

Dyv3-09

Exile

A One Round D&D LIVING GREYHAWK[®] Dyvers Regional Adventure

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For Yeon-Joo Jung. Thanks to all the wives who tolerate our gaming habit.

The signal fire has gone out on Merroc's Rock, hampering shipping traffic into Dyvers. The PC's are sent to investigate and to restore the beacon before disaster strikes. An adventure for characters level 2-12.

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

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Introduction

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

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire. Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.

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

Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

If you are running a table of six PCs, add one to that average.

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

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

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

2. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

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

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Dyvers. Characters native to Dyvers pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per round. Rich Upkeep costs 50 gp per round. Luxury Upkeep costs 100 gp per round.

Mundane Animals Effect on APL	# of Animals			
	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

The Current Effect of the Dock Fire on the Populace of the Free and Independent City of Dyvers

At this point in time, the Free and Independent City of Dyvers continues to reel from the massive fire in the dock district. Although the Magister and Gentry tried their best to aid the displaced and shore up the economy, prices rose significantly. (Any item purchased in this scenario is 25% above normal value.) In addition, hoarding has become common among the corrupt.

The poor are present nearly everywhere in the city with the exception being the Gentry District, and ask the PCs for aid. Use this to add flavor during the adventure, but don't let it bog down the event. PCs paying Rich and Luxury lifestyles receive reverse the normal charisma modifiers from both the poor and the gentry, unless they have aided the poor (Donated at least 10 GP per APL each) in Dyvers hour of need.

The newly created homeless are unruly and angry about their situation, and are belligerent with anyone refusing to aid the homeless. They are also desperate enough to mob anyone who seems to be extravagant in their donation.

Using Divination Spells in This Module

Due to the priesthood receiving numerous requests for aid from the victims of the Dock District fire, they are unable and unwilling to waste spell slots for divination spells, since more readily useful ones can be cast. This is because they feel the homeless are more worthy of their

efforts, and are to some extent afraid of the negative publicity coming from helping the Gentry over the common soul.

Adventure Summary and Background

Comment on the Optional TU: The optional Whiteshelf mine encounter is geared toward the Dyvers meta-organization: The Ring of Steel. If the players wish to include the optional TU, the GM should be familiar with the politics surrounding the organization

Introduction: The players find themselves in Maravan awaiting the arrival of the "Random Gamble."

Encounter One: The players are accosted by a group of Bounty Hunters who are intent on either capturing any player that is a member of the Dyvers Chapterhouse - Ring of Steel member, or if none are present, on capturing Jerad Garrick, a gnome whom they claim is associated with the Ring of Steel.

Encounter Two: After dealing with the Bounty Hunters, the players find themselves enroute to Dyvers aboard the Leardyn merchant ship "Random Gamble". The ship runs aground on Merroc's rock in a fog. The signal fire has gone out in the lighthouse tower. PC's are sent to investigate the tower by Robil Kelso, Knight Commander of Westguard and Captain of the "Random Gamble". The signal tower on Merroc's rock was once inhabited by Pheol of Thom. He was a reclusive mage and scholar in the field of entomology. The players enter the tower to discover the lighthouse crew missing. Searching the tower reveals the recently opened secret entry to the sub-cellar. Within lies Pheol's old study. The players examine various items, including a domed crystal pedestal. This is a minor artifact of Pheol's creation that contains the microcosm called "the Valley." Pheol has created several dozen square leagues populated by the Sange Formians, the Nege Formians, dangerous plants and insects, the descendants of a band of thieves who broke into Pheol's tower 20 years ago, Ethane Leardyn, noble son of Enruhl Leardyn, and the lighthouse crew who mistakenly activated the pedestal. The entirety of the Valley is lit by magic and varies little from a median temperature of 90 degrees Fahrenheit. The Halfling tribes descended from the thieves and have been largely enslaved by the Formians.

Encounter Three: The players enter "the Valley" where they meet with several members of the Gobbling's Band

tribe who are trying to gather food from the cultivated fields of the Nege Formians. Most cannot speak anything but a crude dialect of Halfling. The Nege are waiting in ambush to capture more workers and a battle breaks out. The players defeat or flee the Nege and are taken into the treetop camp of the Gobbling's Band.

Encounter Four: The players meet Dever, the Gobblings Band leader, who tells the players what he (controlled by Avan) knows of the Nege Hive and the legend of the great pillar and the barrens beyond the Valley.

Encounter Five: This encounter occurs when the players are traveling through the valley. This is an encounter with carnivorous plants that varies by APL.

Encounter Six: This encounter occurs if the players decide to cross the Whiteshelf. This is a vast gold plain that is over a mile in diameter and is at a constant temperature of 200 degrees Fahrenheit.

Encounter Seven: This encounter involves infiltrating the Nege rain tunnel (mostly descriptive).

Encounter Eight: This encounter involves exiting through the fissure in the ravine tunnel, then being restored to normal size at the base of the great pillar (the pedestal) in the barren sea (the floor of the sub-cellar). The players find themselves seated in a puddle of seawater within Pheol's study.

Conclusion: Upon the PCs return to Dyvers they may report to the harbormaster and other Dyvers authorities concerning the happenings at Merroc's rock.

Optional Encounter: The Whiteshelf mine occurs if the players spent an extra TU. This encounter pits the players against formians and a magically sealed tomb in order to free conscripts of the Nege Formians and possibly gain the first Niadeen Codex fragment. The players also get the chance to free Ethane Leardyn from the conscript gangs and garner favor with house Leardyn. This encounter involves going back into the pedestal.

Introduction:

It is a few hours before dawn. You are at the tavern "Fharlanghn's Respite" near the docks in Maravan, awaiting a ship that takes you to Dyvers. The ship is a Leardyn merchant ship called the "Random Gamble." The morning mists still lay thick on the ground as your group finishes its morning breakfast.

Do character introductions at this point. The action starts up very quickly so they will need to get this out of the way.

Encounter One: These are not the Droids ..

The tavern common room is almost empty and your plates have been cleared from the table, when a group of armed mercenaries come through the front door. The lead mercenary has only one good eye. The other is milky with an old scar that cuts from forehead to chin. He addresses the party: "We are here for the bounty on the Ring of Steel traitor. We have no quarrel with the rest of you. Clear out now and you won't be harmed."

If the party contains a member of the Dyvers Chapterhouse of the Ring of Steel (RoS), the Bounty Hunters are intent on capturing that PC in addition to the gnome. If there are no player character members of the RoS present, the bounty hunters are referring to a cloaked gnome at the bar:

The Bounty Hunters seem to be referring to [the RoS PC and/or] a cloaked gnome who is slumped over the bar. "Your tired cause is a relic of the past, friend. Did you really hope to elude us? Tell me where your comrades have taken refuge and perhaps we will let you go."

The Bounty Hunters fan out to surround the drunken gnome. [and any other RoS PC's present] The gnome straightens, drawing up to his full height of a few feet: "I've only just laundered this shirt..." he says, and with that he promptly passes out across the bartop.

Creatures:

APL 4 (EL 6)

☛ **Bounty Hunters (2):** Male human Ftr5; hp 44, 44; See Appendix One.

APL 6 (EL 8)

☛ **Bounty Hunters (4):** Male human Ftr5; hp 44, 44, 44, 44; See Appendix One.

APL 8 (EL 10)

☛ **Bounty Hunters (3):** Male human Ftr7; hp 66, 66, 66; Appendix One.

APL 10 (EL 12)

☛ **Bounty Hunters (2):** Male human Ftr9; hp 82, 82; Appendix One.

☛ **The Vampire Sethtun:** hp 60; See Appendix One.

APL 12 (EL 13)

☛ **Bounty Hunters (4):** Male human Ftr7; hp 82, 82, 82, 82; Appendix One.

☛ **The Vampire Sethtun:** hp 60; See Appendix One.

Tactics: Sethtun remains in the shadows, content to let his minions engage the party. Once they have done so, he moves into the room and attacks at the end of the first combat round. Sethtun makes use of a granted power of his god, Tharizdun, to escape if he is seriously wounded (or slain). The effect is a burst of acrid smelling smoke and Sethtun vanishes. Consider Sethtun "defeated" for experience purposes when he is slain, turned, or reduced to 10 hp or less and escapes. If at all possible he escapes the players at this time.

Development: The Bounty Hunters attempt to capture the RoS PC and/or the Gnome NPC if the party does not resist either through negotiation or force of arms. The bounty for former Ring of Steel members is 50gp x APL (wheatsheafs). On a successful Diplomacy check [DC 10+APL] the Bounty Hunters happily collect this money from the party in exchange for leaving the RoS PC or NPC alone at APL 4-8. There is no negotiation possible at APL 10-12 due to Sethtun's presence. The Bounty Hunters simply attack, along with Sethtun.

The following occurs if the Players lose the fight with the Bounty Hunters: If the PC's lose the fight, the RoS members are taken away and the rest of the party are left where they lie. Captured RoS PC's must ransom themselves from the bounty hunters for 60 gp x APL (wheatsheafs) at APL 4-8. At APL 10-12, the presence of Sethtun makes a ransom more difficult to arrange, at 100 gp x APL (wheatsheafs). Players who cannot afford to pay this ransom will manage to escape after spending 6 TUs in captivity. The adventure is over for captured RoS members. The rest of the party may continue with the adventure if they wish.

The NPC gnome is feigning unconsciousness and does not "revive" anytime soon unless forced to do so by magical or other drastic measures that would uncover his ruse. If the RoS gnome is "brought to consciousness," he thanks the party for their assistance.

Read or paraphrase the following with a drunken slur:

"Sorry, forgot proper er polite...ness, Jerad Garrick pleased to make your acquaintance. Uhh... sorry. That is not to say you are Jerad Garrick, who I are er am. Then who would I be?" The Gnome is busily rubbing at a beer stain that covers his doublet from collar to midriff. "Did you know I just laundered this shirt? Thank you again for your assistance. Name your price. My brother Jebedo Garrick would be happy to reimburse you for your troubles. Look him up in Dyvers."

Jerad is evasive concerning any questions about the RoS. He slips away at first opportunity when the players enter into conversation with each other or are distracted. When he slips away, simply comment that the gnome must not have been as intoxicated as he seemed as he has disappeared.

In the pocket of one of the players is a packet that the player eventually notices with a Spot check (DC 5). Have the player make the spot roll every so often until he succeeds. Give the player Jerad Garrick's letter (Player Handout #3). For your convenience we have included the letter below:

To whomever finds this letter,

I hope that this letter finds you well and in good spirits. I have been hunted now for some time due to an important obligation to a friend. The chances are that I do not know you, though I trust to Norebo that luck will place this in the hand of an ally. The roads to Dyvers are watched and I cannot return. This puts me in a tight spot as I have a rather important message to deliver. Please find Master Theron, a one time peasant with a warrior's heart, or Master Egil, a big florist with a funny accent. I suppose you could find that branch Pelorian Master as well, but he is a dandy and his preaching gives me a headache. All in all though, he is a good dresser and popular with the ladies, so I guess he can't be all that bad. But I digress. The message I would have you give them is "The Dark God seeks the Hierarch from the ashes." Do this for me and my family will be grateful. Find my brother Jebedo, he will gladly repay you for your efforts.

-Jerad Garrick

If the players are wondering who Sethtun is they may recognize the name from several places. A Knowledge (local), Gather Information, or Bardic Knowledge check [DC 35] will provide information concerning Sethtun. If the players somehow make the roll, give them the

highlights of the final battle (detailed in the Histories of the Ring- player handout at the end of this module.) Once finished they can pass the time until the Random Gamble finishes docking.

Treasure:

APL 4: L: 18 gp; C: 0 gp; M: 0 gp
 APL 6: L: 36 gp; C: 0 gp; M: 0 gp
 APL 8: L: 67 gp; C: 0 gp; M: 0 gp
 APL 10: L: 45 gp; C: 0 gp; M: 0 gp
 APL 12: L: 90 gp; C: 0 gp; M: 0 gp

Encounter Two: and a Fine Ship She Is

It is early morning and you are returning to Dyvers aboard the Leardyn merchant ship "Random Gamble," captained on this voyage by Robil Kelso, Knight Commander of Westguard. Your ship has entered a fog and the watch officer seems concerned. The officer calls up to the crow's nest: "Lookout, do ye spy the signal fire?" A sudden jolt throws everyone to the deck. Chaos ensues for several minutes until Robil Kelso emerges to address the ship and restore order: "We have run aground on Merroc's rock. The lighthouse signal fire is out. It will be a danger to all shipping traffic in these waters if we don't get it lit."

The Knight Commander turns to the party members: *"The crew is needed here to get the ship off the rocks and the hole fixed. I need you to go to the tower and find out what has happened to the lighthouse crew there. Get that signal fire lit. Can you handle that? The sooner we get this taken care of the sooner we can get off this stinking rock."*

Robil Kelso declines any offers of assistance to repair the hull or inspect the ship for damage, thanking the players for their offers but expressing confidence in the ability of his crew to repair the ship. He does not allow any of his crew to assist the adventurers in exploring Merroc's Rock, stating that he needs them here. He emphasizes the importance of the signal fire as a priority and urges the party to get going if they delay.

The Tower

For those looking for information on the Merroc Rock Lighthouse they can attempt a Knowledge (local) or Bardic Knowledge check [DC 17] to reveal that the signal tower on Merroc's rock was once inhabited by Pheol of Thom. He was a reclusive mage. Robil Kelso knows this

and tells the players if they ask him. A Knowledge (local) or Bardic Knowledge check [DC 21] reveals that Pheol of Thom was a scholar in the field of entomology. He was banned from the College of Wizardry in Dyvers for "dangerous experiments" involving intelligent species of insects and plants. These experiments were the product of insomniac dedication to his work, a trait that reputedly drove him to greatness, and some would say madness (obviously disreputable and jealous colleagues).

Lighting the Signal Fire

The tower is a 3 story building. The roof contains a sheltered signal beacon, casks of lamp oil, and various other items. The signal fire can be relit using the materials on-hand with an Intelligence check (DC 10) or the appropriate Profession skill. Up to two other players may attempt to assist for +2 circumstance bonuses. If the players fail by more than 5 they have damaged the equipment and the signal does not light until several components are replaced. If they fail by less than 5 they may try to light the signal fire again. The second floor is the crew's living quarters. The room contains clothing and personal effects of little value. The first floor contains stores of food for the crew and equipment for the maintenance of the lighthouse. A Spot check [DC 5] reveals that there is also a section of flagstone that has been removed from the floor to uncover a steep stairway leading down to a sub-cellar room. The room is lit and is visible from the first floor.

Pheol's Study

The study is a 30' by 30' room that contains bookshelves that line each wall. The room shows no sign of decay or disrepair. The shelves are filled with books, scrolls, and loose manuscripts. In the center of the room is a strange device that looks like a domed crystal birdbath or a giant glass cake-stand. The room is flooded with an inch or so of water, probably as a result of the recent storm.

Examining the bookshelves will reveal one item from the following list per 5 min of search time on a successful Search check [DC 10]. Each item can only be discovered once.

- A handwritten manuscript. The bulk of the 100 odd pages are encoded. A Decipher Script [DC 15+APL] will reveal the title. "The Valley: an Experiment in Microcosmic Variance by Pheol of Thom." The rest of the work takes several weeks to decipher and describes the author's observations of the various groups within the crystal pedestal artifact referred to as "The Valley."

- *Divine Scroll of Remove Curse* (5th lvl caster)
- *Divine Scroll of Endure Elements* (1st lvl caster)
- *Arcane Scroll of Feather Fall* (1st lvl caster)
- *Divine Scroll of Dispel Magic* (5th lvl caster)
- *Divine Scroll of Create Food and Water* (5th lvl caster)

The Crystal Pedestal

Read or paraphrase the following if the players inquire about the Crystal Pedestal:

The Crystal Pedestal has a half sphere domed table top similar to a cake display. It is about 6' in diameter. The dome of the half sphere is 3' from the base to the apex. The base of the pedestal is a tripod about a foot high and about a foot in diameter that branches into three crystal "arms," each 4 feet long which angle upward to support the pillar at equidistant intervals. The crystal is opaque and emanates a pulsing light equivalent to a light spell (day and night cycles at increased time flow within the valley). Nothing inside the dome is readily visible from a distance as the dome is filmed over with dust and grime with the exception of a single recent handprint.

The Crystal pedestal has been malfunctioning for several years. Touching Pheol's artifact or employing magic upon it produces a disorienting flash. Everyone in the tower is transported into "the valley." This effect is responsible for the disappearance of the lighthouse crew. Proceed to encounter one when the crystal pedestal is activated.

Treasure:

All APLs: L: 0 gp; C: 0 gp; M: *Divine scroll of remove curse* (31 gp per character); *Divine scroll of endure elements* (2 gp per character); *Arcane scroll of feather fall* (2 gp per character); *Divine scroll of dispel magic* (31 gp per character); *Divine scroll of create food and water* (31 gp per character)

Encounter Three: Tall Berry Fields for Dever

The players find themselves slightly disoriented and sitting in the midst of a stand of tall trees that bear elongated bunches of yellow berries. The trees are planted at regular intervals in rows. Two halflings are gathering the berries by hitting the bunches with long sticks. The majority of their effort pulps the berries, spraying them amongst the broad leaf trees.

The halflings are wearing crude clothing made of chitin and plant fibers. One of them wears some sort of giant insect head as a helm. They speak to each other in a strange language.

The first halfling, quickly collecting the yellow fruit, exclaims: "Yal er hallar iffnya luv bald nanners wit peppuh uh nit. Yeee Hooo!"

The second halfling is busily crushing a bulbous jungle plant and inhaling the vapors it releases. These gases make his voice several octaves lower.

He exclaims to his friend simply: "I'm very small" in a deep bass voice.

The two halflings find this incredibly funny as let out shouts of delight. These shouts quickly turn to screams of fear as they look toward the party and begin to run in the opposite direction. One halfling yells back over his shoulder: "Oeww wee! Moov yah nuhsah ifnya wahnah key puh!"

Have the characters make a Listen check (DC 10) to hear the following:

A sound like a sudden rainstorm or hundreds of pub patron fingers being drummed on a bar-top while awaiting drinks.

The sound is approaching from the opposite direction of the halflings' flight. It is the sound of the Nege skirmishers beating the jungle brush to drive the halflings into their gauntlet.

Dozens of Halflings are running through the fruit fields in various confused directions. A long black line of giant ants approaches. The ants bear weapons, nets, and some bits of armor and clothing. The ants beat the brush rhythmically as they approach. Screams and shouts echo from all directions. Off in the distance, a giant insect crashes through the broad leaf jungle trees, ridden by the ant creatures. From the giant insect's harness dangle the squirming netted bodies of halfling captives. Horns can be heard sounding in the distance.

Essentially, give the players the feeling that they have just landed on the Planet of the Ants and are about to be captured with a load of inbred savage halflings and dragged off to slavery.

The party members have one round to act. If they choose to flee now or during the initial battle, allow anyone who flees to escape. Proceed to encounter four if all party

members have fled by the end of the initial Formian raider fight or sometime before. Any party members who are knocked unconscious in the initial Formian battle have a 50% chance of being stabilized and rescued by Dever of the Gobbling's Band tribe before the Formians can return to claim them.

It is important to note unconscious party members who are left behind in encounter one will be taken by the Formian raiders to join the conscript gangs at the Whiteshelf mine. These players can either be rescued in the Whiteshelf optional encounter at the end or they must spend 6 TU's as they work to escape the Nege slave camp.

The Nege raiding party that is approaching the Nanner orchard is intent on capturing the halflings who constantly raid the Nege food stores. They consider the party an added bonus and turn their efforts toward the party. The Nege bear nets that they employ on any PCs they can target. Anyone who is trapped in a net is quickly subdued into unconsciousness. The Nege target spellcasters first and put them down as quickly as possible. Subdue the PC but don't kill them.

Continue to send Nege Formian reinforcements of progressively higher APL at the party every time they defeat a Formian raiding party until the players flee.

Give the party a round in between reinforcements to consider taking flight. Emphasize the fact that the yellow fruit fields are full of these Black Ants and their mounts, beating at the trees and approaching in waves. The PCs may flee between waves.

Development: If the players do not attempt to follow the halflings either when the halflings initially flee or immediately after defeating the initial onslaught of Formian raiders, they lose the halflings. In other words, choosing to fight the Nege reinforcements results in losing the halflings and requires tracking the halflings if the party wishes to follow the halflings. Tracking the halflings requires a Survival check (DC 5 + APL). So at APL 4 they do not need to have the Track feat as the DC is 10 or less. The players may make 3 attempts to pick up the trail. After three failed tracking attempts, attack the party with Nege reinforcements of progressively higher APLs until they flee. Proceed to encounter five.

Remember that the Formians possess a Hive mind and are therefore able to coordinate increasingly tougher Formian attacks against resisting quarry. Keep track of the slain creatures for experience purposes.

Creatures:

APL 4 (EL 6)

☛Formian Warriors (3): hp 26, 26, 26; see *Monster Manual*

APL 6 (EL 8)

☛Formian Warriors (5): hp 26, 26, 26, 26, 26; See *Monster Manual*

APL 8 (EL 10)

☛Formian Taskmasters (3): hp 39, 39, 39; See *Monster Manual*

APL 10 (EL 12)

☛Formian Taskmasters (3): hp 39, 39, 39; See *Monster Manual*

☛Formian Myrmarch: hp 102; See *Monster Manual*

APL 12 (EL 14)

☛Formian Taskmasters (4): hp 39, 39, 39, 39; See *Monster Manual*

☛Formian Myrmarchs (2): hp 102, 102; See *Monster Manual*

Encounter Four: One Time at Gobbling's Band Camp...

If the players have followed or tracked the Halflings from the berry fields in encounter three, they find themselves at the halfling camp. If the players faced the Formian reinforcements in encounter three without successfully attempting to track or follow the halflings, go to encounter five.

The sound of terrified halflings being drug off echoes through the jungle. The wall of ants sweeps through the fields and surrounding jungle below. The strange halflings have led you to a tree top camp, high above the forest floor. The ants do not pursue you here. The camp consists of several platforms of woven plant fiber. Primitive tools and devices are visible on the largest of the platforms where the party is currently resting. The halfling leader steps forward amidst a crowd of brightly painted halflings who look on. The halfling leader is dressed in chitinous armor made from black ant carapaces and plant fiber. His body is decorated with dye patterns, most likely extracted from roots and berries. He is attended by a large red ant who adjusts the armor and adds a few ceremonial

finishing touches to the halfling's costume before he scuttles back and squats down beside the leader. It is obvious from the labored movements of the red ant that it was crippled from massive injuries suffered at some point in the past.

The halfling leader speaks:

"Yallna fromuh round ere. T'cal me Dever. Ima che fuhda goblings band ere. Whutchall doin ere?"

The Fibbin Me Uhn: Before Dever is willing to give information to the players he insists that they prove themselves to the tribe by winning the "Fibbin Me Uhn" contest. This is a contest of tall tale telling. Dever tells his tale first. Each of the players are then allowed to tell their tale. The player who tells the most outlandish and humorous story is the winner and is inducted into the Gobblings Band Tribe (see treasure). Limit the time to 1-2 min per story. Have the crowd cut short stories longer than 2 min with rounds of berry skin pelting and chants of "Sid ow" or "Shad uh."

In the end the GM selects the story he feels is the best and has the crowd rush over to the player, who is painted with berry juice and hoisted in a chair to be paraded around the camp and fed "bald nanners wih peppa uhnit" boiled bananas with "pepper" (vanilla extract) cooled into a thick sweet soup. This is the absolute favorite meal of the Gobblings Band tribe.

Dever's story:

"Uhn Lang time go Gobblings Band come ere. Huffer Gobblings Band sah ledah, Uh huh. Stold em a mince poah pie uhn lernt em a lessuhn inah pro ce. Uh huh. Gossa Buh leet. Lebit hanguh da breeze uhn ruh nin fuh safe. Fity Fie Fee moh uhn heduh. Spirit putuh what laht uhnim. Put em ere. Hendah cane moh. Deversah leda caus ah goh Huffer nuhsah ere. Run fahty mah wit mah owen sah ou tin dah breeze uhna antsah aftah me fah fity fie ah sis."

Dever smiles and holds up a small closed pouch to the applause and cheering of the halfling crowd. Dever sits down and the crowd turns their attention to the players, awaiting the next story.

It is important to note that Dever is psychologically dependant on the advice of Avan, the Sange Formian taskmaster. This is due to Avan providing lifesaving advice to the Gobbling leader time and again. Dever would not think of making a decision without consulting Avan and would never go against his advice. He also

believes everything his advisor says to be true. Dever attempts to get the PCs to speak about themselves in order to gather as much information as he can from the party concerning their abilities and intentions. Avan plans to use the information provided by Dever to further the formian's goal of destroying the Nege hive and thereby gaining prestige and status within the Sange Colony. It is important to note that Avan has been out of range of the Sange Hive mind for several years. This fact coupled with his crippled condition has destabilized Avan into a meglomaniacal personality. The following is information that Dever will impart to the party if asked:

Dever and the rest of the Goblins band are descendents of a band of halflings lead by the legendary Huffer of the Goblins Band (the evolution of the Goblinsbane name). The original band tried to rob the treasures of a powerful spirit (the tower of Pheol of Thom). They were banished to the valley and have been here for two dozen generations.

The Formians lost no time in enslaving the new arrivals into conscript gangs to tend the hive, work the Nanner Berry fields and mine the whiteshell for metal. The Goblins Band is made up of halflings who have escaped from the conscript gangs. They move around the jungle, hiding from the Formians and raiding them for supplies when needed. Dever tells the players that Huffer of the Goblins Band attempted to escape the Valley by climbing down the great pillar, rumored to rise for miles above the barrens below. Legends say that Huffer found an exit through the valley wall near the Nege hive.

Dever tries to convince the players that the only way out of the valley requires that the players kill the Nege Queen (not true). He also states that the lighthouse crew was captured by the Nege four years ago, around the time Dever escaped from the Nege conscript gangs. (There is a time differential between the valley and Oerth that was created by Pheol to enable him to speed up his experiments.) Dever will assert that killing the Nege Queen will free the Halfling tribes from the Nege Collective.

Dever is controlled (Psychologically dependant) by Avan, a Sange Formian Taskmaster. Dever introduces Avan as his adviser. Avan has been sent by the Sange collective to gather information on the Nege and hopes to gain the favor of the Sange Hive by coercing the players into destroying the Nege. Dever explains Avan's presence by stating that Avan was injured in a raid against the Nege and was thereafter cared for by the Goblins (true).

Avan dominated Dever to ensure his care when he was wounded. Avan is severely crippled and cannot move about very easily. Should the players suspect Avan's treachery, he feigns innocence and if the formian is threatened, the entire tribe attempts to defend Avan. In other words, the GM should make it almost impossible to single out and kill Avan. Killing Avan is not the goal of this encounter. Dever gives the players a crude map of the valley showing them the way to the Nege Hive.

Encounter Five: Welcome to the Jungle

The following encounter will occur before the party reaches the White Shelf. Give the players a chance to rest and regain spells if they so desire. The following encounter occurs on day 2 of wandering in the jungle.

The Jungle surrounding the Nanner fields is far less tame and inviting. A wide variety of plants are packed tightly together, slowing travel and increasing the humidity to uncomfortable levels. A multitude of strange insects crawl around the leaves of the jungle plants and along the grassy floor. You travel for several hours until you are interrupted by the sudden animation of the Jungle around you.

Creatures:

APL 4 (EL 4)

🕷️ **Assassin Vine:** hp 30; See *Monster Manual*

APL 6 (EL 6)

🕷️ **Tendriculous:** hp 94; See *Monster Manual*

APL 8 (EL 8)

👹 **Treant:** hp 66; See *Monster Manual*. This evil Treant has been warped to madness by Pheol's experiments.

APL 10 (EL 10)

🕷️ **Monstrous Colossal Spiders (2):** hp 104; See *Monster Manual*.

APL 12 (EL 12)

🕷️ **Monstrous Huge Spiders (4):** hp 52, 52, 52, 52; See *Monster Manual*.

🕷️ **Monstrous Colossal Spider (1):** hp 208; See *Monster Manual*.

Encounter Six: (Mandatory) Vacation on the Whiteshelf

The White Shelf is a vast metal plain that is over a mile in diameter and is at a temperature of 200 degrees Fahrenheit in its hottest spots. (The plain is actually a wheatsheaf coin that was dropped into the microcosm by Pheol as a scale marker. (The coin's retention of heat from the magical lighting was an unconsidered side effect.)

Those who attempt to cross the WhiteShelf will have to deal with the heat. The air temperature hovers over 110° degrees Fahrenheit. See the Dungeon Master's Guide (page 303) for more information on dealing with this.

The Whiteshelf is not patrolled by the Nege and is used for the disposal of uncooperative conscripts. Few can survive on the Whiteshelf for long. The players have the opportunity to save Mahat "the mad" Hardbrain, a gnome engineer. Mahat is the grandson of Otger Hardbrain, a member of the thieving party entrapped in the crystal pedestal by Pheol of Thom. Mahat was a member of the Halfling Tribe until he grew suspicious of Avan, suspecting that he was wielding some sort of influence over Dever. Mahat made the mistake of confronting Avan. Avan betrayed Mahat to the Nege when he discovered Mahat's suspicion, arranging to place Mahat in harm's way during a conscript raid on the Nanner fields. Mahat tells the party of his misgivings concerning Avan if they ask him.

Mahat spent his time with the Nege wisely at first, improving his position in the Nege court due to his considerable skill at engineering. Mahat was responsible for the engineering of the rain tunnel at the Nege hive. He was banished to the Whiteshelf by the Nege Formian Queen due to his refusal to recant a belief in a greater power that existed beyond "the Valley," a power which Mahat believes controls the destiny of even the Nege Queen. This belief proved to be very unpopular and has given Mahat much material for delusional contemplation over his last several hours on the White Shelf plain. Mahat has been on the Whiteshelf plain for a day or two at the most when the player find him. The Bracers of the Nege have the magical property of reducing the heat effect of the Whiteshelf, insuring a slow and painful death for Mahat. When the players find Mahat, he is severely dehydrated and spouting nonsense until revived.

The Nege have opted to grant Mahat his mandatory vacation to the Whiteshelf by affixing him to the giant golden coin that is the Whiteshelf with the Bracers of the

Nege. These bracers are made of a hardened mucus secretion covering an intricate pattern of gold lines and geometric shapes. (The bracers look like dusky black translucent plastic layered over gold circuitry). The effect of the bracers is that they are attracted to deposits of gold within 30' of the wearer. The Bracers respond to the presence of gold with a slight tug that grows stronger with closer proximity or with larger amounts. When the source of gold is as large as the Whiteshelf, the bracers effectively act as manacles, binding the unfortunate to the Whiteshelf surface where the prisoner slowly cooks over several days. The bracers provide a minor resistance to heat, just enough to ensure a slow and painful death for prisoners staked out on the Whiteshelf.

A Use Magic Device check [DC 25 (activate blindly)] will allow the Bracers of the Nege to be activated or deactivated. A Knowledge Arcana check [DC 10 + APL] will grant a +4 circumstance bonus to Use Magic Device or Disable (magical) Device checks for the Bracers. The Bracers of the Nege resist Dispel Magic as if enchanted at a caster level of 17th. If the Bracers are dispelled, they fall to the ground. A Remove Curse likewise causes the bracers to fall to the ground. A Disable (magical) Device check [DC 10 + APL] allows the bracers to be removed. The gold seeking power of the bracers only works when the bracer are worn and the bracers are contained within the crystal sphere (they lose their magic once the players leave with them). Wearing the Bracers of the Nege activates the device.

♣ **Mahat "the mad" Hardbrain:** Exp6; hp 4 (exhausted and beaten)

A Heal check [DC 5 + APL] and some water brings Mahat back to coherence. Mahat's knowledge of the Nege rain tunnel, which he helped engineer, would be of significant use to the players. Mahat only imparts this knowledge if the players free him and uses it as a bargaining chip to persuade the party to free him if they are reluctant to do so. The rain tunnel leads into the Nege hive near the fissure chamber. It is used to drain the hive area through the fissure in the event of heavy rain. If the players rescue Mahat and question him concerning the rain tunnel, they are aware of the fissure on the floor of the tunnel approximately 20' beyond the tunnel mouth. Mahat does not know of the recent heavy rains that have deposited debris over the fissure and therefore cannot warn the PCs about what may happen to them. The party may deduce the danger on their own when they reach the ravine, given Mahat's statement that the fissure is on the floor of the tunnel. Once Mahat has been rescued, he accompanies the party to the edge of the Whiteshelf. Mahat does not provide information as to

what is beyond the fissure, stating that it is "the realm of the gods." Mahat takes his leave of the party, wishing them well but lacking any desire to go near the Nege Hive. Mahat does not willingly accompany the party beyond this encounter. He wants to return to the village immediately.

He will also mention again about the Lighthouse workers and their location. The players can attempt the extended version at this point or come back at the end to do it is time is pressing.

Encounter Seven: Get your jaws off me you dang dirty ants!

Having crossed the White Shelf to avoid the Nege patrols, the party find themselves behind the Nege mound near the Valley wall. The wall is smooth and reflects the valley like a mirror. The ground slopes gently into a ravine that surrounds the anthill. A large tunnel mouth of packed earth is visible near the Valley wall. The ground here is marshy and smells of rot. The husks of ants and other excretions combined with the muck of the ravine stretch 150 yards out from the base of the hive. Several tunnel entry points into the hive itself can be seen higher up on the hive mound.

Should the players attempt to enter the hive, they find a maze of twisting passages made of packed earth reinforced by mucus secretions similar to the walls of the rain tunnel. Use encounters identical to encounter three as necessary in order to discourage entrance into the mound. The Formians chase the party out of the Hive only as far as the entry tunnel, allowing them to flee into the Rain tunnel ravine. The Hive is inaccessible at this point. The remainder of the conscript gangs (outside of the Whiteshell mine optional encounter) are deep within the hive and cannot be freed at this time.

The ravine ranges in depth from a few inches to several yards. The ravine within 100 yards of the Rain Tunnel entry is over 10 feet deep. The Formians rarely patrol the area.

Encounter Eight: Flush!

Inside the rain tunnel, the fetid water is about 5 feet deep. The tunnel has about 3 feet of headspace above the water level and extends back toward the valley

wall. The Rain tunnel is made of packed earth and is covered by some sort of hardened mucus 1 to 2 inches thick. The mucus has the consistency and strength of thick eggshells. The wall of the Valley is visible some 30 feet down the ravine tunnel.

About 20 feet into the ravine tunnel is the fissure. Due to recent rains, the fissure is currently clogged with branches, leaves and muck and is backing up the drainage of the ravine. If 100 lbs of weight is placed on the debris covered fissure, the pressure is sufficient to dislodge the mess, creating an instant drain and potentially sucking any player standing on the fissure cover through the fissure and expelling them outside the pedestal... for a fall of 830 feet. This fall is interrupted when the players suddenly revert to their normal size, freed from the magical influence of the pedestal. The players find themselves safely back in Pheol's study, reclining in a puddle of seawater. Players who rope or somehow anchor themselves sufficiently before attempting to clear the drain are not sucked down. If the fissure debris is stepped upon, a Reflex save [DC12 + APL] is required to avoid falling through.

If the Reflex save is failed, the player is sucked through the fissure, pummeled by debris and slammed into the sides of the fissure for 1d4 damage per APL until being spit out for a free fall of 830 feet into an expansive sea below. This fall is interrupted when the players suddenly revert to their normal size, freed from the magical influence of the pedestal. The players find themselves safely back in Pheol's study, reclining in a puddle of seawater.

The ravine takes approximately one hour to drain once the fissure opening is cleared of debris.

Conclusion

Once the players have returned to their normal size they find themselves again in the tower sub-cellular study. If the players attempt to touch the pedestal again, they find that it does not activate (it is malfunctioning). The pedestal cannot be removed or damaged short of powerful magical means beyond the players capabilities.

The players return to the "Random Gamble" and speak with Robil Kelso. When the "Random Gamble" reaches Dyvers, the Knight Commander takes the players to the harbormaster whereupon they are asked to file a full report with both the DweomerCrafter Guild and with the Council of Dyvers.

The players are congratulated for their deeds if they managed to light the tower signal fire. Several members of the Dweomercrafter's guild and the City Council interview the players if they decide to file a report. They are extremely interested in whatever information the players reveal concerning Pheol's artifact.

If for some reason the players do not file reports they do receive rewards from the DweomerCrafters Guild or the City Council.

If the PC's managed to rescue Ethane Leardyn and Vandor Kells from the lighthouse crew in the optional encounter, then Vandor tells them the following:

The night before we were drawn into the device, we had a stranger spend the night on Merroc's rock. He didn't have a boat. We had no idea how he got there and he wouldn't say. His clothes were soaked and he kept to himself, he wouldn't come inside. He spent the whole night out there. The next morning he was gone. We found the flagstones removed in the ground floor of the tower and went to investigate. That was when we got trapped in the Valley. I didn't make anything of it at the time, but the man had a holy symbol of Xerbo. I hope that helps with your report.

The End

Optional Encounter The Whiteshelf Mine

If the players wish to expend an additional 1 TU for the optional encounter, they have the opportunity to rescue Ethane Leardyn, Vandor Kells of the lighthouse crew, several members of the goblins band tribe, and any captured party members from Encounter Three. These poor unfortunates will all be swinging pickaxes in a conscript gang, mining the edge of the Whiteshelf.

The extended version can be attempted during the mod or right after the end (they can re-enter the pedestal and attempt the rescue then flee again).

The party nears the far edge of the Whiteshelf plain. The golden desert drops down a sheer 40-foot cliffside to tall jungle grasses below. On the horizon, a large black mound of earth is visible, towering hundreds of feet above the jungle canopy. Of more

immediate concern however, are the scores of creatures below you, laboring at the golden cliffside with picks and mining tools, under the watchful guardianship of formians.

APL 4 (EL 6)

Formian Warriors (3): hp 26, 26, 26; see *Monster Manual*

APL 6 (EL 8)

Formian Warriors (5): hp 26, 26, 26, 26, 26; See *Monster Manual*

APL 8 (EL 10)

Formian Taskmasters (3): hp 39, 39, 39; See *Monster Manual*

APL 10 (EL 12)

Formian Taskmasters (3): hp 39, 39, 39; See *Monster Manual*

Formian Myrmarch: hp 102; See *Monster Manual*

APL 12 (EL 14)

Formian Taskmasters (4): hp 39, 39, 39, 39; See *Monster Manual*

Formian Myrmarchs (2): hp 102, 102; See *Monster Manual*

When the formian threat has been defeated, the players are greeted by the cheers of the conscript slaves. Most of the halflings run for the jungle.

Ethane Leardyn and Vandor Khells

The lighthouse crewmembers have all perished in hard labor or have been consumed by the denizens of the jungle with the exception of Vandor Khells, a tower watchman and Ethane Leardyn, noble son of Enruhl Leardyn. Both Ethane and Vandor now speak with a noticeable Goblins Band accent due to their many years in the Valley. They are dressed in woven plant fibers and insect chitin similar to the halflings of the Goblins Band tribe. Ethane Leardyn tells the party of the forbidden area surrounding the codex shrine. He has heard rumors that the shrine is dedicated to the god who created the Valley. The Goblins band halflings will assert that this must be true, shouting: "Glory to the maker!" and whatever strange deific praise the GM can come up with. The burial site was actually constructed by Pheol of Thom, the mage who was the previous owner of the tower on Merroc's rock. Ethane, further informs the party that the Nege Formians and the mine guardians does not let anyone near the burial site. Ethane will show the site to the party if they wish.

Ethane and Vandor accompany the party for the rest of the adventure. They are too weak to be of any combat use. It is assumed that they will follow the lead of the party members until they are safely back in Dyvers. They have little to say on the subject of the Formian conscript gangs. (The horror, the horror.) Saving Ethane will earn the players an influence point with house Leardyn.

The Burial Site

Pheol of Thom intended this site to be his resting place and as such, prepared a series of traps to discourage the denizens of the Valley from disturbing his eternal slumber. Pheol of Thom is not entombed here (his sarcophagus is empty.)

A fragment of the Ring of Steel Niadeen Codex is hidden here. The codex was separated into fragments and scattered by Rion Ganus shortly before his death as a safeguard against domination of the order by elements of the Horned Society aligned against the Dyvers Chapterhouse. Pheol, a close friend of Rion Ganus, agreed to secrete the first section of the Niadeen Codex. It was hidden in the Valley tomb to protect it from scrying attempts shortly before the Fey Realm campaign. The Final battle of that campaign resulted in the destruction and subsequent flight underground of the Dyvers Ring of Steel. The statistics of the Niadeen Codex fragment are listed in the treasure section, in the RoS appendix and in the player handouts.

The burial site itself is carved out of the Whiteshelf by means of magic. Short of powerful magics beyond the capability of the party, the tomb cannot be entered by any means other than the door.

The Whiteshelf cliffside at the tomb site is carved into two large golden doors of intricate design. Both have wrought leering faces carved into their centers. The faces are of a Sun and a Moon respectively. The scene behind the faces is of a ship sailing into port under the guidance of a lighthouse fire. Both doors have large Golden rings attached to them.

In fashioning his tomb, Pheol of Thom was inspired by the customs of the Fey on his many travels to the realm and court in "the shadow between worlds." The golden doors are an influence of the trials he experienced there.

Approaching a door will trip the magic mouths that deliver the riddle. The doors will resist spells as if they possessed a spell resistance of 30 or brute force at [DC 30] Strength check. Attempting to force the door will trigger

the trap. When a player approaches one of the doors, read the following:

The Golden sun comes to life as you approach the door. "Of I must strive with wind and wave. Battle them both while under the sea. I sleep on the bottom, a watery grave. In waking I fly upward to thee." The Golden moon responds: "In lying still I am strong in the strife. In failing I am wrenched loose and put to route." The Golden sun and moon speak together: "They wish to capture what I keep. I master them both if my grip holds out. What might I be?"

If the players answer "Anchor" before they attempt to open the doors they will disarm the trap and the doors will open. Touching either door without first uttering the password will activate the following trap that targets the individual who touched the door. The trap resets after a few minutes and will discharge every time someone touches the door without saying "Anchor" first:

APL 4 (EL 4)

⚡**Lightning Bolt trap** CR 4: magic device; open door trigger; automatic reset; spell effect: lightning bolt (4d6 damage); Reflex save [DC 14] for half damage; Search [DC 40]; Disable Device [DC 45]. *Dispel magic* versus caster level 20th will disable the trap for 20 min similar to discharging the trap.

APL 6 (EL 5)

⚡**Lightning Bolt trap** CR 5: magic device; open door triggers; automatic reset; spell effect: lightning bolt (6d6 damage); Reflex save [DC 16] for half damage; Search [DC 40]; Disable Device [DC 45]. *Dispel magic* versus caster level 20th will disable the trap for 20 min similar to discharging the trap.

APL 8 (EL 6)

⚡**Lightning Bolt trap** CR 6: magic device; open door triggers; automatic reset; spell effect: lightning bolt (8d6 damage); Reflex save [DC 18] for half damage. Search [DC 40]; Disable Device [DC 45]. *Dispel magic* versus caster level 20th will disable the trap for 20 min similar to discharging the trap.

APL 10 (EL 7)

⚡**Lightning Bolt trap** CR 7: magic device; open door triggers; automatic reset; spell effect: lightning bolt (10d6 damage); Reflex save [DC 20] for half damage. Search [DC 40]; Disable Device [DC 45]. *Dispel magic* versus caster level 20th will disable the trap for 20 min similar to discharging the trap.

APL 12 (EL 8)

⚡ **Lightning Bolt trap** CR 8: magic device; open door triggers; automatic reset; spell effect: lightning bolt (12d6 damage); Reflex save [DC 22] for half damage. Search [DC 40]; Disable Device [DC 45]. Dispel magic versus caster level 20th will disable the trap for 20 min similar to discharging the trap.

Allow the players to read the handout of the riddle as the doors will repeat the riddle every time they are approached. Allow the party to guess for no more than 3-5 times before discharging the trap on them. Describe the door as building up a golden glow with every wrong answer. Give them hints if necessary by emphasizing that the door carvings hold the clue to the solution. Make sure to describe the glowing effect of the door as dissipated after the trap discharges. The trap will reset every 20 min, in between which it may be forced open by a Strength check [DC 30] or a magical spell that can bypass the doors spell resistance. Other players may assist the strength check. Once the trap has recharged, repeat the process until the players guess the riddle, force the door, or give up.

The Inner Tomb

Once the party has entered through the golden doors they will find a room 30' by 30' by 30' cube. In the center of the room a raised golden byre holds an intricately designed golden sarcophagus. The lid of the sarcophagus is easily removed. Inside the Sarcophagus the players will discover the Niadeen Codex fragment. The fragment is described in the treasure section. Also present are several loose pages that have been added to the Codex at some point after its writing. These journal pages are further denoted in the RoS appendix and player handouts.

Treasure:

Turning the Codex over to the Ring of Swords:

All APLs: L: 0 gp; C: 400 gp; M: 0 gp

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.

Encounter One: These are not the Droids . .

Defeat the Bounty Hunters:

APL 4 180 xp

APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp

Encounter Two: and a Fine Ship She Is

Lighting the tower signal fire:

APL 4	45 xp
APL 6	60 xp
APL 8	75 xp
APL 10	90 xp
APL 12	105 xp

Encounter Three: Tall Berry Fields for Dever

Defeat the Formians:

APL 4	180 xp
APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp

Encounter Four: One Time at Gobbling's Band Camp

The Fibbin Me Uhn stories:

APL 4	45 xp
APL 6	60 xp
APL 8	75 xp
APL 10	90 xp
APL 12	105 xp

Encounter Five: Welcome to the Jungle

Defeat the plant monsters:

APL4	120 xp
APL6	180 xp
APL8	240 xp
APL10	300 xp
APL12	360 xp

Encounter Six: Mandatory Vacation on the Whiteshelf

Freeing Mahat "the mad" Hardbrain:

APL 4	45 xp
APL 6	60 xp
APL 8	75 xp
APL 10	90 xp
APL 12	105 xp

Total Experience

APL 4	615 xp
APL 6	840 xp
APL 8	1,065 xp
APL 10	1,290 xp

APL 12

1,515 xp

Optional Encounter Experience

Optional: Whiteshelf Mine

Defeat the Formians:

APL 4	180 xp
APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp

Defeat the Lightning Bolt Trap:

APL 4	120 xp
APL 6	150 xp
APL 8	180 xp
APL 10	210 xp
APL 12	240 xp

Story Award Experience

Entering past the golden tomb doors

APL 4	65 xp
APL 6	90 xp
APL 8	110 xp
APL 10	135 xp
APL 12	155 xp

Total Optional Experience

APL 4	337 xp
APL 6	450 xp
APL 8	562 xp
APL 10	675 xp
APL 12	787 xp

Treasure Summary

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

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

the loot is subtracted from the encounter totals given below.

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Encounter One: These are not the Droids . .

Defeat the Bounty Hunters:

APL 4: L: 18 gp; C: 0 gp; M: 0 gp
APL 6: L: 36 gp; C: 0 gp; M: 0 gp
APL 8: L: 67 gp; C: 0 gp; M: 0 gp
APL 10: L: 45 gp; C: 0 gp; M: 0 gp
APL 12: L: 90 gp; C: 0 gp; M: 0 gp

Encounter Two: and a Fine Ship She Is . .

Finding the hidden scrolls:

All APLs: L: 0 gp; C: 0 gp; M: *Divine scroll of remove curse (31 gp per character); Divine scroll of endure elements (2 gp per character); Arcane scroll of feather fall (2 gp per character); Divine scroll of dispel magic (31 gp per character); Divine scroll of create food and water (31 gp per character)*

Conclusion:

The Harbor Authority will grant a reward if the players managed to avert further shipping disasters by lighting the tower signal fire.

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

The Dweomercrafter's Guild will be particularly interested in the recovery of Pheol's research journal on "The Valley" and will grant the following reward if reported to and given Pheol's work on microcosmic variance in the Valley.

APL 4: L: 0 gp; C: 50 gp; M: 0 gp
 APL 6: L: 0 gp; C: 100 gp; M: 0 gp
 APL 8: L: 0 gp; C: 150 gp; M: 0 gp
 APL 10: L: 0 gp; C: 250 gp; M: 0 gp
 APL 12: L: 0 gp; C: 350 gp; M: 0 gp

The Dyvers City Council will be interested in as much information as possible concerning the denizens of "The Valley" and the nature of the Crystal Pedestal artifact. They will give the players the following reward for their information contingent on their silence concerning the matter (outside of the Harbor Authority and the Dweomercrafter Guild of course).

APL 4: L: 0 gp; C: 100 gp; M: 0 gp
 APL 6: L: 0 gp; C: 200 gp; M: 0 gp
 APL 8: L: 0 gp; C: 300 gp; M: 0 gp
 APL 10: L: 0 gp; C: 500 gp; M: 0 gp
 APL 12: L: 0 gp; C: 700 gp; M: 0 gp

Total Possible Treasure:

APL 4: 348 gp
 APL 6: 533 gp
 APL 8: 714 gp
 APL 10: 992 gp
 APL 12: 1,337 gp

Special Rewards:

☛ **Inducted into the tribe:** The character who wins the Fibbin Me Uhn contest will be ceremoniously inducted into the Goblins Band tribe. This character holds a position of great respect within the Goblins Band and is responsible for contributing to the welfare of the tribe. The Halflings will Tattoo this individual in a traditional fashion similar to the Corsairs' tattoo. If displayed, the tattoo grants a +2 circumstance bonus to Diplomacy checks when dealing with halflings of the Goblins tribe.

Optional Encounter Treasure:

Turning the Codex over to the Ring of Swords:

All APLs: L: 0 gp; C: 400 gp; M: 0 gp

Special Rewards:

☛ **Influence with the Ring of Steel:** For rescuing Jerrad Garrick as well as locating the first fragment of the Niadeen Codex, the players garner an influence point with the Dyvers chapterhouse of the Ring of Steel. Expending this point enables new members to join the now fugitive underground meta-organization at the rank of swordbrother.

☛ **Influence with the noble house Leardyn of the Grandhearts:** For rescuing Ethane Leardyn from the Whiteshelf mine and returning him to Dyvers, the players gain an influence point with Enruhl Leardyn and his noble house.

Total Extended Play Treasure:

APL 4: 400 gp
 APL 6: 400 gp
 APL 8: 400 gp
 APL 10: 400 gp
 APL 12: 400 gp

Appendix One: NPCs

counter One: These are not the Droids .

APL 4 (EL 6)

♣ **Bounty Hunters (2):** Male human Ftr5; CR 5; Medium-size humanoid; HD 5d10+10; hp 44; Init +6 (+2 Dex, Improved Initiative); Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atks +9 melee (1d8+5, longsword, [19-20x2]) or +9 ranged (1d8, light crossbow, [19-20x2]); AL NE; SV Fort +6, Ref +3, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 7.

Skills and Feats: Hide -1, Listen +3, Sense Motive +4, Spot +5; Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: scale armor, large wooden shield, longsword, light crossbow, 20 crossbow bolts.

APL 6 (EL 8)

♣ **Bounty Hunters (4):** Male human Ftr5; CR 5; Medium-size humanoid; HD 5d10+10; hp 44; Init +6 (+2 Dex, Improved Initiative); Spd 20 ft.; AC 18 (touch 12, flat-footed 16); Atks +9 melee (1d8+5, longsword, [19-20x2]) or +9 ranged (1d8, light crossbow, [19-20x2]); AL NE; SV Fort +6, Ref +3, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 7.

Skills and Feats: Hide -1, Listen +3, Sense Motive +4, Spot +5; Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: scale armor, large wooden shield, longsword, light crossbow, 20 crossbow bolts.

APL 8 (EL 10)

♣ **Bounty Hunters (3)** Male human Ftr7; CR 7; Medium-size humanoid; HD 7d10+14; hp 66; Init +6 (+2 Dex, Improved Initiative); Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atks +9/+4 melee (1d8+5, longsword, [19-20]) or +6 ranged (1d8, light crossbow, [19-20x2]); AL NE; SV Fort +7, Ref +4, Will +3; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +1, Listen +3, Sense Motive +5, Spot +5; Combat Reflexes, Dodge, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword).

Possessions: breastplate, large steel shield, longsword, light crossbow, 20 crossbow bolts.

APL 10 (EL 12)

♣ **Bounty Hunters (2)** Male human Ftr9; CR 9; Medium-size humanoid; HD 9d10+18; hp 82; Init +6 (+2 Dex, Improved Initiative); Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atks +13/+8 (1d8+6, longsword, [19-

20x2]) or +13/+8 ranged (1d8, light crossbow, [19-20x20]); AL NE; SV Fort +8, Ref +5, Will +4; Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +2, Listen +5, Sense Motive +5, Spot +5; Blind-Fight, Combat Reflexes, Dodge, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: breastplate, large steel shield, longsword, light crossbow, 20 crossbow bolts.

♣ **Sethtun:** Medium Undead Male Ftr7; CR 9; HD 7d12; hp 54; Init +7 (+3 Dex, Improved Initiative); Spd 20 ft.; AC 31 (+3 Dex, +12 Plate, +6 Natural) (touch 13, flat-footed 28); Atks +14/+9 melee (1d10+6, Demon Armor) or +7/+2 ranged (1d8, light crossbow, [19-20x2]); AL NE; SA: Blood Drain, Children of the Night, Create Spawn, Dominate, Energy Drain; SQ: Alternate form, Damage Reduction 10/silver and magic, Darkvision 60ft., Fast Healing 5, Gaseous Form, Resistance to Cold 10 and Electricity 10, Spider Climb, Undead Traits, Vampire Weaknesses; SV Fort +5, Ref +7, Will +3; Str 22, Dex 16, Con -, Int 12, Wis 12, Cha 12.

Skills and Feats: Bluff +9, Hide +10, Listen +15, Move Silently +10, Search +10, Sense Motive +13, Spot +15; Alertness, Combat Reflexes, Dodge, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword).

Possessions : Demon Armor, large steel shield (The armor has the Mark of Tharizdun. Treat as a Minor Desecrate. Sethtun is turned @ 12HD), longsword, light crossbow, 20 crossbow bolts.

APL 12 (EL 13)

♣ **Bounty Hunters (4)** Male human Ftr9; CR 9; Medium-size humanoid; HD 9d10+18; hp 82; Init +6 (+2 Dex, Improved Initiative); Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atks +13/+8 (1d8+6, longsword, [19-20x2]) or +13/+8 ranged (1d8, light crossbow, [19-20x20]); AL NE; SV Fort +8, Ref +5, Will +4; Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +2, Listen +5, Sense Motive +5, Spot +5; Blind-Fight, Combat Reflexes, Dodge, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: breastplate, large steel shield, longsword, light crossbow, 20 crossbow bolts.

♣ **The Vampire Sethtun:** Medium Undead Male Ftr9; CR 11; HD 9d12; hp 66; Init +7 (+3 Dex, Improved Initiative); Spd 20 ft.; AC 31 (+3 Dex, +12 Plate, +6 Natural) (touch 13, flat-footed 28); Atks +16/+11 melee (1d10+6, Demon Armor) or +12/+7 ranged (1d8, light

crossbow, [19-20x2]); AL NE; SA: Blood Drain, Children of the Night, Create Spawn, Dominate, Energy Drain; SQ: Alternate form, Damage Reduction 10/silver and magic, Darkvision 60ft., Fast Healing 5, Gaseous Form, Resistance to Cold 10 and Electricity 10, Spider Climb, Undead Traits, Vampire Weaknesses; SV Fort +6, Ref +8, Will +6; Str 22, Dex 16, Con -, Int 12, Wis 12, Cha 12.

Skills and Feats: Bluff +10, Hide +11, Listen +16, Move Silently +11, Search +11, Sense Motive +14, Spot +15; Alertness, Combat Reflexes, Dodge, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword).

Possessions : Demon Armor, large steel shield (The armor has the Mark of Tharizdun. Treat as a Minor Desecrate. Sethtun is turned @ 12HD), longsword, light crossbow, 20 crossbow bolts

Appendix Two: Miscellaneous Information

Scale while under the affect of Pheol's artifact: The Crystal Pedestal.

The crystal pedestal was originally intended to shrink items to around 1/60000th of their original size. The diameter of the crystal sphere atop the pedestal is about 6 feet. One inch equals approximately a mile, which would make the valley about 70 miles in diameter. The artifact is malfunctioning, so the scale is not constant throughout the area affected by the pedestal. A six-foot tall character is about 1/10000th of an inch tall inside the sphere. The golden wheatsheaf that was dropped into the microcosm as a scale marker was deliberately excluded from the diminution effect. The wheatsheaf is a little larger than an inch in diameter (in this case). In the valley, the Whitesheaf plain is about a mile and a half in diameter. The diminution distortion effect outside the sphere is 20 feet to 1 mile, again due to the malfunctioning nature of the sphere. The distance from the fissure trap in the bottom of the sphere down the 45 degree angled tripod arm that supports it and down the pillar base is approximately 5.25 feet. This will equate to a trip of less than a quarter mile down a 45 degree angled support arm and then a climb down a 250-foot pillar base. A character who is normally six feet tall is about .029 of an inch high in the area outside the sphere extending from the base of the pillar to a distance slightly larger than the circumference of the sphere. Once the radius extending from the pillar base is passed, the players are returned to normal height. They find themselves next to the Crystal Pedestal in the sub-cellar study.

Time while under the affect of Pheol's artifact.

I am in the camp of C.S. Lewis. The time differential is not central to the story in painstaking detail. The pulse of light that emanates from the crystal pedestal in the introduction is the day night cycle within the valley. At 24 halfling generations to 20 years, would this be a strobe light? Would it pulse so quickly as to not even produce a noticeable flicker, much like a florescent light? Would 24 halfling generations give us a population of over 16 million halflings? (minus Jungle carnivore consumption of course.) The answer is that it doesn't matter. Much like Lewis' Narnia, the time distortion effect within the valley is variable from place to place and from period to period spent within the realm of "The Valley." The time that has passed since Huffer Goblinsbane broke into Pheol's tower is 20 years by Dyvers reckoning. The time that has passed

within "The Valley" is a period of two dozen halfling generations. Conversely, Mahat Hardbrain's grandfather Otger entered with the thieves, yet Mahat "the mad" Hardbrain is alive and not quite to middle age. Don't even ask about Hardbrain's grandmother. He is sensitive about the issue and won't answer you anyway.

Missile Fire in the Valley.

Encounters within the Nanner fields and within the jungle have reduced opportunity for missile fire. The effective range increment within the broad leaf nanner fields is 20 feet. The effective range increment while in the Jungle is 10'. Firing missile weapons in the Jungle is like trying to embroider a rodeo shirt through a sponge. Apply penalties to ranged fire at -2 per range increment above the base for each area of "the Valley" as noted. The effective visual range is 80 feet in the Nanner fields and 40 feet in the Jungle. Plants obscure vision beyond this range.

Appendix Three: Brief History of the Ring of Steel.

By Mason Mines bukrai@hotmail.com

The ritual and regalia present within the ceremonies of various chapter-houses hint that this mercenary group dates back to the mid 5th century and the rise of the Knights of the Holy Shielding. The official foundation of the Brotherhood of Niades, the precursory order of what was to become the Ring of Steel, coincided with the outbreak of hostilities between the Horned Society and the Shield lands. This twenty-year series of campaigns is referred to in the Histories of the Ring as the Kin slayer wars due to the high incidence of brother mercenaries employed by opposite sides to fight against each other. The Niadeen edicts that followed were to a large extent a reaction to the bloodshed that decimated the rolls of the Brotherhood. Never again would the Brotherhood be divided against itself. These edicts formed the spirit of a text that would come to be known as the Ring of Steel. The Ring of Steel is a series of laws that codifies the Contract and the behavior of all mercenary chapter houses that adhere to its tenets. With the passage of time the mercenary collective descended from the Brotherhood of Niades took on the title of their code of laws: The Ring of Steel.

The Ring of Steel is founded on the maxim of never breaking the Contract. The agreement between these mercenaries and their patrons holds the power of an oath. Once entered into, the Contract is seen through to its completion or to the death. Stories within the Histories of the Ring abound concerning the patience and endurance with which the Contract has been carried out. A legendary example involved a mercenary bodyguard who stalked the assassin of his Lord for nine years until he himself was slain, only to come back from the grave to finish his vengeful task.

One of the few historic Contract exceptions involved two opposing armies at the battle of Admundfort. Both sides employed companies of the Ring of Steel. As the two armies clashed together, the companies were pitted, one against the other. Upon meeting, the Ring Hierarchs allied and fought clear of the battlefield, much to the surprise of both the Shieldlanders and the forces of Iuz. With their employment in the Shieldlands at an end, a large portion of the Ring of Steel mingled with those who sought refuge in Dyvers, a city renowned for its employment of mercenary militia. The mercenaries who form the Dyvers chapter

house of the Ring of Steel are composed largely of the warriors and militant spell casters who immigrated to the City of Sails following the Greyhawk Wars. A growing minority of Dyvers natives are joining the Ring of Steel in order to benefit from the Ring's solid reputation in securing employment both within the city of Dyvers and with various private interests in the area. The Ring of Steel has ties with the City Watch as well as Dyvers Military branches. Many of the Ring of Steel brethren have chosen careers in both. Members of the Dyvers chapter house serve as guards for important personages, establishments, and goods shipped. Adventuring is also a commonplace supplemental income.

The Ring of Steel exists for the purpose of making a profitable career of armed conflict. The nature of this employment tends to enroll neutral and lawfully aligned individuals into the ranks, although the Dyvers chapter house is inclusive of any who can fulfill the varied demands of Contract work. Recruitment is by word of mouth. Application is by demonstration of martial and magical prowess before the chapter Hierarch or a panel of Masters. If accepted, the applicant undergoes a series of trials during a probationary period. Affiliation with other organizations is acceptable, although unswerving adherence to the Contract is paramount to maintaining the mercenaries' reputation.

Player Handout #1 Book of Kells variant

The Whiteshelf cliff is carved into two large golden doors of intricate design. Both have wrought leering faces carved into their centers. The faces are of a Sun and a Moon respectively. The scene behind the faces is of a ship sailing into port under the guidance of a lighthouse fire. Both doors have large Golden rings attached to them.

The Golden sun comes to life as you approach the door. "Oft I must strive with wind and wave. Battle them both while under the sea. I sleep on the bottom, a watery grave. In waking I fly upward to thee." The Golden moon responds: "In lying still I am strong in the strife. In failing I am wrenched loose and put to route." The Golden sun and moon speak together: "They wish to capture what I keep. I master them both if my grip holds out. What might I be?"

Player Handout #2 :

A damaged journal section describing the affairs of the Dyvers Chapterhouse of the RoS. Of special interest to the players are the events from CY591 onward.

Page 1
CY591

The Hierarchy of the Dyvers RoS chapter house is about to take stewardship of the codex from his city of Greyhawk counterpart, signifying a change in the center of power. Unbeknownst to all but the Dyvers RoS, the codex was being transported as "unspecified cargo" enroute to Dyvers aboard the merchant ship: Random Gamble. The ship was damaged when it ran aground in foul weather and subsequently sank with the codex on board. The chaperone of the codex, a Dyvers RoS Master named Westin, drowned while attempting to retrieve the codex from its hiding place when the Random Gamble sank. The ship is about 40 feet down near a stretch of cliffs and a narrow beach not far from Dyvers. The wreck is certain to be picked over by salvagers soon. The ceremony to transfer stewardship is scheduled to begin in 2 days (and, of course, requires the codex.) The Greyhawk chapter house has learned that the book is missing, though they do not know where it is. They would like nothing more than to prevent the codex from re-surfacing, thereby retaining power over the RoS organization. While the RoS rule of law forbids the chapter houses from direct conflict with each other, nothing prevents hired agents of either side from doing bodily harm to regain the Codex. The Dyvers RoS Hierarchy, Rion Ganus, knows that the members of his chapter house are being closely watched.

Page 2
CY592

It has become known to us that in Westguard on the Dyvers Frontier, two thieves, Vinh and Liadon, ex-master of the RoS have been dispatched by the Alliance to acquire the Cloak of Eriador, a forgotten treasure of the Knights of the Hart. The repository of the cloak was cleverly disguised in bas-relief stonework that adorns the lower hall of Westguard keep. Vinh and Liadon, planted the stolen jewelry on some heroes from Dyvers, then attempted to blackmail them into stealing the cloak when the party attempted to recover the cloak they discovered the entrance to the Westguard Keep catacombs. Once the party had negotiated the trap filled maze, they found the crypt of a Knight-Commander of the Order of the Hart. The dead knight bore the cloak of Eriador, his jeweled

heraldic badge, and an account of his journey through the Fey wood. A Prism of Myrgynd was discovered in the crypt antechamber.

Page 3
CY592

(A reproduced copy of the legible entries in a journal of the Knight Eriador from his trials in the Fey realm entitled: The Quarto of the Fey)

CY528 The Cloak is somewhere in the Gnarley wood, I am sure. That black heath which the Lord calls the Temple of Elemental Evil is stirring... We will need the cloak's divine grace if we are to survive.

CY528 Cereb Ak Cedi spoke of the black sphere as a prism. When I asked him how it was that this dark orb could be thought of as a sphere, he replied that my mind was only of this world. "There are other worlds," he said, "that shadow this one. The Fey wood is one of these. The sphere is a prism though the effect is inward. Just as light is refracted through a conventional prism, so the Prism of Myrgynd refracts your reality, providing a thousand inner spheres, each leading to a different place in time" I must confess that I do not fully understand Cereb Ak Cedi. I suffice with the thought that the Prism of Myrgynd is a teleportation device.

CY528 I have been charged to gather my retainers and attempt to enter the Wood. Cereb Ak Cedi feels that my best chance would be to try to find one of the old paths. He claims that the realms have moved much further apart than in simpler times. Most of the Fey magic has gone out of this world. He has shown me one of the prisms in the lower catacombs. It looks like solid shadow, floating in the air with no means of support.

CY528 We set out in the morning. Varios may have the Griffin shield if I do not return. I am sure that you may jest with him about it.

CY528 The bees are of great size yet tolerant of our presence here, as if they were pets of some Giant master. Varios put his hand upon the back of one which rested in the Gazebo vines.

CY528 The Dragon's fire caught us unready. I have left a wounded retainer in place of a Grey elf who calls himself Liadon. The elf was held fast by a great stone

bench. Liadon assures me that Bohrs will die from his wounds if we do not leave him behind. I am unsure as to whether I trust this Grey Elf. He promises to lead us Overhill in exchange for freeing him from the stone...

CY528 Liadon is gone. The great Ram holds the Silver horn. We are bruised and battered in attempting to possess it from him, though I dare not slay the beast. I have committed Cereb's rhyme to memory though I cannot fathom how it will help us to defeat the Wyrms... thrice sounded horn.

CY528 The Riddle has changed. The Cathedral trials are of courtly noblesse. Our folly lay in force of arms... we have the cloak and have sworn to return it when we have undone the Temple of Elemental Evil. The treasures filling Bohr's pack are river stones. He does not need them now.

a handwritten note is attached to the Quarto summary:

Our brethren have entered into a pact which I fear may be the end of my dream... In exchange for the cloak we have promised to aid the Fey King against an unknown threat upon the border of his realm. Palamon assures me that we are well hidden and cannot be discovered, yet I have consulted Cleararchus' shade and know differently...

I have recorded the words of the Fey King as they were reported to me:

"The Fey Court is not as it once was. Its timeless glamour is being sapped by something... it resists all attempts to scry upon it. I have sent my courtiers to the ends of the realm, to the edge of this shadow and none have returned. This Blackness is slowly eroding the very life of my realm. I believe it may be connected to events within your world. Swear by Oak, Ash, and Thorn to seek out this menace before the last leaf of the season has fallen from the Gnarley forest and you may take Eriador's Cloak. Return it in a timely fashion upon your oath, for I know not what ills the dark of Winter brings..."

Page4

CY593

I have recorded the words of the Shade to our brethren and the answers that Rion gave upon their return. I am saddened to know of his loss. There is little left to shore us against the coming tide...

I am Cleararchus. In this world I was a Hierarch within the Horned Society, gone to ground after the Greyhawk Wars under the secret guise of the Ring of

Steel. This much the master bids me tell you. You are here because Rion Ganus has turned away from the dark promise of our master. He has embraced the path of righteousness. Your Hierarch believes that he can turn the Dyvers Chapterhouse to serve the side of light. He will die for his transgression, this much is revealed to me. As for the destruction of the Dyvers Ring of Steel, it is not yet determined. The codex binds me to the RoS oath of allegiance. If there is one among you of the Ring of Steel, come forth and reveal yourself. You may ask three questions before I am returned to my torturers in the realm of shadow.

Minutes from the Leardyn copper mine debrief: Rion Ganus' final statement in that meeting.

I see that you have recovered the chalice stolen from the Westguard Chapel. I will return it to the Knight Commander. You have done well. In answer to your question, it is true. The Ring of Steel chapterhouses are Arkalan Sammal's "secret tendrils buried across the Flanaess", though I no longer count myself a Hierarch of the dark master. In turning aside from that path I fear the Dyvers chapterhouse will not survive the retribution of our former masters within the Horned Society. They will not let go of us so easily. We have promised an alliance with the Fey King. When the summer leaves begin to fall our brothers will journey to the Fey Realm, to the edge of shadow. It is our purpose to deal with the Society once and for all time. Those RoS brethren who take up this quest will have violated the Niadeen edicts and will therefore be open to retribution. This will mean the destruction of the Ring of Steel. I have made one final Contract with the forces of shadow to protect your lives at the cost of my own. It is because of this that I will not be with you when you go to face the dark. Gather your allies unto yourselves and prepare.

Page 5

Here the Handwriting changes:

CY593

The following is an account of the last days of the Dyvers Chapterhouse of the Ring of Steel.

Palamon and the RoS brethren from Dyvers had taken up a defensive position on a hillside. They were attempting to hold the flank of a host of Fey elves. The Dyvers RoS-Fey Elf alliance faced two-dozen chapterhouses of the RoS from various nations. Ket, Geof, and Greyhawk pennants were amongst them. These were allied with armies of undead and grotesque monsters. The Dyvers RoS were hopelessly outnumbered. Missile fire was exchanged and the two

sides charged and countercharged. The RoS were isolated on the hilltop flank as the Fey elves were overrun. For a brief moment, the banner of the Dyvers RoS snapped in the wind above a circle of desperate defenders before it was trampled beneath another charge. I heard Palamon's silver Fey horn sound forth amidst calls of: "Hold the Line." Master Palamon was beset by a demonic armored figure 8' tall. The demon carved its way through a group of Fey elves who had thrown themselves before it. The Elves strove valiantly to protect Master Palamon and were cut down. All around us lay the remnants of the Final Battle, the dying and dead bodies of elves, men, and foul beasts. As the dust cleared, we witnessed our leader Palamon, badly beaten and weaponless, attempt to drive the broken haft of the Ring of Steel standard into his adversary. Palamon was struck down by the demonic bladed gauntlets. The creature turned to face us. A cold voice rang out: "I am Sethtun of the Horned Society. Your deaths herald the end of the Dyvers chapterhouse of the Ring of Steel. Die well brothers."

The Last part is written in the margin, almost as if it were an afterthought.

It is we few who greet you, we few who survive, fearful, hidden, that guttering flame of Rion's dream, of all that is brightest and good. I have looked upon our Hierarch's corpse, upon the Infernal "contract accepted" carved into his flesh and despaired. I dread that our cause will be lost. I have set these events down in the hopes that one amongst our scattered brethren may learn the truth. I pray that you find the strength that we could not, the strength to stand against this coming dark tide. In a better time the noble call will sound. We will meet again, you and I... and I will call you brother. The dead shade of Clearchus has prophesied a Hierarch from the ashes, one to lead us. Here begins our Exile, our long dark road. Fortune and Valor to you my brothers.

(the account is unsigned).

Player Handout #3

To whomever finds this letter,

I hope that this letter finds you well and in good spirits. I have been hunted now for some time due to an important obligation to a friend. The chances are that I do not know you, though I trust to Norebo that luck will place this in the hand of an ally. The roads to Dyvers are watched and I cannot return. This puts me in a tight spot as I have a rather important message to deliver. Please find Master Theron, a one time peasant with a warrior's heart, or Master Egil, a big florist with a funny accent. I suppose you could find that branch Pelorian Master as well, but he is a dandy and his preaching gives me a headache. All in all though, he is a good dresser and popular with the ladies, so I guess he can't be all that bad. I digress. The message I would have you give them is "The Dark God seeks the Hierarch from the ashes." Do this for me and my family will be grateful. Find my brother Jebedo, he will gladly repay you for your efforts.

-Jerad Garrick