

HIG5-S01

# The Heroes' Challenge

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Highfolk Regional Special Adventure

Version b1

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Do you think you have what it takes to win the title of 'Intrepid Hero'? The Temple of Norebo wants to know. Participate in a series of challenges, be graded on super secret criteria, and see if you and your team can come out on top. This event is limited to PCs of 6th level or lower!

Based on the original DUNGEONS & DRAGONS<sup>®</sup> rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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# Adventure Background

With all of the celebration going on in Highfolk Town, Verbeeg Hill has grown slightly jealous. Not to be outdone by the simpleton Temple of Change, the Shining Halls of Norebo have put together the ultimate heroes' challenge.

Using an altered form of the *dream* spell and a magic item recovered long ago from an illithid cabal, the priests of the Temple have created a playing field of sorts for the party to prove their worth. The advantage is that it's a completely controlled environment.

The disadvantage is that the mind of an illithid was imprinted upon the magic item. It has lain dormant all this time, but is ready to leap upon the helpless minds of the heroes in an attempt to free his consciousness from the magic item by taking over a hero's body.

## Adventure Synopsis

**Introduction:** The party is recruited by Mercermillian, a cleric of Norebo, to prove their mettle in the Heroes' Challenge.

**The Check In:** The party arrives at Verbeeg Hill and seeks out Urisius, a cleric of Norebo. Here, they learn what they may not have asked in Highfolk and may pay the entrance fee if they have not already.

**The Long Wait:** Paying the entrance fee, the party has a few days before their turn in the challenge. During this time, they can place bets on different adventuring groups, gather information and rumors about what's inside the challenge, and hear about the first – and only – death of a hero inside the challenge.

**The Deep Sleep:** The party is brought into the challenge chamber and informed of the guidelines set forth for the challenge. They are not, however, made aware of the scoring criteria.

**The Challenge:** The challenge consists of nine rooms, three at each of three difficulty levels. The party must choose one room of each difficulty level based only upon the text description provided on the door. Once a room has been chosen all other rooms of that difficulty level become inaccessible.

As the party progresses through rooms, increasingly weird events happen as the illithid tries to break free of his bonds and invade a hero's mind. He initially fails, but becomes powerful enough to completely alter the challenge.

**The Invasion:** When the party moves through the exit of the challenge, they find it has been replaced with a disturbing laboratory setting. The illithid, Abra'xanoth, has chosen this room for the final stand against the party. Combat ensues.

**The Escape:** Assuming the party defeats Abra'xanoth, the challenge chambers begin to crumble. The heroes must find a way out of the chambers, since this was their only exit. The way to do this is to leave the laboratory chamber and close the door.

**The Aftermath:** The party receives the apologies of the Temple of Norebo, and is lauded for their prowess and skill.

**Conclusion:** The party waits with bated breath for the announcement of the winning team. The winners will be announced on Sunday of Conflagration, during Slot 9.

## Preparation for Play

**Legendary Deeds:** Legendary deeds cannot be used in this scenario.

Before playing, ensure that no characters at the table are higher than 6<sup>th</sup> level. This event is exclusively for 6<sup>th</sup> level or lower heroes and may not be played, under any circumstances, by a character 7<sup>th</sup> level or higher.

**Scoring:** From the moment they meet Mercermillian, the party is being graded and watched. Each encounter contains a section labeled **Scoring**. This section outlines the scoring criteria for the encounter or room. Every judge is provided with a scoring sheet that should be filled out to completion.

**Party Sheet:** DMs are greatly encouraged to use the Party Sheets provided for the special. They gather a few bits of necessary information about each hero before the adventure begins. While not a requirement, they will make running the special adventure a bit easier for any judge.

## Introduction

When the players are ready to begin, read or paraphrase the following:

*Yet another day has passed in the spring of 595, bringing with it a cool breeze, a quick spot of rain, and a pink-tinged sky. No places to go, no people to be saved... a sense of listlessness has permeated the folk of the Highvale.*

*Up ahead, standing atop a crate, is a human man. He stands brightly in his orange and yellow vestments, a silvered holy symbol dangling from his neck. The holy symbol, a pair of eight-sided dice, bounces as he calls out to the passers-by.*

*"You!" he shouts, pointing at no one in particular. "Do you have what it takes to face the challenges of the Church of Norebo?! Are you Highfolk's next Intrepid Hero?!"*

The man is Mercermillian, a cleric of Norebo. A successful DC 5 Knowledge(religion) check recognizes the holy symbol as that of Norebo, the god of gambling. Mercermillian is an Oeridian male sporting a long mustache. He is here in Highfolk to recruit participants in the Heroes' Challenge.

**Mercermillian:** Oeridian human male; Clr3 (Norebo); Bluff +8, Sense Motive +8, Diplomacy +8.

The cleric is here to recruit participants. He calls out a challenge to all the passer-by. He will challenge a character's strength of will, adventuring prowess, or any

other principle he believes will get the party into the adventure.

Mercermillian is selling marker tokens to mark paid entry fees. Entry is 25 gp per hero here in Highfolk Town. The party does not have to register with Mercermillian; however, registering in Verbeeg Hill costs an additional 10 gp per hero. If the party maneuvers Mercermillian into revealing the marker, it is a small wooden chip marked with the holy symbol of Norebo and some other markings. Unscrupulous heroes may attempt a Forgery check to make a counterfeit marker.

Such forgeries are always identified by the staff at the church, but they view it as a bonus for the purposes of the challenge. Getting in without paying is a great use of resources.

The competition has been going on for three days now. Each day, approximately two teams of adventurers complete the challenge. If the party enters here, Mercermillian gives them a marker and instructs them to see Urius at the Shining Halls of Norebo in Verbeeg Hill. Urius is overseeing the competition. If they wish to wait to enter, the party must see Urius to pay the increased fee.

Mercermillian knows the following details about the challenge, and relays them if prompted.

- The challenge consists of three different tiers – low, medium, and high. Parties are free to choose their own tier of challenge. (This is equivalent to the APL of the adventure. Encourage parties to select an appropriate APL for the table make-up. However, they are allowed to play at any APL [2-6] they wish.)
- Each tier has three individual difficulty levels – easy, rough, and tough. Each party must complete one room at each difficulty level.
- Each difficulty level has three options.
- Parties are free to use whatever resources they have at their disposal. Mercermillian encourages them to pick up any last-minute supplies they might desire.
- Each group is graded on a specific, secret set of criteria. The criteria are the same for all groups at all tiers.
- The prize is a skim of the profits from bets placed on their team. Also, one hero will be selected from amongst the competitors and dubbed Highfolk's "Intrepid Hero" – a title which will surely follow them through eternity.
- Mercermillian does not know any details about the specific challenge rooms.

If any players decide not to journey to Verbeeg Hill, the adventure is over for them.

**Shopping:** Shopping in Highfolk Town is the party's best bet for getting whatever they're looking for. In addition to all of the standard gear access outlined in the LGCS, any items to which a hero has Highfolk Regional access, Any access, or Adventure access may be purchased here.

**Scoring:** If the party attempts to make a Forgery of the marker, they gain 5 points. If the party asks Mercermillian questions, learning all of his bullet points, they gain 5 points.

When the remaining players go to the Hill and the Shining Halls, proceed to **The Check In**.

## The Check In

*The trip to Verbeeg Hill was short and uneventful. A brief stop at Weeping Willow brought you a warm night in the Pelorite shrine there. The smell of eel jelly announced your destination long before ever catching sight of it.*

Now that the party has arrived, their goal is to find Urius at the Shining Halls. The Halls are easy to find. A successful DC 5 Knowledge(local) check can lead the way, as can a DC 5 Gather Information check.

When the party goes to the Shining Halls, read or paraphrase the following:

*Making your way to the Shining Halls of Norebo, you are quickly ushered into the Blessed Gaming Floor. A gaggle of gamblers is already here, many of them looking as if they haven't left in quite some time. Several adventurer-types can also be seen about the red curtained room. An orange robed man with the eight-sided dice about his neck makes his way towards you.*

The cleric is Ursius. As coordinator of the Heroes' Challenge, he has become adept at recognizing fledgling adventuring companies. His goal here is to ascertain if the party has already paid Mercermillian, or if they still need to pay the entry fee.

**Ursius:** mixed human male; Clr2 (Norebo); Bluff +5, Diplomacy +5, Sense Motive +6.

Ursius knows all of the things Mercermillian knew. See the previous encounter for details. Ursius also knows the rules and guidelines for the competition, but does not divulge them until the party is about to enter the challenge floor. Here in Verbeeg Hill the registration fee is increased to 35 gp per hero.

Once Ursius has seen the party's marker or received their payment, he schedules their jaunt through the challenge for three days from now. They are to report to him at seven bells. Until then, they are free to take up a room at the Gorgan's Head Wayhouse. The Shining Halls have reserved the hostel for participants in the challenge – meals and lodging are provided up to the day following a team's turn at the challenge.

**Scoring:** Even though Ursius doesn't know anything more than Mercermillian, getting the information from him is worth 1 point.

**Gambling:** The party is free to gamble here at the Shining Halls. See Appendix Four for details on the most common gambling game on the Floor. Note that a hero cannot gain more gold than the scenario cap. However, an unlucky hero can lose a fair amount.

## The Long Wait

The party has two free days, not entering the challenge until the morning of the third day. During this time they can shop about, gather information, or gamble.

Many heroes will attempt to get information from groups that have gone through the challenge already. This is not going to be possible. While the groups enter through an obvious entryway, they exit through a secret passage.

**Shopping:** Shopping in Verbeeg Hill is more difficult than it is in Highfolk Town. In addition to the standard gear access outlined in the LGCS, only items to which a hero has Highfolk Regional access may be purchased here. On day two, the city is out of scrolls and potions of 3<sup>rd</sup> level or higher spells.

**Gathering Information:** The party can attempt to gather information on day one or day two or both. Each day has a different set of gatherable information. Each Gather Information check takes 2d6 hours and costs 3d4 gold. The party can use more gold, achieving a +1 bonus for every 10 gp above the required cost (to a maximum +5).

### Day One

The party receives all the information at and below the DC they reach.

- **DC 10:** “I heard that the whole Shining Hall is haunted. And they’re sending adventurer’s in, telling them it’s a challenge.”
- **DC 15:** “It seems to me that a challenge such as this should draw lots of attention. Always out to make a little money, the Hall is. They got their hands on some crazy magic item, and they were just waiting to find a use for it.”
- **DC 20:** “The Shadow Elves adventuring company was done in four hours! Four hours! The clerics were thinking of getting the next group ready and going.”
- **DC 25:** “Rumors say there’s a room full of orcs! And you gotta go in and kill all of them! With their wicked swords and horrible green skin.”
- **DC 30:** Read DC 25 first. “No! They’re all made of stone. Yer supposed to find which one is filled with treasure.”

### Day Two

The party receives all the information at and below the DC they reach.

- **DC 0:** “Dead! Somebody died yesterday during the challenge! He fell down a pit, and then they got to him, he was run through.”
- **DC 10:** “They say it wasn’t the fall that did him in, it was the poison on the spikes that gutted him.”
- **DC 15:** “The guy was a weak little wizard type. They were going at the middle tier, and the guy was just mastering *magic missile!* Big britches for little babies.”

- **DC 20:** “Spikes?! Who puts poisoned spikes in a friendly challenge? That church is out to get people.”
- **DC 25:** “I saw a few of the clerics whispering together on the Blessed Floor late last night. They were talking about something crazy secret.”
- **DC 30:** “I heard that somebody said something weird happened yesterday. There’s not supposed to be any pits in the room where that wizard died.”

**Gambling:** The party is free to gamble here at the Smiling Halls. See **Appendix Four** for details on the most common gambling game on the Floor. Note that a hero cannot gain more gold than the scenario cap. However, an unlucky hero can lose a fair amount.

When the third day has arrived, and the party makes their way to Ursius once more, proceed to **The Deep Sleep**.

**Scoring:** The party earns 1 point for each attempt to gather information, to a maximum of 4 points.

## The Deep Sleep

*Checking in, Ursius escorts your group through a guarded door of the Smiling Halls of Norebo. The room beyond is one of strange sights. A great yellow-linen-covered dome dominates the chamber. From it, six thick black arms extend – each ending in four tentacle-like protrusions. Six comfortable looking chairs sit in a circle underneath the arms of the mushroom-shaped thing.*

A DC 35 Bardic Knowledge check recognizes the cloth-covered thing as an illithid artifact. Ursius invites the party to take a seat, one in each chair. He relays the following information without prompting:

- The challenge takes place entirely in the minds of the heroes through a modified version of the *dream* spell.
- While the challenge takes place in your mind, the normal rules of the Prime Material apply. You can only perform deeds you could normally perform in life. You only have the items you would normally have in life. (i.e. this place does not function as the Fey Realm does)
- Goin is the cleric in charge of monitoring events. He will be attached to the device while the party is in the challenge. (Many may remember Goin from HIG3-01 *As Luck Would Have It*. He is a young, pimple-faced cleric.)
- The party will be ‘under’ for approximately eight hours. In their heads, they will have a set number of days, based on APL. At APL 2, three days; at APL 4, two days; at APL 6, one day.
- There are three categories – body, mind and soul. For each category there are three rooms. Each room is at one of three difficulties – easy, rough and tough.

- The party must complete three rooms and then exit through the door they entered.

The following information is only revealed if the party asks the specific question. Use your judgement in doling out this information.

- **Hey! That's an illithid artifact!** While it was recovered some time ago from an illithid cabal, the item is completely safe. The church has performed numerous divination and detection spells just to be sure.
- **How do we begin rooms?** You begin a room by entering it. All of the team must enter a room for it to begin.
- **How do we complete rooms?** You must figure that out on your own. Each room is named, providing you with a clue to its completion.
- **How do we know if we completed a room?** You should be able to locate a small marker with the holy symbol of Norebo on one side.
- **How do we know which rooms are easy, rough, and/or tough?** Easy rooms are marked with a sun inscription. Tough rooms are marked with an eight-sided die. Rough rooms are not marked.
- **How do we know which rooms are Mind, Body, and/or Soul?** Above the doors will be a brass placard, with a symbol indicating the type of room. It is up to you to decipher those placards.
- **What can we expect in the rooms?** Each room varies from the others. Body rooms are combat oriented. Mind rooms are puzzle oriented. Soul rooms test your strength of will.
- **Do we have to complete one room of each category? Each difficulty?** You must complete three rooms. I can't really say anything more.
- **What happens if we die?** As you are aware, should the mind die, so too will the body. However, in such instances, the High Roller will *raise* you for half the cost of the diamond.

When the party is ready to continue with the challenge, proceed to **The Challenge**.

**Scoring:** For asking questions, the party receives 1 point. For each of the 9 questions above they ask, they receive an additional 1 point.

## The Challenge

*Settling comfortably in the plush chair provided, it poses you tilted backwards slightly. Directly above your head, the oddly-tentacled arm is spread menacingly. "Relax," Goin says, his voice cracking. The stark black stone of the arm above you is contrasted by the small pink splotches that form on its tentacle-tips. Growing in size, the splotches become globs, and then become bubbles. Melting together, one large pink translucent bubble floats*

*down. Landing on your head it envelops you, and you sleep.*

*You awaken in a room, your companions beside you. The room is grey and square. Several doors line three of the four walls, with a single door sitting lonely on the fourth wall. On each wall, a brass placard is pinned high up.*

This is the central room of the challenge. See **DM's Aid #1** for an image of this room. To the left are the Mind challenges. To the right are the Soul challenges. Straight ahead are the Body challenges. The challenges are described further in their respective encounter.

The doors are inscribed with the title of the Challenge. This information can be seen on the image, and found in the header for each challenge.

Nothing here radiates magic.

Each door has a locking mechanism on it. When the party begins, all doors are unlocked. When the party opens a door, several other doors lock. The doors of the same difficulty and the doors of the same category all lock. For instance, if the first door opened by the party is "On the Level", a Body challenge room marked with a sun, then all the remaining Body challenge doors and all the remaining sun inscribed doors lock.

**Wooden Doors:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 18. When locked, the Break DC increases to 22.

The lone door is the exit door, and cannot be opened until all of the challenges have been completed.

When the party opens a door, all the appropriate doors lock. When the party enters a room, the door to that room closes and locks until they party has completed the challenge, or their time runs out.

The specific challenges are sorted by category and then by difficulty. After the first room, Abra'xanoth begins to exert his control over the challenge arena. Odd things happen, which are described in each challenge.

## Challenges of the Mind

### Spin to Fit (Easy)

*A deep impression is here in the floor of this 30 by 30 room. Three pedestals are immediately through the doorway, each sporting a simple black blindfold. The room is silent.*

The room is under the effects of a *silence* spell. The party may not speak to each other for the time being.

This challenge is one of teamwork. At least one party member must put on the blindfold to succeed. Once this is done, they see a number of small blocks lying about the room. They were invisible. The blindfold functions as a *see invisibility* spell.

Floating in the center of the room are the words "Pick a companion by touching them." Once this is done, the words morph into a new shape. "He is your charge. Speak to him." The hero wearing the blindfold can now speak to his chosen companion. Only the companion can hear the hero speak, and the hero cannot hear the

companion speak. The words morph once more. “Place the blocks into the mold.”

See **DM’s Aid #2** for the pieces, **DM’s Aid #3** for the mold, and **DM’s Aid #4** for the solution. The party must place the pieces of the puzzle into the depression. However, there is a twist. The people who can see the pieces cannot touch them. Doing so activates a *shocking grasp* trap. Instead, the person who sees the pieces must instruct his charge, who cannot see the pieces, on how to place them properly. This requires the player of the charge to close his eyes. If the hero with the blindfold touches the charge, the blindfold ceases to work for any of the party.

**Shocking Grasp Trap:** CR 1; magical; touch trigger; automatic reset; spell effect (1d6 electricity damage, *shocking grasp*); Search DC 26; Disable Device DC 26. Must be performed on every piece of the puzzle.

Solving the puzzle appropriately causes a small yellow marker to appear. The marker has the holy symbol of Norebo on one side and the head engraving on the other.

**Second Room Alterations:** If this is the second challenge room the heroes are attempting, occasionally inform the heroes handling the pieces that they feel as though the undersides of their hands are being licked by something wet and slimy.

**Third Room Alterations:** If this is the third challenge room the heroes are attempting, once piece of the puzzle grows tentacles and begins floating. It attacks the first character to put on a blind fold. It attacks for two rounds, with a +6 melee attack bonus for 1d4+1 points of damage. The block cannot be damaged.

### Orcish Hordes (Rough)

*The beige sandstone room spread beyond the door is filled with orcs. Thirty-five of them, to be exact. Luckily, they all appear to be made of the same stone as the walls and floor. Before the statues, however, a stone pedestal is engraved with two phrases. Leaning against the pedestal is a great silver warhammer.*

There are thirty-five orc statues in this chamber. See **DM’s Aid #5** for a map of the chamber and a layout of the orcish horde. See **DM’s Aid #6** for the phrases on the stone and found in the appropriate statues. Do not read the phrases aloud. Give them to the party to decipher on their own.

Each orc is numbered, 1 through 35. The orc statues must be broken by the magical warhammer or nothing happens. If the hero breaks a statue other than 4, 13, 15, 17, 24 or 33, the statue falls away to reveal a real orc. It attacks.

**Orc:** hp 4; see *Monster Manual*.

If the hero breaks one of the above statues (4, 13, 15, 17, or 33), then they find the appropriate clue. Breaking statue #24 solves the puzzle and reveals a small orange marker. The marker has the holy symbol of Norebo on one side, and a head engraved on the other.

The clues function as follows:

- **The Pedestal:** (7 x 3) leads to orc #33, seven rows up, three columns over
- **Clue #1:** (8 + 5) leads to orc #13, eight plus five is thirteen
- **Clue #2:** (+ 4) leads to orc #4, “Remember your beginnings...” plus four
- **Clue #3:** (3 x 5) leads to orc #15, three rows up, five columns over
- **Clue #4:** (4 x 2) leads to orc #17, four rows up, two columns over – from the beginning of the row, which is on the right instead of the left
- **Clue #5:** (10 + 4<sup>2</sup>) leads to orc #24, using the scheme of the puzzle, 4<sup>2</sup> converts to 4 x 4. Beginning at 10 and going four columns up and four rows over up leads to orc #24

**Second Room Alterations:** If this is the second challenge room the heroes are attempting, a 5 ft. wide pit 10 ft. deep randomly opens up in the chamber. Where and when it appears is solely at the discretion of the judge.

**Tentacle Pit Trap (10 ft deep):** CR 2; mechanical; touch trigger; no reset; falling (1d6 plus tentacles, Reflex DC 15 negates); tentacles (1d4 tentacles attack each round, +3 melee, 1d4 damage); Search DC none; Disable Device DC none; This trap cannot be found or disabled, as it does not come into existence except under a hero.

**Third Room Alterations:** If this is the third challenge room the heroes are attempting, several of the orcs are replaced with illithid statues. Note, none of the key statues for solving the puzzle are changed. When an illithid statue is broken with the warhammer, it reveals a tentacled orc. The orc attacks.

**Tentacled Orc:** hp 4; see *Monster Manual*. Additionally, gets 2 tentacle attacks at best attack bonus for 1d3 points of damage.

### A Knightly Knot (Tough)

*This simple gray room has no adornment or furnishings. It simply contains an engraved wall.*

See **DM’s Aid #7** for the engravings on the wall. Next to each knightly name are four rods. The Greyhawk knight has grey rods; the Heironean knight yellow rods; the Vesve knight green rods; and the Bloody knight red rods. Next to each of the remaining options, there is a single hole. The party must place the appropriately colored rod into the proper spot on the wall.

The party may move rods about, until the final one is placed. Once the final rod is placed, failure or success is determined.

The conditions for success are as follows:

- Grey Rods in pine, unicorn, jewels, and ostrich.
- Yellow rods in birch, phoenix, silk, and camel.
- Green rods in maple, eagle, gold, and horse.
- Red rods in oak, dragon, silver, and elephant.

If the party is successful, a red marker appears. The marker has the holy symbol of Norebo on one side, and a head engraved on the other.

**Second Room Alterations:** If this is the second room the heroes are attempting, the rods become tentacles each time they are removed from the wall. The tentacles writhe and slither, but serve no other purpose except to frighten the party.

**Third Room Alterations:** If this is the third room the heroes are attempting, rods are occasionally ejected from the wall and become tentacles, as above. Those who touch the tentacles hear a whisper in their heads – “You will die” or “I will be free” or the like. These heroes must succeed a DC 15 Will saving throw or be shaken for the remainder of the scenario. This is a fear effect.

## Challenges of the Body

### On the Level (Easy)

*This rectangular chamber has no floor that you can see. Instead, a series of poles rise up from the darkness to the floor level.*

See DM's Aid #8 for a map of this room. Moving from pole to pole requires a DC 20 Jump check. Staying on a pole requires a DC 10 Balance check. A hero who fails one of these checks by 5 or more must make a DC 15 Reflex save or fall 30 feet to the bottom, taking 3d6 points of damage. A hero who makes a successful Reflex save has grappled onto the edge of the pole he was standing on, and may use a move action to pull himself up.

When all the heroes have entered the chamber, the door closes and Monk appears.

#### APL 2

**Monk:** hp 16; see Appendix One

#### APL 4

**Monk:** hp 26; see Appendix Two

#### APL 6

**Monk:** hp 34; see Appendix Three

**Tactics:** Monk is skilled at moving from pole to pole. He has very little chance of falling. He moves about, using his quarterstaff or unarmed attacks on the party. He makes good use of his Stunning Attack as well.

Once defeated, the yellow marker with a flexed arm on one side can be found in Monk's pockets.

**Second Room Alterations:** If this is the second room the party is exploring, the room is occasionally filled with a slimy, fetid wind. Every 1d6 rounds the wind appears, and gives a -2 penalty to Balance checks and a -4 penalty to Jump checks.

**Third Room Alterations:** If this is the third room the party is exploring, one of the poles a hero is standing on morphs into a set of tentacles and grapples that hero with a +8 grapple check (1d4+1 points of damage, constrict).

### Down Under (Rough)

*This circular room has a small ledge winding around its outer edge. The center is a great pool of water.*

This room is a water combat. The party must all get into the pool to begin the challenge. When this happens, they are attacked by a number of water elementals. The pool of water is a 50 ft. diameter cylinder that is 50 ft. deep.

The judge should familiarize himself with the alterations to combat provided in the *Dungeon Master's Guide* on pages 92 and 93. The Swim check DC is initially 10, but becomes 15 once combat begins.

#### APL 2

**Small Water Elementals (2):** see *Monster Manual*

#### APL 4

**Small Water Elementals (3):** see *Monster Manual*

**Medium Water Elemental:** see *Monster Manual*

#### APL 6

**Medium Water Elementals (3):** see *Monster Manual*

**Tactics:** The water elementals play a straight forward fight under the water. They do not go out of the water for any reason. Heroes who flee the water cannot effect the elementals in any way. The elementals do not use their vortex ability during this combat.

When the party has one elemental remaining, a DC 10 Spot check notices an orange marker floating inside of it. Once killed, the challenge is completed and the party may claim the marker.

**Second Room Alterations:** If this is the second room the party is exploring, the pool fills with murky blood. This provides concealment to all creatures (20% miss chance).

**Third Room Alterations:** If this is the third room the party is exploring, the water becomes thick acid every 1d3 rounds. This acid deals 1d4 points of damage to all engulfed in it, and imposes a +2 bonus on Swim checks.

### Straight Up (Tough)

*Before you is a sheer wall that goes some sixty feet up to the ceiling. It is pocked with hand holds and ledges, making it look like an easy climb. A red marker is floating against the wall by the ceiling.*

This is a vertical combat. Climbing the wall requires a DC 10 Climb check. Once a hero is 20 feet up the wall, the hunter spiders materialize and attack.

#### APL 2

**Medium Monstrous Spiders (2):** see *Monster Manual*; hunter version gains +10 base and climb speed, cannot use webs.

#### APL 4

**Medium Monstrous Spiders (4):** see *Monster Manual*; hunter version gains +10 base and climb speed, cannot use webs.

## APL 6

**Medium Monstrous Spiders (4):** see *Monster Manual*; hunter version gains +10 base and climb speed, cannot use webs.

**Large Monstrous Spiders (2):** see *Monster Manual*; hunter version gains +10 base and climb speed, cannot use webs.

**Tactics:** The spiders are straightforward combatants, attacking the hero who has achieved the highest position on the wall – or attacking whomever dealt the most damage to them. The spiders are skilled at maneuvering on the wall and gain a +4 cover bonus to their AC against ranged attacks and spells originating from the ground.

The floating marker is, in fact, an illusion (DC 15 Will save to disbelieve, after interaction). The real marker is inside one of the spiders, who must be gutted if the party wishes to pass this challenge and find the red marker for this room.

**Second Room Alterations:** If this is the second room the party is exploring, the room is occasionally filled with a slimy, fetid wind. Every 1d3 rounds the wind appears, and gives a -2 penalty to Climb checks.

**Third Room Alterations:** In addition to the wind explained above, the wall is occasionally smeared with a slimy substance. These spots of sliminess require a DC 15 Climb check to bypass. The spots are 10 ft. by 10 ft. and appear every 1d4 rounds under a random creature on the wall. Note, these spots do not affect the spiders who have a climb speed.

## Challenges of the Soul

The soul rooms do not have alterations perpetrated by Abra'xanoth.

### The Gauntlet (Easy)

*Six orcs sit in this chamber, across a short chasm from the door. As you enter, they begin shouting obscenities and insults directed at each of you.*

This is a test of will. Each round, every hero must succeed a DC 12 Will save or succumb to the orcish goading and attack the orcs. Each round beyond the first, the DC of this save increases by 1. The party must last 2 + APL rounds before a yellow marker appears.

### All APLs

**Orcs (6):** see *Monster Manual*.

### No Boundaries (Rough)

*This circular room has a great one-eyed tyrant floating in its center. Made of stone, the beholder statue hovers, bobbing slightly, watching the door.*

The point of this room is to recognize that not all boundaries are as they appear. The walls of this room are a *silent image* spell (Will DC 20, disbelieve). This room cannot be circumvented by blindsight. Instead, such an ability gives the hero an automatic Will save upon entering the chamber as if he interacted with the walls.

Walking through the walls, the party will find a small pedestal with an orange marker resting on it.

### Leap of Faith (Tough)

*A great crevasse tears this chamber in two. It is bridged by a thin arch of stone. On the far side of the chasm, a dial of some sort can be seen on the wall.*

The point of this room is to leap off the edge of the crevasse with no fallback for safety (ropes, spells, magic items, etc). The chasm is bottomless. The dial is a red herring to consume the heroes' time.

Jumping into the crevasse with no fallback for safety subjects the hero(es) to a *flamestrike* spell cast at 15<sup>th</sup> level. This is not real, but part of the challenge. Those heroes who have not yet jumped will see their companion consumed in holy fire, making them more hesitant to jump.

Jumping with a fallback causes the hero to either fall until they use that fallback or until they reach 4000 feet, whichever comes first. In the instance of reaching 4000 feet, the hero reappears at the doorway to this room, having experienced no adverse effects.

The red marker appears in the hand of the last hero to make the leap of faith. The party only succeeds if all of the heroes make the leap.

## Invasion

This encounter occurs after the heroes have completed three rooms, or have run out of time. Going through the exit door leads them to this horrible laboratory chamber.

*Opening the door does not provide the exit as expected. Instead, it reveals a darkened chamber some 50 feet long and 40 feet wide. A blood red glow only barely illuminates the room. Hooked chains hang from the ceiling, swaying slightly. An oddly shaped worktable dominates the center of the room.*

This is Abra'xanoth's laboratory. He is present, hiding in one corner of the room, waiting for the right time to strike.

The room contains two large fluid filled glass vats. The fluid is a thick red color, providing the bloody glow to the room.

The worktable is humped slightly, so that any subject laying on it would have their midsection raised above the rest of their body. Restraints are found at each corner.

One corner of the room has a bookshelf of sorts, filled with books written in a sharp, alien tongue. *Comprehend languages* or similar spells reveal the books to be mostly anatomical in nature.

The room is provided with shadowy illumination unless the party has darkvision, low-light vision, or provides its own light. Characters with darkvision can see normally to the extent of their vision. Characters with low-light vision can see with normal acuity, as if it were daylight. Light sources function normally.

**Creatures:** Abra'xanoth, the illithid, attacks at the most opportune time. He attacks from the ceiling, where



the chains provide him with concealment (20% miss chance).

#### APL 2

**Abra'xanoth:** see Appendix One

#### APL 4

**Abra'xanoth:** see Appendix Two

#### APL 6

**Abra'xanoth:** see Appendix Three

**Tactics:** Abra'xanoth uses his *levitate* ability to stay above the party as long as he can. He snipes from amongst the chains, shooting and then Hiding. He targets spellcasters and archers first. He is not above closing to melee, but prefers to wait. If at the appropriate APL, Abra'xanoth uses his *charm monster* ability on the most well armored figure not wearing a holy symbol.

When the party has defeated Abra'xanoth, proceed to

#### The Escape.

## The Escape

*The chains above you begin to rattle and shake as the mind flayer collapses in death. Rubble falls heavily from the ceiling as the books are shaken off their shelves. The place is falling apart!*

The whole challenge arena is being destroyed. To escape, the party must leave the laboratory chamber and close the door connecting it to the challenge arena. Once this is done, the rumbling stops and opening the door once more leads to the exit.

The party must do this in 10 – APL rounds, or else the arena collapses upon them. They do not die here, but instead suffer 2 points of Intelligence damage as their minds are painfully shunted back into their bodies.

## The Aftermath

*Your eyes fly open, and from his seat Goin smiles at you. "You've done well," says his companion, the cleric Ursius. "Take a moment and rest."*

The clerics are very tense. A DC 20 Sense Motive check reveals this. They witness what occurred to the party, and cannot explain it. Instead, since most of the party survived, they are going to explain it away as a part of the challenge. See Ursius information in **The Check In**.

## Conclusion

*With bated breath, you wait for the High Roller to come from the Temple and announce the winner of the challenge. Your pockets are already full of the gold from your portion of the bets placed on your team, but that doesn't really matter... it's the title you want.*

The winning team and Intrepid Hero will be announced near the end of Conflagration.

## The End

## Experience Point Summary

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

#### In Region – One TU / Out of Region – Two TUs

APL2 225 xp; APL4 337 xp; APL6 450 xp

#### In Region – Two TUs / Out of Region – Four TUs

APL2 450 xp; APL4 674 xp; APL6 900 xp;

## Treasure Summary

The church of Norebo pays the party for defeating the illithid in the magic item. They receive maximum gp based on the APL and number of TUs they spend.

#### In Region – One TU / Out of Region – Two TUs

APL2 225 gp; APL4 325 gp; APL6 450 gp

#### In Region – Two TUs / Out of Region – Four TUs

APL2 450 gp; APL4 650 gp; APL6 900 gp;

## Appendix One – APL 2

**Psionics (Sp):** At will – *charm monster* (DC 18), *detect thoughts* (DC 16), *levitate*, *suggestion* (DC 17). Effective caster level 4<sup>th</sup>. The save DCs are Charisma-based.

**Languages:** Undercommon, Infernal, Abyssal, Draconic (prefers to use telepathy).

**Possessions:** +1 *light crossbow*, bolts (10), *bracers of armor* +1, *cloak of elvenkind*, *elixir of fire breath*, *elixir of sneaking*, *potion of cure light wounds* (2), *ring of protection* +1, *vial of drow sleep poison*.

### On the Level

---

**Monk:** mixed human male Mnk2; CR 2; Medium Humanoid (Human); HD 2d8+2; hp 16; Init +1; Spd 30 ft.; AC 13, touch 13, flat-footed 12; Base Atk: +1; Grp: +3; Atk +3 melee (1d6+3, quarterstaff) or +3 melee (1d6+2, unarmed); Full Atk +3 melee (1d6+3, quarterstaff), or +3 melee (1d6+2, unarmed), or +1/+1 melee (1d6+2, quarterstaff), or +1/+1 melee (1d6+2, unarmed), or +1 melee (1d6+2, quarterstaff) and +1 melee (1d6+2, unarmed); SQ Evasion; AL LN; SV Fort +4, Ref +4, Will +5; Str 15, Dex 13, Con 12, Int 10, Wis 14, Cha 8.

**Skills and Feats:** Balance +11, Climb +7, Escape Artist +6, Jump +17, Tumble +8; Combat Reflexes<sup>B</sup>, Improved Unarmed Strike<sup>B</sup>, Skill Focus (Balance), Skill Focus (Jump)<sup>B</sup>, Stunning Fist<sup>B</sup>.

**Evasion (Ex):** Whenever Monk is exposed to an effect which allows a Reflex saving throw for half damage he takes no damage on a successful saving throw.

**Languages:** None. Does make grunts and kiai shouts and stuff.

**Possessions:** quarterstaff, *ring of jumping*, yellow marker

### Invasion

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**Abra'xanoth:** underdeveloped illithid; CR 4; Medium Aberration; HD 4d8+8; hp 30; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 14; Base Atk: +3; Grp: +4; Atk +4 melee (1d4+1, tentacle) or +6 ranged (1d6+1/19-20, +1 *light crossbow*); Full Atk +4 melee (1d4+1, 3 tentacles) or +6 ranged (1d6+1/19-20, +1 *light crossbow*); SA Improved grab, *mind blast*, psionics; SQ Darkvision 60 ft., telepathy 60 ft., SR 18; AL LE; SV Fort +3, Ref +3, Will +4; Str 12, Dex 14, Con 15, Int 18, Wis 10, Cha 18.

**Skills and Feats:** Concentration +9, Hide +12, Knowledge (arcana) +7, Listen +9, Move Silently +11, Spot +9; Alertness, Stealthy.

**Improved Grab (Ex):** Abra'xanoth can use this ability if it hits a Small, Medium, or Large creature with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and attaches the tentacle to the opponent's head.

If it begins its turn with at least one tentacle attached, Abra'xanoth may attempt to attach its remaining tentacles with a single grapple check. The opponent can escape all tentacles with a single grapple check or an Escape Artist check, but Abra'xanoth gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

**Mind Blast (Sp):** 3/day – This psionic attack is a cone 10 ft. long. Anyone caught in this cone must succeed a DC 16 Will save or be stunned for 1d4 rounds. The save DC is Charisma-based. This ability is the equivalent of a 4<sup>th</sup>-level spell.

## Appendix Two – APL 4

### On the Level

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**Monk:** mixed human male Mnk4; CR 4; Medium Humanoid (Human); HD 4d8+4; hp 26; Init +5; Spd 40 ft.; AC 14, touch 13, flat-footed 13; Base Atk: +3; Grp: +6; Atk +7 melee (1d6+4, quarterstaff) or +6 melee (1d8+3, unarmed); Full Atk +7 melee (1d6+4, quarterstaff), or +6 melee (1d8+3, unarmed), or +5/+5 melee (1d6+3, quarterstaff), or +4/+4 melee (1d8+3, unarmed), or +5 melee (1d6+3, quarterstaff) and +5 melee (1d8+3, unarmed); SQ Evasion, *ki* strike (magic), slow fall, still mind; AL LN; SV Fort +5, Ref +5, Will +6; Str 16, Dex 13, Con 12, Int 10, Wis 14, Cha 8.

*Skills and Feats:* Balance +13, Climb +10, Escape Artist +8, Jump +20, Tumble +10; Combat Reflexes<sup>B</sup>, Improved Initiative, Improved Unarmed Strike<sup>B</sup>, Skill Focus (Balance), Skill Focus (Jump)<sup>B</sup>, Stunning Fist<sup>B</sup>.

**Evasion (Ex):** Whenever Monk is exposed to an effect which allows a Reflex saving throw for half damage he takes no damage on a successful saving throw.

**Ki Strike (Su):** Monk's unarmed attacks are treated as magic weapons for the purpose of dealing with DR.

**Slow Fall (Ex):** Monk takes damage from a fall as if it were 20 feet shorter than it actually is if he is within arm's reach of a wall.

**Still Mind (Ex):** Monk gains a +2 bonus on saving throws against enchantment spells and effects.

*Languages:* None. Does make grunts and kiai shouts and stuff.

*Possessions:* bracers of armor +1, masterwork quarterstaff, ring of jumping, yellow marker

### Invasion

---

**Abra'xanoth:** underdeveloped illithid; CR 6; Medium Aberration; HD 6d8+12; hp 43; Init +2; Spd 30 ft.; AC 21, touch 13, flat-footed 19; Base Atk: +4; Grp: +5; Atk +5 melee (1d4+1, tentacle) or +7 ranged (1d6+1/19-20, +1 *seeking light crossbow*); Full Atk +5 melee (1d4+1, 4 tentacles) or +7 ranged (1d6+1/19-20, +1 *seeking light crossbow*); SA Extract, improved grab, *mind blast*, psionics; SQ Darkvision 60 ft., telepathy 100 ft., SR 22; AL LE; SV Fort +4, Ref +4, Will +6; Str 12, Dex 14, Con 15, Int 20, Wis 12, Cha 20.

*Skills and Feats:* Concentration +11, Hide +11, Knowledge (arcana) +10, Listen +12, Move Silently +16, Spellcraft +8, Spot +12; Alertness, Armor Proficiency (light), Blind-Fight.

**Extract (Ex):** If Abra'xanoth begins its turn with all four tentacles attached and makes a successful grapple check automatically extracts the opponent's brain, instantly killing the creature.

**Improved Grab (Ex):** Abra'xanoth can use this ability if it hits a Small, Medium, or Large creature with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If

it wins the grapple check, it establishes a hold and attaches the tentacle to the opponent's head.

If it begins its turn with at least one tentacle attached, Abra'xanoth may attempt to attach its remaining tentacles with a single grapple check. The opponent can escape all tentacles with a single grapple check or an Escape Artist check, but Abra'xanoth gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

**Mind Blast (Sp):** 3/day – This psionic attack is a cone 30 ft. long. Anyone caught in this cone must succeed a DC 18 Will save or be stunned for 2d4 rounds. The save DC is Charisma-based. This ability is the equivalent of a 4<sup>th</sup>-level spell.

**Psionics (Sp):** At will – *charm monster* (DC 19), *detect thoughts* (DC 17), *levitate*, *suggestion* (DC 18). 1/day – *plane shift*. Effective caster level 6<sup>th</sup>. The save DCs are Charisma-based.

*Languages:* Undercommon, Infernal, Abyssal, Draconic (prefers to use telepathy).

*Possessions:* +1 shadow mithral chain shirt, +1 *seeking light crossbow*, *bead of force*, bolts (10), *boots of elvenkind*, *elixir of fire breath*, *necklace of fireballs* (Type 1), *potion of cure light wounds* (2), *potion of cure moderate wounds*, *ring of protection* +1, *screaming bolts* (3), vial of drow sleep poison, 99 gp.

## Appendix Three – APL 6

### On the Level

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**Monk:** mixed human male Mnk6; CR 6; Medium Humanoid (Human); HD 6d8+6; hp 36; Init +5; Spd 50 ft.; AC 16, touch 15, flat-footed 15; Base Atk: +4; Grp: +7; Atk +8 melee (1d6+4, quarterstaff) or +8 melee (1d8+3, unarmed); Full Atk +8 melee (1d6+4, quarterstaff), or +8 melee (1d8+3, unarmed), or +7/+7 melee (1d8+3, unarmed), or +7/+7 melee (1d6+3, quarterstaff), or +7 melee (1d6+3, quarterstaff) and +7 melee (1d8+3, unarmed); SQ Evasion, *ki* strike (magic), purity of body, slow fall, still mind; AL LN; SV Fort +6, Ref +6, Will +7; Str 16, Dex 13, Con 12, Int 10, Wis 14, Cha 8.

*Skills and Feats:* Balance +15, Climb +12, Escape Artist +10, Jump +22, Tumble +12; Combat Reflexes<sup>B</sup>, Improved Initiative, Improved Trip<sup>B</sup>, Improved Unarmed Strike<sup>B</sup>, Skill Focus (Balance), Skill Focus (Jump)<sup>B</sup>, Stunning Fist<sup>B</sup>, Weapon Focus (unarmed strike).

**Evasion (Ex):** Whenever Monk is exposed to an effect which allows a Reflex saving throw for half damage he takes no damage on a successful saving throw.

**Ki Strike (Su):** Monk's unarmed attacks are treated as magic weapons for the purpose of dealing with DR.

**Purity of Body (Ex):** Monk is immune to all diseases except supernatural and magical diseases.

**Slow Fall (Ex):** Monk takes damage from a fall as if it were 30 feet shorter than it actually is if he is within arm's reach of a wall.

**Still Mind (Ex):** Monk gains a +2 bonus on saving throws against enchantment spells and effects.

*Languages:* None. Does make grunts and kiai shouts and stuff.

*Possessions:* bracers of armor +1, masterwork quarterstaff, Quaal's feather token (fan), ring of jumping, ring of protection +1, yellow marker

### Invasion

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**Abra'xanoth:** illithid; CR 8; Medium Aberration; HD 8d8+32; hp 72; Init +3; Spd 30 ft.; AC 23, touch 15, flat-footed 20; Base Atk: +6; Grp: +7; Atk +7 melee (1d4+1, tentacle) or +10 ranged (1d6+1/19-20, +1 seeking light crossbow); Full Atk +7 melee (1d4+1, 4 tentacles) or +10 ranged (1d6+1/19-20, +1 seeking light crossbow); Space/Reach 5 ft./10 ft.; SA Extract, improved grab, *mind blast*, psionics; SQ Darkvision 60 ft., telepathy 100 ft., SR 25; AL LE; SV Fort +6, Ref +5, Will +8; Str 12, Dex 16, Con 18, Int 22, Wis 14, Cha 22.

*Skills and Feats:* Concentration +14, Hide +13, Intimidate +12, Knowledge (arcana) +11, Listen +13, Move Silently +19, Spellcraft +9, Spot +13; Armor Proficiency (light), Blind-Fight, Extended Reach\*.

**Extract (Ex):** If Abra'xanoth begins its turn with all four tentacles attached and makes a successful grapple check automatically extracts the opponent's brain, instantly killing the creature.

**Improved Grab (Ex):** Abra'xanoth can use this ability if it hits a Small, Medium, or Large creature with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and attaches the tentacle to the opponent's head.

If it begins its turn with at least one tentacle attached, Abra'xanoth may attempt to attach its remaining tentacles with a single grapple check. The opponent can escape all tentacles with a single grapple check or an Escape Artist check, but Abra'xanoth gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

**Mind Blast (Sp):** At will – This psionic attack is a cone 60 ft. long. Anyone caught in this cone must succeed a DC 20 Will save or be stunned for 3d4 rounds. The save DC is Charisma-based. This ability is the equivalent of a 4<sup>th</sup>-level spell.

**Psionics (Sp):** At will – *charm monster* (DC 20), *detect thoughts* (DC 18), *levitate*, *plane shift*, *suggestion* (DC 19). Effective caster level 8<sup>th</sup>. The save DCs are Charisma-based.

*Languages:* Undercommon, Infernal, Abyssal, Draconic (prefers to use telepathy).

*Possessions:* +1 shadow mithral chain shirt of light fortification, +1 seeking light crossbow, bead of force, bolts (10), boots of elvenkind, dust of disappearance, elixir of fire breath, ioun stone (pink rhomboid), minor circlet of blasting, necklace of fireballs (Type I), potion of cure light wounds (2), potion of cure moderate wounds (2), potion of cure serious wounds (2), potion of resist cold 10, potion of resist fire 10, ring of protection +2, ring of the ram (15 charges), screaming bolts (3), vial of drow sleep poison, 139 gp.

## Appendix Four – Gambling at the Shining Halls

Heroes may play a form of craps (using two eight-sided dice):

1. Rolling a 2 always loses
2. Rolling a 9 or a 15 on the first roll wins
3. Rolling anything else (not 2, 9, or 15) requires you to roll that number again before rolling a 2, 9, or 15 to win
4. The shooter (rolling the dice) can only bet for himself and doubles his money if he wins
5. Others at the table can bet for the Shooter to win and double their money if he does, or bet that the shooter will lose (betting for the house) but they only get 1.5x their money if they take this option.
6. You cannot, ever, use your own dice! The temple provides all lucky dice!!

Profession(gambler) – In the instance in which someone has ranks in Profession (gambler), they are allowed to attempt a skill check. A DC 20 or higher check allows the hero to reroll any one of the d8s one time during a given shooting session.

For instance, Darius has a +5 Profession (gambler) modifier. He gets a 23 on his skill check. He throws the 2d8 and gets a 1 and 1, or 2. He has lost; however, he can reroll either die. Choosing one, he rerolls it, getting a 5. His number is now 6. Three rolls later, Darius has still not rolled a second 6. On his fourth roll, he throws a 4 and 5, or 9. He has lost, as Darius cannot reroll one of the dice – he did so on his first throw.

## Appendix Five – New Rules Items

### Extended Reach [Monstrous]

from *Savage Species*, pg 34

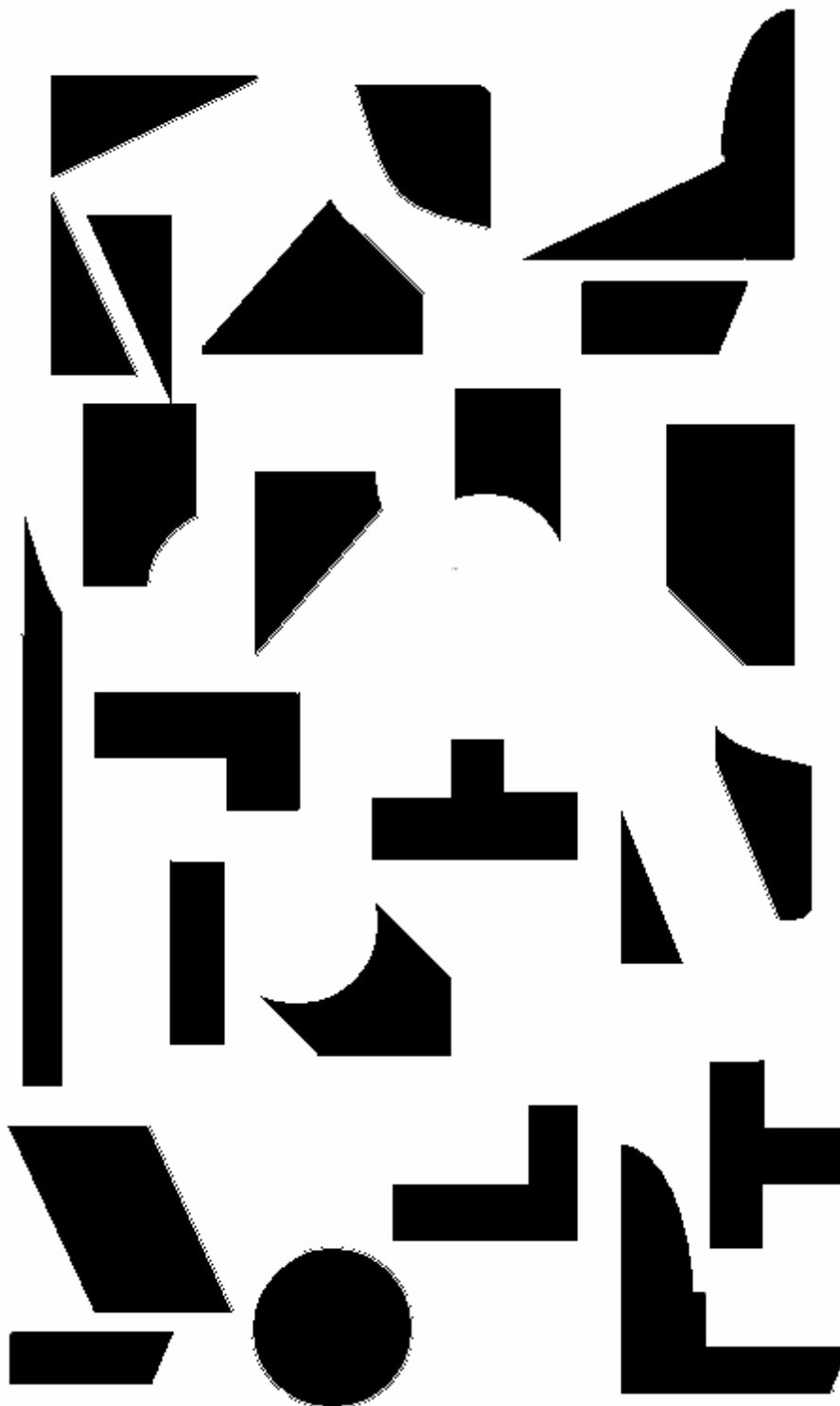
Your flexible body allows you to reach farther than normal.

**Prerequisite:** Small or larger size, nonrigid body or nonrigid attack form such as a tentacle, feeler or pseudopod.

**Benefit:** Your body or a part of your body with which you can deliver a melee attack is boneless and flexible, allowing you to threaten a larger than normal area with melee attacks. Add +5 feet to your normal reach.

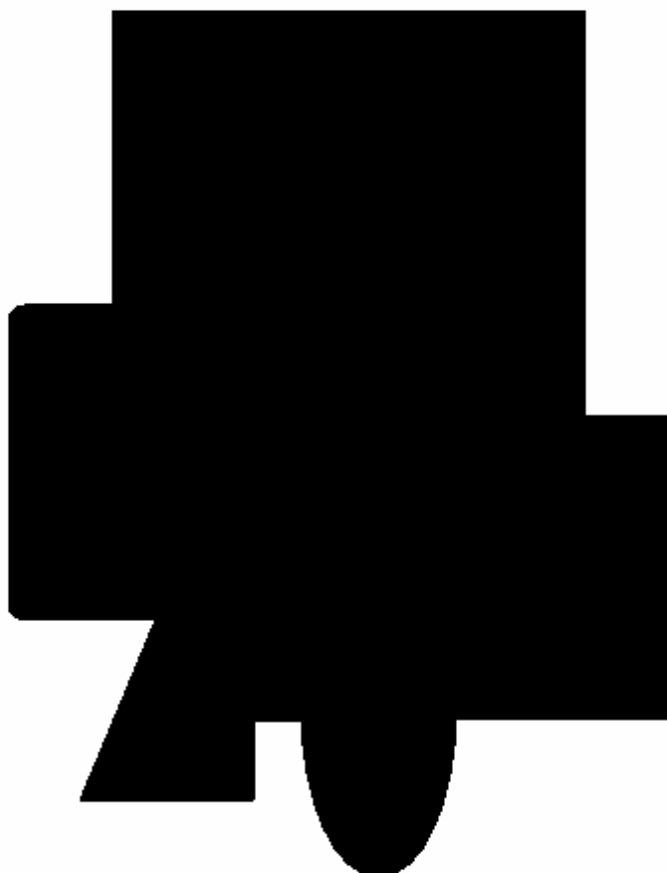
## DM's Aid #2

Puzzle Pieces for **Spin to Fit**. These need to be cut out and provided to the party.



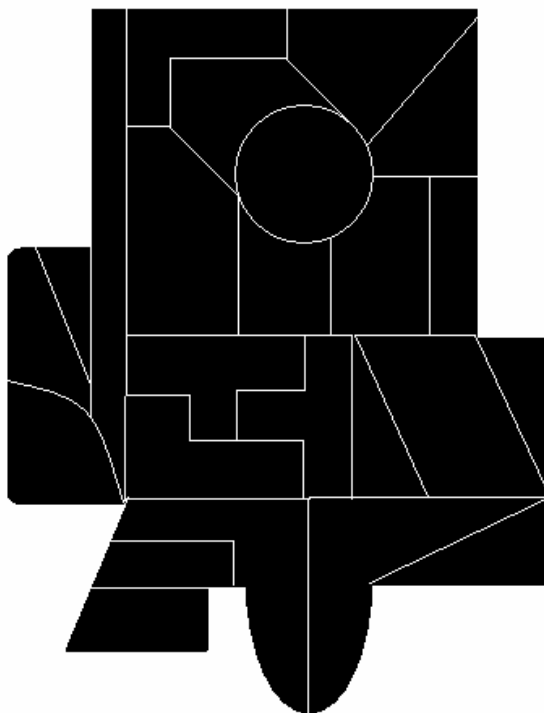
## DM's Aid #3

The mold for **Spin to Fit**. This page should be provided for the party so that they may maneuver the pieces in it.



## DM's Aid #4

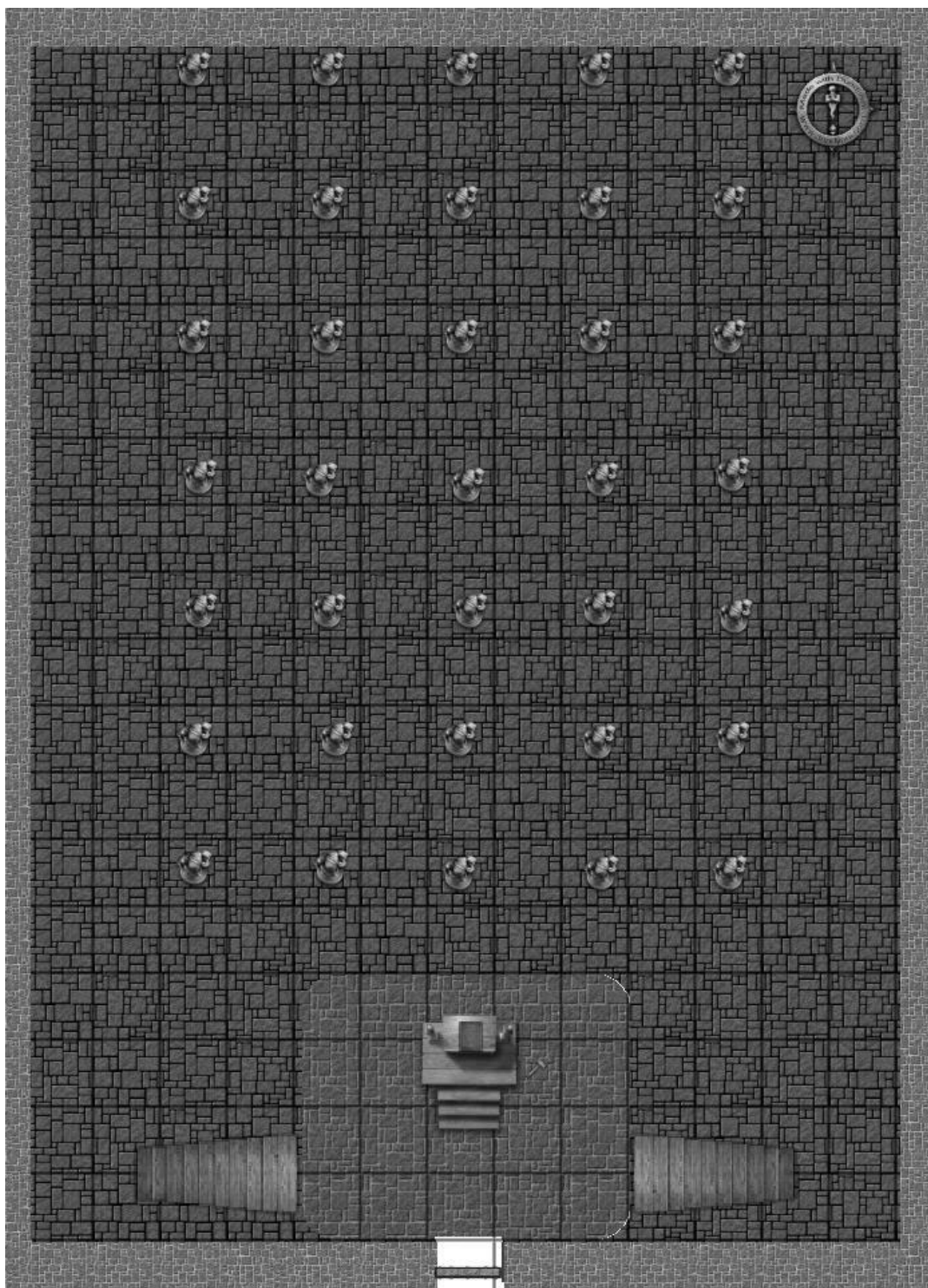
The solution to **Spin to Fit**. Do not show this to the players.





## DM's Aid #5

Map of **Orcish Hordes**. You may choose to show this to the party if you would rather not draw it out.



Orcish Hordes Map  
1 square = 5 feet

Statues are numbered in  
the following pattern.

31 - 32 - 33 - 34 - 35  
30 - 29 - 28 - 27 - 26  
21 - 22 - 23 - 24 - 25  
20 - 19 - 18 - 17 - 16  
11 - 12 - 13 - 14 - 15  
10 - 9 - 8 - 7 - 6  
1 - 2 - 3 - 4 - 5

## DM's Aid #6

Clues for **Orcish Hordes**. These should be cut apart and handed to the party as they discover them. Remember, do not read the clues aloud. Simply hand them to the party. The difference between “seven by three” and “seven times three” can throw a party off.

The Pedestal  <b><math>7 \times 3</math></b> <b>Remember your beginnings...</b>	Clue #1 (found in orc #33)  <b><math>8 + 5</math></b>
Clue #2 (found in orc #13)  <b><math>+ 4</math></b>	Clue #3 (found in orc #4)  <b><math>3 \times 5</math></b>
Clue #4 (found in orc #15)  <b><math>4 \times 2</math></b>	Clue #5 (found in orc #17)  <b><math>10 + 4^2</math></b>

## DM's Aid/Player Handout #7

This is a representation of the engravings and holes found on the wall in **Knight Knot**. Give this to the players when they enter that room.

**Four Knights were training for the annual Jousting Tournament. They were hurrying to the blacksmith to get new shields. Unfortunately, they all ran into each other. It was quite a knot! You will need to determine each of these:**

- Knight
- Steed
- Type of Wood
- Symbol on the shield
- What form of payment

### The Clues

1. The Greyhawk Knight, who did not want the eagle on his shield, rode in on an animal with two legs.
2. The Heironean Knight never liked gold or jewels, and wanted a picture of a bird on his shield.
3. The horse carried gold and maple for her knight's shield.
4. The Bloody Knight was seen on his elephant carrying a bag of silver and oak.
5. The Vesve Knight loved eagles.
6. The oak shield has a picture of a dragon.
7. The pine shield has a unicorn picture, and the Forest Knight paid with gold.

#### Knights

Greyhawk	o o o o
Heironean	o o o o
Vesve	o o o o
Bloody	o o o o

#### Material

Oak	o	
Birch		o
Pine	o	
Maple		o

#### Mounts

Horse	o
Ostrich	o
Elephant	o
Camel	o

#### Payment

Gold	o
Silver	o
Jewels	o
Silk	o

#### Shield Heraldry

Dragon	o
Phoenix	o
Eagle	o
Unicorn	o