cedar shakes. Each is entered through a pair of heavy oaken doors, banded with iron and fastened with thick padlocks. The warehouses are used for storing the goods of merchants who bring their business to town, along with the produce of local farmers until it can be sold. Somewhat surprisingly, Constance charges quite reasonable prices for this service and the guarantee that items so stored are safe from thieves.

At any given time, there are likely to be 3,000 gold pieces' worth of goods among the three buildings, and the town's constables patrol the area regularly. Additionally, and unbeknownst to any but the two halflings involved, Constance has made a deal with Delanna the cleric for certain magical means to ensure the security of the goods.

K. The Market

Most of the time, this open expanse of hard-packed earth is empty. Every four days, however, it becomes a bustling marketplace filled with stands of individuals looking to hawk their wares. Any number of locals and traveling merchants are welcomed to set up shop, so opportunities occasionally arise to purchase less mundane items in addition to the usual fresh produce and meats. (Although magic items may never be seen for sale here, the occasional passing alchemist does bring a variety of wares to thrill and amaze the locals.) Seasoned adventurers may find the whole thing to be less than overwhelming, but most of the residents for thirty miles in any direction come for a visit at least twice a month.

Along the north side of this area, a number of tents are frequently pitched. For those individuals who travel the countryside selling their wares, it is not uncommon to camp out for a day or two before the marketplace opens.

Part 1-The Autumn Festival

The Fort Rollings Autumn Festival is an important event in the local economy. It marks the end of the harvest season, when the summer crops have been brought in and are ready for sale. In addition, merchants from miles around flock to the fort to hawk their wares, anticipating the crowds who assemble each year to watch the contests.

The contests began purely for the purpose of amusement; although Constance was quite comfortable in her life as a merchant, she missed some of the thrill of the old days. To regain some of that, she sponsored a series of competitions and hired criers to announce them in the surround towns and villages. Knowing what a boon for business it could be, she put up prize money to attract skilled competitors.

The first year's contests were a success, and word of them soon began to spread, first to neighboring cities and then even further throughout the land. Soon, the contests began to grow as individuals used them for a variety of purposes. Merchants came to hawk their wares, but they also came to seek skilled hirelings for employment as caravan guards. Various mercenary companies also began to be represented, both to showcase their own abilities and to seek out new talent.

As these groups (and the hundreds of spectators who flocked to the town) brought more money with them, more impressive talent was brought to the event. Competition increased as groups of adventurers were attracted to the area, until soon a victory in the contests became a mark of considerable honor.

Opening Ceremonies

The opening ceremony for the contests is a relatively simple affair; due to the tight schedule of events, a short period of time is all that can be spared. Guests are called by the criers to assemble in front of the Church of the Goddess of Protection; Constance herself ascends the tower to welcome everyone to the games. She then announces the schedule of events (which is posted throughout town anyway), and introduces the marshals for each event—the previous year's champions. Constance also introduces Roderick and his

deputies, the peacekeepers for the occasion, along with Delanna and her clerics who assist with keeping the peace and also provide any necessary healing. The ceremony ends as the first of the contests begin.

The Contests

Constance's contests are divided into three categories: riding, skill at arms, and the hunt. (Another, unofficial competition—the drinking contest—has grown quite popular but has not officially been sanctioned.)

The Riding Competition

These contests include six races, two each for horses, ponies, and other mounts. (The *other* category includes anything brought in that is neither a pony nor a horse; among the halflings, this is most frequently riding dogs, although mules are not uncommon and there was once an elephant.)

For each type of animal, the races are divided into straight runs and obstructed competitions. The straight run is simply a dash. The trade road from the fort to the first scarecrow west of the town (approximately a half-mile) is cleared of traffic; the race starts on the east end by the fort and finishes at the west end. The beginning of the race is marked by the clanging of a hammer on an anvil. Six contestants compete at the same time.

Mounts can easily hustle at twice their normal movement rate; a DC 12 Ride check is needed to spur them on to x3 movement, and a DC 16 check for x4 movement. Additionally, Ride checks must be made to continue at these speeds, and there is a cumulative -1 penalty for each round after the first. Failing to make the DC for a given movement rate means that the animal slows to the next highest DC that was successfully reached. The course along the trade road runs 800 yards in length.

The race in the obstructed competition runs in much the same way, except that obstacles are added to the course after the straight runs out of town are complete. The townsfolk and nearby farmers haul barrels, crates, piles of old timber and anything else they can find into the roadway. (GMs should feel free to be creative in the items that are scattered across the road.) In addition to the Ride

checks needed to achieve and maintain various speeds, other checks are needed to leap over or avoid the obstacles in the riders' paths. While the DCs for the Ride checks can vary considerably, a range of 12-22 is quite appropriate. On a failed check, a mount is forced to slow to x2 movement in order to move around an obstacle.

The races are run in seven heats, with six semi-final rounds and one final.

The Armed Contests

There are seven different armed contests to test the participants' skills with the following weapons: bow, crossbow, dagger, throwing axe, spear, sling and quarterstaff. The targets and areas for these contests lies outside the fort along its western wall. The ranged contests are run in heats in much the same way as the races, with six contestants in each of six semi-final rounds, and one round for a final. The ranges for each competition vary as follow:

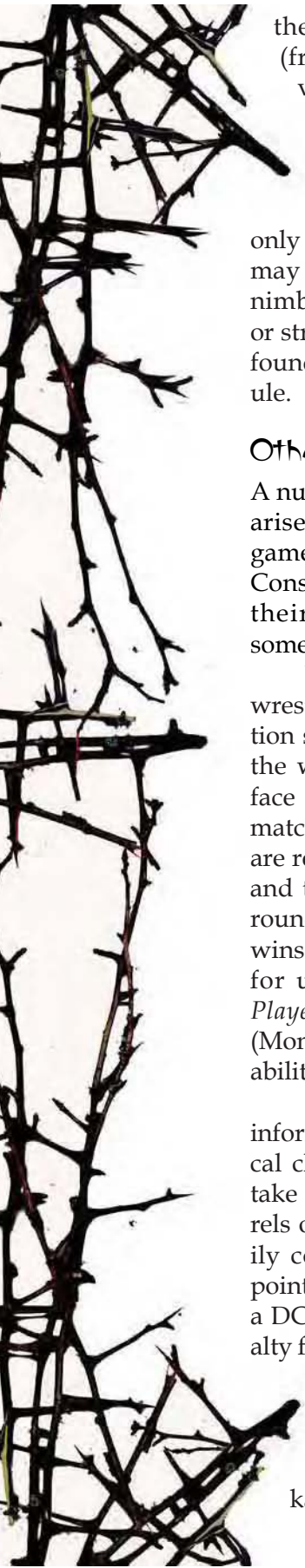
Weapon	Range
Bow	300 feet
Crossbow	300 feet
Dagger	40 feet
Axe	40 feet
Spear	60 feet
Sling	200 feet

Determine the range penalty suffered by characters depending on the types of weapons they use. A shooter's accuracy is determined by comparing his or her modified to-hit roll against an AC of 11 and consulting the following chart:

To-hit roll exceeds AC by	Points scored
0-3	1
4-6	2
7-9	3
10-12	4
13+	5

Misses score no points. On a natural to-hit roll of 20, five points are automatically scored; in addition something exciting might happen, such a split arrow or one dagger stuck in the hilt of another.





At the end of each of the first six rounds, the character with the highest point total (from four volleys of five shots each) advances to the final round.

The quarterstaff competition is a single elimination tournament. A strictly enforced rule stipulates that only non-lethal force be used (attacks can inflict only subdual damage). In addition, no armor may be worn—This is meant as a contest of nimbleness and weapons prowess, not force or strength. A list of possible opponents can be found in the Appendix at the end of this module.

Other Competitions

A number of other, informal contests have also arisen among the locals and regulars to the games. Although they are not sanctioned by Constance, they have nonetheless developed their own popularity and have become something of a tradition.

Wrestling: One such competition is the wrestling matches. They use a single-elimination structure; 32 contestants are allowed, and the winners of the 16 initial paired matches face off against each other in eight 2nd round matches. The eight survivors of the 2nd round are reduced to four by the end of the 3rd round and the last two wrestlers come out of the 4th round for the 5th and final fight to decide who wins the wrestling tournament. Use the rules for unarmed combat and grappling in the *Player's Handbook* to resolve these contests. (Monks, of course, are free to use their special abilities.)

Drinking: The drinking contest is another informal competition, one upon which the local church frowns. Anyone who wishes may take part; excited revelers provided huge barrels of ale for the contest. Characters may easily consume one mug of ale for every three points of Constitution they have; beyond this, a DC 10 Con check, with a cumulative -2 penalty for each mug thereafter must be made. Any character who fails a Con check passes out. The last person remaining both conscious and in a sitting position wins the contest and its prize, a golden tankard worth 50gp.

SCHEDULE OF EVENTS

Two or three days before the formal start of events, merchants and revelers begin to arrive. The Half-Pint rapidly fills to capacity, with the common room even filled past its limits. Tents go up both inside the town walls and outside on the grassland surrounding the northern side of the fort (away from the gates and the games areas). Targets for the shooting contests are erected on the northern walls, and the festival grounds begin to take shape both in the marketplace and along the roadway outside of town.

Day One

Sunrise—The opening ceremonies.

Morning—The unobstructed horse race and spear contests commence.

Afternoon—The unobstructed pony race and bow contests commence.

Day Two

Morning—The unobstructed “other” race and dagger throwing contests commence.

Afternoon—The obstructed horse race and sling contests are held.

Day Three

Morning—The obstructed pony race and axe throwing contests commence.

Afternoon—The obstructed “other” race and crossbow contests commence.

(Note: the elimination matches for quarterstaff fighting—all except the final three—are held at various times throughout the first three days of the festival).

Day Four

The finals for each contest are held in rapid succession, in the following order:

- Unobstructed horse race
- Unobstructed pony race
- Unobstructed “other” race
- Obstructed horse race
- Obstructed pony race
- Obstructed “other” race
- Axe throwing

Random Encounters

The odds of the hunting party finding game depend upon the group's actions. For each hour the PCs spend hunting, roll 1d8 and an encounter occurs on a roll of 1 or 2. Should the party be discreet (by sending its stealthy members forward or taking other precautions at the GM's discretion), subtract one from the die roll as they surprise more creatures. If, on the other hand, the characters remain in a large group or make a lot of noise, add one to the die roll due to disruptions.

When an encounter is indicated, roll randomly or choose from the following list.

- 1-4 **Black Bear:** hp 20.
- 5-7 **Boar:** hp 24.
- 8 **Tiny Viper Snake:** hp 2.
- 9-10 **Wolverine:** hp 30.

Arts & Crafts: One final competition can be found at the Autumn Festival: Various craftsmen and performers, eager to win the patronage of the assembled merchants and revelers, all vie to give the greatest performances or create the most beautiful works of art. While there are neither judges nor a formal structure of elimination here, characters can stand to make a nice profit and word of mouth can spread notice of one's wares. Additionally, valuable contacts can be made, particularly for any bards in the party. This also means that PCs looking to purchase elaborate jewelry, metalwork, or other works of art can usually find what they want in the myriad merchants' stall and shops.

The Thief

At some point during the contests (at the GM's discretion and timing), a mugging occurs. Whatever activity the PCs happen to be pursuing is interrupted by a sharp cry of "Stop, thief!" This encounter and chase can happen either inside or outside of the fort's walls among the tents of visiting merchants.

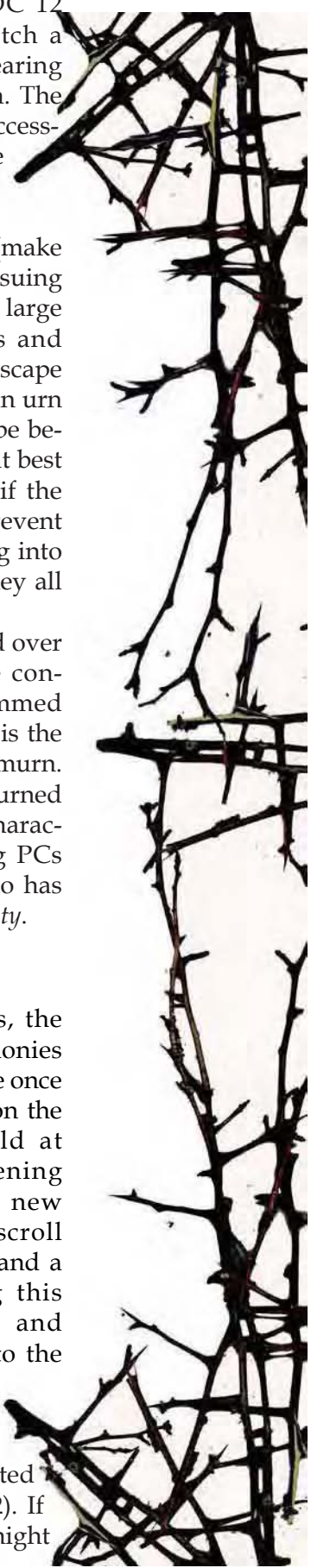
Characters in the area can use DC 12 Search checks; those who succeed catch a glimpse of a fleeing individual disappearing around a nearby corner. The chase is on. The pursuing PC or PCs must make three successful Search checks (DC 12) to keep an eye on the escaping thief; after this, the thief uses his Bluff skill in an attempt to duck around the corner and use his Hide skill (make checks opposed the Search skills of pursuing characters). The thief then climbs into a large urn behind one of the merchant tents and downs a *potion of invisibility* in order to escape notice. To find him, the PCs must make an urn by urn search of the area (it happens to be behind a potter's tent); this is complicated at best as the merchants will grow quite irate if the PCs disturb their wares. The PCs must prevent strategies for finding him, such as poking into different containers with a stick when they all seem to come up empty.

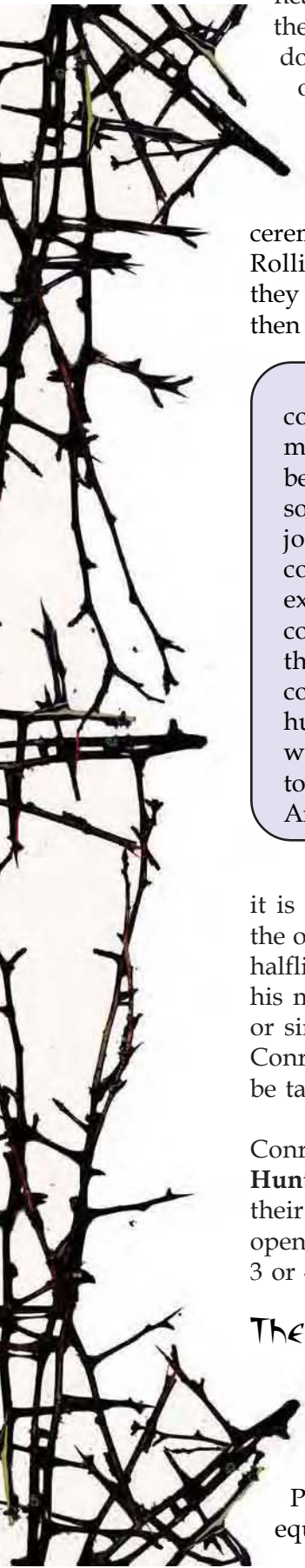
If the thief is found, he can be turned over to Roderick or another member of the constabulary. The stolen item—a gold-trimmed ivory brooch in the shape of a unicorn—is the property of a gnome jeweler named Tilimurn. The jeweler is so delighted to have it returned that he gives the helpful character or characters a reward of 50 gp. Quick-thinking PCs might also think to search the thief, who has another draught of his *potion of invisibility*.

Closing Ceremonies

In contrast to the opening ceremonies, the awards presentation and closing ceremonies are gala affairs. Tables fill the marketplace once the craftsmens' booths are taken down on the fourth afternoon, and a feast is held at Constance's expense. After her opening remarks, Constance introduces each new champion, who is presented with a scroll declaring his or her championship title and a prize of 200 gold pieces. Following this ceremony, the feasting commences, and entertainers delight the crowd long into the night.

In the aftermath of the festivities, there are a couple of options for continuing the adventure. The PCs may be invited on the hunt (and thus proceed to Part 2). If hunting is of no interest to the PCs, they might





hear rumors of the haunted caves outside of the fort (and proceed through Part 4). Random rumors can connect the PCs later with other parts of the adventure as needed.

Part 2—Hunting Party

On the evening of the closing ceremonies, the PCs are approached by Conrad Rollings. The halfling commends the PCs if they have had success in the tournaments, and then gets down to business.

“There is one more event in these contests,” he begins, leaning into your midst with a conspiratorial smile. “It began a few years ago among myself and some of nobles who travel from afar to join the festival. We have a hunting competition: Whoever brings the most extraordinary beast back alive wins the competition. I have been impressed with the prowess that you displayed in the contests, and would like you to join my hunting party. Your share of the prize would be two thousand coins. We leave tomorrow before dawn, if you’re willing. Are you with me?”

The reward sum cannot be negotiated, as it is the amount to which Conrad and all of the other parties have agreed. If necessary, the halfling can provide mounts for the PCs from his mother’s stock. Should any druid, ranger, or similarly-concerned PC object to the hunt, Conrad reassures them that the quarry must be taken alive.

Assuming that the PCs agree to join Conrad, continue in the section entitled **The Hunt**. Otherwise, the PCs can continue with their revelries and the GM can introduce the opening sequences or rumors that lead to Parts 3 or 4.

The Hunt

Conrad’s party and the PCs set out at dawn on the hunt; Conrad introduces the PCs to his elven friend Hawkeye and six other halfling hunters. If the PCs are traveling with large amounts of equipment, some of Conrad’s halflings can

ease their burdens; the halflings are more than willing to carry baggage if it means that the adventurers will be able to help out.

As this adventure is designed to be dropped into whatever setting the GM desires, a variety of different terrain types could be used. The more difficult it is, however, the more interesting the hunt can be. Additionally, while the suggested random encounters are intended for a forested hills setting; they can easily be adapted in descriptions and terrain for other settings.

Any PCs who succeed at a DC 10 Wilderness Lore check quickly recognize that traveling in such a large group greatly reduces the party’s chance of success. A better option is for any wilderness-smart or stealthy characters (rangers and rogues in particular) to precede the group, the others following at a safe distance behind. Otherwise, apply a -4 penalty on Wilderness Lore checks to find and follow game trails. Refer to the **Random Encounters** sidebar for game encountered during the early part of the hunt. Be sure to have at least two or three random checks to both keep the PCs involved but also to not make the set encounter so obvious.

As the day draws to a close, the hunters have their final encounter. Try to make this seem as random as possible; if the players suspect a special encounter, they may modify their characters’ actions. As the characters travel along, they discover a trail of wolf tracks. Following the tracks (a DC 15 Track check) leads to a well-sheltered glade on the edge of the river, where a young hippogriff drinks.

Conrad recognizes a lucrative opportunity and requests that the hippogriff be captured alive, knowing that it could be trained as a good hunting animal. Therefore Hawkeye and the other hunters, after passing nets between themselves, spread out to encircle the animal. PCs can also attempt to use the nets, or they can even try to wrestle the animal directly. Once it is captured, the merchant affixes a collar to the hippogriff’s neck and the deed is done.

At this point, Conrad is jubilant, for a trained hunting cat can fetch a fine price in any larger city. He invites the PCs back to his

camp for feasting and entertainment; if they accept, continue in the section entitled **In Camp**.

In Camp

Even from a distance, the comforts of Conrad's camp are apparent; a semi-permanent encampment, Conrad habitually uses this site throughout the summer and autumn as a hunting camp. The tents are large and made from well-mended canvas; through their flaps comfortable beds are visible. In the center of the camp a large bonfire has been built, now reduced to a broad bed of red hot coals. A dressed and cleaned wild boar now hangs on a spit, its drippings sizzling on the coals below. The soothing chords of a lute can be heard, accompanied by a soft voice singing in elven. As the party approaches, casks of ale and wine are rolled near to the fire and broached.

The first order of business upon arrival is to transfer the hippogriff cub to the larger cage on the eastern side of the camp. Conrad then ushers the party to some guest tents, and offers to have a second one pitched if the party contains male and female characters. After settling in the PCs are free to rest and freshen up before dinner.

After about an hour Conrad returns and calls the party to dinner.

Dinner is held around the campfire, where logs have been hewn to form rough benches. The food reflects the tastes of one accustomed to wealth: roasted boar, fresh bread, wheels of cheese and plenty of ale and wine.

Conrad is present, of course, along with the elf Hawkeye and the halfling hunters who had accompanied the group. There are also three lovely ladies, human bards who have been brought along to provide the entertainment.

Conrad introduces the three bards as three ladies he met at the festival, just as he met the PCs. He then allows the PCs to make their own introductions. Following this, he encourages the PCs to tell tales of their own adventures; while his hirelings marvel at the heroic deeds, he himself maintains an air of

being interested, but not awed, wanting to seem like a fellow traveler. The bards are quite interested in the tale telling, hoping to learn anecdotes that they might be able to use for later songs.

Malakhara maintains her fictional identity of Aria, the shortest, most unassumingly mousy of the bards, via the magics of her *ring of chameleon power* and use of her *polymorph self* spell. As Aria, she shows particular interest in the tales told by any handsome party members, hoping to win a potential ally.

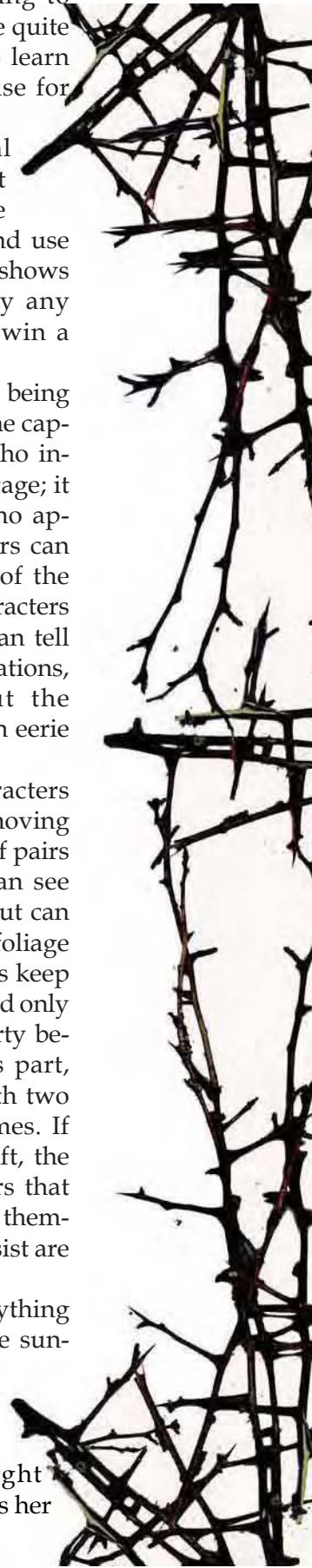
At some point while the stories are being told, the night air is split by the roar of the captured hippogriff cub. Any characters who investigate find the creature pacing in its cage; it growls menacingly at any character who approaches. Shortly afterward similar roars can be heard in the distance, drifting out of the darkness that surrounds the camp. Characters who succeed at a DC 12 Listen check can tell that the sounds come from different locations, surrounding the camp. Throughout the evening the sounds continue, creating an eerie cacophony throughout the night.

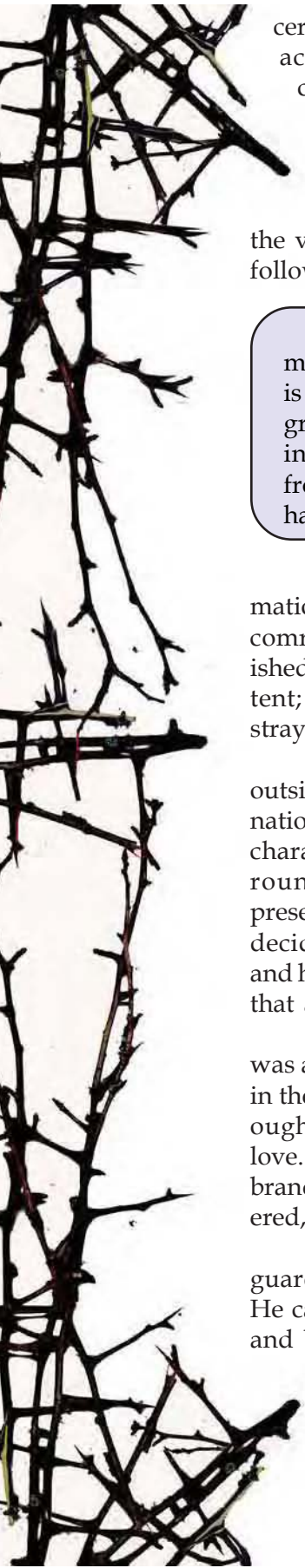
Unless they have darkvision, characters looking into the dark night catch only moving shadows and the glint of moonlight off of pairs of eyes. Those who have darkvision can see vague forms moving among the trees, but can distinguish little else through the thick foliage that surrounds the camp. The hippogriffs keep their distance unless provoked; they intend only to gauge the strength of the hunting party before staging an attack. Conrad, for his part, posts a watch throughout the night, with two of the halflings taking a shift at all times. If any of the PCs volunteers to take a shift, the halfling merchant assures the characters that they are his guests and need not trouble themselves. Nevertheless, characters who persist are not stopped from doing so.

In any case, unless the PCs do anything rash, little else happens until just before sunrise.

The First Murder

Just before the sun dispels the night shadows, Malakhara the half-fiend makes her move.





Any PC on watch just before dawn is certain to hear the noise, while sleeping characters are awakened on a DC 18 Listen check. Those who respond hear screams that lead them to the edge of camp; as they approach, they hear the growling of some great cat. No matter how they hurry, however, they are unable to save the victim. When they arrive they discover the following scene:

Even in the dim light of early morning, the stain of blood in the grass is clear. One of the halflings lies on the ground, face up and his features frozen in a rictus of terror and agony. Even from a distance, it is evident that his body has been torn apart by powerful claws.

The other guards volunteer what information they can regarding the incident: Their comrade had only a few minutes before finished his watch shift and was returning to his tent; they do not know why he would have strayed from the relative safety of the camp.

The guard's body lies about twenty yards outside of camp, beyond the sphere of illumination of the campfire. On a DC 15 Spot check, characters can notice a variety of tracks surrounding the body. (These were actually present before the guard arrived; the half-fiend decided to murder him there to incriminate and hopefully eliminate the celestial hippogriffs that act as guardians of these woods.)

Over the past two weeks, when the guard was alone at night, Malakhara appeared to him in the form of a nymph; the poor sap was thoroughly convinced that he was courting her love. He told no one about it, fearing they would brand him a liar, so until his diary is discovered, his death may remain a mystery.

Conrad, for his part, is enraged by the guard's death and demands blood in return. He calls for a hunt, to begin just after sunrise, and begins to prepare himself right away by sharpening weapons, packing equipment, etc.. He also wakes up any left sleeping in the camp and urges everyone to be cautious.

Timeline of Events

Following is a rough timeline of events as they transpire during the course of the adventure. The GM should feel free to modify the timeline, either to reflect a course of action pursued by the PCs or to simply keep the pace of the adventure moving.

Day One

Dawn: The PCs join the hunting party and set out from Fort Rollings.

Midday: The hunting party encounters and captures the hippogriff cub.

Evening: The hunting party returns to camp for feasting and tale-telling; the hippogriffs begin stalking the camp.

Midnight: The first murder occurs.

Day Two

Morning: Conrad calls for the hunt to avenge Ollie's murder.

Afternoon: The hunting party returns to camp and hears about the slaughtering of the ponies.

Evening: The raid is attempted.

Midnight: The second murder is attempted against one of the PCs.

When the rest of the camp awakens, Aria is discovered missing momentarily but she arrives immediately thereafter carrying buckets of fresh water from a nearby stream. Aria seems stunned that everyone is up and agitated and she mutters that she couldn't sleep so she went off a bit into the forest to practice her songs rather than wake everyone (in truth, Malakhara needed meditative time to bolster her spells for the day). Conrad and Aria's fellow bards are relieved to not have another murder on their hands, and Aria seems shattered by the news of the fallen halfling; Malakhara knows the other bards will keep her from being watched too closely if she feigns hysterical grief over the incident, and she can also milk the sympathies of any PC she has approached thus far.

Searching the Encampment

If the PCs wish to search the camp for clues, use this key. The locations are organized from the southernmost point in camp – the central fire pit – and then going in a clockwise direction west of the fire pit and around to the other side of camp.

1. Fire Pit

This is the center and common area of the camp. Meals are prepared and consumed here, and in the evening people gather around for entertainment. A six-foot fire ring is the area's dominant feature; there is also a spit for roasting game and a couple of tripods for hanging pots.

2. Conrad's Tent

Conrad occupies this tent; it contains his sleeping cushion and most of his personal possessions. The equipment is stored in two sturdy chests, each sealed with a good quality padlock (DC 25 Open Locks to pick). The merchant keeps his masterwork crossbow here while in camp, along with changes of clothing (of the noble sort), a bottle of good wine (10

gp), a collection of scrollcases containing maps of the area, a logbook, a vial of ink and some quills.

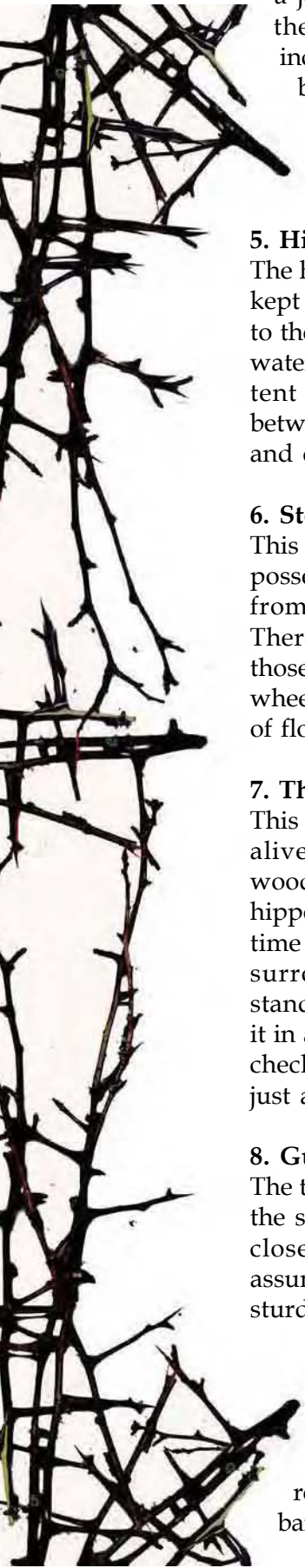
3. Hawkeye's Tent

This area is quite spartan; outside of a bedroll, the only items herein are one small chest and a pair of saddlebags hung from the tentpoles. The chest contains only a set of bowyer's tools, while the saddlebags hold spare clothing and an extra dagger.

4. Halfling Tents

These three tents are kept in a tidy fashion; clothing and equipment are stored neatly in baskets, and bedrolls are straightened. In addition to their spare clothing, the halflings' equipment consists of shortbows and arrows (1 per hunter and 20 arrows, carried only on the hunt), 2d10 gp and 5d10 sp each in pouches beneath the baskets, and the occasional random item (a book of halfling poetry, a jug of ale, a set of musical pipes, and the like). Hidden beneath the bedroll which belongs to Ollie – the halfling who was murdered – is





a journal. This details his encounters with the “nymph” who has been visiting him, including a couple of poems describing her beauty. Should any of the PCs read the journal’s last entry, that character learns that the nymph had promised to visit Ollie on the night he was murdered.

5. Hitching Posts

The halflings’ ponies and Hawkeye’s horse are kept here while in camp, tied with some slack to the post. This area also contains troughs for watering and feeding the animals. The storage tent provides some distance and shielding between the horses and the monsters captured and caged by Conrad’s party.

6. Storage Tent

This large, single-room tent houses the group’s possessions, along with the tack and harness from the ponies once it has been removed. There are barrels of water, salted meats (for those rare occasions when no game is found), wheels of cheese, casks of ale and wine, sacks of flour and various spices.

7. The Cage

This is where Conrad keeps animals captured alive. It is a large cage, made from lashed wooden poles, and it currently holds the young hippogriff cub. The beast yowls pitifully from time to time, more frequently after its family surrounds the camp. Although it remains standoffish at first, characters who approach it in a friendly manner (DC 12 Handle Animal check) find that it is not inherently hostile—just a frightened young creature.

8. Guest Tents

The two large tents where the PCs stayed close the southern circular arc of the camp and are closer to Conrad’s tent than the cage. One assumes the PCs know exactly what’s in these sturdy canvas tents already...

The third large tent for guests was occupied by the three bards, and is as spartanly furnished as the others. The third bard is missing as well, though her pack of goods from the festival remains on her bedroll; neither of the other bards remembers her leaving the tent earlier

before dawn, but she returns before the PCs search the camp.

The Second Hunt

Conrad is clearly driven by rage, seeking to avenge his slain comrade as he calls for another hunt. The merchant and two of the guards spend the early morning sharpening blades and preparing mounts; the other three halflings and the two human bards watch after the encampment during the hunt. Although Conrad does not wish for his guests to put themselves into danger, he welcomes the PCs to join him if they wish. The hunt begins just after sunrise. Conrad insists that there is not time for breakfast; instead the party shall eat rations on the trail.

Note: At this point, the players should announce what equipment their characters are bringing with them, and what is being left behind. Make it seem like this is only for the purpose of determining encumbrance; in reality, Aria/Malakhara plans to visit the party’s tents to steal any items that the PCs might have left behind.

The hippogriffs draw away from the camp as sunrise approaches, leaving only a pair to watch the camp. Their animal instincts tell them that a raid on the party could be successful; the beasts have no idea that Conrad seeks revenge for the murder of Ollie.

Attempts to follow any specific track prove quite difficult (DC 20); although individual tracks are clearly visible in the dirt, there are so many of them (literally dozens) that characters must make proficiency checks every fifteen feet or so. It is much easier to follow the mass of tracks as a whole, following the pride back to its lair (DC 15 check). Even so, the hippogriffs easily keep track of the party approaching unless PCs use skills and feats to elude notice (Determine the DC of the hippogriffs’ Listen and Spot checks by how careful the hunting party manages to be, but otherwise assume they can track the party as easily as they are tracked.) Similarly, allow Search or Spot checks for the PCs to determine if they spy the hippogriffs before being spotted themselves, and at what range notice occurs.

Once the party is more than a half-mile from their camp and within a mile of a temporary hippogriff nest, a circle of four hippogriffs surrounds the party (or at least the bulk of the party, if any PCs have escaped notice). At this point the PCs and other characters probably don't know how many hippogriffs are in the area; if combat is initiated, this soon changes. The hippogriffs cry out to the others in their pride once fighting begins, bringing the rest of the beasts at a rate of two per round. The hippogriffs simply try to drive the party away from the nest.

This encounter can quickly become overwhelming for the party; although the combat is intended to force the PCs to question what is going on, it should not become a slaughter. Keep in mind that DC 20 Ride checks are required for characters to steer their mounts in battle; otherwise the horses and ponies are likely to flee. While trained for use in the hunt, this sort of mass combat is not a comfortable thing for them.

Unless the PCs insist on standing and fighting, they should be allowed to retreat. The hippogriffs are beasts, after all, and can be scared off by particularly flashy spell effects. Similarly, their duty is to guard the ancient temple in the western hills, not sacrifice themselves in battle with a hunting party; here they are merely protecting their home territory and hunting for food. Once half of their number has been slain, they bolt and flee in all directions to meet up later with other members of their flight. Once the confrontation is resolved, continue in the next section.

Sabotage

The PCs should have gained some insight regarding the situation, although possibly only to raise more questions. The behavior of the hippogriffs should seem rather odd to them and warranting some sort of further inquiry. This curiosity should be piqued when the PCs discover what has happened while they were away.

When they return to camp, they find another murder has been attempted. Melody ministers to a wounded Harmony. The bards relate the following tale:

“Harmony and Aria,” she indicates the other bard, “were bringing water to the ponies when I heard Harmony scream and ran to investigate. There I discovered one of those bird creatures slashing at the tied-up ponies. I attacked the creature repeatedly with my sword, but it did not flee until it had slaughtered everyone of the ponies. Although one of the guards and I gave chase, it managed to fly away. All I could find of Aria was this scrap of her cloak...” and with that Melody chokes up and goes back to bandaging her friend's head.

It takes about another hour before Harmony regains consciousness. Harmony confirms Melody's story but she cannot say what happened to Aria, as she was quickly rendered unconscious by some large claw she assumes was a hippogriff as Melody described. Should the PCs desire, they can easily (DC 10) follow its tracks to the point just outside of camp where they disappear. The leather scrap has blood on it, and everyone assumes Aria is either dead or abducted by these creatures.

In truth, the attack came again from Malakhara; the half-fiend hopes to slow down the party and eliminate as many hippogriff guardians as possible before she comes to visit the ruins where her mother is being held. Later that day, the hippogriffs return, looking to eliminate the interlopers who have attacked them and stolen one of their cubs. They are unaware of the second murder attempt and Conrad's rage against them. Continue with **The Raid**.

The Raid and the Second Murder

Later that day, the hippogriffs stage a raid on the camp. As the hippogriffs are unaware of the attempted murders, they see that morning's hunt as being unprovoked. For this reason, they attempt to rescue the young one and drive off the hunters. At noon, six hippogriffs fly above the camp and then swoop down, using the bright midday sun as cover. Allow a Hide check for the hippogriffs (with a +2 bonus), checked





against Spot checks for the PCs in camp. PCs who spy the hippogriffs have a round to act before the creatures strike; otherwise all are caught flatfooted.

Three hippogriffs immediately engage the hunters and keep them busy; they begin attacking the camp and its tents, returning damage on people only if attacked directly. Another hippogriff lands atop the cage while two more flank the cage. In the first round, the hippogriff attempts to fly off with the cage, but finds it to be too heavy (it is made from good-sized logs); in the second round, the three of them begin tearing at the lashings with their beaks, in an attempt to break it open. It takes a total of 1d4 rounds for the creatures to tear open the cage. The other hippogriffs attack only to defend themselves.

Malakhara, for her part, attempts to force battle if no one else does. She abandons her hiding spot just outside of camp and assumes the form of a hippogriff. Once in the skies above the camp, she then swoops down into the battle, dropping the dead body of the missing halfling guard into camp. If this isn't enough to incite violence against the other hippogriffs, Malakhara then attacks one of the PCs to prevent cooler heads from dissolving the conflict. The half-fiend chooses any cleric she can find first, hoping to eliminate the party's healing magic, then attacks any druids or bards. If there is no proper target amongst the PCs, she instead attacks either Melody or Harmony. Once the battle is joined, she'll loop back up over the trees and abandon the battle to get a head-start toward the temple; if she is pursued by any hippogriffs or others, look to the **Confrontation** section below.

Once the battle has begun, the hippogriffs should be relatively easy to repel. Each fights only until it loses half of its hit points, then takes to the sky and flees. After the attack, the hunters can clean up the camp and deal with their own casualties.

Investigation

The PCs should really begin to suspect that something is amiss. Assuming that they decide to investigate the situation, they have a number of options.

Talking with the young hippogriff is another, assuming the cub wasn't freed before the attack was stopped. A spell such as *tongues* or *speak with monsters* is needed, and even then PC behavior is quite important. If the PCs seem hostile or threatening, the cub tells them nothing; she knows that her clutch must guard the ruins buried in the hillside. If, on the other hand, the PCs are friendly (DC 12 Handle Animal or DC 16 Diplomacy, or, of course, good role-playing), she admits that her clutch has been stalking the camp. She does not mention the guardianship, however, unless she is given solid evidence that someone is attempting to trick the hunters into slaughtering the hippogriffs. The cub truthfully disavows any knowledge of the murder or sabotage.

In a similar manner, the PCs may wish to confront the adult hippogriffs. Doing so proves difficult, particularly if there is any fighting taking place when the PCs attempt to do so. Calming the combatants in the middle of the fray requires a difficult (DC 24) Diplomacy check; approaching them before fighting breaks out is less difficult (DC 18). The other hippogriffs react in much the same way as the young one, except that they demand her release as a sign of good intentions. Conrad does not relish the idea of giving up his valuable catch, but he can be persuaded if solid evidence is provided.

Another option is to employ some divinatory magic. Malakhara has protected herself from having her alignment divined, but a *detect good* spell can reveal the alignment of the celestial hippogriffs. Other spells or good old-fashioned deductive reasoning might also be employed. If the PCs ask the right questions, they can determine the following facts:

- When the first murder occurred, three guards had just taken over watch and can vouch for each other's whereabouts (4, 5 and 6).
- While the others were away on the next morning's hunt and the ponies were slain, three guards had remained back in the camp (3, 5 and 6).
- Guard #3 has been missing since he pursued the "hippogriff" (Malakhara) into the forest after Harmony drove it away; if his body is examined after the raid, there are no obvious wounds on

him other than from the impact from the fall. (He died from a *magic missile* barrage from Malakhara).

- During every attack, Aria is nowhere to be seen; even her apparent “death” at present is suspect once people put the pieces together.

If any of these questions turn the party’s attention to Malakhara, proceed in the section **Confrontation**. Otherwise, continue with **Breaking Camp**.

Breaking Camp

On the second morning following the party’s arrival, if matters have not yet been settled, Conrad calls for the group to break camp and prepare for travel. Figuring that it would be wisest to depart for the comfort of Fort Rollings, he intends to move out as quickly as possible. Keep in mind that, since a number of the ponies have been slaughtered, some characters are forced to double up and gear must be redistributed.

If the hippogriffs have not been confronted and have not yet managed to free the young one, they attempt to do so once the group is traveling. Camp is struck directly after breakfast, and the group is ready to travel an hour after sunrise. During the early stages of the journey a pair of hippogriffs stalks the group from the sky above, and then departs temporarily to summon the rest of the flight.

About twenty minutes later, the hippogriffs arrive one by one, circling the group as it moves along but remaining at a relatively safe distance (the hippogriffs draw back further if any ranged attacks are made by the party). After the entire clutch has been assembled, the hippogriffs begin to circle closer to the party; all mounted characters must make DC 10 Ride or Handle Animal checks to keep their mounts under control. After a few minutes of this the creatures alight on the ground and in trees, encircling the party.

Despite his years of hunting experience, Conrad has never seen anything like this before. For this reason, he turns first to Hawkeye, who is similarly dumbfounded, and then asks the PCs for their advice. At this point, the outcome of the encounter is in the hands of the PCs; if they call for battle, Malakhara succeeds

in vanquishing the celestial guardians even while she is miles away. If, on the other hand, they choose to talk through the situation, they should be able to resolve the misunderstanding without bloodshed. There remains, of course, the question of who has been misleading them.

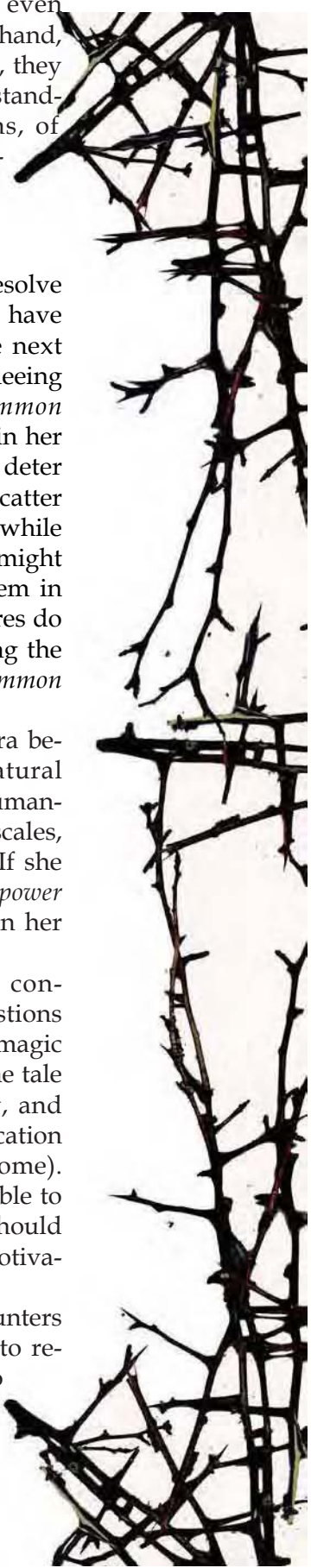
Confrontation

By the time the PCs and the hippogriffs resolve their misunderstanding, Malakhara may have already fled the scene and is on to the next phase of her plan. If she is pursued while fleeing in her hippogriff guise, she uses *summon monster III* to put 1d4+1 fiendish hawks in her wake to keep them busy. If these don’t deter pursuit, she unleashes a *lightning bolt* to scatter opponents and a barrage of *magic missiles* while she makes her escape. Clever characters might think to ask the hippogriffs to carry them in pursuit of the enemy; the celestial creatures do so, but this results in Malakhara targeting the mounts with her *magic missiles* or a *summon swarm* of flying beetles.

If the PCs manage to slay Malakhara before she escapes, she reverts to her natural form, that of a faintly attractive female humanoid (barely recognizable as orcish) with scales, horns, batwings and glowing red eyes. If she escapes, she uses her *ring of chameleon power* and then flies to the temple ruins to join her brother.

Once the confrontation has been concluded, the PCs should have some questions for the hippogriffs. As long as suitable magic can be provided, the hippogriffs relate the tale of the ancient elf-orc wars to the party, and explain their roles as guardians of the location (and the forest being primarily their home). Seeing as Malakhara should have been able to escape (and even if otherwise), the PCs should start to wonder about the half-fiend’s motivations in leading off the hunting party.

Conrad, Hawkeye, and the other hunters will most likely return to Fort Rollings to report these strange occurrences to Constance. They trust the PCs to keep them apprised of any major problems.



Part 3-The Sorcerer's Tower

This encounter can happen directly after the ceremonies in Part 1 or in any order around the activities in Parts 2 or 4.

Regardless of when it happens, the party receives a strange visitor so noted below. This encounter can either add to the mystery that surrounds the half-fiend's activities (if the party hasn't yet visited the ruined temple), or can reveal the final pieces of the puzzle. If the PCs don't seem inclined to investigate the subject of the hippogriff's guardianship, this section of the adventure can guide them deeper into the plot.

The Visitor

At some time while the characters are resting, Telema, the owl familiar of the old sorcerer Salman, seeks them out. Thanorh and Malakhara, as another step in their plotting, stormed the sorcerer's tower, imprisoned the old elf and stole from him secret texts regarding the imprisonment of their mother; during the battle, the loyal familiar managed to escape. Now, hoping to free his master and foil the half-fiends' plans, he seeks out some help.

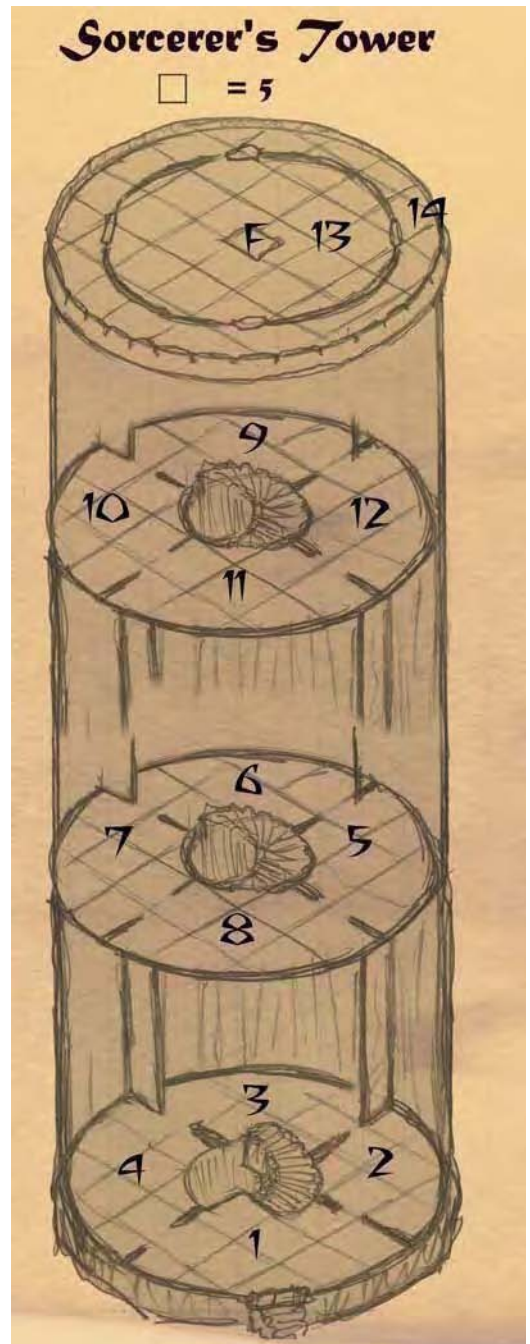
Telema is particular in choosing the character that he approaches; he prefers a paladin if possible, or any good-aligned cleric prominently displaying such a holy symbol. Should no such character be found, he takes his chances with a random warrior type, but under no circumstances does he approach a character who wears the symbol of an evil deity. After choosing the target, Telema approaches the PC and tries to obtain his or her attention.

Note: If the PCs failed to see through Malakhara's deception and slew the hippogriffs in combat, Telema—if he is able to recognize this turn of events—grows quite alarmed. In this case, since the PCs may have slain a number of celestial guardians whom

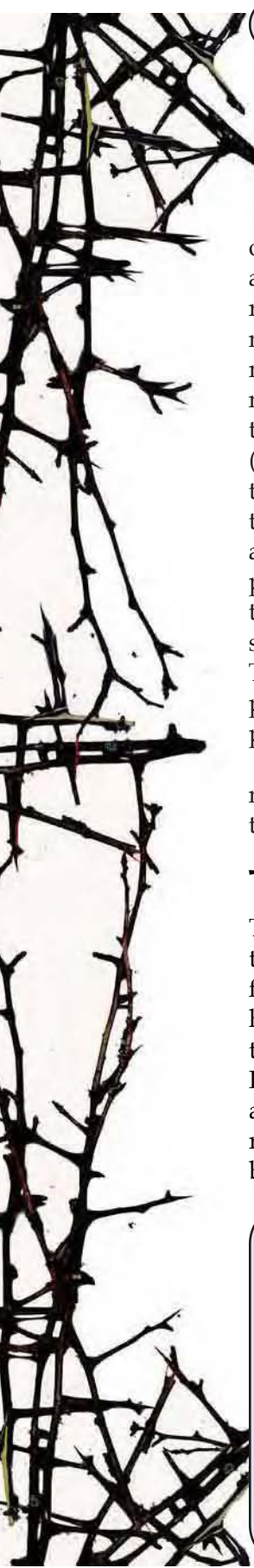
his master holds to be sacred protectors of an ancient trust, the owl only approaches characters that he can identify as being of good alignment (namely paladins and good clerics). Alternately, the owl might stalk the party for a

short time, listening to the characters' conversation in order to gauge their moral standings. In this case, he might be able to deem them worthy after all, even if they were fooled by the half-fiend sorceress.

Out of the sky descends a stately-looking owl, alighting on a convenient nearby perch. The bird seems to survey the camp, and then hoots softly. It seems to watch you all for a time longer, its eyes darting from person to person, and then







it flutters its wings and hoots again, a little more insistently.

Telema waits for the character to approach, hoping that someone might have a *Speak with Animals* or *Tongues* spell handy. If this is the case, and the spell is used, the bird quickly relates the story of the half-fiends' attack on his master's tower, and then asks the PCs for their assistance in rescuing the elf sorcerer. Should such a spell not be forthcoming, the owl attempts to communicate to the best of his ability; he is able to nod or shake his head—tricks that Salman taught him—in order to answer questions. (This ability alone should be more than enough to convince characters that the bird is something special.) If one of the PCs happens to have any type of avian familiar, Telema can approach that bird and strike up a conversation that can be conveyed to the magic-user through speech or empathy. If all of these options fail, Telema can resort to snatching up one of the player characters' items in order to lure the party into following it.

In any case, unless the PCs are extraordinarily obtuse, Telema should be able to lead them to his master's abode.

The Sorcerer's Tower

The journey lasts only a couple of hours, unless the PCs for some reason ventured far away from the site of their last encounter with the hippogriffs before Telema was able to find them. The site is also only a few hours from Fort Rollings if the owl meets them after Part 1 as well (though the encounters will have less resonance due to lack of information and background).

In the distance ahead, a stone tower pokes out of the surrounding forest. It is a round structure of weathered stone, standing some forty feet in height, nearly as tall as the trees nearby. Thickly grown ivy covers the entirety of its outside wall, a feature that helps it blend in among the forest around it. Here and there, windows dot the outside wall; and a steady stream of smoke rises from one of them.

The GM should keep in mind that there are still orcs inhabiting the tower, and that the tower should provide a good view of the surrounding area. If the PCs simply approach the tower without taking pains to be stealthy, allow the orcs in Area 1 a DC 10 Listen or Spot check to notice the characters' approach. If, on the other hand, one or more of the PCs sneak ahead to scout out the place, they stand a good chance of catching the orcs off guard; the orcs suffer a -2 penalty to their checks as they are engrossed in throwing some of the sorcerer's possessions onto the fire that they have built.

Characters who take the time to examine the tower from the outside can notice (DC 18 Spot check) that it has a balcony that runs around the perimeter of the topmost floor.

Refer to the following descriptions for specific areas in the tower.

1. Entryway

This is a large, wedge-shaped room of neatly worked stone. Opposite the large double doors that grant access to the tower, a spiral staircase leads upward, and to either side of it, curtained doorways lead into other rooms. At the center of the chamber, a group of orcs feed what seem to be an individual's personal possessions into a great bonfire.

Creatures: The orcs here as mentioned before, are distracted by their bonfire by likely notice characters who approach without any stealth.

Orcs (5): (use the fiendish orc barbarian stats) hp 4, 4, 4, 3, 2

Tactics: The orcs fly into a rage if they spot interlopers, and they attack in a frenzy. One of them begrudgingly leaves the fight after his initiative and attempts to head upstairs in order to warn his fellows.

Treasure: Amongst the items in the pile of goods to be torched are a number of books and scrolls. Many of these are interesting if rather mundane (treatises on history, geography, alchemy, nature, poetry and the like), but two of them are spell scrolls,

containing the arcane spells *dispel magic* and *dimensional anchor*. If the PCs should take their time coming to investigate, these may end up on the fire.

Development: It takes the orc who goes for help a full round to ascend two levels and alert his fellows, and another round to return, so reinforcements arrive two rounds after fighting begins—that is, unless the PCs have used stealth, magic or trickery to keep the orcs from summoning help.

2. Reception and Dining Room

A long intricately carved oaken table dominates this room, and it is surrounded by eight high-backed and similarly ornate chairs. The beauty of the furniture is contrasted unpleasantly by a large boar lying atop the table; the animal has been partially roasted, and now pieces of it are strewn across the tabletop. Here and there carving knives have been stuck into the wood.

There is nothing else of interest here.

3. Kitchen

This is—or at least once was—a kitchen. A hearth stands against one wall, while the other is occupied by shelves and a variety of crates, sacks and barrels. In the middle of the room stands a table; more barrels, a basket, and a bin of fuel are set about the chamber.

Bits of food and stains from spilled beverages cover the floor; from the smell of things, some of it has been lying there for quite some time. A large pot has been set to boil over the hearth, although the fire has long since gone out. Whatever was in the pot, it now has a thick lair of greenish fuzz growing across its surface.

Treasure: A number of useful items can be found in here, including a carving knife that functions as a mastercraft dagger (Salman took his culinary pursuits quite seriously). There is

also a potion of *neutralize poison*, hidden behind a jar of honey on one of the shelves (DC 20 Search or Spot check).

4. Pantry

Shelves lining the walls of this chamber are stacked with an assortment of barrels, crates and sacks. Most are clearly labeled and contain a variety of dried, salted and pickled foodstuffs.

Treasure: Amongst the more mundane foodstuffs is a crate containing four bottles of elven brandy, each bottle worth 100 gp.

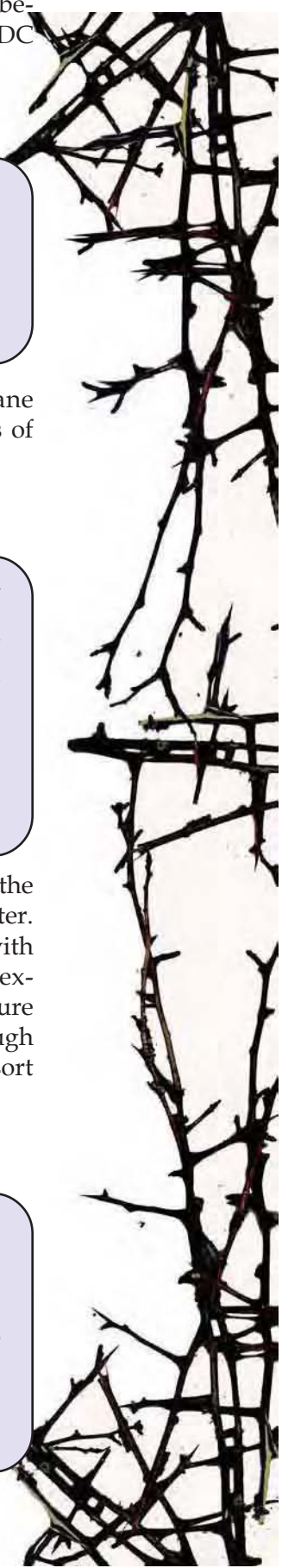
5. Landing

This chamber is nearly empty. From it, two doorways exit to other rooms and the stairs lead up further. Its only striking feature is a suit of plate armor, well crafted, with height and girth that seems to indicate that it would be worn by a dwarven warrior. The armor stands against the outside wall of the chamber, almost as if on guard.

Treasure: The armor was a gift from the dwarves of the old temple to Salman's master. It is of masterwork quality, and engraved with intricate patterns as well. Characters who examine it closely notice that a crude caricature of a bearded head with a sword stuck through has been drawn on the breastplate in some sort of grimy soot.

6. Malakhara's Quarters

This is a bedchamber; a comfortable sleeping cushion lies against the inside wall. Along the outside wall, one half has been set up like a study, a bookshelf and a desk beneath a thin window. The other half of the outside wall is occupied by a wardrobe and a dressing table with a large mirror atop it.





Trap: Malakhara took pains to ensure that Salman never discovered her plotting, and as she doesn't particularly trust the orcs to leave her old quarters alone, the traps that she set are still active. The wardrobe is rigged with a thunderstone (DC 18 to find, DC 15 to deactivate; effects on *PHB* p. 114); while this was originally intended to alert Malakhara of tampering, it could now serve to alert every orc in the tower of additional intruders.

Treasure: On the dressing table, mixed among bottles of ordinary perfumes and similar items, is a glass vial containing two applications of *oil of charisma*. The bookshelf contains a variety of treatises on local history, along with one ancient text that detail some of the basic tenets of demon summoning.

Development: If the trap sounds, it takes one full round for the orcs from the other areas to arrive here.

7. Study

The walls of this room are lined with shelves; judging by the items scattered across the floor, it looks like the shelves once contained a variety of scrolls and books. While much lies on the floor; others seem to have been removed. An empty desk sits in the middle of the room.

The texts are mundane ones, many of which have been grabbed by the orcs, who are in the process of burning them downstairs.

8. Sitting Room

This room contains a low table surrounded by three seating cushions; and a hookah sits atop the table. A glass-doored cabinet stands against the outside wall, its shelves filled with pipeweed jars, bottles of wine, and fancy crystal glasses. Slumped over one of the seating cushions is an orc, snoring loudly. The pipeweed in the hookah is currently lit and a light veil of smoke drifts around it and the sleeping orc.

Creatures: The orc has overindulged in tobacco and wine; nothing short of being slapped around can awaken him.

Tactics: If any of the other orcs should succeed in raising a cry of alarm, grant this fellow a DC 22 Listen check to awaken or he just keeps sleeping.

Treasure: The hookah is worth 100gp; the wine glasses (six in number) are each worth 25gp, and the wine is worth 10gp a bottle.

Development: Unless the PCs specifically pick a fight, they should be able to avoid combat here.

9. Landing

This area is exactly like Area 5 below, except that there is no suit of armor to be found, and only one door leads out of the area. (It is up to the PCs to decide that something valuable lies on the other side of the blank wall.)

10. Salman's Bedchamber

This area is surprisingly spartan in nature. Against the outside wall rests an elaborate seating cushion; next to that stands an intricately carved mahogany perch of some sort. Opposite these two items, a wardrobe stands against the inside wall of the room alongside a small yet comfortable bed.

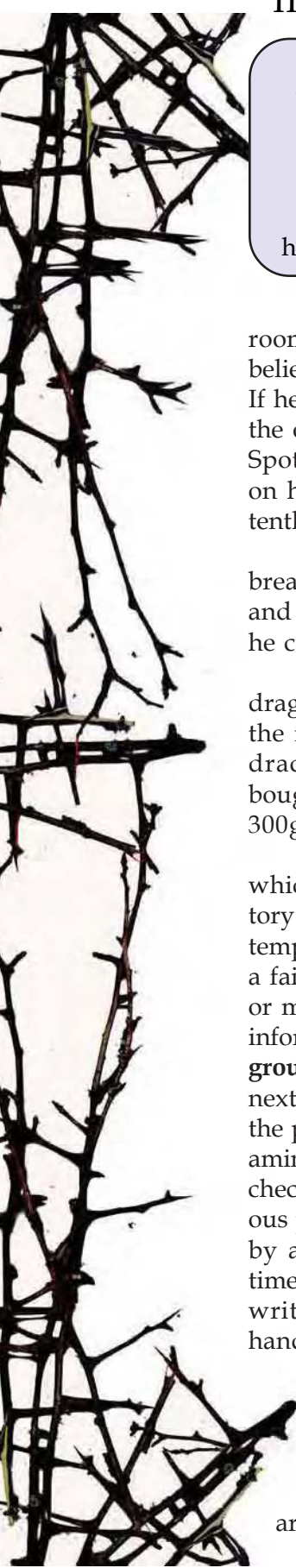
Trap: The wardrobe is protected by a *fire trap* spell that does 1d4+7 hp damage to any character who opens it.

Treasure: The wardrobe contains a variety of normal clothing, along with a sturdy pair of boots and a well-worn walking staff. In addition, there is a similarly well-worn backpack (in truth a *Heward's handy haversack*).

Development: Characters in this area have a chance (DC 18 check) of hearing the orc in Area 11 who is working on the door to Salman's laboratory. That orc has the same chance of hearing the PCs as they explore the sorcerer's bedchamber (determine the DC according to the party's actions).



11. Salman's Study



A table sits against the inside wall of this room; upon it stands a small statuette. Opposite this sets a writing desk flanked by another small table and a bookshelf. The table holds a model of some building; the desk holds an open book.

Creatures: A lone orc (hp 3) occupies this room, working diligently on the lock that he believes seals the sorcerer's treasure chamber. If he hasn't heard the party approaching from the other room, he suffers a -2 penalty on his Spot check to notice characters sneaking up on him due to the fact that he is focused intently on his task.

Tactics: The thief is no martyr; if combat breaks out, he attempts to get past attackers and make a break for the upper floor where he can call upon his comrades for help.

Treasure: The gold statuette depicts a gold dragon rising in flight. Salman always found the notion of sorcerous powers arising from draconic blood to be a romantic one, and bought the statue because of this. It is worth 300gp.

The open text on the desk is a history upon which Salman has been working; it is a history of the battle between the dwarves of the temple and the orc marauders. If a PC spends a fair amount of time reading it (half an hour or more), that character can learn most of the information presented in the **Adventure Background** section. The bottle of ink and the quill next to the text should make it apparent that the project is Salman's own, but characters examining the text who succeed at a DC 10 Spot check can notice writing in the margins at various points, written in a different language and by another hand. (Characters who take the time to read the book automatically notice the writing.) The language is Abyssal, and the handwriting is Malakhara's.

Although characters looking at it likely won't be able to recognize it, the model depicts the now ruined dwarven temple.

Development: Any orcs called to this area can respond in one round.

12. Laboratory

Should the PCs deem it necessary to see inside this room, they find the following:

A long table occupies the center of this room; upon it are arranged an impressive array of vials, beakers, test tubes and other alchemical apparatus. A shelf against the outside wall holds an assortment of bottles and jars, each with a small label, and an iron-banded chest lies against the far wall.

The orcs had not yet managed to gain access to this chamber; otherwise the glass items would surely have been smashed and their contents tossed into the bonfire down in the entryway.

Creatures: Entering this chamber awakens its guardian, a ravid (hp 20; see *MM* pp. 154-155).

Tactics: The ravid's first move, if combat breaks out, is to animate the tapestries in the room so that they can attempt to grapple opponents; it then attacks with its tail, bit and energy lash.

Treasure: The various items in the room amount to a complete alchemical laboratory, along with materials for brewing potions of first- through third-level spells. The chest is sealed with iron banding and a high-quality padlock (DC 30 to pick). It contains, wrapped in soft black velvet, a *horn of good/evil*. This item played an important role in the battle between the dwarves and the orcs, and references to it can be found in the history that Salman has been writing.

Development: The ravid intends only to prevent others from stealing from this room; if the characters do not attack it, it doesn't attack them either.

13. Summoning Room

The stairs lead up to an unlocked trapdoor.

The trapdoor opens into a large circular chamber some thirty feet in diameter. The floor has been engraved with a large circle, its circumference detailed with arcane markings of various

sorts. Four doorways lead out of the chamber, their curtains stirring softly in the breeze.

In the middle of the chamber, an aged and weary figure dressed in tattered red robes hangs by his wrists from a chain hooked through a ring in the ceiling. Seven figures surround him, speaking to him harshly in a guttural language and jabbing him occasionally with the hilts and points of their swords.

Telema the owl immediately flies over and tries to defend his master from the orc attacks, much to their surprise.

Modify the description accordingly if the characters enter from the balcony instead of the stairway.

Creatures: Rughakh and six of his warriors (use Rughakh's and the fiendish orc warriors' statistics) occupy this chamber; the suspended figure is, of course, Salman. Currently, they are questioning him in orcish as ordered, although for the most part they are merely having fun torturing him.

Tactics: If the PCs enter from the balcony outside, the orcs use their strength advantage to make bull rush attacks, hoping to push characters over the edge. Characters pushed back beyond the edge of the balcony are allowed DC 15 Reflex saves to grab the ledge, but then must make DC 15 Climb checks to pull themselves back onto the balcony. While characters dangle over the 40-foot-drop, others in combat gain attacks of opportunity, and those who dangle lose their Dexterity and any dodge bonuses to armor class.

If the characters come up through the trapdoor, only one may emerge per movement action, and the orcs who can surround the area (after one initial round) receive attacks of opportunity against any who move through the trapdoor. Play up both aspects of the setting for this battle; with the added danger of falling from the tower or fighting up and down the stairs, it can make for a thrilling and memorable combat.

Treasure: Rughakh carries the band's treasure, consisting of three pouches of a total of 45 50gp gems, 120gp, and three *daggers* +1 (which Rughakh and two of his lieutenants wield in this battle as needed).

Development: As noted above, these orcs might hear the PCs in the lower portion of the tower if the party isn't careful. If a battle ensues here, the thief in Area 11 should be given a DC 12 Listen check to hear the events (if still there at all). The six warriors in the entryway, if they have not already been encountered, should be given DC 18 Listen checks.

If he is rescued, Salman can shine some light on the orcs' activities, as described in the section **The Sorcerer's Tale**, below.

14. Balcony

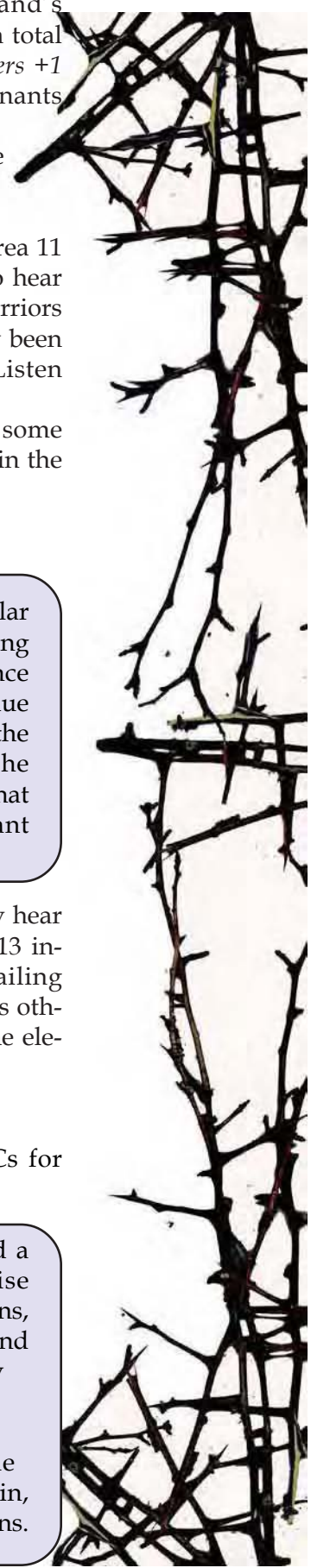
From this area, there is a spectacular view of the surrounding forest, stretching to a tumble of foothills in the distance and nearly concealing the sparkling blue waters of a lake tucked in amongst the trees. A light breeze drifts across the balcony, fluttering softly the curtains that cover the four doorways which grant access to the tower's topmost level.

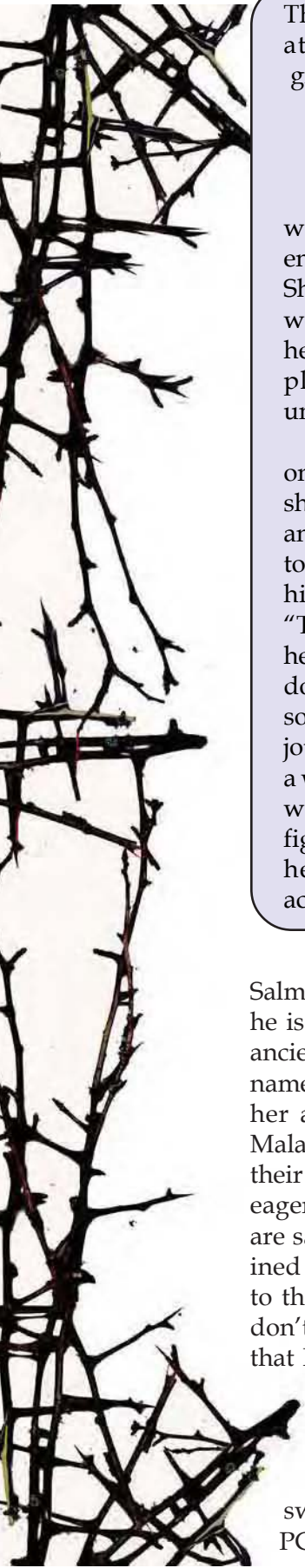
Characters in this area automatically hear the sound of voices coming from Area 13 inside. There is a three-foot-high iron railing around the edge of the balcony but this is otherwise entirely open to the winds and the elements.

The Sorcerer's Tale

If he is rescued, Salman thanks the PCs for saving him:

The old sorcerer surveys you, and a proud smile brightens his otherwise weary features. "My friends," he begins, "you have done me a great service, and I am deeply in your debt. You have my gratitude, and I would like to repay you in some way. Nevertheless," and with this he heaves a sigh, and the weary seems to wash over him again, "there is a terrible burden that remains.





These orcs," he gestures angrily at his attackers, "are but the minions of a greater evil that threatens this place."

Now a deep regret clouds his eyes as the aged elf continues. "Two years ago I took on an apprentice, one I thought to be an elven maid who was just learning to control the magical energies she had discovered in her blood. She was a quick study, and progressed well through the techniques that I taught her. I was eager for the company, and pleased that she progressed so well under my tutelage.

"Two months ago, she left my service only to return mere days ago. However, she brought with her a cadre of warriors and thieves who attacked my tower and took me prisoner." He gestures sadly to his tattered robes and bloodied body. "The injuries that I have suffered can be healed, but far greater damage has been done to my work and life. The fiendish sorceress learned certain secrets from my journals, lore that she can use to unleash a wicked evil upon the land. I have grown weak in these many years, and cannot fight this battle. My friends, I need your help to stop her before she can accomplish her foul plot."

Assuming that the PCs have questions, Salman can provide any information of which he is aware. (He knows the full history of the ancient battle; he can also provide Malakhara's name, if the PCs encountered her but only in her alias as Aria, but he does not know of Malakhara's true parentage.) If the PCs tell of their encounter with the hippogriffs, he listens eagerly, and can confirm that the hippogriffs are sacred guardians left to watch over the ruined temple that now serves as a monument to the sacrifices made at the battle. If the PCs don't think of it themselves, he also deduces that Malakhara led the hippogriffs away from the ruins to gain access to them herself and to discover the other secrets that she needed there.

Once all questions have been answered that he can, Salman appeals to the PCs' heroism: Venture out to the ruins and

determine whether or not the orcs have succeeded in discovering the place where the succubus has been imprisoned. Continue in **Part 4**.

Part 4-The Ruined Temple

If the PCs arrive at this point following the confrontation with Malakhara (Part 2), the hippogriffs guide the PCs to the location that they have been chosen to guard, a seemingly innocuous area of hills and forest scrub. Amongst the craggy rocks and underbrush is a hidden cave, in front of which two dead hippogriffs lie. As the party approaches the cave, the hippogriffs growl menacingly, reacting to something they smell inside or on the corpses.

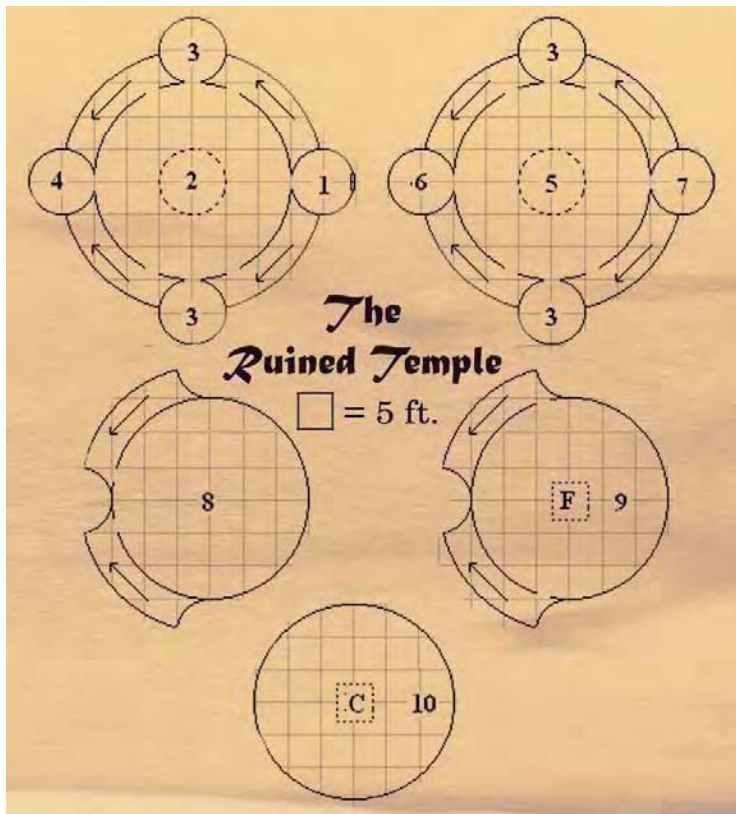
PCs coming from Salman's Tower (Part 3) will arrive at this same location but from ground level. Either of these two starting positions continue with their explorations at the **Ruins** section below.

Tavern Tales of Hauntings

If the PCs haven't played out either Parts 2 or 3, they will instead hear the tale of the hauntings while in town, some random NPC relates the following tale:

"It must've been twenty years ago, if it was a day. A couple of youngsters, I remember, who wanted to become adventurers, set out from the fort to find fortune and glory. What their plan was, I don't know, but I remember that they headed north, and there was an awful storm that night.

We figured they'd be gone a few days, then come back to the fort looking for a hot meal and a warm bed. But after a couple of weeks they weren't back, so a few concerned citizens went out lookin' for 'em. Those two must've taken shelter in a cave, 'cause that's where their gear was found. The others searched high and low in the area, but they never found their bodies, just the gear that they'd been carrying."



The PCs can spend 1d5 minutes slashing away at the overgrowth around the cave mouth to widen the entrance and allow the hippogriffs to enter with them, though this is unlikely unless they can magically speak to and convince them to join the PCs.

Features of the Temple

The temple is constructed from stone bricks, each a foot thick, though its long abandoned and partially buried exterior also has a thick layer of dirt and plant life over it; it is only from the inside that the brickwork can be truly spotted. Interior doors are made of stout wood (Hardness 5 and 20 hit points). Ceilings in the smaller rooms are ten feet high, as are the ceilings surrounding the central chamber. The floors are two feet thick, and are reinforced with wooden beams below. In the lowermost chamber, the ceiling is twenty feet high.

The NPC can't remember any more details; others can corroborate the details of the story, but are no more helpful. The only other knowledge gleaned from talking to townsfolk is that there are numerous small caves dotting the Tumbling Hills.

Ruins

Depending on which entry point the PCs have to this section of the adventure, they may either know they're staring at the ruins of the dwarven temple or they may think they're merely tracking the murderer of their friends to this remote cave.

The outside of the cave is nondescript, save for the bloodied corpses of two hippogriffs. Upon closer examination, you can see that the low hill into which the cave opens is actually made of jumbled piles of tumbled bricks and stone as well as heavier turf and plants. While the hippogriffs snort and prance angrily, the entry slashed through the heavy vines around the cave mouth are hardly wide enough for a single humanoid.

the ceiling is twenty feet high.

1. Entrance

This is a broad natural cave. The walls are formed from hard packed earth and random bits of rubble; the floor is a mixture of mud and rocks. Here and there brush and leaves have collected. Almost the entirety of the right wall is stained with some reddish-black substance.

Characters examining the stain can (DC 10 Heal check) identify it as blood of some sort, but it is far too old to tell from whom or what it came. Those who examine the other walls can (DC 20 Search check) notice that the inside wall of the cavern conceals a large door. The door is locked securely; a DC 25 Open Locks check is needed to pick the lock; failing this, a DC 22 Strength check can force open the door. As a last resort, the door can be chopped down with a slashing weapon once adequate damage is delivered.



Characters working on the lock discover that, surprisingly, it has been oiled recently. On a DC 20 Spot check, a character can notice faint scratches on the lock. (Characters who think to ask about it or specifically examine the lock automatically notice this.)

2. Main Chamber

This is a large, circular room, perhaps thirty feet in diameter. The chamber is open in the center; a ten-foot walkway runs around the circumference of the opening. Seven doorways lead out of the room. Three of these—on the wall opposite the entrance and to either side—are covered by curtains. The other four exits, spaced evenly around the room, are open. From the two open doorways farthest from the entrance, piles of dirt and rocks tumble.

The curtained doorways open into the various priests' quarters (see Room #3 notes), while the open ones grant access to the stairwells which have more closely become impromptu ramps within the ruins due to crumbling masonry, dirt, and encroaching vegetation. On the south and east sides, the stairways lead down to the level below. Those on the north and west sides lead up to the temple's former roof, but these are completely choked with dirt and rock and are impassible. Efforts to shovel the debris out of them only allow more to pour inward; unless a full-scale excavation is undertaken, these efforts prove futile.

There are no railings on the walkway; while characters can look down and see the floor of the chamber two levels below, they should take care in doing so. Flying characters can easily bypass the hazards of the rubble-strewn stairwells and dive directly down into the lower chambers.

Creatures: A large earth elemental has been left to guard this area.

Large Earth Elemental: hp 45.

Tactics: The earth elemental uses its Earth Mastery and Push abilities to knock characters around; the battle may at-

tract the attention of the orcs below. It will not purposefully force characters to fall through the opening in the floor, as its task is to defend this area, not to allow access to the lower levels, even if the fall might kill most common intruders.

Development: If the orcs hear the sounds of the battle, they rush to the attack. Due to the open nature of the temple's interior, it may be possible for the characters to escape from pursuit by jumping from level to level and then finding a place to hide, although the orcs conduct a thorough search of the ruins to find the PCs.

3. Junior Clerics' Quarters

This is a smaller chamber some twelve feet in diameter. On either side lies a sleeping cushion; judging by their worn appearance, water stains and musty smell, they are quite old. A tarnished brazier rests in a stand against the wall opposite the door, and a pair of chests lie on the floor, one at the foot of each sleeping cushion.

These rooms served as quarters for the lower-ranking elven clerics. If examined, the cushions and curtains provide some testament to the history of the temple. The curtains are brittle enough to fall apart when examined, and the cushions are covered in small patches of mold that has now all died. The chests have also grown so brittle with age that a character can punch through the sides with relative ease. They contain little of interest, however, except for spare vestments that have now grown moldy.

4. Senior Cleric's Quarters

This room is almost identical to the junior cleric's quarters, except that only one sleeping cushion is present, positioned against the wall opposite the door. Additionally, instead of a brazier in the middle of the room, it has a large book on a stand.

The book is the high cleric's journal, which details the history of the temple and its war with the orc barbarians up until the night that Akhirat's hordes overran the place (this is the

last entry in the journal). Although written in an ancient dialect of elven, characters able to read it (and the elf Hawkeye might be able to help, if he's still traveling with the PCs) find it contains one piece of particularly useful information. This passage details the high cleric's suspicion that "there is an agent of evil working in the temple, but one that has so far evaded detection."

In the back of the book is a small key that any character reading the journal can discover; the amount of dust and mold holding it stuck to the book's back prove that nothing has disturbed this book in ages.

5. Main Chamber (Underground Level)

The only immediately recognizable difference between this level and the one above is the absence of rock and dirt spillage in the stairwells and the notable lack of an additional earth elemental on guard.

6. Guest Bedchamber

This chamber features a single sleeping cushion, set against the wall opposite the door. At the head of the cushion is an armored chest; at the foot is a sword stand. Both are empty. On the wall above the sleeping cushion hangs an ancient tabard, embroidered with a faintly recognizable symbol of the elven god of battle.

On a DC 20 Spot check, characters can notice a faint discoloration in the center of the floor; further investigation reveals a broad, roughly circular blackish stain. A DC 18 Heal check can identify the spot as a long-eroded bloodstain.

Treasure: Hidden beneath a loose flagstone (DC 20 Search check to find) at the edge and partially underneath the sleeping cushion is a small box that contains a golden ring, embedded with a moonstone. Engraved on the inside of the ring (DC 15 Spot check) is an elven phrase, "Our love shall stand eternal."

7. Meditation Chamber

A single cushion sits in the middle of this chamber. To either side of it, a censer hangs from the ceiling, now tarnished with age. The most impressive feature, however, is the mosaic map that fills fully one half of the room's circular wall. Every detail for a hundred miles in every direction has been depicted using small colored tiles, from the trade routes through the forest to the river and streams and the hills in which these ruins lie. The only things missing are the locations of the more modern settlements like Fort Rollings

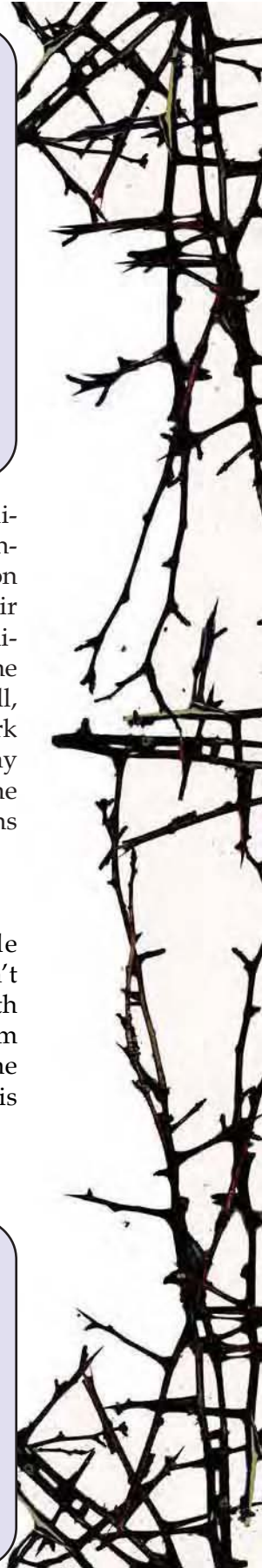
The clerics once used this room for meditation; the map depicted the movements of enemy forces, and the clerics could meditate on it and pray for inspiration in planning their movements against opponents. Closer examination can reveal (DC 18 Spot check) that the individual tiles can be removed from the wall, allowing others to be put in their place to mark enemy camps, supply lines, etc. In fact, many black tiles remain set on the wall noting the last known positions of Akhirat's barbarians before the hordes overwhelmed the temple

8. Rooftop

Unless the PCs undertake a full-scale excavation of the temple, they probably won't see this area, as it is entirely buried beneath dirt and rock and decades of vegetation. From the outside, it is indistinguishable from the surrounding hills, except that the ground is rather flat atop it.

9. Sanctuary

This massive chamber is—or at least was—a testament to dwarven stonemasonry. One-foot-thick pillars support the ceiling above, each carved in the image of a heavily armored dwarf bearing the ceiling upon his shoulders. A huge engraving in the floor depicts the symbols of the god of the dwarves. The painted walls of the chamber have faded over time, but





despite their age, their depictions of dwarven armies marching to glory in battle against humanoid invasions still appear in the gloom. Now, however, the room serves as an orcish encampment. Crude beds have been assembled randomly throughout, and a firepit has been thrown together against the north wall. The walls have been defaced with mud and even more vile substances, and in places the decoration has been chipped away with edged weapons. Here and there obscenities are written in orcish.

Creatures: The fiendish orc barbarians have set up camp in this level of the ruins.

Orcs (12): hp 12, 11, 10, 10, 8, 8, 8, 7, 7, 6, 6, 5, 3.

Tactics: If the orcs become aware of the party's approach, they split into two groups and then rush up the stairs to attack. Like the orcs at Salman's tower, they use their size to their benefit in making bull rush attacks against the player characters.

Development: Since the shaman Morghal demanded no interruptions for his activities, these orcs do not attempt to call him into the battle. Knowing the wrath that they will suffer for failure, they fight to the death. A secret trapdoor in the middle of the floor provides access to the crypts below; characters seeking it can find it on a

DC 21 Search check. On a DC 12 spot check, characters notice the

faint stink of decay in this area, but it is up to them to determine just what that means.

10. The Crypts

The secret trap door from Area 9 opens into this area.

As the trapdoor grinds open, the stench of rot and decay wafts out in an almost tangible cloud. Below the light barely illuminates a floor of hard packed dirt. Cobwebs hang thickly from the ceiling, and the sounds of things scurrying can be heard. There are numerous niches in the walls of this chamber, some of which still hold the cobwebbed bones of long-dead dwarves, and some of which lie empty.



Creatures: The orc cleric Morghal is here, in the process of creating a horde of undead. When the PCs arrive he has already animated a dozen skeletons, and is in the process of animating six more.

Morghal: hp 43.

Dwarf Skeletons (12): hp 6 each.

Tactics: While the skeletons rush to the attack, Morghal finishes his animation and the opens up with his *hold person* and *command* spells.

Treasure: See Morghal's details in the **Dramatis Personae** appendix; any treasure that might have been interred with the dwarves here has long since been plundered.

A Long Lost Friend

Once the battle with Morghal and his minions is finished, the PCs have another visitor: the ghost of Quinariel Lostinor himself. The player characters witness the following:

Out of the darkness of the crypt, a figure appears. He looks like a handsome elf in shining armor but one who is strangely translucent and luminescent. An expression of great sorrow is the only part of the image that seems out of place, but, considering the history of this individual, it is not so inappropriate.

Approaching slowly, the knight halts in front of you and then drops to one knee in a sign of submission. "Good adventurers," he begins, in a voice that is like the icy wind on a winter's day, "I am Quinariel Lostinor. Centuries ago I was deceived and murdered by a demon whom I foolishly took as my lover. While the price I paid for my lack of judgment was great, I had believed it an acceptable one if her evil was vanquished from this world. That belief was my solace, until this tomb was invaded by that orc cleric and his minions.

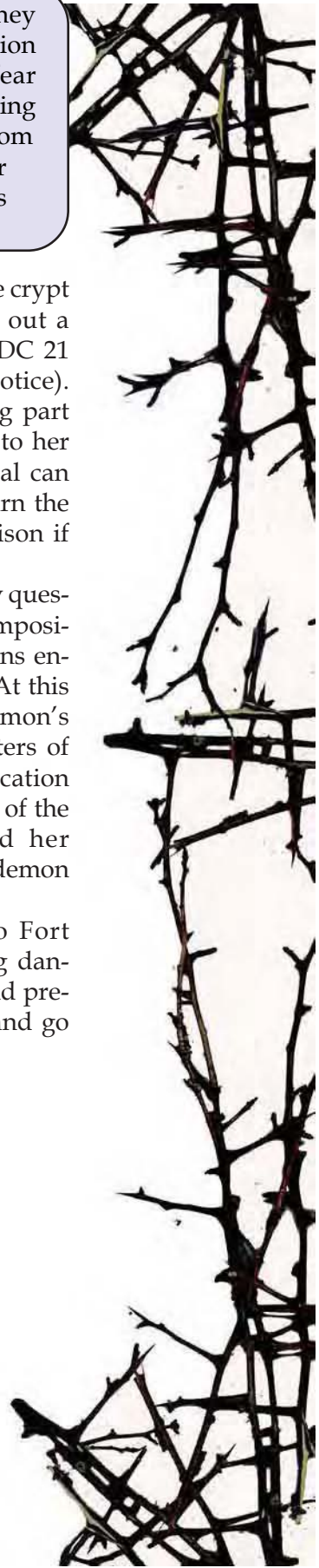
"My peace is no longer. Although I tried to protect the secrets that this tomb concealed, I was overcome by the power of this cleric." The paladin spirit's head falls in shame. "I was compelled to answer their questions, and could not

prevent them from learning what they desired. They have learned the location where the demon is bound, and I fear now that they have the means of freeing her. However, she can only be freed from the gem and into the body of another mortal—and there is the demon's weakness."

Quin leads the PCs to one side of the crypt and one of the empty niches, pointing out a metal cylinder set into the shelf (Spot DC 21 without Quin's help; DC 12 with his notice). Inside the cylinder is a scroll containing part of the ritual used to bind the succubus to her prison. Quin tells the PCs that this ritual can be spoken by anyone and it should return the succubus' spirit back to her magical prison if performed within her hearing range.

After that, the PCs are free to ask any questions they wish; the ghost knows the composition of the orc band, and what their plans entail (except for the invasion, of course). At this point, he reveals the location of the demon's prison—a cave hidden beneath the waters of the nearby lake. Through his communication with Morghal, he has learned the names of the leaders of the orcs—Malakhara and her brother Thanorh—and the fact that the demon is their mother.

The PCs can choose to return to Fort Rollings to tell others of the impending dangers (and go to Part 6) or they can try and prevent the orcs from freeing the demon (and go to Part 5).





Part 5—The Lake

Knowing where Malakhara or her minions are headed, the next move is for the PCs to travel to the lake. Unless the GM times the encounters differently (as the lake is only a few hours' march from the temple ruins), they arrive there in the dark of night and all is eerily quiet.

In the cold gleam of the moonlight, the waters of the lake are nearly black. Somewhere in their depths hides the entrance to the cave, and it is there the half-fiend has gone to free her demonic mother. As you contemplate the cold surface of the water, a hail rises from the nearby lakeshore.

Allow the PCs to respond as they will; no matter what they do, they are approached by Conrad and Hawkeye, mounted on their ponies. Conrad breathlessly relates the following tale:

“Hawkeye and I were out for a ride, visiting one of the farms south of the fort, when we saw it: an orcish warband, armed for battle and on the move. They’re heading for the fort, as we speak! What’s worse, I went to warn my mother after our encounters with the hippogriffs, but she’s gone missing!”

Due to the sudden unrest and the disappearance of their mayor, the townsfolk are on the brink of losing control; Conrad is not the leader that his mother is, and neither Delanna nor Roderick has ever dealt with a situation like this before. It may be up to the PCs to take charge, to organize the townsfolk and make plans for fighting off the attack. Here, the PCs have to make a choice—They can go with Conrad and Hawkeye back to the fort and defend it against the attack or delay slightly by finding the demon’s prison concealed in the lake. If they choose to return to the fort, go to Part 6 immediately; otherwise continue on to **The Cave**. If the PCs do not immediately return with them, Hawkeye and Conrad return to Fort

Rollings, vowing to keep the gates of the fort open as long as they safely can for the PCs to enter before the attackers arrive.

The Cave

The water is cold, rather cloudy, and very dark. Any character venturing in must have darkvision or a light source, and even then one can only see in about a ten-foot-radius through the water. There is also the small problem of breathing; refer to the *DMG* for rules concerning holding one’s breath and drowning.

Creatures: In the water, Malakhara left a giant constrictor snake as an unpleasant surprise for any would-be heroes seeking to interrupt her work.

Giant Constrictor Snake: hp 63.

PCs need a DC 20 Search or Track check to find where anyone recently entered the lake (and ostensibly to glean where the cave is in relation to shore). Depending upon how the die rolls go, the PCs might need multiple attempts to find it. If things start getting hopeless, have the moon shine through the clouds briefly and reveal the mouth of the cave amongst the shadows of the bank.

Once they identify the cave entrance, PCs must make a Swim check (DC 12) to navigate through the tunnel; characters doing so notice a faint red gleam in the water once they are about halfway through the tunnel. Following the light leads people into the underwater cavern, where the swimming characters are no doubt relieved to pop up into breathable air. When they do, they witness the following:

You find yourself in a hidden cavern, its stone walls worn smooth by the flow of water. Here and there various aquatic weeds dangle from the walls and ceiling, and the silence of the area is disturbed by the occasional dripping water. It all might seem rather serene, if not for the pedestal—formed from a natural stalagmite—upon which rests a fist-sized red gem, the source of the eerie red glow that permeates the entire chamber.

Trap: As an additional deterrent for the PCs, Malakhara has traced *explosive runes* on the pedestal bearing the gem; unless it is found (DC 24 Search check) and deactivated (*dispel magic* or DC 28 Disable Device check), the spell deals characters reading it 6d6 hp damage.

Development: The glowing ruby is a *gem of entrapment*; it is essentially a permanent receptacle of a *magic jar* spell. It obviously detects as magical (of the necromantic variety), and those who examine it can recognize the faint, small image of Constance reflected in the facets of the gem. The gem is impervious to damage from any weapons of less than a +2 enchantment, and even then, any damage done to the gem appears to be felt by Constance, whose image screams in pain with each blow.

Using the lore that she had gathered both in Salman's tower and in the ruins of the dwarven temple, Malakhara learned how to operate the gem. Then, after her thugs kidnapped the poor halfling mayor, the half-fiend used it to transfer her mother's spirit into the halfling's body; due to the special magics involved with the gem and her own demonic nature, the succubus can shift to her normal bat-winged form and utilize all her normal powers, though her alternate form is Constance's original body. During her body's possession, the halfling's spirit was trapped in the gem, where the PCs find it.

What the half-fiend doesn't know and doesn't take into consideration is the fact that the PCs also possess the knowledge necessary to operate it, and can use it against the demon. The PCs should pick up and transport the gem with them back to Fort Rollings.

Part 6—The Battle of Fort Rollings

As the orc horde bears down upon the town, the locals turn to the PCs for guidance and aid. Without their mayor, the townsfolk are less than confident that their fort walls will protect them, and look to the PCs to lead them.

Note: If the PCs took the time to perform Part 5 and investigate the cave by the lake, they'll have crucial information that ends the battle quicker. Unfortunately due to their de-

lay, the gates of the town are closed and the orcs are too close to risk opening the gates for the party. The heroes have 1d6 rounds to figure out ways to safely enter the town or they must face the oncoming attackers without the benefit of Fort Rollings' log walls.

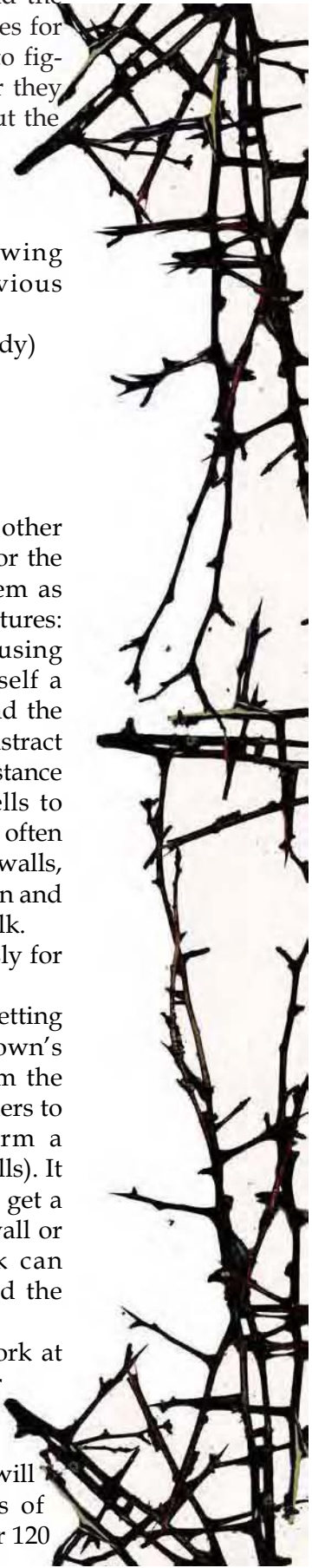
Offense Tactics

The orc army consists of the following (assuming all have survived previous encounters with the heroes):

- The Succubus (in Constance's body)
- Malakhara
- Thanorh
- 55 fiendish orc warriors
- 10 fiendish orc barbarians
- 7 fiendish orc sergeants

Depending on the outcomes of the other encounters, the GM can use the tactics for the orc horde as noted below or adapt them as affected by any losses earlier in the adventures:

- The succubus and Malakhara (using her *polymorph* spell to give herself a succubus form as well) fly around the walls and over into the town to distract or draw away any apparent resistance leaders. Malakhara uses her spells to cause confusion and chaos, more often summoning monsters inside the walls, while her mother uses energy drain and her other powers on the townsfolk.
- Thanorh mobilizes his forces thusly for the first 1d3 hours of the siege:
 - Twelve orc warriors work at setting fire to the west end of the town's defensive walls (farthest from the river and forcing some defenders to abandon their posts to form a bucket brigade to save the walls). It will take them four rounds to get a fire going at the base of the wall or longer if PCs or townsfolk can interfere from atop or behind the walls.
 - Twenty more orc warriors work at hammering, burning, or chopping down the gates into Fort Rollings. Unless the gates are magically enforced, they will only last for 10d20 minutes of constant damage and attack or 120





hp of damage (whichever comes first). Once that much damage is dealt, one of the gates is fully sundered and kicked open.

- The remaining orc warriors cover any other actions by the horde and fire on defenders with arrows or blindly fire volleys of arrows into the town where they hear people (penalties for firing blind incurred).
- Two orc sergeants and four of the barbarians work on the western side of the town, diving into the river and trying to dislodge the grills through sheer Strength. Unless aided by Malakhara or other forces, they will fail at this task and will have to follow any movement into the fort by 1d10 rounds after the gates are sundered.
- The remaining five fiendish orc sergeants and six barbarians remain back from the walls until they are breached; once there is an opening, all of them swarm into Fort Rollings and attack savagely and indiscriminately. As they wait, they can use their missile weapons to pick off defenders atop the walls.
- Once the gates are sundered, Thanorh and 21 of his orc warriors remain in a semicircular formation outside the walls to pen in any potential escapees. The only thing that makes Thanorh break ranks is any hint that his mother has been harmed (Should Malakhara be injured or killed, he simply doesn't have to do the job himself); if anything happens to the succubus, Thanorh invokes his barbarian rage as he closes on whichever character seems to have affected or injured her.

If more than an hour of constant attacks passes before the orcs make any entry into the city, they withdraw away from the town's walls and into the darkness beyond any torches or lights from the fort. Every hour or so, a band of orc warriors and barbarians rush a random part of the walls, their purpose less to form a coherent attack than to tire out and harass the

defenders, keeping them from any rest or relaxing. This tactic continues all night and morning brings the return of earlier tactics and refreshed spell abilities; if they begin to lose too many orcs during the night (i.e. more than twenty orcs), the entire orc army will return to its original tactics as noted above until the fort falls.

Defense Tactics

Following are a few of the tactical options that they might wish to pursue.

1. A Defensible Location

While most of the buildings in town are built from wood, the Rollings warehouses are solid stonework and devoid of windows (Hardness 8, 90 hp minimum). Non-combatants would be relatively safe here, at least for some time.

2. Improvised Weapons

No doubt the PCs can provide some weapons for the townsfolk who don't normally carry swords for a living, but even a typical adventuring party can't outfit an entire town. Nevertheless, there are plenty of items like pitchforks, stout staves and scythes that can be used as improvisational arms. Some of the old anti-siege tricks can also work well, including fire arrows, horseshoe nails twisted into caltrops and large quantities of burning nasty things.

3. Setting Traps

The orc invasion occurs just before sunrise the next day; this gives the heroes and townsfolk time to prepare some unpleasant surprises of their own. Pit traps, archers in hidden locations, and the like could take their toll on the invaders. The amount and complexity of the traps depends entirely on how much time the PCs

4. Mustering the Troops

The following forces are available to the PCs, if they think to organize them. If the PCs do not organize them, only the hunters, the constable and his deputies, and the noblemen will man the walls to defend them from the attackers.

- Conrad Rollings
 - 5 halfling hunters (all who survived)
- Henry the Innkeep
 - 2 feisty barmaids
- Morgan, his wife and 2 children
- Marlowe the Brewer
- Constable Roderick
 - 6 Deputies
- Up to 20 farmers from outlying areas
- Gorag, Kola and Horlin Ironweave
- Carsten and Hallan Miller and 2 kids
- Howard the Baker
- Delanna
 - 2 senior clerics
 - 4 junior clerics
- Salman
- Any surviving hippogriffs
- Daran and his six noblemen

All told the force is a considerable one, although (as mentioned above) some work is needed to properly equip and organize them. Also, if the characters do not have a pre-established level or class, assume they are 1st or 2nd level commoners and use the corresponding statistics in the DMG.

Onslaught

Unless the players are hardcore hack-and-slash fans, playing through the entire battle would be a lengthy, tedious affair. Instead, keep the conflict as more of a running, play-by-play commentary. Let the heroes execute their plans, and tell them how many of the enemies are affected by each. (If the PCs are really creative or nasty with their planning, feel free to increase the number of orcs.)

Give the PCs the benefit of the doubt as far as the traps are concerned, but don't be too lenient; while they would be frustrated and disappointed if the orcs outthought all of their traps, they should be able to kill the attackers

with farfetched or blatantly silly techniques. (Their enemy is, after all, a force of trained marauders, while the PCs command a ragtag band of mostly ordinary folks defending their homes.) Then, once all of the tricks have been used, have the battle descend into a chaotic mass melee. Keep in mind that, while happy endings are nice, this is medieval combat. No victory comes without a price, and personal sacrifice is what makes epic struggles realistic. Play up the details for the players without necessarily being too gory; bad things happen.

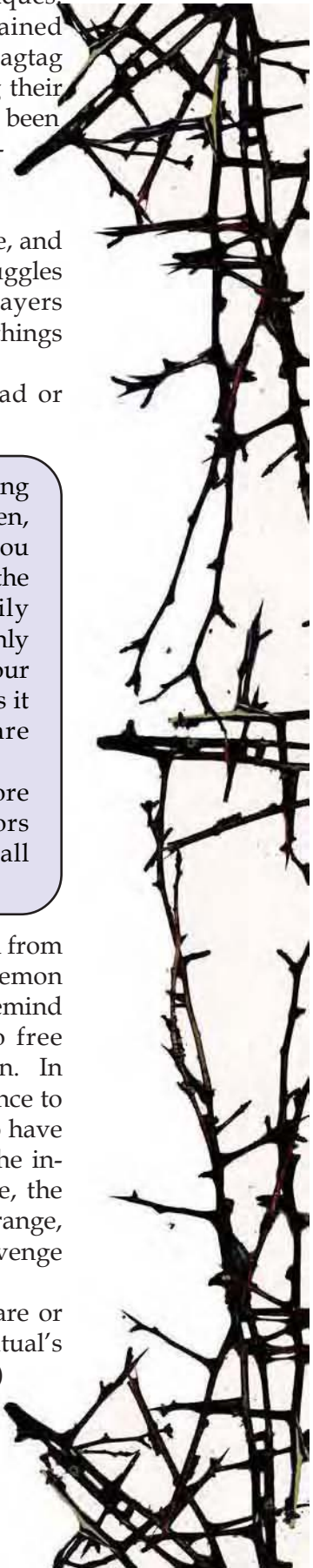
As the battle begins in earnest, read or paraphrase the following:

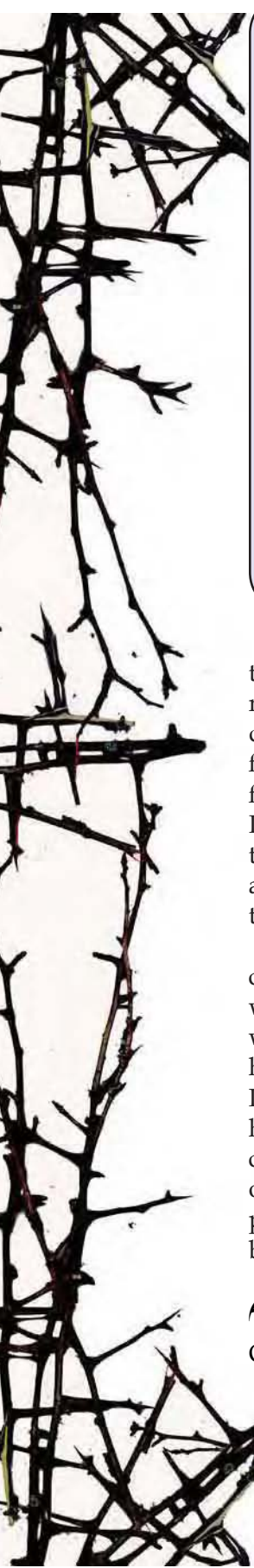
The night has passed with agonizing slowness, cold and full of terror. Then, in the faint light of early morning, you see the enemy. Shadows climb over the horizon first, followed by a steadily moving mass of black forms that can only be the invaders. The mass seems to pour over the hill for a horribly long time as it approaches; clearly the attackers are great in number.

In the stillness you can hear more than one of your assembled warriors praying to the gods for protection; all eyes turn to you for guidance.

As much of the battle is a distraction from dealing with the major threats of the demon and her children, the GM may have to remind the PCs of another tack—the ritual to free Constance from the succubus' possession. In the middle of this the PCs have their chance to use the gem and face the half-fiends who have been plaguing them. If they try to use the incantation in the early stages of the siege, the succubus screams in rage and flees out of range, noting the casting character for later revenge upon sun-up.

When the PCs can maneuver to snare or keep the succubus within range of the ritual's magic (i.e. within 100 yards of the caster) the powers of the gem are invoked thusly:





As you finish the last of the incantation, the gem seems to pulse with a glow the color of hot blood. A piercing shriek tears through the sounds of the surrounding battle, and moments later you realize that it comes from the mouth of the succubus. She falls from her high perch, her lithe winged body contorting and shifting back into the body's original shape—that of the halfling Constance. There is a tremendous flash of red light, so bright that, even with eyes closed its brilliance is blinding. The light leaves you dazed for a moment; when it finally fades, you see Constance's body lying slumped on the ground.

With a low moan she stirs. "What... what happened?"

With the demon once again trapped in the gem, the orcish army has suffered a tremendous blow to its morale. Thanorh abandons any attempts at leading his troops and feverishly attacks those he sees as responsible for returning his mother to her faceted prison. If Malakhara and Thanorh can be defeated, the orcs would be routed. As the battle rages around them, it is up to the Player Characters to turn the tide.

Another tactic to use against the orcs could be to flee with the gem or send the gem with the hippogriffs to be hidden away somewhere safe and far away (and leading off both half-fiends in pursuit of their mother). If the PCs and their allies seem a bit overwhelmed, have some other hippogriffs arrive to the rescue to either pull out survivors from the fray or to take custody of the gem and its succubus prisoner (and again leading away the horde by proxy).

Aftermath

Once the tide turns, the orcs are routed and flee. Although the casualties suffered by the townsfolk are high, Fort Rollings has survived.

The townsfolk, led by Constance, hail the PCs (rightly) as saviors. Constance grants them honorary citizenship, and gives

each character a deed for land in the area. (Should there be any handsome, eligible halflings in the party, there might be additional romantic opportunities.) If the heroes wish, they are welcome to come live in the fort; the locals are more than happy to find work for them. Even so, Henry promises each character free room and board if ever they are in town, and services are offered free of charge by the various artisans of Fort Rollings.

If any of the characters are interested, Constance can provide steady employment with her trading company; this could be guard duty for warrior types, or perhaps an investment in a trading company of one's own for any of the characters. These opportunities can take the heroes to many a far off land, providing an introduction to numerous other adventures.

Word also begins to spread of the player characters' actions, because of the intervention of the bard Melody. She writes a ballad hailing the heroes and their glorious deeds, one that spread throughout the realm, to be sung in many a tavern and even the occasional royal court. In the nearby elven and dwarven kingdoms, the powers that be are curious of news regarding the nearly forgotten legacy of Akhirat the Destroyer. These courts, while of noble bearing, always have their own intrigues, plots in which a band of independent heroes could prove useful. Similarly, the young nobleman Daran has been suitably impressed by the heroes' actions and may have need of the characters' services.

Dramatis Personae

The following appendix provides the GM with abbreviated statistics for all the characters and monsters in the Legacy of Akhirat.

Named Characters

Delanna, female halfling Clc 5:

CR 5; Small Humanoid; HD 5d8+5; hp 32; Init +2; Spd 20 ft.; AC 14; touch 12, flat-footed 13 [+1 size, +1 Dex, +2 armor]; Atk +3 melee (1d6, cudgel), +5 ranged (1d6, cudgel); SQ Turn Undead; AL LG; SV Fort +5, Ref +3, Will +7; Str 11, Dex 15, Con 13, Int 15, Wis 17, Cha 15.

Skills: Concentration +9, Diplomacy +10, Heal +11, Knowledge (religion) +10; *Feats:* Iron Will, Leadership.

Equipment: Holy Symbol, Quarterstaff +1.

Hawkeye (male elf Rgr3):

CR 3; Medium humanoid; HD 3d10+3; hp 24; Init +5; Spd 30 ft.; AC 18; touch 15, flat-footed 13 [+5 Dex, +3 armor]; Atk +5 melee (1d6+2, scimitar(s)), +8 ranged (1d8, longbow); SA ambidexterity, two-weapon fighting; SQ hated enemy (orcs); AL NG; SV Fort +6, Ref +6, Will +1; Str 15, Dex 20, Con 16, Int 10, Wis 11, Cha 9.

Skills: Balance +5, Climb +2, Hide +5, Intuit Direction +2, Jump +2, Knowledge (Nature) +4, Listen +6, Move Silently +5, Ride +6, Spot +4, Tumble +5, Wilderness Lore +3; *Feats:* Combat Reflexes, Point Blank Shot, Track.

Equipment: Studded leather armor, scimitars (both masterworks), longbow, quiver of 20 arrows, dagger and punching dagger (both daggers masterwork), boots of elvenkind, ring of jumping.

Malakhara (fiendish female orc Sor 8):

CR 8; Medium humanoid (orc); HD 7d4; hp 22; Init +0; Spd 30 ft.; AC 12; touch 12, flat-footed 12 [+2 magical]; Atk +3 melee (1d4, dagger), +3 ranged (1d4, dagger); SQ spells; AL CE; SV Fort +2, Ref +2, Will +8; Str 11, Dex 10, Con 11, Int 12, Wis 16, Cha 16.

Skills: Concentration +10, Knowledge (arcana) +11, Spellcraft +11; *Feats:* Iron Will, Silent Spell, Still Spell.

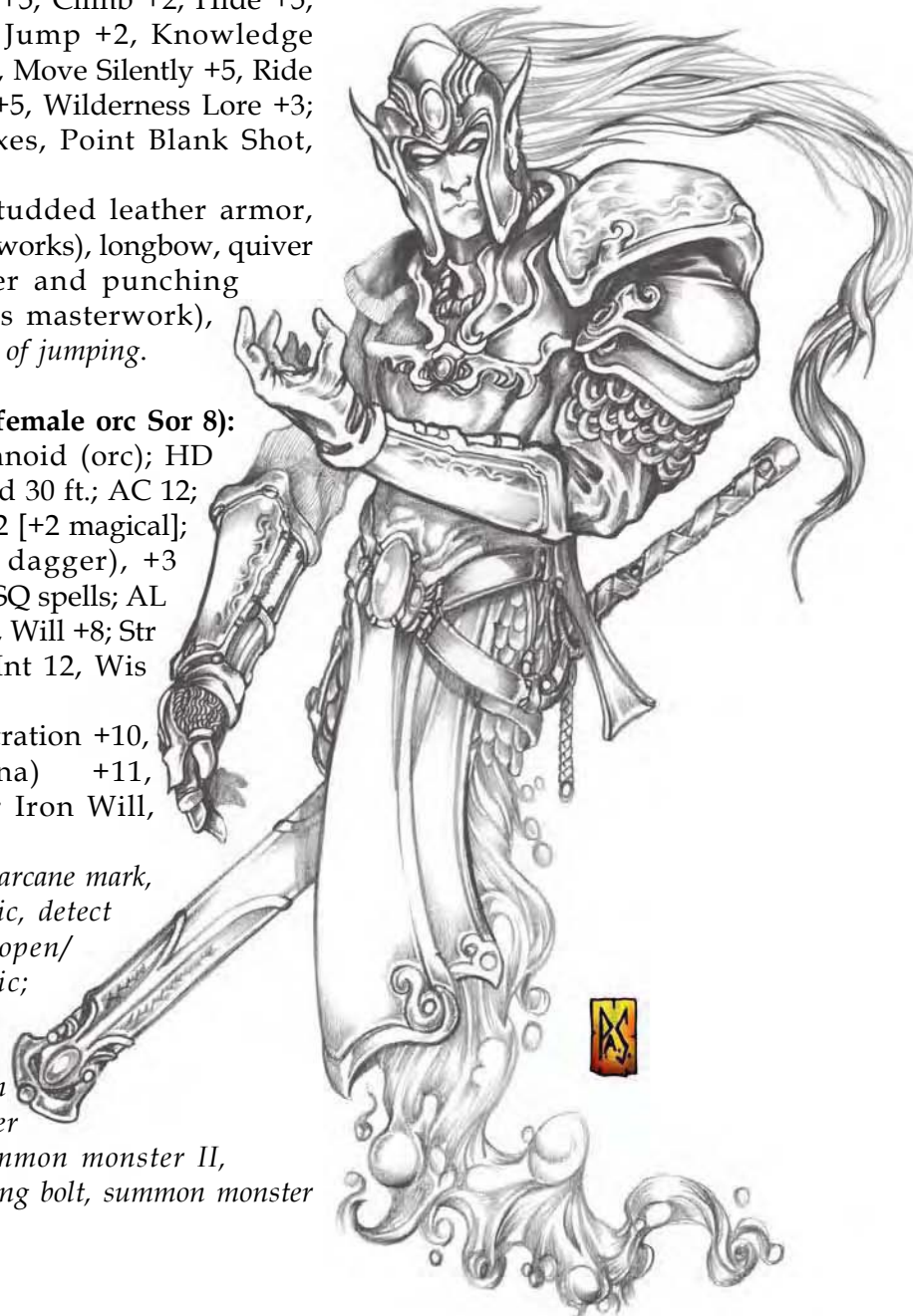
Spells known: arcane mark, daze, flare, detect magic, detect poison, mage hand, open/close, read magic; comprehend languages, mage armor, magic missile, protection from good, summon monster I; detect thoughts, summon monster II, summon swarm; lightning bolt, summon monster III; polymorph self.

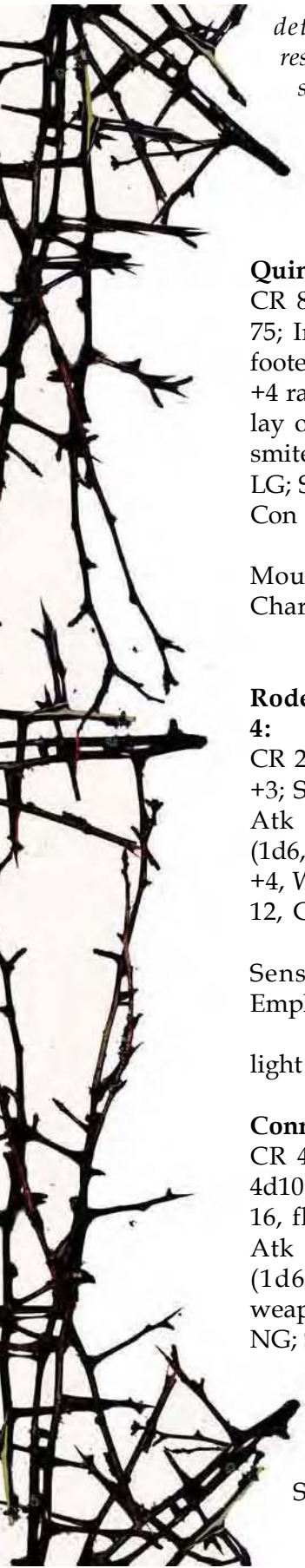
Equipment: Bracers of armor +2, cloak of charisma +2, ring of chameleon power.

Morghal (male orc Clc6):

CR 6; Medium humanoid (orc); HD 6d8+6; hp 43; Init +1; Spd 30 ft.; AC 15; touch 10, flat-footed 15; Atk +6 melee (1d10+2, heavy flail), +4 ranged (1d6, club); SQ Rebuke Undead, Spells; AL CE; SV Fort +6, Ref +2, Will +9; Str 13, Dex 11, Con 12, Int 12, Wis 14, Cha 13.

Skills: Concentration +10, Knowledge (religion) +10, Spellcraft +10; *Feats:* Combat Casting, Extra Turning, Iron Will.





Spells Prepared: *cure minor wounds*, *detect magic*, *detect poison*, *read magic*, *resistance*; *bane*, *cause fear*, *command*, *entropic shield*, *protection from evil*; *aid*, *desecrate*, *hold person* x2, *spiritual weapon*; *contagion*, *animate dead* x2.

Equipment: 300 gp, six black onyxes (50 gp each), *heavy flail* +1, chain mail shirt.

Quinariel's Ghost, male elf Pal 8:

CR 8; Medium humanoid; HD 8d10+16; hp 75; Init +1; Spd 30 ft.; AC 11; touch 11, flat-footed 10; Atk +10/+5 melee (1d3, hands), +9/+4 ranged (none); SQ *detect evil*, *divine grace*, *lay on hands*, *divine health*, *aura of courage*, *smite evil*, *remove disease*, *turn undead*; AL LG; SV Fort +8, Ref +3, Will +4; Str 14, Dex 13, Con 14, Int 9, Wis 15, Cha 17.

Skills: Diplomacy +15, Ride +12; *Feats*: Mounted Combat, Ride-By Attack, Spirited Charge.

Spells Prepared: *cure light wounds* x2.

Roderick the Constable, male halfling War 4:

CR 2; small humanoid; HD 4d8+4; hp 28; Init +3; Spd 20 ft.; AC 16; touch 14, flat-footed 13; Atk +5 melee (1d6, shortsword), +7 ranged (1d6, light crossbow); AL LG; SV Fort +5, Ref +4, Will +2; Str 13, Dex 16, Con 13, Int 13, Wis 12, Cha 12.

Skills: Diplomacy +4, Intimidate +8, Sense Motive +6; *Feats*: Alertness, Skill Emphasis (sense motive).

Equipment: Leather armor, shortsword, light crossbow, case of 20 bolts.

Conrad Rollings, male halfling Rgr4:

CR 4; Small humanoid (3-ft. 1-in. tall); HD 4d10+8; hp 30; Init +5; Spd 20 ft.; AC 18; touch 16, flat-footed 13[+1 size, +5 Dex, +2 armor]; Atk +6 melee (1d8, shortsword), +9 ranged (1d6, shortbow); SA ambidexterity, two-weapon fighting; SQ *hated enemy* (beasts); AL NG; SV Fort +6, Ref +6, Will -1; Str 15, Dex 20, Con 15, Int 12, Wis 7, Cha 13.

Skills: Animal Empathy +5, Hide +12, Move Silently +12, Search +8, Wilderness Lore +5; *Feats*: Point Blank Shot, Rapid Shot.

Equipment: Leather armor, shortsword, shortbow, quiver of 20 arrows, dagger (all masterwork).

Constance Rollings, female halfling Rog8:

CR 8; Small humanoid; HD 8d6; hp 34; Init +3; Spd 20 ft.; AC 14; touch 14, flat-footed 11 [+1 size, +3 Dex]; Atk +5/+0 melee (1d4-1, dagger), +9/+4 ranged (1d4, dagger); SA Sneak Attack +4d6; SQ *Uncanny Dodge*; AL LG; SV Fort +2, Ref +9, Will +3; Str 8, Dex 16, Con 10, Int 16, Wis 8, Cha 16.

Skills: Appraise +8, Bluff +14, Diplomacy +8, Gather Information +8, Hide +14, Knowledge (local) +8, Listen +12, Move Silently +14, Read Lips +10, Search +14, Spot +12; *Feats*: Alertness, Iron Will, Leadership.

Equipment: *Ring of protections* +2, *bracers of armor* +2.

Rughakh (male orc Bbn5):

CR 5; Medium humanoid (orc); HD 5d12; hp 39; Init +2; Spd 40 ft.; AC 16; touch 12, flat-footed 14; Atk +10 melee (2d12+5, greataxe), +7 ranged (1d8, longbow); SQ *Rage*, *Uncanny Dodge*; AL CE; SV Fort +6, Ref +3, Will -1; Str 20, Dex 15, Con 15, Int 7, Wis 7, Cha 10.

Skills: Jump +13, Wilderness Lore +6; *Feats*: Power Attack, Run, Track.

Equipment: Hide armor, mastercraft greataxe, longbow, quiver of 20 arrows.

Salman, male elf Sor 6:

CR 6; Medium humanoid; HD 6d4-6; hp 12; Init -1; Spd 30 ft.; AC 9; touch 9, flat-footed 9; Atk +2 melee (1d3-1, fists), +3 ranged (none); SQ spells; AL NG; SV Fort +1, Ref +2, Will +6; Str 8, Dex 10, Con 8, Int 12, Wis 13, Cha 15.

Skills: Alchemy +10, Knowledge (arcane) +10, Spellcraft +10; *Feats*: Iron Will, Silent Spell, Still Spell.

Spells known: *arcane mark*, *detect poison*, *detect magic*, *mage hand*, *mending*, *open/close*, *read magic*; *comprehend languages*, *detect secret doors*, *identify*, *Nystul's undetectable aura*, *unseen servant*; *locate object*; *clairaudience/clairvoyance*, *obscure object*, *see invisibility*; *detect thoughts*, *tongues*.

Equipment: *Cloak of protection* +2, silver dagger.

Telema the owl:

CR 1; Tiny Animal; HD 1d8; hp 6; Init +3; Spd 10 ft., fly 40 ft.; AC 17; touch 15, flat-footed 14 [+2 size, +3 Dex, +2 natural]; Atk +5 melee (1d2-2, 2 claws); SQ low-light vision, alertness, improved evasion, share spells, empathic link, touch, speak with master; AL N; SV Fort +2, Ref +5, Will +7; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 4.

Skills: Listen +14, Move Silently +20, Spot +6; *Feats:* Weapon Finesse (claws).

Thanorh (fiendish male orc Bbn7):

CR 7; Medium Humanoid (orc); HD 7d12+21; hp 61; Init +2; Spd 40 ft.; AC 16; touch 12, flat-footed 14 [+2 Dex, +4 armor; Atk +13/+8 melee (2d12+6, greataxe), +9/+4 ranged (1d8, longbow); SQ Rage, Uncanny Dodge; AL CE; SV Fort +8, Ref +4, Will +2; Str 22, Dex 14, Con 16, Int 8, Wis 11, Cha 12.

Skills: Climb +16, Jump +16, Wilderness Lore +10; *Feats:* Dodge, Mobility, Spring Attack.

Equipment: Hide armor +2, greataxe +2, longbow, quiver of 20 arrows.

Generic/Unnamed Characters

Constable's Deputies, halfling War 2 (6):

CR 1; Small humanoid; HD 2d10; hp 17, 15, 12, 10, 9, 7; Init +1; Spd 20 ft.; AC 14; touch 12, flat-footed 13 [+1 size, +1 Dex, +2 armor]; Atk +2 melee (1d6, club), +4 ranged (1d6, club); AL LG; SV Fort +3, Ref +1, Will +0; Str 8, Dex 13, Con 10, Int 11, Wis 11, Cha 11.

Skills: Climb +4, Intimidate +5, Jump +4, Swim +3; *Feats:* Weapon Focus (club).

Equipment: Leather armor, club.

Halfling Hunters, male halfling Rgr 2 (6):

CR 2; Small humanoid; HD 2d10; hp 17, 14, 12, 12, 9, 8; Init +1; Spd 20 ft.; AC 14; touch 12, flat-footed 13; Atk +1 melee (1d6, shortsword), +3 ranged (1d6, shortbow); SQ Ambidexterity, Two-Weapon Fighting; AL CG; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 10, Int 11, Wis 11, Cha 11.

Skills: Animal Empathy +5, Handle Animal +5, Knowledge (nature) +5, Wilderness Lore +5; *Feats:* Point Blank Shot, Track.

Celestial Hippogriffs (12):

CR 3; Large Beast; HD 3d10+9; hp 37, 36, 33, 29, 28, 28, 25, 25, 22, 21, 19, 19; Init +2; Spd 50 ft., fly 100ft.; AC 15; touch 11, flat-footed 13 [-1 size, +2 Dex, +4 natural]; Atk +5 melee (1d4+4, claws), and +0 melee (1d8+2, bite); Face/Reach 5 ft. by 10 ft./5ft.; SQ Smite Evil, DR 5/+1, Darkvision; AL NG; SV Fort +6, Ref +5, Will +2; Str 18, Dex 15, Con 16, Int 4, Wis 13, Cha 8.

Skills: Listen +4, Spot +7.

Fiendish Orc, Bbn1(10+):

CR 1; Medium humanoid (orc); HD 1d12; Init +0; Spd 40 ft.; AC 14; touch 10, flat-footed 14; Atk +3 melee (2d6+2, greataxe), +1 ranged (1d8, longbow); SQ Rage, Smite Good, SR 2; AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Climb +3, Jump +3, Swim +3, Wilderness Lore +0; *Feats:* Run, Track.

Equipment: Hide armor, greataxe, longbow, quiver of 20 arrows.

Fiendish Orc, War1 (55+):

CR 1/2; Medium humanoid (orc); HD 1d10; Init +0; Spd 30 ft.; AC 14; touch 10, flat-footed 14; Atk +3 melee (1d8, battleaxe), +1 ranged (1d8, longbow); SQ Smite Good, SR 2; AL CE; SV Fort +2, Ref +0, Will +0; Str 14, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Climb +3, Intimidate +0, Jump +3, Swim +3; *Feats:* Run.

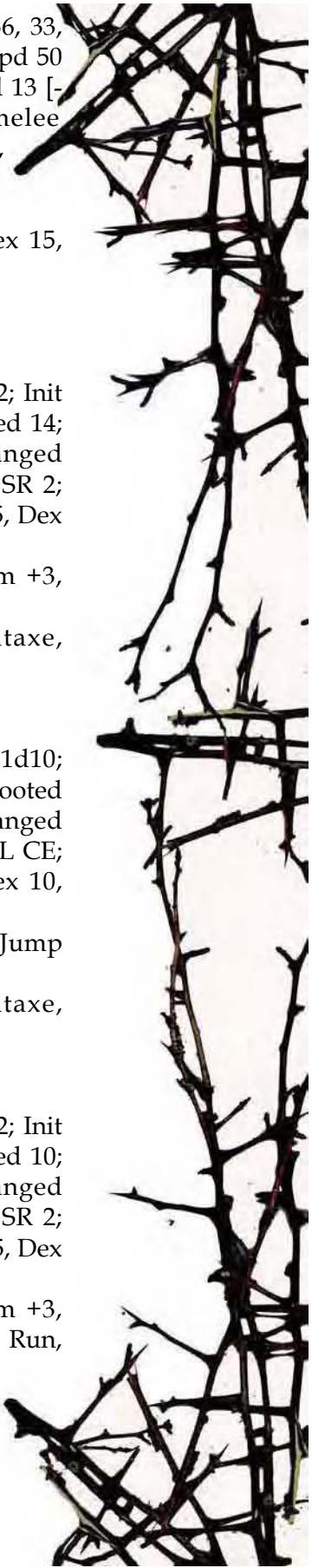
Equipment: Hide armor, greataxe, longbow, quiver of 20 arrows.

Fiendish Orc Sergeants, Bbn3 (7+):

CR 4; Medium humanoid (orc); HD 3d12; Init +0; Spd 40 ft.; AC 14; touch 10, flat-footed 10; Atk +5 melee (2d6+2, greataxe), +3 ranged (1d8, longbow); SQ Rage, Smite Good, SR 2; AL CE; SV Fort +3, Ref +1, Will +0; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Climb +3, Jump +3, Swim +3, Wilderness Lore +2; *Feats:* Power Attack, Run, Track.

Equipment: Hide armor, greataxe, longbow, quiver of 20 arrows.





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