

Noble Ambitions

A One-Round D&D Living Greyhawk Adventure

by Rick Bruner

The Lady Ashbury is in search for individuals of stout heart and strong sword arm to serve in a task requiring courage, resourcefulness and honor. This is event one of the Nobles Series. An adventure for characters level 1-6.

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

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

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

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

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

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

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

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Lifestyle Costs

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

Destitute	You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
Poor	You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
Common	You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
High	You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
Luxury	You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

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

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

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	3 gp	0
High	250 gp	+1

Luxury 500 gp +2

Verbobonc Coin Conversions

Leaf = Platinum Piece
Wheatsheaf ('sheaf') = Gold Piece
Knight = Electrum
Spire = Silver
Common = Copper

Adventure Summary and Background

It is the year 591CY in the City of Verbobonc. Twenty-two years have passed since the forces of good rallied to defeat the foul forces that raised the Temple of Elemental Evil. Valiant men from Furondy and Veluna had joined with the militia of Verbobonc, gnomes from the Kron Hills, dwarves from Lortmils, and an army of elven bow and spearmen to defeat a vast army of humanoids at the Battle of Emridy Meadows. The army of good then laid siege to the Temple and razed it, sealing the temple ruins.

Yet before the muster of the forces of good, evil humans and humanoids had laid waste to a large area of the Viscounty, including the township of Penwick. Goodly folk, both the low and high born, were slaughtered or carried off to the temple as offerings to the vile Demon.

Legends speak of gallant stands, where local lords and their retainers faced the horde and for precious moments, held back the tide of evil allowing a few to escape. There were also tales of vile treachery, as some embraced the evil that emanated from the Temple and saw their own opportunities for gain under the banner of evil.

The scars on the land heal quickly compared to the scars that sometimes are inflicted on the souls of the survivors. Twenty-two years have passed and now the children of that disaster continue to rebuild, both the land and their own lives.

Players' Introduction

It is the month of Readying in the city of Verbobonc. Winter shows great reluctance to release its grip on the Viscounty. The occasional sunny day, with balmy breezes hinting at the summer to come can be suddenly overwhelmed by masses of dark clouds that spit sleet and cold rain. Yet the inns and taverns are doing a brisk business, as the inhabitants of Verbobonc seem resolved to shrug off the dreariness of the long winter and embrace the coming spring.

The markets are filled. Merchants are hawking harness and farm implements. Farmers have brought their spring lambs, shoats and calves. Goodwives proudly display their baskets of winter vegetables, turnips, potatoes, and cabbages. The promise of this year's harvest is represented by the baskets of seed, seedlings and cuttings that lure crowds of sturdy farm folk. The Festival of Readying is but a 10 day away.

The crowd's high spirits wash over you as you stroll along. Your attention is drawn to a boisterous crowd that forms a half circle about the town post. As you draw near, you see a notice nailed to the post.

Give those PCs who can read a copy of **Handout #1**. It reads:

*Needed,
Individuals of stout heart and strong sword arm to serve me in a task requiring courage, resourcefulness and honor. Inquiries may be made at Jylee's Inn.*

This the second day of Readying in the year 591cy

*By my hand,
Lady Elinor Asbury
Asbury Manor*

Allow the adventurers a chance to read or have the notice read to them. Jylee's Inn is a well-appointed hostelry that caters to the nobility and wealthy merchants. It is located on the West Side of the town of Verbobonc. Let the adventurers decide individually if they wish to pursue this opportunity and make their way to the Inn. Any native can give directions to Jylee's Inn.

Encounter 1: The Presence of Nobility

Jylee's Inn is a beautifully maintained building of stone and wood construction near the west gate. The stonework has been lovingly whitewashed and the wood trim is painted and in excellent repair. It raises some three stories above the wide road and is screened from the dust and noise by a line of topiary plum trees. Along the peak of the Inn's roof five banners flutter bravely in the morning breeze.

If an adventurer inquires about the banners, allow a Knowledge (Heraldry - Verbobonc, Veluna, or Furyondy) check (DC10) to recognize the coat of arms on each banner. Knowledge (Verbobonc Local Lore) (DC10) will tell the PC that, as a courtesy, the Inn raises the banners of any noble who is in residence at Jylee's Inn. There are five banners represented: the Most Worthy Sir Harold Viscoy, Knight Companion of the Shield (Veluna); Sir Rauth Townsend, Knight of the Hart (Furyondy); His Worship, Olan Deloit, Emissary of Rao (Veluna); Lady Elinor Asbury, Mistress of House Asbury (Verbobonc - this banner is a divided field, a Flaming Sword on one half, a shining gemstone upon the other); and Lord Simon Milinous, Master of House Milinous (Verbobonc - this shield is a black griffon on a field of azure).

As you approach the inn a doorman greets you. "What business do you have at our fine inn," he asks, and waits for a response.

Upon hearing that they wish to speak with the Lady Elinor of House Asbury, he will look at them with an appraising eye.

Turning, he calls out to one of the two large men stationed on either side of the wide entry door.

"Take this (or these) person(s) to the audience room set aside for Lady Elinor of Asbury." He then turns back to you, "Please follow this man, and please refrain from questions or commotion. It is our honor to accommodate the Lady Elinor but we must insist that our other guests not be disturbed."

You guide motions for you to follow.

You are swiftly escorted through the richly appointed, common room of the Inn to a double set of carved oak doors. Your escort opens them carefully and ushers you into a room with a score of others. A beautiful young woman is seated on a rather plain chair that sits upon a raised dais. On her right an aged man leans against a writing stand. The only other exit from the room is a door guarded by a handsome page whose clothing is adorned with the Asbury coat of arms. As the last adventurer enters the woman rises, nods to your escort and speaks.

"Thank you Bertram. Please allow no others entry until I have had the opportunity to speak with those assembled."

The escort bows deeply to her and reply, **"As you wish my Lady." He exits and closes the door behind him.**

Once the door closes, Lady Elinor studies those in the room for a moment and then speaks: **"I thank you all for answering my summons. I am Lady Elinor Asbury of House Asbury, a small holding South of Verbobonc in the township of Penwick. I have a need for a brave few who would complete a task. The success of this endeavor could be critical for the continued survival of House Asbury. I ask your indulgence in answering a few questions before I select those who will be charged to undertake this quest. The nature of this quest is secret and I must stipulate that I can not, as of yet, reveal any of the details of said task. However, those who will be asked to take service with House Asbury will be privy to all that I know before I accept their pledge."**

With this said she will glance at the elderly man who now holds a stylus, he motions to a tall man dressed in chain mail and speaks.

"Please step forward, give your name, your homeland and then state the reasons that House Asbury should accept your service."

The DM can improvise the questioning of several NPCs to demonstrate the behavior and attitude expected from the applicants. PCs who watch Lady Elinor will notice that any breach of courtesy or an expression of greed brings a disapproving frown to her face. PCs with Sense Motive can make a check (DC 10) to notice that every time she frowns she raises her index finger slightly on her left hand. That PC also noticed that her aged assistant is on constant vigil for that sign, and any interview he is conducting will soon be over once they sign is given. Each PC in turn will have the opportunity to step forward and speak

If possible, summon one of the PCs who has rolled and made their check as the first of the PC to face the questioning. Each PC will be called upon to answer the questions. In addition to name, homeland and accomplishments, each PC will be asked why they seek service with Asbury Manor. Honest answers that say the

PC "needs the work" or "to eat" bring a hint of a smile to her face.

Once all the PCs have had the opportunity to answer the questions, Lady Asbury will rise.

"I thank you all for coming and ask your patience. Please allow me to offer some simple refreshments while I consult Armound and make my decision. Jarek."

The page stationed near the side door will open it, revealing an anteroom with several tables bearing ale, wine, cheese and other such refreshments.

As this occurs, the main door to the audience chamber opens and the doorman enters the room and bows deeply. **"I beg your Lady's pardon, but Lord Milinous requests an immediate audience with you."**

Lady Elinor's mouth tightens as she turns to regard the man. **"Please tell the Lord of House Milinous that I am flattered by his interest and I will be most honored to receive him once my business is concluded."**

At this point the page will usher the all adventurers and the other applicants into the anteroom and shuts the door to allow Lady Asbury and her scribe to confer. Adventurers with Craft (Brewing), Profession (Cook), Knowledge (Nobility) can (Take 10) to see that while the repast set for them is wholesome and tasty, it is not quite up to the level that a noble would normally serve guests.

It is very important that the adventurers conduct themselves properly during the interview. Any major breach of courtesy or expression of greed could disqualify the individual from participation in the module. If asked about payment in the initial interview, Lady Asbury will frown and say that the individual has "her word" that if the mission is successful, all those involved will be amply rewarded. Once she has made this statement, she considers anyone else who questions the payment to be rude and uncouth.

While Lady Asbury is a worldly woman and will readily accept honest expressions of "need for work" and the desire of the adventurer to make their way in the world, she is still a noble of Verbobonc and the Mistress of House Asbury.

Jarek, Lady Asbury's page, will re-appear once the party as had time to introduce themselves. Calling out their names, he waits for each to answer. Upon hearing their reply he will ask them to return to the audience room.

The room has been rearranged; chairs (sufficient for the number of PCs) have been placed in a semi-circle facing the dais. Lady Elinor rises from her chair as you enter and invites you to be seated before she herself sits.

"Of what I am about to tell you, some is known, the rest must remain secret. Do I have your word on that?"

She waits for each PC to agree before continuing.

"Twenty-two years ago, an unspeakable evil fell upon the lands to the South. A dark fortress was raised and from its gates belched forth a host of despoilers. Asbury Manor lay in their path. My father, Lord Asbury and Lady Aluna, my

mother, realized that they did not possess the might to defeat or turn aside that tide of evil, but they also acknowledged that their solemn duty was to those who looked to Asbury for protection. Summoning their landmen, they bade them gather what they could carry and flee with their families North to Verbobonc City where a mustering of forces had been called to meet the threat. Myself a mere babe carried in Armount's arms, my parents donned armor and led those ten men and women at arms who had claimed their right to stand beside my father."

"They met the horde at the bridge spanning Whistlers Creek. Where, after destroying the span, held the crossing for 10 valiant hours, allowing many of our people to gain safety, before they were swept aside like leaves before the cold, autumn wind.

Later, as you well know, the combined forces of good destroyed the festering evil and cauterized the source. The solid folk of Asbury returned to rebuild their homes and farms. They asked Armount to serve as Regent until I was of age to resume the leadership of the holding, as I did this year past."

"But the razing of Penwick Township left the holding poor, not in spirit, determination nor courage, but in gold. Much of what was looted from the homes and the manor house has never been recovered. My father's Sword was lost, as was the Stone of Asbury that my mother bore on a chain about her neck. The Sword and the Stone are the symbols of Asbury; their recovery would do much to bolster the faith my people have shown.

In addition, there was a treasury of gems and coin, which would alleviate the terrible strain levied upon Asbury. We had to borrow heavily to rebuild and the cost of that is now due. I cannot ask my people to sacrifice more than they have already. And while I have had offers of assistance, (she smiles wanly) they have a different cost."

"But now to the point, recently, an old man, half crazed and muttering nonsense stumbled into the holding. He babbled about a cave filled with riches and gold and guarded by imps of the underworld. Ordinarily we would pay little heed. There are still many who suffer from the evil that was visited upon the land. But this man bore with him a chalice, made of gold and worked with gems. Armount immediately recognized it as one of two wedding cups gifted to my father and mother at their betrothal by the Lord Mayor of Verbobonc."

"We gently questioned the old man, striving for meaning through his disjointed and sometimes incomprehensible ramblings. We have pieced together enough to send a party in hopes of recovering the treasure and restoring Asbury to its former position. Would that I had the men and women at arms I would lead them as my father lead. But the folk of Asbury are farmers and craftsmen not warriors and a certain political situation requires that I remain within the holding. I ask you to take service under the banner of Asbury to find if possible the Sword and Gem of Asbury and the treasure that will save our holding. In return I offer the eternal gratitude of House Asbury and the praise of Bards over the ages. In addition, if the treasure of Asbury were recovered, I would be imparting a sum of coin to each of thee. Mind thee, we are a poor holding, but our heart and love are with all that honestly come to our aid. What say you all?"

If the adventurers accept Lady Asbury's offer, she will perform the following vestment.

Turning her face to Armount, with a glow of hope reborn in her heart, she stands. Armount summons each of you to stand before Lady Asbury. She looks at you, her eyes locking onto yours in a fearless gaze. "Do you pledge to serve the people and rightful ruler of Asbury until this service is done?"

At each acceptance she turns to Armount who holds a stack of folded clothing. Taking the topmost one she shakes it out to reveal a tabard of blue with worked devices depicting a Flaming Sword and a Sparkling Gem. She steps forward to slip the tabard over the head of the PC.

A Wisdom check (DC15) or Craft (sewing) (DC10) will reveal that the tabards, while clean and fresh, appear to have been mended. Tears and rents have been lovingly closed the repairs are of the highest quality.

"I ask that you accept these tokens of House Asbury. Perhaps it is just a passing fancy but I wish to evoke any luck that I may. These are the tabards worn by the men and women who rode to hold the bridge with my parents; this much we were able to find and to return to good use. Their courage and devotion to their duty is remembered in the hearts of all of Asbury Manor. It would seem fitting that you wear them on this quest."

After all of the PCs pledge their oaths, Lady Elinor will relate the words that the old man chants over and over again regardless what question he is asked. She will provide them with a copy of his ramblings, written in Common (**Handout #2**).

*Who enters the dark lady Beltar's domain,
walks into the dawn of Pholtus' reign.
A nonce before great Celestine's star does rise,
In the month of Readying, Llerg's fang points to more than skies.
When Wee Jas' mouth opens to swallow you,
count Hextor's red arrows to win your way through.
Treachery, Lies, Deceit and Ill Fame,
next count the letters in Her name.
One final turn for all to see,
And Trithereon's summons comforts thee.
Mighty Ones those all named before,
But a sum that is not a number unlocks this door.*

"We believe that Beltar's domain means a cave, as Beltar is the god of caves and Underground. We also believe that the reference to "the dawn of Pholtus' reign" means the location is to the East. Pholtus is the god of light and the sun and it is logical that his reign would begin at sunrise. Finally, "a nonce before Celestine's star does rise" seems to refer to sunset, as Celestine is god of the night and stars."

Each is a clue. If the PCs realize that this set of clues refer to the gods of Oerth they can make religion checks to determine information about the various gods. Adherents of a particular god mentioned can make a Knowledge (Religion - god referenced) (DC10) or Intelligence (DC15) check to know information pertaining to a given

god. Alternately, the PCs may seek out Betham the Sage, proprietor of Betham's Books. Betham will charge 5 gp for each line and has a 75% chance to know information about each god (5 gp is for each question, whether the sage can answer it or not). DM's may wish to play out this encounter with the elderly, crusty old sage. Betham has a book of the Gods of Oerth that is for sale for 50 gp. This book is written in Gnomish.

- Beltar is the Suel goddess of caves and the underground CE
- Pholtus is the god of light and the sun. LG
- Celestine is the god of night, stars and space. NG
- Llerg is the Suel god of beasts. CN
- Wee Jas is the Suel goddess of magic and death, her symbol is a skull. LN
- Hextor wears a necklace with 6 red arrows upon it. LE
- Syrul is the goddess of Treachery, Lies, Deceit, and False Promises (ill fame). NE
- Trithereon can summon three servants Nemoud the Hound, Harrus the Falcon and Ca'rolk the Sea Lizard. CG
- There are 8 gods mentioned LG/CE, LN/CN, NG/NE, LE/CG. The sum that is not a number is that they cancel each other Law and Chaos, Good and Evil. The word is "balance" is the key that unlocks the door.

If the PCs can figure out any of the clues on their own, Lady Elinor will relax and smile. She will also answer other questions they may have.

If the PCs have additional questions, Lady Elinor will answer as best she can.

- The old man is still alive and the PCs can meet him at Asbury Manor where he is being tended.
- Lady Elinor believes that the same cadre that killed her parents seized the treasure from the Manor. They hid it in a place other than the Temple, which is why none of it nor the Sword or the Gemstone has ever been recovered.
- Asbury is two days ride southeast, near the village of Penwick, in township Penwick.
- She cannot advance them any gold, though she can provide horses.

"That is the sum of the information we have. It would be my pleasure to have you accompany my party back to Asbury Manor on the morrow. There you can begin your quest. We will leave at sunrise from this Inn."

If there are no more questions, the PCs may return to their lodgings to make whatever preparations they need for the journey. As they depart, the door again opens.

"Your pardon again my Lady. But Lord Milinous asks me to remind you that he still awaits your pleasure. Lady Asbury sighs heavily and speaks."

"Thank you Rauth and please thank Lord Milinous for his patience. I will see him now."

At this point Lady Asbury will dismiss the PCs and will not answer further questions. A questioner showing concern will elicit the following response from Lady Asbury.

"I appreciate your concern. I see that I have chosen well, but please be at ease. It is only tedious Holding business that must be tended."

Encounter Two

A Voice from the Shadows

Once the PCs scatter to retrieve their belongings and to make any purchases necessary for the trip, choose one PC randomly for the following encounter. Exclude any that are obviously lawfully aligned. Pull the adventurer aside as the others make their preparations and play out the following.

As one of the PCs approaches the door to his or her lodging they will hear the soft voice of Alber Guildenstern call out to you. Alber is very good at not being noticed.

"Well met friend. A word with you if I may?"

If the PC turns, he or she sees a nondescript man wearing a long cloak standing in the shadows. If the PC agrees to listen the man will step forward and say the following:

"You have met with the Lady of Asbury Manor and accepted her quest. I have information that might be of use to you. My name is Vershan, shall I continue?"

If the PC agrees, the man will step forward and throw back the hood of his cloak. He has a pale complexion and sandy colored hair.

"The Lady Elinor is blessed with a honeyed tongue. She seeks to beguile simple fools into serving her evil ends. A she-devil holds Asbury Manor. The information she has from the old man was wrung from him by means of torture."

"He was, in fact, one of the last remaining members of a group of priests sent to escort a treasure of the Temple of Rao in Veluna to Yolande of Celene. The priests were waylaid by orcs in route and managed to hide the treasure before being overwhelmed. The orcs, ignorant of the treasure, slew or captured the priests, forcing those who survived into years of vile torments as slaves."

"It is a wonder that any part of his mind remained lucid when he finally escaped and stumbled into Asbury. It is this treasure that she seeks not the paltry baubles of some bumpkin holding. The treasure belongs to the Temple of Rao though the secrecy of the mission to the elves requires that the priests disavow any knowledge of it to those outside their order. It would be better that this treasure disappears forever, then to

allow the Scarlet Brotherhood to gain any knowledge of the pact."

If the PC asks, "What pact?" The man will shrug and say.

"Of this I may not speak, even where you to threaten me with violence or death. The lives of too many good and true men hang in the balance. I ask only that you think upon my words. Seek out the seams in the fabric of lies the Lady of Asbury Manor has told you and make up your own mind."

"If you decide that the lady is less deserving of the treasure then she seems, it should be an easy manner to convince your fellows to forget your bargain and to disappear with wealth enough to spend your lives in luxury. Think well upon this my friend."

Having said this, the man will slip back into the shadows and vanish. The PC will not be able to track or discern the location of the man. The PC may relate the incident to his fellows or keep his own council.

Encounter Three The Road to Asbury

The next morning dawns bright, with a promise of a warm afternoon. Lady Elinor Asbury's retinue has formed. It consists of herself, Armount, Jarek the young page, a teamster and four obviously inexperienced men-at-arms. There is also a wagon, heavily loaded and covered.

The Lady greets the PCs and the Jarek will be holding the reins of a mount for any PC that requires one.

"If you are ready we shall begin. With luck and good weather we will be at Asbury Manor by late afternoon tomorrow."

If the PC who had the encounter with the mysterious man decides to tell Lady Elinor about it she will become visibly upset.

"It is a lie! But if you have doubts...if you doubt my word then it would perhaps be best if you remained behind. Do you carry such doubts?"

If the PC expresses his doubts or hesitates in his answer, Lady Elinor will state flatly.

"Perhaps your heart is not in this quest ... should you wish to depart then remove the tabard I have given you and be upon your way."

The Lady Elinor is dedicated to this quest and will, out of necessity, tolerate some grumbling but not questioning of her honor or her commitment to the welfare of her holding. Any PC does who does, may anger her, a fact that she will remember and may come into play later in the module.

Lady Asbury is an accomplished rider and will set a fast pace.

If there is a PC with a Charisma of 16 or higher she will invite them to ride beside her. Her conversation will center on rebuilding her holding and the hard work of the people who look to her for leadership and protection. She will not discuss Lord Milinous other than to say his lands adjoin hers to the North and he was interested in a possible alliance between the two holdings.

The farms and houses have thinned since leaving Verbobonc as you wind your way along the trail. The rolling hills, occasional corpse of trees and the sparkling creeks and brooks bespeak a land of promise. As evening approaches, the company selects a grove of trees and begins to pitch camp for the night. A small tent is removed from the wagon and pitched for Lady Asbury.

A PC attempting to discover what is in the wagon will find that it contains two anvils, forge tools, iron ingots and an assortment of gears and pulleys and farming supplies. If asked about the tools, Lady Asbury says that it is an idea she had. Asbury Manor would build a forge in hopes of attracting a young smith, perhaps one newly finished with his apprenticeship that would agree to locate at Asbury Manor.

"We must become self-sufficient. What little gold we have seems to go to purchase tools and implements, which we would be able to make here if we only had a smith."

Lady Asbury will retire to her tent while the camp is being readied. She will rejoin you to partake in a cold supper. If the PCs wish to speculate about the clues or the quest she will listen carefully, studying the PCs carefully but say little. There is little she can add to what they already know. If she had ridden with a PC during the day she will pull him aside and talk to him privately.

"My men at arms take great pride in providing my protection and I would not belittle their sense of duty by telling them to let your group assume the duties of night watch. But now that we are embarked on this course of action, there may be those who for their own reasons would see us fail. I ask that you and your friends be alert for trouble."

If the PC conveys this information to the other PCs, they may wish to share watch duties with Lady Asbury's men-at-arms or devise some other means of keeping watch. In any event, set the number of watches and roll a die to determine during which the attack occurs. PCs who sleep in armor should be penalized for doing so, those who attempt to put on armor before entering combat should be made aware of the time required to do so.

A group of brigands will use their stealth abilities to surround the camp. They will target the person on guard with a volley of arrows, then rush the camp. PCs who are awake and possess alertness, will notice the volley of arrows with a successful check. If the arrows strike those on watch and render them unconscious let them have a 20% chance to call out and warn the camp before they fall. If the arrows miss, the guards may arouse the camp in time to meet the brigand's attack.

The alarm or the sounds of combat will awaken Lady Elinor. She will draw a dagger and enter melee the round after the brigand's storm into the camp. At least one brigand will be carrying a hooded lantern that he will smash against the wagon in an attempt to set it ablaze (the wagon has an AC 8 and 30 hp. The fire will do 1d6 hp a round). Any PC may, with a successful Spot check (DC15), notice that while the brigands attack the men-at-arms and the PCs viciously, they will not strike at Lady Asbury.

This battle should be tense, with the PCs and the men at arms eventually able to overcome the attackers. Lady Asbury will attempt to save the wagon. If the PCs act in the first round after the wagon is set ablaze, they will be able to squelch the flames. If any of Lady Asbury's men-at-arms are slain she will be visible upset. She will also be quick to aid any that have been injured with her healing and herbalism skills. Any of the brigands who is taken alive will, under questioning they will relate that:

Tier 1

Male Bandit Warri (8): Medium Humanoid; HD 1d8; hp 6 (each); Init +6 (+2 Dex, Improved Initiative); Spd 30 ft.; AC 14 (+2 Dex, +2 Leather); Atks +2 melee (1d6+1 [crit 19-20], short sword), +3 ranged (1d6+2 [crit x3], shortbow); AL NE; SV Fort +2, Ref +2, Will +0.

Str 13, Dex 14, Con 11, Int 10, Wiz 10, Cha 10

Skills: Hide +2, Move Silently +2, Speak Language (Common); Feats: Improved Initiative.

Possessions: short sword, leather armor, shortbow, quiver with 20 arrows, pouch with 15 gp.

Tier 2

Male Bandit Warri (12): Medium Humanoid; HD 1d8; hp 6 (each); Init +6 (+2 Dex, Improved Initiative); Spd 30 ft.; AC 14 (+2 Dex, +2 Leather); Atks +2 melee (1d6+1 [crit 19-20], shortsword), +3 ranged (1d6+2 [crit x3], shortbow); AL NE; SV Fort +2, Ref +2, Will +0.

Str 13, Dex 14, Con 11, Int 10, Wiz 10, Cha 10

Skills: Hide +2, Move Silently +2, Speak Language (Common); Feats: Improved Initiative.

Possessions: short sword, leather armor, shortbow, quiver with 20 arrows, pouch with 10 gp.

Tier 3

Male Bandit Warri (12): Medium Humanoid; HD 2d8; hp 12 (each); Init +6 (+2 Dex, Improved Initiative); Spd 30 ft.; AC 15 (+2 Dex, +3 Studded Leather); Atks +2 melee (1d8+1 [crit 19-20], longsword), +3 ranged (1d6+2 [crit x3], shortbow); AL NE; SV Fort +3, Ref +2, Will +0.

Str 13, Dex 14, Con 11, Int 10, Wiz 10, Cha 10

Skills: Hide +2, Move Silently +2, Speak Language (Common); Feats: Improved Initiative.

Possessions: short sword, leather armor, shortbow, quiver with 20 arrows, pouch with 8 gp.

Male Bandit Clr3: Medium Humanoid; HD 3d8+3; hp 23; Init +2 (+2 Dex); Spd 30 ft.; AC 18 (+1 Dex, +7 halfplate); Atks +4 melee (1d8+2 battleaxe [crit x3]), +3 ranged (1d8

[crit 19-20], light crossbow); AL CN; SV Fort +4, Ref +2, Will +5.

Str 14, Dex 12, Con 12, Int 11, Wis 14, Cha 13

Skills: Concentration +2, Knowledge (Religion) +3; Move Silently +2, Speak Language (Common); Spellcraft +3. Feats: Weapon Focus (battleaxe); Brew Potion.

Spells (4/3/2): 0-lvl—*inflict minor wound, read magic, resistance, virtue*; 1st-lvl—*protection from law; doom, entropic shield, obscuring mist*; 2nd-lvl—*bull's strength*; 3rd-lvl—*hold person, summon monster II*.

Special Abilities—Chaos and Strength domains.

Possessions: Battleaxe, halfplate armor, light crossbow, 10 bolts, pouch containing 24 gp, and pouch spell components and one potion.

The Augmented Tier

Male Gnome Rog3: Small Humanoid (3 ft. 6 in. tall); HD 3d6+6; hp 20 ft.; Init +7 (+4 Improved Initiative, +3 Dex); Spd 20; AC 16 (+1 size, +2 leather armor, +3 Dex); Atks +4 melee (1d4+1 [crit 19-20], dagger), or +6 ranged (1d8 [crit 19-20], light crossbow); SA Rog Sneak Attack (+2d6 damage); SD Rog Evasion, Uncanny Dodge (Dex to AC even Flatfooted); AL NG; SV Fort +3, Ref +6, Will +1.

Str 12, Dex 16, Con 14, Int 14, Wis 10, Cha 12

Skills: Alchemy +7(+9 in Warren), Appraise +4, Decipher Script +3, Diplomacy +5, Disable Device +3, Escape Artist +5, Gather Information +6, Hide +11, Listen +10, Move Silently +7, Open Locks +6, Profession (Herbalist) +3, Read Lips +6, Search +6, Sense Motive +5, Speak Language (Gnome, Common, Elven, Orc, Dwarven, Giant, Draconic), Spot +5, Tumble +4, Use Rope +5. Feats: Alertness, Improved Initiative

Special: Low Light Vision, +4 Dodge verse Giants, +1 Attack verses Kobolds and Goblindkind, +2 save verses illusion, Speak with animal once per day for 1 minute. Cast dancing lights, ghost sound, prestidigitation each once per day as 1st Level caster.

Equipment: leather armor, dagger, light crossbow, case with 12 bolts, pouch containing 12 gp and 30 sp, pouch containing flint and steel, and *potion of cure light wounds* pouch containing 25 gp.

- They were hired to waylay the party and kill as many as possible and burn the wagon before withdrawing.
- They were under strict orders not to harm Lady Elinor.
- They never saw the face of their employer.
- They were hired in Verbobonc and have followed the party all day.

The PCs may track (Tracking Feat and Wilderness Lore with a DC13—night or Tracking Feat and Wilderness Lore or Search DC10—morning) they may find some of the bandit's horses a short distance away. Lady Elinor will claim the horses because the adventures are in her retinue. She will allow the adventures to choose a number of horse(s) as reward for successfully completing the quest. The horses are light riding horses and are of average stock. The rest of the night passes uneventfully.

The next day dawns, and wounded or dead members of Lady Asbury's entourage will be loaded on the wagon, provided it survived and the party will set off. Lady Elinor will insist that any captured brigand be turned over to the Mayor of Penwick for trial. She will be most insistent upon this point.

The day moves along. If there are wounded Lady Asbury will call periodic halts to tend them. The party will reach the village of Penwick by late afternoon.

Encounter Four The Local Folk

As the party enters the village of Penwick, any signs of death or seriously wounded members of the party will temper the shouts of greeting that ring out. A throng of local folks will trail the wagon until it pulls to a stop in front a large, walled home. This is the residence of Mayor Conner, the hereditary leader of the Township of Penwick, his wife Beatrix and his oldest son and heir Gaelsich.

As the wagon pulls through the gate the elderly Conner opens the door and limps forward to receive the party. Conner is an elderly man who fought bravely in the Battle of Emridy Meadow. However he is now old and tired. The strain of rebuilding the township has worn heavily upon him. The once grand house shows signs of repairs that do not quite match the quality of the original structure. In fact, the entire village has a worn appearance.

"Ah...Lady Asbury. Welcome back!"

At this warm greeting from the mayor, Lady Asbury dismounts and bows to the old gentleman. "Thank you My Lord Mayor. We have had a journey of some difficulty. But we are safe now."

Lady Asbury will quickly tell him of the attack and name any that were wounded or killed. Following this, she will call forward the PCs introduce each and praise their actions during the fight. The mayor will listen intently and thank each PC for bring Lady Asbury safely home.

He will then instruct members of the crowd to take charge of any wounded or prisoners and invite the PCs and Lady Asbury into the manor house. The PCs will be shown to rooms and permitted to clean and refresh before being invited to dinner. Dinner in the once grand dining room is simple fare, but delicious and well prepared. There is wine of local vintage and hearty ale that is also brewed locally.

PCs with observation or appraising may 'take 10 ft. to notice that there are few items that do not appear to be made locally. The Manor house is definitely not a display of opulent wealth.

Gaelsich is a man in his middle 20 ft.s. He will spend much of the time during dinner questioning the PCs concerning their adventures—the places they have been and the things they have done. He is genuinely interested in what the PCs have to say and attempts to keep the

conversation lively and moving. Lady Asbury sits at Connor's right and talks quietly with him. PCs attempting to Listen (DC15) or Read Lips (DC15) will learn only that they are discussing Lord Milinous. As the dinner ends, Mayor Connor rises and takes his glass and raises it to the PCs.

"I thank you all for returning Elinor ... um.. Lady Asbury to us safely...and I wish you luck on your quest." He drinks his toast and makes his exit.

Gaelsich watches his father leave the room and then turns back to the PCs.

"I fear the strain of rebuilding this township has weighed heavily upon him. But we are too far off the Forest Road to attract much in the way of trade. What needs doing, I fear we must do ourselves. To your success my friends."

With this final toast, the evening ends as the PCs retire to their rooms. They will be awakened early to make the short trip to Asbury Manor.

Encounter Five On to Asbury

The trail climbs up the rolling hills. The land is quiet. It seems strange to you that what looks to be fertile farmland lies unused. Occasionally the PCs glimpse the ruin of some farm building or a stone fence, long since fallen to disrepair.

The path crosses a sturdy timber and stone bridge spanning a deep, fast moving stream. Once across the bridge, the wagon halts and wordlessly Lady Asbury and the surviving members of her original escort dismount and move into a small stand of trees off to one side. PCs whom follow will see:

There is a grassy space within the trees and set in a semi-circle are twelve stones. The centermost rises 3 feet from the ground, the others about half that height. Lady Elinor and her companion's advance and stand before the stones. After a moment of silence they turn and move back to the wagon, ready to continue.

This is the resting-place of Lord Asbury and Lady Aluna, Elinor's parents. It also is the resting-place of the ten men and women-at-arms who fought beside them.

The wagon rounds a hill and Asbury Manor comes into sight. While the manor house is smaller than that of the Mayor of Penwick, it seems to be in somewhat better shape. It is a hive of activity. People can be seen working surrounding fields, others are repairing fences and a few are engaged in erecting a stout, stone building that features a large chimney near the trail that runs through the village.

"We are here! Though it is not much to look at, it is home. And there is great potential in this land."

Lady Asbury will be greeted warmly by her subjects, if any of her escort has fallen she will move to console the parents before attending to the PCs needs or wants. Once this is done she will place them in rooms so that they might have one more night of rest before departing. If the PCs ask to see the old man she will arrange it for this evening, after dinner. PCs should get the impression of an industrious, but poor holding struggling to build a future.

When it is time to see the old man, Armount will escort the PCs to a room on the opposite side of the Manor house. The room is well furnished but the old man seems more comfortable huddled on a pile of bedclothes in a dark corner. He pays the PCs little heed, merely rocking and chanting. If the PCs listen closely, he is heard to say the words that are written on the handout given to the PCs earlier. If any PC mentions Rao in his presence, he will suddenly sit up and for a moment look alert. If the PCs do not mention Rao then Armount will state that they hope to convey him to the temple in Veluna where the Priests of Rao may attend him. This will trigger his outburst.

“Father Rao! Forgive us...they were too many! The Fens of Tor! Beware the Fens of Tor!”

Having said this he will slump back into his lethargic state and cannot be roused again even by the repeated mention of Rao. The man is Artus Kellan a priest of Rao who is suffering from what resembles feeblemind. It can be cured, but only by a priest of Rao casting heal at 14th level.

If the PCs question any of the locals concerning the Fens of Tor they will be told it is a forbidding area to the east, along the west bank of the Imridy River, where the Viscounty extends into the Gnarly Forest. It is a staging area for humanoid raids. Lady Asbury is very interested in this latest revelation, as even with the old man's clues she was never sure of a starting point. The Fens of Tor seem as likely a spot as any. If the PCs ask to see the betrothal cup the old man carried when he was found Lady Asbury will be happy to show it to them. The chalice is a bit battered, but still bears an inscription blessing the marriage of Lord Asbury and Lady Aluna.

The people of Asbury will try to provide any thing the PCs might need for their quest, but bear in mind that they have few weapons, mostly bows, and virtually no “adventuring equipment”, hemp rope and food are however, readily available. Once the PCs are ready, they may begin the search.

Encounter Six The Fens of Tor

The Fens of Tor are a hard days ride to the East. As night falls, you top a rise and see the marshy wetlands stretch out before you. It seems that they extend right up to the edge of the Gnarly Forest, a dark and foreboding line of green still some leagues away.

The PCs may camp here for the night. They will not be attacked, but their sleep will be disturbed by strange noises emanating from the Tor. This is the starting point of the clues from the old man.

Who enters the dark lady Beltar's domain, walks into the dawn of Pholtus' reign. The PCs are looking for a cave, which lies East of where they now stand.

Pholtus is the god of light and the sun. His reign begins with the rising sun. A nonce before great Celestine's star does rise, Celestine is the god of night and the stars. A “nonce” or moment before his star “rises” would be at sunset.

In the month of Readying, Llerg's fang points to more then skies. At a certain time of the year, in this case the month of Readying (current month) the “fang” which is an outcropping of rock, points to the trail that leads to the cave.

When Wee Jas' mouth opens to swallow you, the trail leads to a cave opening that resembles a skull, the symbol of Wee Jas.

Upon entering the cave, the PCs will find a main corridor stretching out before them. To determine which side passage they must take they have to count Hextor's red arrows to win your way through. Hextor wears a necklace adorned with 6 red arrows. If the PCs count the side passages and take the sixth one they will be on the right track. The corridor they are now in, like the first, has side passages of it own.

To determine where to turn next the PCs must decipher. Oppression, Lies, Deceit and Ill Fame next count the letters in Her name. Her name is Syrul, which contains five letters. The fifth passage is the correct one.

One final turn for all to see, And Trithereon's summons comforts thee. The last clue refers to the three servants that may be summoned by Trithereon, Nemoud the Hound, Harrus the Falcon and Ca'rolk the Sea Lizard.

Mighty Ones those all named before, but a sum that is not a number unlocks this door. There are 8 gods mentioned LG/CE, LN/CN, NG/NE, LE/CG. The sum that is not a number is that they cancel each other Law and Chaos, Good and Evil. The word is “balance” is the key that unlocks the door.

Setting out the next morning, they find the wet mucky ground slows their progress (movement is $\frac{3}{4}$ normal). As they turn and double back to avoid open water, quicksand and ominously bubbling pools, three skill checks must be successfully made by intuit direction (DC10) or tracking (DC15). This will insure the PCs return to their Easterly course and are not lost. PCs who say they are using the sun and the distant peaks of the Kron Hills as an indicator of direction will get a +2 to their skills check. If the PCs fail one check they will arrive at Llerg's finger after sunset. If they fail two, they must spend the night in the marsh. If they fail all three, they emerge from the marsh just after dark at the same point they entered earlier in the day (they may try the swamp again in the morning). When they make camp, either in the swamp or at the edge.

The noises from the swamp seem even louder than the previous night. You can hear an occasional splash or the bellow of some unseen monster. The croaking of the frogs rises and falls in time with as if they are part of some gigantic, diabolical orchestra.

Jutting out of a low hill is an outcropping of weathered stone shaped very much like a huge tooth. It appears natural as if the hill was once higher and has now been worn away leaving only a flinty core.

At sunset, in the month of Readying, the shadow cast by the “fang” will touch the edge of the Gnarly Forest, which is now quite close. PCs following the shadow and making a Search (DC15) check, will find a small replica of the fang sticking out of the ground just inside the forest. The remains of an ancient trail can be discerned. Following the trail, PCs will discover additional “fangs” at regular intervals, marking the trail. If the PCs get hopelessly lost, they can discover a party of orcs heading east into the forest. Following them will bring them to Encounter Seven.

Encounter Seven

Enter Beltar’s Realm

The trail leads deeper into the woods, before ending in a small clearing to the front of the side of a low hill. There is an opening in the side of the hill, a cave mouth that strongly resembles a skull.

There are numerous tracks leading into the cave. PCs with tracking can recognize these tracks as belonging to orcs. Depending on Tier, each room may have or may not have a group of orc in residence. It is recommended that this part be followed closely due to the intensity of the running battle. Dependent on party actions, the battles may take place in a single area with each room’s occupants joining the fray at intervals, or the PCs may advance the fight to the separate groups. Each room’s occupants have a response time dependent on Tier. Augmented Tier is also noted in the given rooms that are required. If the party is in trouble, all of the opponents need not attack. These combatants are simply out on a raid. This is a classic Dungeon crawl scenario, but the goal is to bring the party within inches of life to do the heroic deed of recovering the lost treasure of Asbury and freeing if possible the Dwarven smith Thuldon.

Main Corridor 1

Inside the cave is a corridor hewed out of solid rock. The walls are true and square and the floor seems to be covered with a red tile.

Dwarves or PCs with Craft (Stonework) can take 10 to determine that it resembles the work of dwarves but it somehow doesn’t seem quite right. The tunnel is 12’ wide and 15 ft. high. It runs straight back into the hill and down.

Room 2a

Once a secret door hid the entrance to this room off the main corridor, at some time in the past it was smashed open. The tile work here is was once even more fantastic. The walls and ceiling once boasted a full covering, however, damp and time have opened large gaps in the tile work. Entering, the PCs see a rectangular room. Rude furnishings litter the room and there are sleeping guards sprawled just inside the door. A battered gong hangs near the sleepers. There is an open doorway in the center of the East wall. Through the door you can hear what sounds like a dice game mingled with more snoring.

If the orcs are awakened they will attempt to sound the alarm, then attack knowing that help is in the next room. There is a secret door in this 12 ft. x 15 ft., on the north wall in the northeast corner. The orcs are unaware of this door.

Orc (2): Medium humanoid (6 ft. tall); HD 1d8; hp 4; Init +0, Spd 30 ft.; AC 10; Atks +2 Melee, (1d12+2 [crit x3], greataxe); SQ darkvision 60 ft.; AL CE; SV Fort +2, Ref +0, Will +1

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. Feats: Alertness.

Equipment: greataxe

Ruined Portcullis - A

This once impressive mass of brass and iron is a twisted wreck. While it still lies across the corridor it does nothing to impede your progress.

Room 2b

This is a long, narrow tunnel that runs between the two guardrooms. It features arrow slits that look out into the main corridor. Brittle bones and decaying bits of leather litter the floor. Racks that still hold a few brittle quarrels line the south wall.

Secret doors in rooms 2a and 2c guard this part of the outpost’s defenses. From the lack of footprints and the general disarray it is apparent that the orcs have yet to discover this area.

Room 2c

This room appears to be the orcs garbage dump. Refuse and offal is piled high and a horrible stench emanates from at mass.

This 12 ft. x 15 ft. room was once the second of a matched pair of guard rooms, it is now used as a refuse dump. There is secret door opening into the main corridor, and the doorway into the ready room. There is a second secret door into the south murder gallery but the garbage and refuse that has been dumped here block it. The orcs are unaware of this door as well.

Room 3a

This room is medium sized room is bare and there are scorch marks on the floor and walls. The once proud mosaic that graced this room is chipped and faded. The

walls bear witness to extreme heat and flame. There are small, curious openings at floor level along the north wall.

These rooms served as guest quarters and as part of the defense of the outpost. The openings are outlets for oil to be poured into the room from the gallery to the north. The floors slope imperceptibly towards the door. The room is 20 ft. x 20 ft. There is nothing of value in this room.

Room 3b

There is a long mound of debris piled along the north wall of this room. This room has also had a fiery past. What once were serviceable furnishings are now charred and smashed ruins.

These rooms served as guest quarters and as part of the defense of the outpost. The openings are outlets for oil to be poured into the room from the gallery to the north. The floors slope imperceptibly towards the door. This room is also 20 ft. x 20 ft. There is nothing of value in this room.

Room 3c

The floor of this room is a hardened mess of solidified black tar mingled with charred bone, bits of metal and rotting leather. The tile on the wall here fared better. The design shows a hunting scene.

These rooms served as guest quarters and as part of the defense of the outpost. The openings are outlets for oil to be poured into the room from the gallery to the north. The floor of this 20 ft. x 20 ft. room slopes imperceptibly towards the door. There is nothing of value in this room

Room 4

In this large room the tile walls are pitted and cracked as if hacked by weapons over a long period of time. Some of the scars are very old while others seem quite recent. An open doorway connects it to Room 2a. There is a corresponding doorway on the east wall and a third doorway centered in the south wall. There are a number of orcs sleeping on pallets placed haphazardly around the room. Four orcs are engaged in a game of knucklebones in the center of the room.

This is a large room, some 45 ft. X 30 ft. Combat here will alert the entire complex bringing the Orcs from Rooms 5a and 5b within 2 rounds and the Orcs in Rooms 5c and 5d in 4 rounds. The Orc Chieftain, his two lieutenants and his bodyguard will arrive in 6 rounds. The females and young, at the first sound of combat, will retreat into the secret room behind the throne in the audience room. Watching via spy holes, they will use the tunnel if any of the PCs enter the Audience Room and trigger a collapse to cover their escape.

Orc (6): Medium humanoid (6 ft. tall); HD 1d8; hp 4; Init +0, Spd 30 ft.; AC 10; Atks +2 Melee, (1d12+2 [crit x3], greataxe); SQ darkvision 60 ft.; AL CE; SV Fort +2, Ref +0, Will +1

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. *Feats:* Alertness.

Equipment: greataxe

Room 5a

While the tile work here is of a plainer style, it is nonetheless impressive. Scenes of two immense armies facing each other across a green meadow cover the entire east wall.

Pallets litter the room and there are four old battered chests sitting against the south wall.

This is a barracks for part of the Orc contingent now living in this outpost. The Orcs in this room will move to join any fighting within the complex. The chests contain a total of 26 ep, 31 sp and 45 cp

Tier 1

These orcs are out of the complex on a raid.

Tier 2

Orc (6): Medium humanoid (6 ft. tall); HD 1d8; hp 4; Init +0, Spd 30 ft.; AC 12; Atks +2 Melee, (1d12+2 [crit x3], greataxe); SQ darkvision 60 ft.; AL CE; SV Fort +2, Ref +0, Will +1

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. *Feats:* Alertness.

Equipment: greataxe, leather armor.

Room 5b

This room boasts a mosaic depicting a fantastic city scene. Tall spires rise from the top of each tower along the walls that surround the city. Taller spires rise from the center of the metropolis.

Pallets line the walls of this room. There are five old battered chests sitting along the east wall of the room.

This is a barracks for part of the orc contingent now living in this outpost. The orcs in this room will move to join any fighting within the complex. The chests contain 17 ep, 37 sp and 52 cp. There is also a suit of Dwarf-sized chain mail in the last chest. This room appears to once have been a kitchen and mess area.

Tier 1

These orcs are out of the complex on a raid.

Tier 2

Orc (6): Medium humanoid (6 ft. tall); HD 1d8; hp 4; Init +0, Spd 30 ft.; AC 12 (+2 leather); Atks +2 Melee, 1d12 [crit x3], greataxe); SQ darkvision 60 ft.; AL CE; SV Fort +2, Ref +0, Will +1

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. *Feats:* Alertness.

Equipment: greataxe, leather armor.

Room 5c

This small room is situated between the barracks rooms. The walls and floor are tiled and there is a mosaic set into the ceiling. The mosaic features a large queen bee surrounded by 6 worker bees.

It contains a battered desk, the matching chair replaced by a crude bench. On the wall behind the desk are two rusting levers set into the stone.

Sloppy as the orcs organization might be, one of the elite warriors is on duty at all times to command the orc forces in an emergency. When the PCs enter the elite warrior from room 13 is on duty. The door to the office is open and unless the PCs use invisibility, he will see any that attempt to pass this way. The mosaic depicts the symbol of Bralm and the levers control the two portcullises in the corridor leading to the collapsed passage.

Orc Ftr3: Medium humanoid (6 ft. tall); HD 1d8 + 3d10+6; hp 28 Init +2 (+2 Dex), Spd 30 ft.; AC 16 (+6 splint mail); Atks +5/+5 Melee (1d8+3/1d8+3 [crit x3], orc double axe), +5 Melee (1d6+2 [crit 19-20], shortsword); SQ darkvision 60 ft.; AL CE; SV Fort +6, Ref +3, Will +2

Str 16, Dex 15, Con 14, Int 10, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. *Feats:* Alertness, Ambidexterity, Exotic Weapon (orc double axe), Weapon Focus (orc double axe), Two Weapon Fighting.

Equipment: orc double axe, shortsword, splint mail, pouch with 3 gp, 12 sp

Room 5d

The mosaic decorating this room is still fresh looking and undamaged. It shows a group of 11 individuals traversing a vast swamp, they are led by a tall, imposing man who holds aloft a large tome. Rays of light emanating from the book cause the legions of swamp dwellers, demi-humans and beast-like humans to cower away.

Pallets line the walls of this room. There are two old battered chests have been pulled into the center of the room to serve as a rough table. There is one door centered in the east wall and another in the south wall.

This is a barracks for part of the orc contingent now living in this outpost. The orcs in this room will move to join any fighting within the complex. The chests contain 13ep, 16sp and 33cp.

Orc (6): Medium humanoid (6 ft. tall); HD 1d8; hp 4; Init +0, Spd 30 ft.; AC 12 (+2 leather); Atks +2 Melee, 1d12 [crit x3], greataxe); SQ darkvision 60 ft.; AL CE; SV Fort +2, Ref +0, Will +1

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. *Feats:* Alertness.

Equipment: greataxe, leather armor.

Room 5e

Pallets line the walls of this room. There are three old battered chests sitting in the center of the room. There is one door centered in the west wall and another in the south wall.

This is a barracks for part of the orc contingent now living in this outpost. The orcs in this room will move to join any fighting within the complex. The chests contain 4ep, 19sp and 12cp.

Orc (6): Medium humanoid (6 ft. tall); HD 1d8; hp 4; Init +0, Spd 30 ft.; AC 14 (+4 chain shirt); Atks +2 Melee (1d12+2 [crit x3], Greataxe); SQ darkvision 60 ft.; AL CE; SV Fort +2, Ref +0, Will +1

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. *Feats:* Alertness.

Equipment: greataxe, chain shirt.

6: Blocked Passage

Off the main corridor, a passage guarded by an intact portcullis, leads 60 ft. south. There it makes a right angle turn to the east. The walls of this corridor are bare stone that appears to have been battered and hacked.

If the PCs wish to explore this passage they will have to make a successful bend bar lift gates check or remember the two levers in the Captain of the guard's office. Following the passage to the turn they will find:

This passage runs straight for another 50 ft. and ends in a massive pile of rubble behind a second portcullis.

Again this will require a successful check to open, unless the PCs have pulled the second lever in the Captain of the Guard's Room. This was once the connection between this complex and a much larger one further below that appears to have been deliberately was collapsed.

Room 7

The secret door that once hid this corridor is now blocked open. The passage runs north for 40 feet then turns east. There are two sets of double doors on the south wall of the wide passage.

The PCs may wish to explore these rooms before continuing down the passage. However, if they continue:

The passage continues east some 70 feet past the last double door. There are spy holes and what look like half round basins set on the wall that appear to drain into the rooms on the other side of the wall.

This hallway connects the armory and the forge to a passage that runs along the north side of the guestrooms. During an attack on the outpost, the twin portcullis (A & B) would be dropped trapping the attackers between them. Crossbowmen would fire from the protected murder gallery (2b) on the south while oil would be poured into reservoirs along the north murder gallery (9), released through drains in rooms 3a, 3b and 3c and then ignited.

Room 8

This is a bare stone room. Racks that appear to have once held weapons now display only dust and neglect. Decaying haunches of some unidentifiable animal lay upon a long, scarred table. In the corner is a pile of what appears to be root vegetables.

The room is 30 ft. x 30 ft. This is a food preparation area for the kitchen beyond. The meat appears to be unwholesome and the roots are unknown to the PCs.

Room 9

This room appears to be a kitchen of some sort. There is a large, raised hearth and racks for heavy tools. A block of stone rests near the hearth that bears marks as if something heavy rested upon it for a long time.

This room 30 ft. x 30 ft. was once both a forge and a part of the defenses of the outpost. Here tools and weapons were mended and in times of attack, oil was heated before being poured into the basins, released and then ignited. The cauldrons where the oil was once heated now appear to be used for cooking. The barrels that once held the oil stand rotting along the walls. This room is now used as a kitchen. There is a smoldering fire in the hearth but nothing appears to be cooking at the moment.

Room 10

This room has only the single door through which you entered. The far wall features a mural depicting what appear to be everyday market scenes. A closer inspection shows disturbing anomalies. Slaves lifting and carrying within the market appear obviously sub-human, heavily armed guards watch the market from numerous vantage points and several priests appear to be torturing a prisoner at a pillory.

The furnishings are battered but still useable, they include a bed, a chest and a large chair that shows grass stuffing poking through numerous rents and holes.

This room measures 25 ft. x 25 ft. and is home to one of the elite fighters of the tribe. If there has been no combat to this point he will be lounging on the bed. He will attack immediately upon seeing the PCs. Combat in this area will bring the occupants of rooms 11, 12, and 13 in the next round, chief and his body will appear in three rounds, and the warriors within the barracks will arrive in six rounds. The chest contains 10 ep, 7 sp, and 35 cp, plus a fine mace bearing the symbol of Rao.

Tier 1 & 2

This orc is out of the complex on a raid.

Tier 3

Orc Ftr3: Medium humanoid (6 ft. tall); HD 1d8 + 3d10+6; hp 28 Init +2 (+2 Dex), Spd 30 ft.; AC 17 (+2 Dex, +5 breastplate); Atks +7 Melee (1d12+3 [crit x3], greataxe), SQ darkvision 60 ft.; AL CE; SV Fort +6, Ref +3, Will +5

Str 16, Dex 15, Con 14, Int 10, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. Feats: Alertness, Cleave, Iron Will, Power Attack, Weapon Focus (greataxe).

Equipment: greataxe, breastplate, pouch with 3 gp, 12 sp.

Room 11

This room boasts only the single door through which you entered. The far wall features a mural depicting the sacking of a large city. Waves of humanoids are depicted looting and burning building, the city's inhabitants have been herded together under the watchful eyes of several scarlet robed men.

The furnishings are battered but still useable, they include a bed, a chest and a large chair that shows grass stuffing poking through numerous rents and holes.

This room measures 25 ft. x 25 ft. and belongs to one of the elite fighters of the tribe. If there has been no combat to this point he will be sitting on the bed tossing daggers at a large rat that is trapped in the room. He will throw two of his daggers at anyone that enters uninvited and then attack with his axe. Combat in this area will bring the occupants of rooms 10, 12, and 13 in the next round, chief and his body will appear in three rounds, and the warriors within the barracks will arrive in six rounds. The chest contains 2 ep, 26 sp, and 9cp, plus a silver and jade necklace (45 gp).

Tier 1

This orc is out of the complex on a raid.

Tier 2 & 3

Orc Ftr3: Medium humanoid (6 ft. tall); HD 1d8 + 3d10+6; hp 28 Init +2 (+2 Dex), Spd 30 ft.; AC 17 (+2 Dex, +5 breastplate); Atks +7 Melee (1d12+3 [crit x3], greataxe), SQ darkvision 60 ft.; AL CE; SV Fort +6, Ref +3, Will +5

Str 16, Dex 15, Con 14, Int 10, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. Feats: Alertness, Cleave, Iron Will, Power Attack, Weapon Focus (greataxe).

Equipment: greataxe, breastplate, pouch with 3 gp, 12 sp.

Room 12

This room has only the single door through which you entered. The mural on the far has been chipped and burned away.

The furnishings are battered but still useable, they include a bed, a chest and a large chair that shows grass stuffing poking through numerous rents and holes.

This room measures 25 ft. x 25 ft. and is home to another of the elite fighters of the tribe. If there has been no combat to this point he will be sleeping. If awakened, he will attack immediately. Combat in this area will bring the occupants of rooms 10, 11, and 13 in the next round, chief and his body will appear in three rounds, and the warriors within the barracks will arrive in six rounds. The chest contains 8 ep, 14 sp, and 75 cp.

Tier 1, 2 & 3

This orc is out of the complex on a raid.

Augmented Tier

Orc Ftr3: Medium humanoid (6 ft. tall); HD 1d8 + 3d10+6; hp 28 Init +2 (+2 Dex), Spd 30 ft.; AC 17 (+2 Dex, +5 breastplate); Atks +6 Melee (1d12+3 [crit x3], greataxe), SQ darkvision 60 ft.; AL CE; SV Fort +6, Ref +3, Will +5

Str 16, Dex 15, Con 14, Int 10, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. Feats: Alertness, Cleave, Iron Will, Power Attack, Weapon Focus (greataxe).

Equipment: greataxe, breastplate, pouch with 3 gp, 12 sp.

Room 13

This room has only the single door through which you entered. The far wall features a mural depicting what appear to be everyday scenes. The furnishings are battered but still useable, they include a bed, a chest and a large Straight backed chair with carved in a stag's head design.

This room measures 25 ft. x 25 ft. and is home to one of the elite fighters of the tribe. If there has been no combat to this point he will be gnawing on a rather gamy looking haunch of meat. He is seated in the chair using the chest for a table. He will attack the PCs using the haunch as a club. Combat in this area will bring the occupants of rooms 10, 11, and 12 in the next round, chief and his body will appear in three rounds, and the warriors within the barracks will arrive in six rounds. The chest contains 12 ep, 27 sp, and 10 cp, plus a fine set of knucklebones.

Room 14

Twin portcullis guard the entrance to this oval shaped room, one at each end of the short hallway connecting the room to the main corridor. This was once the audience room for whoever ruled this outpost. Now it is a nursery and residence for the females of this tribe. Lurid frescos decorate the walls in this room, depicting two tall, blonde men and a red-headed woman of pale complexion smiling benignly as small, hideous dwarf-like creatures sack and burn farms, villages and caravans. A large stone throne sits in the middle of the room near the north wall and there are doors on both the east and west sides.

This was where the leader of the outpost held court. There is a secret door in the wall behind the throne. At the first sounds of trouble the females will gather up the young and retreat into the passage just beyond the door. If the PCs enter the audience room the females will escape down the passage behind the throne, collapsing it behind them. The three humans are Suel and the small dwarf-like creatures are Derro.

Room 15

Only tatters and splinters of the fine furnishing that adorned this once opulent room remain. There are sleeping pallets scattered about the room and the place reeks of filth.

Nothing of value remains in this once fine room the orcs and time has destroyed the canopy bed and the carved armoire. This is a sleeping room for females and the very young.

Room 16

A battered desk sits in this room. Obviously it was once a study but the shelves lining the walls are empty of books and in a state of collapse. The floor is littered with bones and garbage.

The study has been used as a sleeping area for adolescent orcs. There is a secret compartment in the

desk. It contains a wizard scroll with the *knock* spell inscribed upon it.

Room 17

This appears to have once been the quarters of a low-level priest. The fresco on the wall depicts a beautiful woman with blonde hair and pale complexion. She is dressed in floor-length gown of deep red. A pendent in the shape of a skull hangs around her neck.

This is the room of one of Krak's two bodyguards. If the PCs have avoided combat to this point, the bodyguard will attack as soon as they enter the room. The second body guard will join the fight the following round. The chief will summon his lieutenants and attack in the fourth round and the orcs from the barracks will join the fight in the sixth round. PCs with religion can successfully make a check to recognize Wee Jas

Tier 1 & 2

The Chief and his bodyguards are out of the complex on a raid.

Tier 3

Orc Ftr3: Medium humanoid (6 ft. tall); HD 1d8 + 3d10+6; hp 28 Init +2 (+2 Dex), Spd 30 ft.; AC 17 (+2 Dex, +5 breastplate); Atks +6 Melee (1d12+3 [crit x3], greataxe), SQ darkvision 60 ft.; AL CE; SV Fort +6, Ref +3, Will +5

Str 16, Dex 15, Con 14, Int 10, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. *Feats:* Alertness, Cleave, Iron Will, Power Attack, Weapon Focus (Greataxe).

Equipment: greataxe, breastplate, pouch with 3 gp, 12 sp.

Room 18

This appears to have once been the quarters of a low-level priest. The fresco on the wall depicts an ugly, dirty hag dressed in rags.

This is the room of one of Krak's two bodyguards. If the PCs have avoided combat to this point, the bodyguard will attack as soon as they enter the room. The second body guard will join the fight the following round. The chief will summon his lieutenants and attack in the fourth round and the orcs from the barracks will join the fight in the sixth round. PCs with religion can successfully make a check to recognize Syrul.

Tier 1 & 2

The Chief and his body guards are out of the complex on a raid.

Tier 3

Orc Ftr3: Medium humanoid (6 ft. tall); HD 1d8 + 3d10+6; hp 28 Init +2 (+2 Dex), Spd 30 ft.; AC 17 (+2 Dex, +5 breastplate); Atks +6 Melee (1d12+3 [crit x3], greataxe), SQ darkvision 60 ft.; AL CE; SV Fort +6, Ref +3, Will +5

Str 16, Dex 15, Con 14, Int 10, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. *Feats:* Alertness, Cleave, Iron Will, Power Attack, Weapon Focus (greataxe).

Equipment: greataxe, breastplate, pouch with 3 gp, 12 sp.

Room 19

The furnishings in this oval room have fared better than those throughout the rest of the dungeon. The bed sags badly and has been poorly repaired with a length of rope but is obviously still in use. The large chest at the foot of the bed seems in good shape and is locked. The wall is adorned by frescos depicting 18 figures.

This room is home to Krak, chief of this tribe of orcs. If there has been fighting in other parts of the complex he will have joined the fight in the 6th round following the start of combat. Otherwise he will be found here. He is armed with a fine hand axe, a shield with an embossed anvil upon it and a helm sporting a pair of wide-set horns. If there has been no combat to this point, attacking the chief will bring the rest of the tribe in the following order:

- the bodyguards in rooms 17 and 18 will join this fight within one round,
- the Lieutenants in rooms 10, 11, 12 and 13 will arrive in three rounds, and
- the orcs from the barracks will arrive in six rounds.

Two of the figures in the paintings you recognize from the bodyguard rooms, Wee Jas and Syrul. The other 16 are Bralm, Llerg, Pyremius, Beltar, Dalt, Fortubo, Jascar, Kord, Lendor, Lydia, Norebo, Osprem, Phaukon, Phyton, Vatum, and Xerbo. These gods represent the Suel Pantheon.

Tier 1 & 2

The Chief and his bodyguards are out of the complex on a raid.

Tier 3

Orc Chief, Ftr5: Medium humanoid (6 ft. tall); HD 1d8 + 5d10+10; hp 40 Init +2 (+2 Dex), Spd 30 ft.; AC 20 (+2 Dex, +1 shield, +7 halfplate); Atks +9 Melee (1d12+3 [crit x3], greataxe), +9 Melee (1d6+3 [crit x3], handaxe); SQ darkvision 60 ft.; AL CE; SV Fort +6, Ref +3, Will +5

Str 16, Dex 15, Con 14, Int 10, Wis 8, Cha 8.

Skills: Listen +4, Spot +3. *Feats:* Alertness, Cleave, Iron Will, Power Attack, Weapon Focus (greataxe).

Equipment: handaxe, shield with anvil, breastplate, pouch with 3 gp, 12 sp.

Room 20: Temple

The corridor widens into a large chamber. Torches set in sconces along the walls dimly light the chamber. The ceiling is hidden in the mixture of smoke and darkness above. In the center of the room is a rough stone slab horribly stained. A large bas-relief carving depicting scenes of a jermlaine slaying man with a head that resembles that of a jermlaine slaying and torturing dwarves, humans and elves with a flaming sword and a long whip dominate the far wall. Along the side walls hang shackles, bearing mute testimony that sacrifice victims had been chained

there awaiting their turn on the altar. One set of shackles still holds a limp figure.

Tier 1, 2 & 3

This orc is out of the complex on a raid.

Augmented Tier

Orc Clr3: Medium humanoid (6 ft. tall); HD 3d8+3; hp 30; Init +2 (+2 Dex); Spd 30 ft.; AC 17 (+2 Dex, +5 chainmail); Atks +2 Melee (1d12+3 [crit x3], greataxe), SQ darkvision 60 ft.; AL CE; SV Fort +6, Ref +3, Will +5

Str 12, Dex 14, Con 13, Int 12, Wis 14, Cha 8.

Skills: Concentration +2, Knowledge (Religion—Gruumsh) +4, Intimidate +2, Listen +4, Speak Language (Orc, Common), Spot +3. *Feats:* Alertness, Combat Casting, Toughness, Martial Weapon (shortspear), Weapon Focus (shortspear).

Equipment: shortspear, chainmail, pouch with 4 gp, 12 ep.

Spells (4/3/2): 0-lvl—*inflict minor wound, read magic, resistance, virtue*; 1st-lvl—*protection from law; doom, entropic shield, obscuring mist*; 2nd-lvl—*spiritual weapon; hold person, summon monster II*.

Special Abilities: Domains—Chaos and War

The temple is 40 ft. X 60 ft. The ceiling is some 40 up but the smoke obscures it. A 10 ft. x 10 ft. carving dominates the wall behind the altar. The prisoner is Thuldon Rockspitter, a dwarf captured by the orcs and awaiting sacrifice to the vile god who they believe protects them. He is unconscious (-1 hp, but stabilized). If his wounds are tended, he can be revived. He is a young dwarf, out to see some of the world outside his mountain delves and perhaps, find a place in it. He remembers little of his capture other than looking up to see a fall of boulders. When he awakened, he was chained to this wall with six others, all humans. Each night the orcs have gathered here in this room, trussed one of the captives to the stone altar and then brutally slew them. PCs who have seen the depiction of the Suel Pantheon and identified the gods there, know that this temple honors Pyremius.

If the PCs question him they will find that:

- That he has noticed something peculiar about the carving behind the altar.
- It will be at least another hour before the orcs begin to assemble in this chamber.
- Thuldon is a smith.
- He would be glad to take weapon in hand and help slay the orcs.

The dwarf-sized chain mail, the shield with an embossed anvil, the fine hand axe and the helm with two widespread horns belonged to Thuldon. He would be grateful for their return. If the PCs do not have these items and vanquish the orcs, he will search for them and return while the PCs decide what to do with the treasure.

Room 21

The door mentioned in the set of clues is a secret door within the carving. Standing before it and speaking the

word “balance” will cause it to slowly swing open. Casting dispel against 15th level magic will also allow the door to be opened. A knock spell will also open the door. The door can be battered down but it requires 100hp of damage by blunt weapons to breach. The noise created will alert any orcs remaining within the complex and bring them to the room in seven rounds of the first sounds. The orcs will attack immediately. If the PCs have not solved the clues and had to fight their way to this point, there should be no more orcs remaining to investigate the noise.

The room behind the altar is a treasure room. The thick coating of dust bespeaks of the fact that even the orcs were unaware of its existence. There is however, one set of recent tracks that appear to shuffle from the door to a chest on which sits a silver chalice and back to the door. Examining the chest reveals that a similar chalice must have set beside it for a long period of time.

The room contains crates and chests, fine furniture and tapestries, statuary and paintings all resting on a two-wheeled cart. There are two swords lying across the arms of a carved, high back chair. One of the swords has a large ruby on a platinum chain hanging from the pommel. The sword is the Sword of Asbury. The gem is the Star of Asbury. The rest of the booty is as follows:

- A Small chest of mixed gems; opals, rubies and emeralds (1,200gp total)
- 2,000 gold pieces
- Five finely woven tapestries (300 gp each)
- A finely carved walnut cabinet inlaid with bronzedwood and roanwood (500 gp)
- A high backed chair, carved from a single block of roanwood. (300 gp)
- A silver chalice inscribed to Lord Asbury and Lady Aluna from the Mayor of Verbobonc (100 gp)
- A matched set of bronze statues depicting Myhriss and Lirr. (200 gp each)
- The Sword of Asbury is a, a masterwork longsword.
- The Star of Asbury is a large ruby that detects for alteration magic. The Star of Asubury acts as a *wand of cure light wounds*.
- Two-handed sword made of blue steel and is etched along the fuller. It has a simple hilt wrapped in blue dyed wyvern hide and a single topaz set in the pommel.

Further searching will reveal another chest, separate from the cart full of loot stored here. The chest bears the Seal of Rao. A PC can search (DC15) and determine that this chest has been here for a much shorter period of time than the other items. The chest is locked but not trapped. If the PCs are successful in opening the chest they will find:

- 8 bags each filled a single type of gemstone; pearls, garnets, sapphires, rubies, opals, moonstones, peridots and lapis lazuli

- A small wooden box with a fitted velvet lined interior containing 4 vials.
- A smaller chest holding 50 large emeralds
- A ring box containing one plain silver ring
- A scroll case
- The scroll case contains a letter, written in elvish, thanking the Yolande, Fey of Celene for her assistance in thwarting a plot against His Reverence the Canon of Veluna and asking that she receive this chest as a small token of the Temple’s esteem. The letter is dated the Fourth day of Wealsun, 586cy.

The assessment of the treasure will take some time. PCs that entered the caves by stealth and have avoided fighting to this point now find that it is Sunday go to meeting time for the orcs. They begin to pour into the shrine and seeing the PCs, attack immediately.

Following the battle the PCs may load the Chest of Rao into the cart and with a combined strength of 26 pulling and pushing thread their way through the tunnels back to the surface. Thuldon will happily join the PCs in any battle against the Orcs. Outside, he will bid the PCs a farewell and thanks for his release unless someone mentions that Lady Elinor seeks the services of a smith for her new forge. In this case, Thuldon will mutter that he has always wanted a chance to be his own master and will accompany the PCs back to Asbury. Once out of the cave the PCs may hitch two of their horses to the cart. The riding horses are unused to this type of activity and will be balky reducing travel speed by half unless a PC with animal handling can make a successful check to soothe and reassure the mounts.

At this point the PCs have the option to return to Asbury Manor or to take the treasure for themselves. If the PCs decide to keep the treasure, Lady Asbury will have the PCs posted as oath breakers. In this event go straight to Conclusion B.

If the PCs decide to return to Asbury Manor, the trip is uneventful until Encounter Nine.

Encounter Nine

Everybody Loves A Hero

You are now but a few short miles from Asbury Manor. Ahead you see a group of riders coming to meet you. A banner depicting a wild Griffon flies above the host.

PCs with Knowledge (heraldry) will (DC 5) recognize this as the banner of Lord Milinous. He and his men will ride forward spreading out as they do to surround the party and the cart.

“So you have been successful and now no doubt plan to toss Lady Asbury a few coins and baubles before absconding with the bulk of her treasure. I demand you turn what you have found over to me. Many holdings were looted by the horde from the temple. I will inspect what you have recovered and

make sure that it is returned to its rightful owners. The Lady Asbury will receive her share in turn.

The DM should play this as a tense moment with the PCs outnumbered and surrounded by mounted warriors. However, before the situation comes to blows, Lady Asbury and a mounted escort will also arrive.

“By what right do you accost men in my service on my own lands? You go too far Lord Milinous. Take your escort and withdraw immediately!”

Milinous is obviously of a mind to take what he wants. However, he sees that though Lady Asbury’s men are less experienced than his, their resolve to fight if ordered to by their Lady is obvious and with the powerful party of PCs arrayed before him he has few options. He will shout an order and wheel away, his men falling in behind him. The look he gives the PCs should leave little doubt that they have earned his enmity. Lady Asbury will watch him for a moment then turn to the party and smile.

“I can assume based upon that little drama you were successful?”

Conclusion A

The PCs return the treasure to Lady Elinor Asbury, inform Lady Asbury of the chest from Roa to Her Fey Majesty Yolond Her Fey Majesty, Queen Yolande of Celene and present the Dwarven Smith Thuldon.

Lady Elinor will escort the party back to the manor house where there will be a celebration in honor of the successful quest. The PCs have presented Thuldon to Lady Asbury. Lady Elinor is very excited and pleased at the prospect of Asbury having a dwarven smith. She will offer Thuldon a charter whereby the forge will become his after service for a fixed number of years. Upon seeing the chest with the Seal of Rao, Lady Asbury will insist that it be returned to the temple of Rao in Veluna or to His Highness at the Jalee Inn in Verbobonc. She smiles and asks if the party will deliver it saying that no doubt there will be a substantial reward for its recovery. She will grant the adventures the honor keeping the tabards with her promise that if Asbury Manor once again finds itself in need of their skills, they will answer her call. After the celebration, on the new marrow, Lady Asbury her brave adventures will travel back to Verbobonc for the Festival of Readying.

Conclusion B

If the PCs decide to take the treasure and break their oath to Lady Asbury, they can return to Verbobonc without further encounters. Upon doing this, they will have been posted as oath breakers, and will receive a summons from His Lordship, Viscount Langard Defender of the Faithful. His judgment will be for the PCs forfeit all treasure

gained from the adventure, face one year of imprisonment and receive one (1) infamy point.

The character will be out of play for one calendar year.

If the PCs do not return the chest to Roa, they will bestow a curse for 1 calendar year. This curse will take the form of bad luck in love and war. Effects will be a penalty of one to all attack and damage rolls and a penalty of one to their Charisma attribute. The treasure also turns to dust.

Conclusion C

If the PCs return the treasure to Lady Elinor Asbury and inform Lady Asbury of the chest from Roa to Her Fey Majesty Yolond Her Fey Majesty, Queen Yolande of Celene.

Lady Elinor will escort the party back to the manor house where there will be a celebration in honor of the successful quest. Upon seeing the chest with the Seal of Rao, Lady Asbury will insist that it be returned to the temple of Rao in Veluna or to his highness at the Jalee Inn in Verbobonc. She smiles and asks if the party will deliver it saying that no doubt there will be a substantial reward for its recovery. She will grant the adventures the honor keeping the tabards with her promise that if Asbury Manor once again finds itself in need of their skills, they will answer her call. After the celebration, on the new marrow, Lady Asbury her brave adventures will travel back to Verbobonc for the Festival of Readying.

Conclusion D

If the PCs return the treasure to Lady Elinor Asbury and present the Dwarven Smith Thuldon; but, hide or keep the chest from Roa to Her Fey Majesty Yolond Her Fey Majesty, Queen Yolande of Celene.

Lady Elinor will escort the party back to the manor house where there will be a celebration in honor of the successful quest. The PCs have presented Thuldon to Lady Asbury. Lady Elinor is very excited and pleased at the prospect of Asbury Manor having a dwarven smith. She will offer Thuldon a charter whereby the forge will become his after service for a fixed number of years. She will grant the adventures the honor keeping the tabards with her promise that if Asbury Manor once again finds itself in need of their skills, they will answer her call. After the celebration, on the new marrow, Lady Asbury her brave adventures will travel back to Verbobonc for the Festival of Readying.

If the PCs do not return the chest to Roa, they will bestow a curse for 1 calendar year. This curse will take the form of bad luck in love and war. Effects will be a penalty of one to all attack and damage rolls and a penalty of one to their Charisma attribute. The treasure also turns to dust.

The End

Experience Point Summary

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

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

Encounter One

Making a good presentation at the interview 25 xp

Encounter Three

Discovering what is in Lady Elinor's wagon 25 xp

Encounter Four

Defeating the brigands, saving the wagon 100 xp
OR

Defeating the brigands, losing the wagon 50 xp

Encounter Six

Mentioning Rao in front of the old man 25 xp

Encounter Seven

Decipher the clues in the chant (5xp/clue) 50 xp
Defeating the Orcs 100 xp

Encounter Nine

Presenting Thuldon to Lady Asbury 25 xp
Returning the Heirlooms and Treasure 25 xp
Returning the chest to the Priests of Rao 25 xp

Total Experience for Objectives: 400 xp

Discretionary Roleplaying Award: 0-50 xp

Total Possible Experience: 450 xp

Treasure Summary

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs,

but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than [insert campaign value] that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Equipment that can be scavenged from fallen foes is listed below. All equipment is very poor quality, and fetches only 25% of the market price (from the *Player's Handbook*) when sold.

Encounter One

- Book from Bethany's Book Epurium (50 gp, 4 lbs, leather bound book with velum pages, Unusual): This book grants general reference information on various gods of Oerth. This book bestows NO bonus on the skill Knowledge (Religion), but will provide a method for those with the Knowledge (Religion) skill to research details on the included gods. Such reference material may be sought from any approved Living Greyhawk core rules or rules supplement. This volume contains information on the gods Beltar, Dalt, Jascar, Kord, Llerg, Lydia, Osperm, Phyton, Pyremius and Xerbo.

Encounter Three

- 120 gp
- Shortsword (8, 12, 12) (5 gp ea, 3 lbs ea)
- Leather armor (8, 12, 12) (5 gp ea, 15 lbs ea)
- Shortbow (8, 12, 12) (15 gp ea, 3 lbs ea)

Encounter Three (Tier 3)

- Half-plate (300 gp, 50 lbs)
- Studded leather armor (12 gp, 20 lbs)
- Battleaxe (5 gp, 7 lbs)
- Light crossbow (17 gp, 6 lbs)
- Potion of *cure light wounds* (50 gp)

Encounter Three (Augmented Tier)

- 37 gp, 30 sp

- Light crossbow (17 gp, 6 lbs)
- Leather armor (5 gp, 15 lbs)
- Dagger (1 gp, 1 lb)

Encounter Seven – Room 2a.

- Greataxes (2) (10 gp each, 20 lbs each)

Encounter Seven – Room 4

- Greataxes (6) (10 gp each, 20 lbs each)

Encounter Seven – Room 5a. (Tier 2+)

- Greataxes (6) (10 gp each, 20 lbs each)
- Leather armor (6) (5 gp ea, 15 lbs ea)

Encounter Seven – Room 5a.

- 26 ep, 31 sp, and 45 cp

Encounter Seven – Room 5b. (Tier 2+)

- Greataxes (6) (10 gp each, 20 lbs each)
- Leather armor (6) (5 gp ea, 15 lbs ea)

Encounter Seven – Room 5b.

- 17 ep, 37 sp, 52 cp
- Chainmail (Dwarf Sized) (75 gp, 20 lbs)

Encounter Seven – Room 5c.

- Orc Double Axe (30 gp, 25 lbs)
- Shortsword (5 gp, 3 lbs)
- Splint mail (100 gp, 45 lbs)
- 3 gp, 12 sp

Encounter Seven – Room 5d.

- Greataxes (6) (10 gp each, 20 lbs each)
- Leather armor (6) (5 gp ea, 15 lbs ea)
- 13 ep, 16 sp, 33 cp.

Encounter Seven – Room 5e.

- Greataxes (6) (10 gp each, 20 lbs each)
- Chain shirt (6) (50 gp, 25 lbs)
- 4ep, 19 sp, 12 cp

Encounter Seven – Room 10. (Tier 3)

- Greataxes (10 gp, 20 lbs)
- Breastplate (100 gp, 30 lbs)
- 3 gp, 12 sp

Encounter Seven – Room 10.

- Mace with the symbol of Rao (12 gp, 12 lbs)
- 10 ep, 7 sp, 35 cp

Encounter Seven – Room 11. (Tier 3)

- Greataxes (10 gp, 20 lbs)
- Breastplate (100 gp, 30 lbs)
- 3 gp, 12 sp

Encounter Seven – Room 11.

- Jade Necklace (45 gp, 1 lb)
- 2 ep, 26 sp, 9 cp

Encounter Seven – Room 12. (Augmented Tier)

- Greataxes (10 gp, 20 lbs)
- Breastplate (100 gp, 30 lbs)
- 3 gp, 12 sp

Encounter Seven – Room 12.

- 8 ep, 14 sp, 75 cp

Encounter Seven – Room 13.

- 12 ep, 27 sp, 10 cp
- Fine set of knucklebones (3gp, 1 lb)

Encounter Seven – Room 16.

- Arcane scroll - *knock spell* written at 3rd level (150 gp)

Encounter Seven – Room 17. (Tier 3)

- Greataxe (10 gp, 20 lbs)
- Breastplate (100gp, 30 lbs)
- 3 gp 12 sp

Encounter Seven – Room 18. (Tier 3)

- Greataxe (10 gp, 20 lbs)
- Breastplate (100 gp, 30 lbs)
- 3 gp 12 sp

Encounter Seven – Room 19. (Tier 3)

- Dwarven handaxe (8gp, 4 lbs)
- Dwarven Small Shield with anvil embossed on the face (9gp, 6 lbs)
- Halfplate (300 gp, 50 lbs)
- Greataxe (10 gp, 20 lbs)
- 13 gp 12 ep, 32 sp

Encounter Seven – Room 20. (Augmented Tier)

- Short spear (1gp, 5 lbs)
- Chainmail (75 gp, 35 lbs)
- 4 gp, 12 ep

Conclusion

- Masterwork Greatsword (Value 320 gp, Weight 20 lbs, steel): This greatsword is made of blue steel and is etched along the fuller. It has a simple hilt wrapped in blue dyed wyvern hide and a single topaz set in the pommel. (The PC accepting the greatsword from Lady Asbury will be recorded and entered in a lottery for the sword named Tutor. The lottery will be finalized at WFiV 2001.)
- Influence point in Verbobonc Nobles (Not tradeable): The adventurer named above has earned an influence point with the nobles of Verbobonc.

This Influence point will allow the adventurer to receive support from the noble council at some time in the future.

- Favor of a Noble House of Verbobonc (One only of the two below, not tradeable):
 - Favor of Lady Elinor Asbury - Lady Elinor Asbury counts the adventurer named above as a trusted and faithful freeman. The ideals of good and true friendship are within your heart. House Asbury stands by your side in times of need.
 - Favor of Lord Alinard Milinous - The Black Griffon accepts the adventurer named above as one recognizes that military might and strength are the hallmarks of all that is just on the battlefield. House Milinous will sponsor the adventure into his militia and provide support in times of need.
- Six *plums of binding* (50 gp): The juices of this plum act as a *cure minor wounds* spell. Consuming the entire plum pulp and juices will grant the effect of a *cure minor wounds* spell and refresh the consumer as if the consumer had rested for 4 hours. This refreshing state will reduce the time required for purposes of spell recovery and fatigue removal, but not speed up natural healing. This will not replace the need for an Elf's revelry. This plum will be potent for a period of six months from the date of presentation from His Worship Olan Deloit, Emissary of Rao. Date of issue: _____
- Curse of Rao: For not returning the chest to the church of Rao, the PC suffers a -1 luck penalty to all attack rolls, damage rolls, and Charisma modifier for a period of one year from when the curse was given. Date of curse: _____

Player Handout #1

Needed,

Individuals of stout heart and strong sword arm to serve me in a task requiring courage, resourcefulness and honor. Inquiries may be made at Jylee's Inn.

This the second day of Readyng in the year 591cy

By my hand,

Lady Elinor Asbury

Asbury Manor

Player handout #2

Who enters the dark lady Beltar's domain,
walks into the dawn of Pholtus' reign.
A nonce before great Celestine's star does rise,
In the month of Readying, Llerg's fang points to more than skies.
When Wee Jas' mouth opens to swallow you,
count Hextor's red arrows to win your way through.
Treachery, Lies, Deceit and Ill Fame,
next count the letters in Her name.
One final turn for all to see,
And Trithereon's summons comforts thee.
Mighty Ones those all named before,
But a sum that is not a number unlocks this door.

DM Aid #1 – NPC information

Armount – Seneschal of House Asbury

Armount is the seneschal of House Asbury. He was the long-time adventuring companion of the young Lord Geoffrey Aldowayne who took the name of Asbury upon his marriage to Lady Aluna Asbury. It was to his care that Lord and Lady Asbury remanded their child, Elinor, when the Hordes of the Temple descended upon Asbury. He is a tall man, gray and scarred, but possessed of a screwed mind. He has always regretted that duty prevented him from fighting and dying alongside his life long friend and lord. He is justifiably proud of Elinor, and serves her as he did her parents. Armount traveled widely throughout the Flanaess in his youth and has seen and learned much. Although age has begun to erode his strength, he is still a formidable man with lance and sword. It is his tutelage that has given Asbury a solid core of fighting men capable of defending the holding from most threats and is responsible for Elinor's not to be discounted skill at arms. The seneschal is a quiet source of strength. He is very open in his conversations with Elinor, but otherwise holds his tongue, listening and gauging the motivations of others, something he is very adept at doing.

Betham the Sage - proprietor of Betham's Books

Betham is the proprietor of Betham's Books, a long time feature of Verbobonc City. He is a wrinkled, old gnome of some 163 years. Betham cares little for politics and the daily goings on within the Viscounty. He is obsessed with the written word. His tiny shop is crammed with books, manuscripts, diaries, and treatises. The contents of his shop many only be the tip of the iceberg as it is rumored that many more volumes are stashed away in his private living quarters beneath his shop. Betham is a font of knowledge, legend and rumor although none of it more recent then 50 years ago and then only if it was rendered on paper. The disorder in the shop is daunting to any observer, but Betham has his own sense of organization and knows the location of each title. Of late, he has taken to talking to his books as though they were children. To customers, Betham seems constantly distracted, and most find they must remind him several times of the reason for their visit. However, he has an amazing facility for finding answers to puzzles and riddles, especially if they involve events or personages from the dim history of the Flanaess. Betham has a pair of thick spectacles, which he never seems to use, they remain perpetually perched above his brow.

Alber Guldenstern – Man of shadows and information broker in Verbobonc

Alber Guldenstern is a rogue who arrived in Verbobonc City about 7 years ago from Dyvers. He is shadowy fixture within the darker side of Verbobonc City. There is speculation and rumor concerning his origins and activities, but no one seems to really know where he hails from or how he earns his coin. Alber is a small human male with plain features. He is not someone who would stand out in any observer's memory. Alber is very professional, he performs whatever task his current employer contracts for, nothing more nothing less and always at the price that he sets. Alber apparently works alone although it is known that he can be contacted through tavern keepers within Verbobonc. His hallmarks are that he always succeeds, he is never seen, and his services are expensive.

Artus Kellan – Cleric of Rao

Artus is a priest of Rao who is suffering from what resembles *feblemind*. Artus was part of a diplomatic mission from Veluna to the court of Celene in the year 583CY. While enroute, the mission was ambushed and Artus was struck by fell magic. His companions were slaughtered and he was left to wander the woods. Eventually, Krak's tribe of Orcs, who kept him as a slave and target of their petty tortures captured him. Presently, he is a walking skeleton, the effects of the spell combined with his years of misuse have rendered him a raving, shadow of a man. He is unable to discuss his past life, his time among the Orcs, or even how he arrived in Asbury. The sum of his world is now wrapped up in the chanted riddle he mouths.

Handout of Deity Information in Bethan's Books

Beltar

CE (CN) lesser goddess of Malice, Caves, and Pits

The hag like goddess Beltar (BEI-tar) one of the stranger Suel deities, known to appear as a beholder, red dragon, or marilith demon (the likely cause of Suloise snake-cult rumors). She was once a goddess of mines and earth, but was supplanted by others in her pantheon and finally relegated to worship by non-human slaves. She hates most everything, even other gods. Her holy symbol is a set of monstrous fangs closing to bite. She takes many mates in her various forms, but she is known to eat them afterward, as well as her own young.

Mine and explore caves in pursuit of foes and riches, fear is not acceptable in the fate of adversity, and only hatred is allowed for those that stand in your way.

Primarily worshiped by evil non-humans and savage humans, Beltar pushes her followers to band together into armies and ally with more powerful creatures, such as red dragons, beholders, demons, or greater undead. They must wage war on hated foes.

Clerics of Beltar are expected to take positions of leadership in their tribes; those that cannot do so are cast out to find heathen tribes to convert or new enemies to fight. They inspire hatred in others and make examples of traitors or the weak-willed. Worship services involve sacrifices and are conducted in caves or points of low ground. Devoted clerics rise from the grave as undead within a year of their deaths, usually returning to aid their original tribe and show proof of the goddess's power.

Domains Chaos, Earth, Evil, War;

Weapons claws of Beltar (unarmed strike or spiked gauntlet)

Dalt

CG lesser god of Portals, Doors, Enclosures, locks, and Keys

Dalt (DAHLT) was forgotten for many years while he sought to free his brother Vatlin; he is once again recognized as a god, although still primarily venerated by the Suloise people in the southeast. He talks with other gods of the Flanaess (except Telchur) in order to solicit help in his quest. Dalt is shown as an old man with wild white hair and piercing eyes or as a red-haired young thief. His symbol is a locked door with a skeleton key under it.

Confront obstacles from different angle until a solution presents itself.

Dalt is constantly trying to build a better mousetrap while being the better mouse. His name is used to bless fortresses, prisons, and chests of valuables, as well as the construction of new homes. His churches tend to be a mix of clerics that lock things and those that open them, each side seeing the need for the other.

Clerics of Dalt are much like their god, tinkering in workshops, building locks and traps, then turning around and trying to figure a way to undo their own work. They

teach their building skills to carpenters, masons, and locksmiths, while training aspiring thieves and spies in the locksmith arts, although they only choose those that would use their talents for the greater good. They firmly believe in guarding valuables from those that would use them for selfish ends, and liberating goods from those that don't deserve to own them. They like to wander about cities and dungeons, looking for situations that would challenge their skills.

Domains: Chaos, Good, Protection, Travel, and Trickery.

Weapons: dagger

Kord

(The Brawler), CG intermediate god of Athletics, Sport, Brawling, Strength, and Courage.

Kord (KOHRD) is an incredibly powerful Suel god, second only to his grandfather, Lendor. Son of Phaulkon and Syrul, he is shown as a hugely muscular man with long red hair and beard, wearing dragon-hide gauntlets (white), boots (blue), and fighting girdle (red); these items form his holy symbol, although a star composed of spears and maces is popular. He fights with his intelligent dragon-slaying greatsword Kelmar, and when wounded he often enters a blood rage so intense only Lendor can control him when he succumbs; because of this, a cleric of Kord will always defer to a ranking cleric of Lendor. He is reputed to have dallied with beautiful humans, elves, or even giants, and tales are told of the great heroes that are born of such liaisons.

The strong and fit should lead the weaker. Bravery is the greatest quality in any ruler. Scorn cowardice.

Kord loves physical challenges and contests, and it is this love that inspires many barbarian tribes to use non-lethal sports as a method for resolving disputes.

Kord's clerics are expected to be leaders. They train people to become stronger, organize athletic tournaments, and participate in challenging physical activities. Doubting their fitness is a grave insult, and they go to great lengths to prove their physical abilities (although they realize the difference between difficult and suicidal challenges). Wearing of dragon-hide by a cleric is a blasphemy, unless the wearer is a descendant of Kord. Clerics believe magic should be used to enhance allies rather than strike directly at foes.

Domains: Chaos, Good, Luck, and Strength.

Weapons: greatsword (m), bastard sword (e)

Llerg

(Great Bear, Animal Fang, Strongest Serpent, God of Force), CN lesser god of Beasts and Strength

The most uncivilized god in the Suel pantheon, Llerg (LERG) ignores most other gods, seeing them as too civilized, but has a friendly rivalry with Kord and a hatred for Telchur. He is shown as a strong, shaggy man wearing furs and a fighting girdle or as a great bear, snake, or

alligator. These animals are sacred to him, and they are his three holy symbols. He fights with a broadsword or in one of his animal forms and may be the ancestor of the original dire bears, dire alligators, and giant snakes. He is popular among the jungle savages, who call him Hieryg.

Be strong so that others respect you. Be fierce like the creatures of the animal world. Humans have lost contact with their inner animal nature watch and learn how the predator lives, and you will again be as you should be.

Lleryg supports barbarians defending their lands against encroaching civilization. Lleryg's clerics choose one of his sacred animals as their totem animal. They act as intermediaries when tribes meet, and range far in search of prey when times are lean for their tribe. They bless weapons, warriors, and sites of battle to ensure victory, and in more peaceful times they train young warriors in armed and unarmed combat. Some clerics see visions and travel to find the meaning of what they have seen.

Domains: Animal, Chaos, and Strength.

Weapons: battleaxe (m), longsword (m)

Lydia

NG lesser goddess of Music, Knowledge, and Daylight

Lydia (LIH-dee-ah) is a wise Suel goddess, shown as a dynamic older woman with white hair and clear blue eyes. Her symbol is a spray of colors from an open hand. She interacts with many other gods, exchanging information and songs. In some ways she is the converse of Pholtus, pressing for individual liberty so that others may see the light of truth without being blinded by it; this pleases Trithereon, who also strives for the freedom of the individual.

People must gain knowledge to better themselves. Music is a key to learning, and the light of day lets one see their own ignorance.

Lydia's church has an open policy on all records, for the goddess hates secrets and those that would hoard information to the detriment of others. Her teachings are presented in song form so that they may be easily remembered, and her church often converts current and historical texts into ballads. Her church uses education to uplift women from lesser stations in life; this tends to make her unpopular with patriarchies.

Most of her clerics are women. They discover and spread information wherever they travel, and are often found in the company of clerics of Fharlanghn. They are required to help women in need of education, and they spend much of their time in villages teaching women and children how to read and acting as midwives. They travel to discover lost caches of information and song, preferring historical accounts of actual deeds rather than fictionalizations and hearsay tales.

Domains: Good, Knowledge, Sun, and Travel.

Weapons: shaft of light (shortspear)

Jascar

LG lesser god of Hills and Mountains

Jascar (JAS-kar) is the brother of Fortubo and dedicated foe of Beltar; his holy symbol is a snow-capped mountain

peak. With his dark beard and shining silver breastplate, Jascar doesn't resemble the Suel people that worship him, but his visage strikes fear into orcs and goblins. He is sometimes shown as a great horse or Pegasus, two forms he once took when fighting Beltar. He is often aided by Phaulkon in his efforts to advance the cause of good, and Jascar's hammer is the bane of all undead. Other than Phaulkon and Fortubo, Jascar talks little with other gods and is often perceived as driven and aloof.

Hold no quarter for evil non-humans life, orcs and goblinoids, and equally hate those that would make the beautiful hills and mountains ugly. Protect the hills and mountains from plundering by evil forces and you will be rewarded with the treasures Jascar places under the earth for good folk to find.

The church teaches common tactics used by evil non-humans. Jascar's clerics often lead cross-country and underground crusades against evil non-humans. They survey for precious metals, and advise miners on how to dig their tunnels safely and cause a minimal amount of damage to the surrounding environment. Their single-mindedness often alienates them from others, but their dependable nature means that an entire temple can be called upon in times of crisis; the network of the multi-racial Jascarian faith is strong as stone.

Domains: Earth, Good, Law, and Protection.

Weapons: warhammer (m)

Osprem

IN lesser goddess of Sea Voyages, Ships, and Sailors

Osprem (AH-sprem) is a generally benign goddess, revered by the Suel people as the protector of those who travel on the water. She is more compassionate than her occasional companion Xerbo, yet she is not averse to punishing those who offend her or disobey her laws. She is shown as a beautiful gowned woman, a dolphin, a barracuda, or a sperm whale; the latter two are interchangeably used as her holy symbol. She wears no armor but is protected by a ring carved from a whale's tooth, given to her by the grandfather of all whales.

The seas provide a bounty of food and a means of travel. Protect the sea as you would your own home, or face Osprem's wrath.

She protects those that sail and their vessels as long as they respect her and abide by her laws. She guides vessels through dangerous waters and is the patron goddess of naval explorers. Those that defy her laws are punished by storms of ice, and it is said entire towns were wiped out because of serious transgressions against her.

Her clerics are skilled navigators and often become the spiritual leaders of communities that rely on the sea for survival. Many gain political powers for themselves based on the need for their abilities. Clerics not tied to one place might travel a great deal by ship; though they feel awkward away from the ocean, they are comfortable enough near lakes or rivers to venture inland.

Domains: Law, Protection, Travel, and Water.

Weapons: trident (m) (treat as a longspear), sailor weapons

Phyton

(The Woodshaper), CG lesser god of Nature, Beauty, and Farming.

Phyton (FIE-tahn) is a tall, slender, youthful-looking Suel god, and can take the form of any forest creature. Once like most nature deities, he now represents man's dominion over nature, and this puts him at odds with those that would protect a forest from the actions of mankind, just as his dominion over beauty angers Wee Jas. He clears forests to make room for crops, cuts tracks through mountains to make roads, and dams rivers to form fishing ponds. His symbol, a scimitar in front of an oak tree, harkens back to his old purpose.

Nothing in nature is so beautiful as what man can make of it. A field of crops, a garden of herbs, and a swamp drained to form fertile soil are all marvels of nature as much as the forest and mountains. Natural animals that can be domesticated should be, but those that are dangerous to man or his works should be slain.

Clerics of Phyton act as protectors for farming settlements and look for ways to make use of nearby land. Each normally chooses a region to watch over, typically a circle one day's walk in diameter. They might use their powers to redirect a river to suit a town's needs or to cull a forest of its uglier plants to leave a more pleasant locale. Some clerics wander the unsettled parts of the world, looking for destructive creatures to kill abandoned sites of old civilizations, or wild places that might be useful to mankind.

Domains: Chaos, Good, Plant, Sun, Water.
Weapons: scimitar (m)

Pyremius

(The Blazing Killer, Demon of Venom, Hideous Assassin), NE lesser god of Fire, Poison, and Murder.

Pyremius (pie-RJEH-mee-us) was once a demigod of poison and murder, but he poisoned Ranet, the Suel goddess of fire, and assumed her portfolio. He is now the patron of assassins, and he carries a longsword called *Red Light* and a whip called *Viper*. He is friendly with fiends; jermlaine worship him, as do many non-human tribes. He keeps other gods at arm's length, save for Syrul, a fellow patron of the Scarlet Brotherhood. His holy symbol is a demonic face with ears like a bat's wings.

The world will perish in fire. Anything that threatens you must be burned, and those that would keep you from doing this must be killed. The greatest enemy must sleep sometime. Those who fall to such tactics deserve their fate, and those that exploit these weaknesses are the craftiest of all.

This doctrine means ranking clerics tend to prey upon each other, and smarter ones sometimes leave a temple to found their own order of the church.

His clerics watch other people for weaknesses or openings in their defenses. They expose themselves to great heat to test their strength, plot against those that hold things they want, build superior forges, and explore exotic locations to find rare plants and other substances from which poisons can be made. Assassins can be hired at their temples; turnover among the clerics is high because of internal feuds.

Domains: Destruction, Evil, and Fire.
Weapons: longsword (m), whip (e)

Xerbo

(The Sea Dragon), N lesser god of the Sea, Sailing, Money, and Business.

Xerbo (ZER-boh) is a stern and indifferent god. He is shown as a large man with matted kelp-like hair, wearing dragon turtle armor and shield. His trident, *Murky Deep* enchants and grants him dominion over all ocean life and can enchant his opponents. Xerbo is also a mercantile god, where his stern demeanor represents the drive for a hard bargain. Most revere him as a merchant's god and placate him as a sea god. He avoids other gods except his estranged wife Osprey, battles Procan regularly, and sulks whenever Zilchus encroaches on his followers. His symbol is a dragon turtle.

The law of the sea states that no sea creature should be favored over another. Land creatures, including intelligent ones, have no place in the water; it is a place to be feared and respected, not exploited. Land creatures in danger on the sea deserve no help unless they act to protect sea creatures or the sea itself. Do not let ones emotions get in the way of making trade; no person should be favored over another.

This last thought makes him popular with smaller merchants and disliked by unions and guilds. Xerbo's clerics are expected to protect the sea and sea life. They watch over merchant vessels on trade routes or facilitate business meetings in port cities. The god does not tolerate extended forays on land, especially for foolish pursuits such as exploring ruins and dungeons,

Domains: Animal, Knowledge, and Water.

Weapons: trident (m) (treat as longspear), sailor weapons, aquatic creature weapons.