

VEL6-09

Whither Shandalanar?

A One-Round D&D® LIVING GREYHAWK™

Veluna Regional Adventure

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There are many questions about Shandalanar's past, but the character's decisions and actions in this adventure will determine the answer to the question of Shandalanar's future, and perhaps much more. A Veluna regional adventure for character levels 1 to 14 (APLs 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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at poc@veluna.net for LIVING GREYHAWK campaign questions email rpgahq@wizards.com

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Veluna. PCs native to Veluna pay one Time Units per round, all others pay two Time Units.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. PCs that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A PC who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the PC possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the PC will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the PC has at least four ranks in Craft (bowmaking). The PC is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

Adventure Background

The war has ended, and life in the Vale returns to normal, however, there are dark spots that remain to be cleansed of their residual evil. One such spot is Shandalanar. There are currently three different plans for the area, each coming from a different source.

The Church of Rao (along with the Churches of St. Cuthbert and Heironeous) wants to set up a vanguard in the town to monitor what they suspect is a weakness of the walls between this and other dimensions previously exploited by evil cultists. The Circle of Life, on the other hand, wants the area to return to the hands of nature. Finally, Duke Peter Basalle would like to resettle Shandalanar to increase the productivity of his diocese, and thus his own power.

Not all of these plans are totally exclusive of each other. In fact, the Church's plan could go very nicely with Basalle's. It would also be acceptable with the Circle, provided the bastion established here was small and allowed for nature to reclaim most of the land. (The Circle's plan does not mesh well with Basalle's at all, but both have reason to distrust and/or oppose the Church, so they may end up on the same side because of that.)

The problem is that none of the groups involved have discussed plans with any of the others.

The Church has already begun their project, knocking down the Bag of Nails Inn and beginning to build a church on the site. Because of the history in the immediate area (secret plots, illusion, deception), the plans for this project has been kept a secret, even from Peter Basalle. Basalle has noted more Church activity in the Kempton area, but has been told that it is just bandit patrols and MTG training.

Being slightly untrusting of the Church's motives (due to recent 'conflicts' between the Church and the nobles, as well as the recent 'crackdown'), Basalle has just recently sent scouts into the area, but has yet to hear anything of substance back. He is not quite ready to send a full military force into the area, but he is considering it. The Bishop of Kempton is currently in Mitrik, unavailable for consultation on the matter.

A small group of men led by a member of the Circle of Life are here making trouble for both the Church and the Duke. Hoping to dissuade anyone from rebuilding the cursed town, they have been hampering the Church's construction efforts, and also misdirecting and occasionally attacking Basalle's scouts. (This plays right into the Church's concerns about saboteurs, so they raise their level of secrecy, which raises Basalle's concerns and

therefore efforts, thus increasing the chance of conflict between Church and Duke, which reduces the chance they will work together to rebuild Shandalanar on a large scale.)

Here enter the PCs, and they can be hired by any side to take the matters of Shandalanar into their own hands. The adventure starts with the PCs arriving in Kempton after escorting a caravan into the city and are free to find adventure.

Adventure Summary

The PCs arrive in Kempton looking for adventure. Through talking with locals, they may get their curiosities piqued about the strange (if not evil) town of Shandalanar, or they may hear of possible work through the Duke or the Church. It is also possible to hear of a group of hunters that have fought strange creatures in the wilds east of town.

The PCs can follow up on any (or all) of these leads, but in the end should set off for the Shandalanar area, either out of their own curiosity about the town or the hunter's claims, or in the employ of the Church or the Duke.

How the Duke and Church respond to the PCs (and whether or not they offer them a job) depends a lot on what the PCs might have done earlier in the adventure. While it is possible to get all three hooks, it is not very likely at all. Keep that in mind when presenting those encounters.

After taking a hook (or just deciding to go off exploring on their own), the PCs will travel towards Shandalanar. On the way, they are ambushed by "bandits". They are actually woodsmen working for a druid who is trying to keep people away from Shandalanar, who is also trying to drive the Church out of the town, but that will become evident later...

The PCs might go looking for this druid, or might decide to do that later, after they go to Shandalanar. If they continue towards town, the PCs come to a roadblock set up by the Mitrik Temple Guard. Depending on who the PCs are working for (and how they act), there could just be a few questions, or the PCs could get 'arrested' (sort of).

Finally, one way or another, they should arrive at Shandalanar proper. There, they witness a confrontation between the Duke's men and Mitrik Temple Guardsmen. Again, there is the potential for a fight, but the PCs should be able to calm the situation down.

However, right after this argument is defused (either on its own or with help from the PCs), the town and

everyone in it is attacked by creatures working for radical elements within the Circle. After the fight, PCs will get a chance to talk to the commanders of the Guardsmen and Duke's cavalry.

Depending on how they arrived (on good terms or in custody), they may be able to get more information about the project, and possibly be pointed in the direction of the druid's hideout. Also, they will possibly be asked to get a message to the Duke.

In the end, the choices that the PCs made along the way, not just how successful they were at certain tasks, will determine the outcome of the adventure. Rewards are plentiful for those loyal to a cause, but those that renege on a deal might regret doing so later.

DM Preparation Note: Both to maintain the flow of the game, and to prevent 'tipping off' players when their PCs fail to notice or sense something, it is highly recommended that the DM have the players pre-roll a number of Spot, Listen, and Sense Motive checks for use in the adventure.

Introduction

The open and airy feel of Kempton is a stark contrast to Mitrik's oppressive construction. Opportunities for adventure have been few in Mitrik as of late, and you only took the escort duty to the town in the foothills of the mountains as a momentary diversion from the monotony that the rebuilding of Mitrik has become.

Unfortunately that monotony has not been broken, it has only changed forms. The road was clear and the travel easy, no ogres or other items of interest, and the town of Kempton's prospects for adventure seem to be as dim as Mitrik's.

Kempton has but a few notable places – churches to Rao and St. Cuthbert, Duke Basalle's estate upon a small hill overlooking the town, and that's about it. Most of the farmers markets are closed, but there are still some late season crops being sold. The ordinary people of Kempton are going about the ordinary business of their ordinary lives on this ordinary winter day. It's enough to drive a danger-seeking adventurer to drink. Good thing there's a tavern right over there...

Allow the PCs to do what they would like. This town has mostly farmers and support personnel for the farming trade. In most cases they do not travel much and do not have much information about the outside world. The locals know absolutely nothing about what is going on

and do not really care since it does not really affect their daily lives.

If the PCs insist on making Gather Information checks, tell them that the crops were good this year or some other useless trivia about Bessy the cow. Asking the locals about Shandalanar will get the PCs looked at strangely (at best) or run away from. The locals know that all the wierd and evil things that have ever happened in Kempton came from Shandalanar, and their opinions of the place range from dislike to abject fear. None of them know anything first hand, however.

Once in the tavern, there are three possible hooks which can lead to the adventure proper: (i) the PCs can be hired by Peter Basalle to investigate missing scouts in the area of Shandalanar, (ii) they can investigate what is going on with church supplies going to Shandalanar, or (iii) they can investigate the stories of a group of hunters who ran into quite a bit of activity down in the area. To find these hooks, the PCs must talk to people in the Rolling Dwarf Tavern.

The tavern is busy for this time of day – the smell of hot mulled cider explains what has drawn so many inside on this cold winter afternoon. The local farmers seem friendly enough, and you overhear snippets of conversations as you find a seat. Unfortunately, the conversations you overhear are concerning topics as thrilling as wheat yields and as danger-filled as a quilting bee.

If the PCs spend some time in the Inn and make some Gather Information checks looking for adventure (DCs are listed in the items), they can get some of the following information. If they specifically ask about gainful employment, they get items 2 and 4:

1. The bandits (DC 5): “There are rumors of bandits in the area – no one here has actually seen them, mind you, but the Church has stepped up patrols.”
2. The Church (DC 5): “The Church might know of things for eager folk like you to go do. You should go talk to them. Maybe there’s some evil cult around – not that I’d know anything about that sort of thing, of course....”
3. Shandalanar (DC 10): “Well, there’s always Shandalanar. Ha ha ha... oh, you’re serious? I was just putting you on – it’s been abandoned for a couple years now. Besides, it’s supposed to be cursed. Best to stay away.”
4. The Duke (DC 10): “I heard that the Duke was looking for a few good men – guards? messengers? I forget what the job was supposed to be.... Prob’ly pays pretty good though.”

5. The hunters (DC 15): “I was up at Old Grizzly’s General Store yesterday, and the ‘mountain men’ (some local hunters that hang out there) were telling some of their tall tales – who knows, maybe there’s some truth to some o’ those stories.”

At any time, the PCs might proceed to Encounter One (it covers all three options the PCs might follow up on in Kempton – the Duke, the Church, and the hunters). There is no reason why they couldn’t go talk to someone in Encounter One and return here afterwards, trying to talk to all their options, though some complications may arise from doing this (see notes at the end of each sub-encounter).

Alternately, they might decide to go to Shandalanar on their own, in which case, you may proceed to Encounter 2.

Encounter One: Kempton

Each sub-encounter presented here assumes that the PCs have not already accepted a mission from another source. Each sub-encounter contains some general information on how it might be modified if that is not the case.

The PCs are free to head for Shandalanar at any time. Who the PCs have (or haven’t) talked to in Kempton will determine what they know or expect when they get there, though, and may also affect the rewards they may get at the end. Try not to lead them in any particular direction - let them make their own choices.

Encounter 1A – The Duke

Climbing the hill to the Duke’s estate, you can turn to see the view of the Kempton and the surrounding countryside spreading out before you on this brisk winter day. As you approach the front gate of the estate, you see two of the Duke’s guards dressed in their formal attire. The elder of the two steps between you and the ornate gate as you approach. When you are within a few meters of the gate he says, “Welcome to Basalle Manor. Who are you and what is your business?”

It is assumed the PCs will tell the guards that they are interested in working for the Duke, or something similar. (If they decide to take a different tack, the text may need to be modified a bit.) The elder guard will take names (and titles, positions, etc) while the younger one blows a small horn, at which a page comes running out of the house. When the elder guard has the PCs’ information, he hands it to the page, who takes it inside. The PCs are asked to wait patiently. The guards will engage in small talk, but will refuse to discuss the Duke,

his family, politics, religion or any other 'potentially controversial' subject. When talking, they will remain professional and watchful.

The Duke is looking for adventurers to check out the area of Shandalanar, but he wants trustworthy sorts. His butler will come out and invite the PCs in unless any PC has acted disrespectfully, been violent in any way, or gives him any reason to suspect they have ulterior motives against his employer (including saying they are already working on behalf the Church). In these cases, the butler will politely apologize and inform them that the Duke is very busy running the diocese right now, and they will have to return at a later date. (PCs working for the Church can convince him to let them talk to the Duke with a DC 15 Diplomacy check. An Intimidate check will not work – the guards and butler might be scared, but will retreat into the estate and lock the gate.)

Once the PCs enter the estate, read or paraphrase the following:

The Duke's estate is lavish, reflecting countless years of family wealth. From the entryway you are lead to a well lit library with comfortable sitting chairs and reading tables next to them. As soon as you get in the room a serving girl comes in and offers refreshments and a small bite to eat.

The PCs are welcome to look around the library. They will find the usual fare of books, including a number of books on the history of Veluna, the philosophies of Rao, and other religious subjects. Looking further, there are books on magic, nature, and geology. While the room has been kept meticulously clean, it is obvious to anyone who decides to look closely that the books have not been moved recently.

After a few minutes, long enough for the PCs to inspect their surroundings, Peter Basille arrives. Read or paraphrase the following:

After a few minutes of waiting, a man in flowing purple robes, who can only be Peter Basalle, arrives in the room. He looks around the room as if sizing each of you up. He is prominently wearing a holy symbol of Rao normally worn by the paladins of the faith.

After a few seconds of silence, he speaks. "Welcome my friends, I hear you are interested in doing some work for me? Well, it happens I do have something I would like looked into. But before I get into details, I'd like to know who I might have working for me."

If the party includes a representative of the Church of Rao (including priests, paladins, and members of the Mitrik Temple Guard, Knights of Salvation, Monastery of the Unseen, and Brotherhood of the Vale) or St Cuthbert,

the Duke will be suspicious (see below), and the Church-affiliated PC will have to convince him that they are not working for the Church in this matter.

The Church-affiliated PC can do this in one of a couple of ways. (a) If they have an influence point with either the Celestial Order of the Moons, the Basalle, Jamorrie, Mori or Sarneth families, or Jolene Landis, they may spend it here; (b) they can make a DC 20 Diplomacy check – this must be done by the PC in question, though others may assist.

If the subject comes up in conversation (Basalle won't just ask if PCs are working for the Church – unless there's an obvious Raoan or Cuthbertine in the group), a PC that is working for the Church will need to make a Bluff check (opposed by Basalle's Sense Motive check of +10) to hide that fact. (PCs that are Church-affiliated will need to make this Bluff check in addition to the options in the above paragraph to convince the Duke – note this could be against the rules of certain organizations.)

Basalle does not entirely trust the Church of Rao. The events of the recent 'crackdown' were unsettling to Peter.

He agreed that the Church should take a more pro-active role in the fight against evil, but he was surprised that the nobles were not consulted, and sees the use of the Mitrik Temple Guard as a breach of 'the rules'. In addition, he feels that they have 'skipped over' him in some of their other recent actions in local affairs, leaving him feeling disenfranchised. He is concerned that this sets a bad precedent for the future regarding the powers of the nobility in Veluna. His distrust of the Church is not a distrust of Rao himself, however – his faith is strong.

Assuming the 'interview' plays out successfully for the PCs, continue below. If the PCs do not gain the Duke's trust (by failing any of the checks above), they will be thanked, apologized to (for not having work 'worthy' of their time and skills) and politely escorted out.

"I have a problem that I think you may be able to solve. As I am sure you know, Shandalanar has been a focal point for more than its share of troubles in the Vale – strange events, violence, etc. It has sat empty for some time now, and it is my opinion that Shandalanar needs to be repopulated, both to increase our farming output, and to house some troops – in order to more easily patrol the southern areas of the diocese as well. It is very difficult to support patrols out of Kempton that far to the south."

"Towards this end," he continues, "I recently sent some scouts to Shandalanar to ascertain the current state of the town and determine what might be salvageable, what would have to be done to rebuild, etc. Unfortunately, only one has returned as of yet,

and he reported only finding a patrol of men from the Church on the road – Temple Guardsmen, no less.”

“They claimed they were trying to root out bandits in the area per a request from the residence of Asnath. However, my local patrols have not run into any bandits recently, and I find it unusual that the residents of Asnath would ask such a thing of the Church as opposed to me or Baron Nital in Valkurl. Banditry has always fallen to the nobles to police, not the Guard. The captain of the local guard has no knowledge of any guard operations to the south.”

Omit the following paragraph if there is a Church-affiliated PC in the party.

Peter pauses for a second and looks as he is troubled. He then continues, “The Church is pushing the limits of its authority, and I’m not sure I like where it might be headed. I would broach the subject with Bishop Orish, but he is away in Mitrik...”

Peter looks at you and says, “So here is where you come in. I want you to escort a small load of supplies into Shandalanar, then wait for another group of my men to arrive – a cadre of horsemen under Alex Tanner. They have already left for Asnath to do some other research about this ‘bandit problem’, and should be in Shandalanar soon.

“Whatever you find, exchange information with Tanner, and then return here to brief me on your findings and his. I want to know what is really happening down there. I am willing to offer an appropriate sum upon your return to Kempton. Do we have a deal?”

Peter has basically laid everything he knows out on the table. Some potential lines of inquiry the PCs might pursue with Basalle:

- The Duke’s payment will be [35 gp x APL], and yes, he can lend the PCs horses.
- If questioned about interfering in church affairs, he will state that right now, he is just trying to determine if it is they that might be interfering in his affairs. (It is his diocese and therefore his responsibility to ensure the safety of those who live, work, and travel through it.)
- If further asked about bandits in the area, he will mention he has heard rumors, but his patrols have not found anything. There used to be more bandit activity in that area, but with Shandalanar being abandoned, it has been nearly non-existent.

- If asked about what the Church is doing in Shandalanar, he will repeat that he has heard of MTG patrols. He realizes this is out of character for the Guard, and wonders if there isn’t something else going on, but has no knowledge for certain.
- If told about the mission assigned to the PCs by the Church, he will get mad and basically end his meeting with them, claiming this will be taken care of at a higher level.
- If asked about the hunters, Basalle has heard many hunting tales when he ventures into town, and views them as entertainment more than fact. He does not know any of the hunters by name or description, and doubts the veracity of their tales.

If the PCs accept this offer, go to Encounter 2 when the PCs leave on the mission. If not, they could (i) go back to the Rolling Dwarf (see Introduction), (ii) pursue job leads about the Church (see Encounter 1B), (iii) check out the hunter’s stories (see Encounter 1C), or (iv) go off on their own (see Encounter 2), otherwise the adventure is over for them.

Encounter 1B – The Church

Entering the simple church, you are greeted by an acolyte. “Peace, reason and serenity be upon you, friends. I am Brother Toma. May I help you?”

Brother Toma is in most ways an average towns person, and knows nothing of the project.

Assuming the PCs inquire about doing something for the Church, they will be taken aside to meet with Father Anklin, who will ask them some basic questions (names, occupations, affiliations, why they wish to work for the Church, if they are working for anyone else).

Father Anklin is vetting adventurers, as the Church wants to be careful with who knows about this project, let alone who can work for them. While the older priest does not have *zone of truth*, *detect evil*, or such active, he is a good judge of character (Sense Motive +13), and will not hesitate to ask direct questions if given reason to suspect something.

If a PC identifies himself as a priest or paladin of Rao or St Cuthbert, or a member of the Mitrik Temple Guard, Knights of Salvation, Monastery of the Unseen, or Brotherhood of the Vale, they will not need to go through the whole rigmarole, and can, in fact, vouch for the others in the group. (But vouching for other people can have repercussions if those people are not worthy of the Church’s trust. Make sure the Raoan’s player is aware of this.)

The following revelations from PCs will raise a red flag with the interviewer:

- Worship of certain deities, including but not limited to: Kurell, Norebo, Ralishaz, Trithereon, Vatun, Wee Jas, Zagyg. (Basically, any deity that could be considered a security risk or who might oppose the plan.)
- Strong affiliation with the nobility. This includes working for Duke Basalle, and the priest will ask the PCs if they are doing so.
- Areas of specialization that include the summoning or control of evil or chaotic creatures (eg alienists, mindbenders, necromancers, thaumaturgists, etc).
- Outstanding warrants or previous crimes against the Church.
- It is up to the DM to adjudicate any other things that might trip Anklin's 'danger sense', but remember that he doesn't know everything, and cannot ask about what he doesn't suspect. If a PC gives him reason however...

If the PCs trigger any suspicions with the old priest, he will "fail" them, and try to misdirect them away from the project (see below). If they do not, he will "pass" them (see further below).

If the PCs fail Father Anklin's interview, he will not reveal that to the party, instead offering them [40 gp x APL] to go look for bandits west of the city. If they question why there were so many questions about a simple bandit hunt, Anklin will reply "The Church needs to know all who act in her name, lest they bring ill-will against her through their actions." He will not elaborate.

If the PCs take this offer, they can go play in the wilds for a long time (go to Encounter 6A). If not, they could (i) go back to the Rolling Dwarf (see Introduction), (ii) pursue job leads about the Duke (see Encounter 1A), (iii) check out the hunter's stories (see Encounter 1C), or (iv) go off on their own (see Encounter 2), otherwise the adventure is over for them.

If the PCs pass Father Anklin's interview, they will be asked to return this evening, when the man in charge of their mission can speak with them. Read or paraphrase the following when they return:

The night air packs a mean bite this early winter evening. The easterly breeze blows the few remaining leaves around making a loud rustling sound. The church of Rao stands as a monolith

overlooking the central market square of the town. As you approach the door, a Mitrik Temple Guardsman steps out of his guard box and opens the temple doors for you. As you pass, he says "Second door on the right."

You follow the guard's direction through the candlelit church to a strong wooden door that stands ajar. In the small side room, another tall Guardsman is waiting. He looks you over as you enter and says, "Welcome my friends, I am Captain Asterian."

Captain Asterian is a paladin, and has scanned the PCs for evil on their way over. Should this reveal anything, you may need to modify the following text...

He looks each one of you over and says, "It has come to my attention that you may be interested in some work. We have a project going on and need some people we can trust to help out. The project is a bit sensitive, however – I'm sure there are more than a few who would love to find out about it before it is finished and sabotage it. Do I have your word that what I'm about to tell you will not be told to anyone outside this room?"

If the PCs do not agree, he will thank them for coming, but will not offer them the job – in fact he will ask them to leave the area and not speak to anyone of this 'project' under penalty of treason. If they agree to his terms, he will ask a second time, "just to be sure". (He has a +12 Sense Motive skill.) Once they have agreed and he is satisfied, he will continue:

"You may be familiar with the many tales of strange happenings in the town of Shandalanar? They seem to be very popular around the watering holes. Anyway, there is in fact some truth behind some of those tales. The town has, in the past, been used as a base by evil cultists, and many strange, unexplained phenomena have been reported there over the years.

"Well, let's just say the Church is taking long-overdue action to prevent the foul place from spawning any more trouble – you don't need to know more than that right now. We just need some trustworthy individuals to help get some supplies down to this project. The mission itself is easy. It's the secrecy that might be tough.

"After all, there are those who wouldn't want this to happen – maybe even some still-wriggling followers of Herion we haven't stomped out yet – and you never know who might be working for evil like that. That's why this has to remain a secret.

"So, you interested?"

Some things the PCs might ask about:

- Pay is [50 gp X APL], and yes, the Church can lend them horses.
- If asked what they will run into he knows about the rumors of bandit activity in the area, but nothing worse. He knows the Duke's men are trying to root the bandits out, and that some Temple Guardsmen are ostensibly doing the same, but are actually guarding the approaches to Shandalanar.
- If asked about details of the project, he will only reply that it is a constructing project, and the Church would like to complete it before other factions find out about it if possible.
- He knows of the hunters in the general store, but hasn't believed any of their tales for years.

If the PCs decide to accept this job offer, go to Encounter 2 when they leave on the mission.

Encounter 1C – The Hunters

The general store is surprisingly busy at this time of day. There are a number of patrons perusing the wares, and a few sitting and standing around a small iron stove, enjoying drinks and each other's company. For the most part, the patronage looks to be mostly people of the land, farmers and such.

The men seated around the stove are older, weather-beaten and of a rough cut. They are wearing light armor – some have furs or skins incorporated – and you see some bows sitting against the wall. You can easily overhear them boasting about an impossibly large animal they had killed. By the time the story ends, the animal is the size of a large storm giant, and the farmers around have a good chuckle at the tale. The crowd disperses a bit, and the hunters smile and go back to their steaming mugs.

"Now, here you are, Jakom," one hunter points toward you with his mug, "these folk here look like they'd know somethin' 'bout strange critters 'n such. Maybe they've got a tale fer us?"

Assuming the PCs approach and agree to tell a story or two, continue below. If they don't, one of the hunters will notice the PCs standing there and try to goad a story out of them. They truly want to hear a tale of adventure and they do not really care how true it is as long as it is good. If the PCs refuse to participate in the storytelling, the hunters will go back to their chat and ignore the PCs, effectively cutting off this hook – the PCs will need to (i) go back to the Rolling Dwarf (see Introduction), (ii) pursue job leads about the Duke or the Church (see

Encounter 1A or 1B, respectively), or (iii) go off on their own (see Encounter 2), otherwise the adventure is over for them.

As the latest round of stories dies down (this one about a living mound of dirt and rocks that could run around and break trees), one of the hunters, who up to this point has sat quietly in the corner, perks up and says, "It is amazing how you can find and kill strange things, Jakom, but you never have any hair nor hide to show fer it."

Jakom gets flush and replies, "I gave 'em my best shot, Batell – hit 'em right between the eyes I did – well, it didn't have eyes, but you know what I mean. Shoulda dropped 'em right there. Don't know what happened to 'em."

"Just disappeared, did it?"

"Well, no... not exactly. It ran, but I couldn't find it afterwards – and the trail just stopped."

"That's 'cause that there area's cursed," Batell continues. "The whole area 'round Shandalanar's been poisoned – tainted by the evil that came outta there. Possibly haunted by the ghosts of those that brought it out, too."

Another hunter points to Jakom and says, "It's true – I seen something too. Men, maybe.. but they just faded in and out of the underbrush like they weren't there."

The men are quiet for a moment, then Batell once again speaks, trying to lift his companion's spirits. "Well' let's all just not worry 'bout that place, it ain't pert'nent to our little wager, anyway."

His mention of the wager brings the group back to their original level of good humor.

"Yeah – that's right!" says Jakom. "I'm telling you I can bring in Big Red by next Moonday." (One week from today.)

"Nah," says another hunter, "me a Zeke here know where Big Red's cave is. No way you could even find 'im, let alone take him down."

Before the 'debate' escalates too much, Batell sets the terms. "Well, I'm not goin' out after Big Red, but I'll put in some gold that none of you boys will be comin' back with his paws, either. Pretty sure I might be able to get the Duke to put up a little money on this too. Y'all put somethin' up, and I'll see what I can do."

"Howabout you?" Batell turns to you. "You interested in gettin' in on this? You could be a team."

"No way," Jakom bellows, "they ain't from 'round here – it ain't their business."

"Are you scared they'd win?" asks Batell.

"By Big Red's beard! 'Course not! They'd never find 'im! And if they could, they'd be so loud he'd hear 'em comin' for miles!" The rest of the hunters laugh at this.

Allow the PCs make appropriate boasts as they wish. If they wish to join in the wager, they can, whether they go looking for "Big Red" or not.

"Just to make sure it is a fair contest, Big Red was last reported on the east slope of Koris Mount a week ago," Batell states.

"Ya – by Dap's Creek," a hunter adds.

"Good, good. Well, people you have your information. Good hunting!" Batell exclaims. The hunters scurry out of the store, eager to get a jump on you.

If the PCs join in the hunt, go to Encounter 6B. If not, see below.

If the PCs wish to further speak with Batell:

- If asked about "Big Red", he will tell of a near-legendary bear in these parts with reddish fur and claws the size of a small table. People claim to see him every once in a while, but nobodies been able to prove he's real. Beyond that, he will not answer any more questions about him, claiming that any further information will imbalance the competition, but he suggests you hurry out. "It sure would be embarrassing to be beaten by a bunch of oafs like that."
- He scouted the area of Shandalanar for the Duke, and met up with some Mitrik Temple Guardsmen, who said they were there looking for bandits at the behest of people in Asnath. This sure seemed fishy to him, so he reported it to the Duke. [Unless a PC is a member of the Circle of Life (and identifies himself as such), he will not reveal that he also met Hilarious Roc (see Encounter 4), and that the druid instructed him to try to keep the local hunters away, lest they suffer "accidents". He's been trying to keep the hunters focused west of town since.]

If the PCs do not join the hunt, they can (i) go back to the Rolling Dwarf (see Introduction), (ii) pursue job leads about the Duke or the Church (see Encounter 1A or 1B, respectively), or (iii) go off on their own (see Encounter 2), otherwise the adventure is over for them.

If they do not join the hunt, but do participate in the wager, see Encounter 6B for results.

Encounter Two: Ambush Near Shandalanar

The 22 mile trip to Shandalanar from Kempton takes about two days by wagon (road through rolling hills is $\frac{3}{4}$ movement of a wagon's 16 miles/day rate, or 12 miles/day). About halfway there, no matter who the PCs are working for (even if they are 'on their own'), they will be ambushed by some rogue druids trying to scare people away from the town.

This encounter assumes they are traveling by road. If they are going off-road, they are still ambushed, just modify the text. If the PCs are traveling alone (without the wagon), simply omit the references to it in the text. If PCs are on their own and using *fly*, *wind walk*, etc, skip this encounter and go to Encounter 3.)

If the PCs are traveling with the wagon crew, use these statistics:

All APLs

Mule (2): hp 27 each; see *Monster Manual*, pg 276.

Fredrick Lane: Exp 1; hp 7; see Appendix 1.

Barnibus Lane: War 1; hp 13; see Appendix 1.

In either case, the Lane brothers are loyal to whoever it is they and the PCs are working for, and do not have any knowledge of what is going on beyond that they were told to get this wagon to Shandalanar, and that the PCs were going to make sure they got there safely.

Have the PCs make Spot checks against the ambushers' Hide checks (it is best to use pre-rolled checks here). The ambushers have taken 10 on their Hide checks, and will attack when the PCs get within short range (100 ft. @APL2, 110ft. @APL 4+), so the Spot DCs to prevent being surprised are: 26 @APL2 / 27 @APL4 / 28 @APL6 / 29 @APL8 / 31 @APL10 / 32 @APL12.

Travel has been slow this winter afternoon, you have had to stop a number of times to dig the cart out of a rut in the ground, or help push the cart when the mules get tied up. Just after one such session as you move around the cart you hear the tell-tale whistle and thunk of an arrow imbedding itself in the side of the cart.

APL 2 (EL 4)

Ambusher (5): male human warrior 1; hp 8 each; See Appendix 1.

APL 4 (EL 5)

Ambusher (5): male human ranger 1; hp 8 each; See Appendix 1.

APL 6 (EL 7)

Ambusher (5): male human ranger 2; hp 15 each; See Appendix 1.

APL 8 (EL 8)

Ambusher (5): male human ranger 3; hp 23 each; See Appendix 1.

Wolf Companion (5): hp 15 each; See Appendix 1.

APL 10 (EL 10)

Ambusher (5): male human ranger 5; hp 38 each; See Appendix 1.

Wolf Companion (5): hp 15 each; See Appendix 1.

APL 12 (EL 12)

Ambusher (5): male human ranger 7; hp 53 each; See Appendix 1.

Wolf Companion (5): hp 30 each; See Appendix 1.

See the map in Appendix 3 for more information about the setup of the ambush. The terrain is rough foothills with fairly high heather. No effect on ranged attacks, unless the target or shooter is prone in the grass, which provides concealment (20% miss chance).

Tactics:

The ambushers set themselves up with two each on either side of the road (100 ft. at APL 2, or 110 ft. at APL 4+) and one directly in front of the PCs at the same distance. They will not attack until the PCs get into this horseshoe ambush. They will use their *entangles* as needed to prevent the PCs from closing the range. At the beginning of the combat they will use their standard action to shoot once (if possible using the manyshot feat) and then rehide until it is clear they have been spotted.

They will also hold their companions in reserve until PCs approach their position (again, in an attempt to slow their closing range). If the PCs clear out two sides of the ambush, the third side will retreat back to the hideout, using what means they may have to slow the PCs down. Once they are out of immediate danger they will attempt to conceal their tracks, making it more difficult to follow.

Development:

After the fight, the PCs will probably want to look into the “bandit attack”. They might want to try to track where they came from (see below), or they might have captured one of the attackers (see further below). Whatever it is they want to do, if the wagon is with the PCs, the Lane brothers will urge (nearly beg) the PCs to stay with them until they get safely to Shandalanar, not run off and leave them alone on the road.

Tracking: It might be possible for the PCs track the bandits back to their hideout. Finding the initial tracks requires a successful Track check (DC14 @APL2-6, or DC13 @APL8-12). Following them all the way to the area of the hideout requires three more successful Track checks (DC19 @APL2-6, or DC18 @APL8-12)

Interrogation: If the PCs successfully capture an ambusher, they will have much better luck Intimidating information out of them than using Diplomacy. If they try to use Diplomacy, the captive is currently ‘hostile’ to the idea of giving the PCs any information and they need to raise him to ‘friendly’ (see *Player’s Handbook*, pg 72. Give the PCs a –5 circumstance penalty to their check (he really believes his cause, and also fears the wrath of Hilatious Roc).

If the PCs ask certain questions:

- **Who is your leader?** Hilatious Roc. [Members of the Circle of Life can make a DC 25 Intelligence check to identify the name as a member.]
- **Hilatious Roc?** Yeah – Hilatious Roc. (If pressed for more information, they reveal Hilatious is a “druid or something” and he wants to cleanse the area.)
- **Why have you been attacking caravans?** Easy marks with little danger.

[Don’t prompt the PCs for one, but a DC 20 Sense Motive check will give the PC a hunch there is more to it than that.]: Keeping people from Shandalanar.
- **Where is your base of operations?** [He will be evasive at first, then proceed with]: A cave - about two hour’s walk south of here.

[If pressed for more information]: In the hills, concealed by a grove of trees. [If pressed more (requiring another Intimidate check), he will give some directions.
- **What is going on in Shandalanar?** I do not know.

[Again, don’t prompt the PCs for one, but a successful Sense Motive check against the bandit’s Bluff check (+0 skill) will tell the PC that he’s lying. Pushing him on it will reveal]: Okay, okay – Hilatious is trying to keep everyone out of Shandalanar, so nature can reclaim it. The Church wants to build something there, and he’s gonna stop it.
- **What is the Church doing/building?** I don’t know. [True, he doesn’t.]

- **Why does he want to stop it/do that?** He thinks it should be left alone for a while. Nature will reclaim it, it will be as it was supposed to be. [True, as far as they know.]
- **Is Shandalanar cursed?** Maybe.
- **Have you seen the Duke's scouts?** I don't know – we don't ask who people work for, just try to get 'em to leave.
- **What is the meaning of life?** 42.

If the PCs continue on to Shandalanar, go to Encounter 3. If they decide to track the 'bandits' to their lair, go to Encounter 5.

Treasure:

APL 2: Loot: 194 gp per character; Coin 0 gp; Magic 0 gp.

APL 4: Loot: 319 gp per character; Coin 0 gp; Magic 0 gp.

APL 6: Loot: 444 gp per character; Coin: 0 gp; Magic: 20 *sleep arrows* (each 11 gp per character).

APL 8: Loot: 340 gp per character; Coin: 0 gp; Magic: 5 x *chain shirt +1* (each 104 gp per character), 15 x *sleep arrows* (each 11 gp per character).

APL 10: Loot: 132 gp per character; Coin 0 gp; Magic: 5 x *chain shirt +1* (each 104 gp per character); 5 x *mighty composite longbow +1* (12 Str) (each 208 gp per character); 10 x *sleep arrows* (each 11 gp per character).

APL 12: Loot: 132 gp per character; Coin 0 gp; Magic: 5 x *chain shirt +2* (each 354 gp per character), 5 x *mighty composite longbow +1* (12 Str) (each 208 gp per character), 10 x *sleep arrows* (each 11 gp per character).

Encounter Three: Roadblock

Other than the ambush, the trip to Shandalanar has been uneventful. Nice weather for the season, though the road is a bit muddy. Still, the travel is not easy, as the road is rising into the high hills and low mountains.

You estimate that you are about three or four miles from the town, when you notice a group of blue-uniformed men up ahead on the road. You can see more than half a dozen men and a few horses. The men seem to be relaxed, but are obviously on guard duty or something similar – they aren't just picnicking.

If the PCs are escorting the Duke's wagon, Bartimus Lane says "Uh-oh" when he spots the roadblock. The men

ahead are Mitrik Temple Guardsmen, and it appears that they have not yet noticed the party. A DC 20 Spot check (base 0, +20 for 200' distance) will recognize the Guardsmen's uniforms. (The PCs will recognize the uniforms at some point, they may just need to get closer.)

The Guards are manning a roadblock to keep travelers out of Shandalanar. The PCs have a decision to make regarding how they deal with the roadblock – (A) approach and talk (telling the truth or bluffing), (B) sneak around, or (C) attack.

The Lane brothers' will voice their opinions, but will ultimately accept whatever the PCs decide to do. If they and the party are working for the Church, they advocate just going right up and telling the Guardsmen the truth. If they and the party are working for the Duke, they do not think they can bluff their way past the Guards, but are nervous about taking the wagon off-road. They are stunned if the PCs suggest attacking the Guards – they vehemently disagree with that plan. (If the PCs insist on doing so, they will follow behind, but will report the PCs' actions to the Duke (at least) later.)

A: The PCs approach the roadblock: they will be addressed by the Guard leader:

"Hold up, there people. I'm afraid you're gonna have to turn back – area's not safe. Orders of the Church."

The Guard leader will converse and answer questions politely but succinctly:

- The area has been declared 'off limits' by the Church because it considers the area dangerous [true] and is studying the problem [true].
- It is considered 'dangerous' because of past ties to various evil cults, and because very strange (and dangerous) events have been reported there in the past. [Also true]
- The Church hasn't made the restriction general knowledge so as to keep from attracting the curious and foolhardy (technically true as well) – and besides, hardly anyone traveled to Shandalanar in the last year or so anyway. [True again]
- If asked about the Duke's scouts, these men have not met anyone claiming to work for the Duke. [True, all but two scouts were killed by Hilatious' men. One was captured in Shandalanar, and the other is Batell (see Encounter 1C).]
- If asked about bandit activity and what the Guard is doing about that, the leader will say that there have been reports, and that some other Guardsmen are

indeed looking into the matter. [True, but see below]
If asked about what they have found out about the bandits, he will say they think they are coming from the southwest – in the mountains, but not much beyond that.

A DC 20 Sense Motive check will give a PC the hunch that there is more to it than that.

The leader will not go further than that, citing security matters. Assuming the PCs ask about getting through, his reply will depend on what he believes about the PCs based on what he is told and, if necessary, his Sense Motive check (at +4). (If the PCs mention they are working for Captain Asterian, he automatically believes they are working for the Church.):

- If the PCs are working for the Church, he will allow them through, but remind them about not telling anyone about what's going on.
- If the PCs are not working for the Church, he will refuse to let them through. Further:
 - If they are working for the Duke, no amount of Diplomacy will help. The only ways for such a group to get past are (i) 'give up' and leave, then sneak around, (ii) fight, or (iii) get themselves 'hailed in'. (If the PCs get 'hailed in' by these Guards, they will be taken to Shandalanar to speak with Sir Vostroff Stonehand (see Encounter 4, Part 3).
 - If they are there with no wagon, and are 'just exploring' or 'looking for adventure', then they may be able to convince him to let them through (to help the Church's investigations) with a DC 20 Diplomacy check. He will insist on some of his men 'escorting' them in this case. (If the PCs suggest the escort, give them a +4 to the Diplomacy check.) If Diplomacy does not work, they will have to resort to (i) 'giving up' and leaving, then sneaking around, (ii) fighting, or (iii) getting themselves arrested. 'hailed in'. (If the PCs get 'hailed in' by these Guards, they will be taken to Shandalanar to speak with Sir Vostroff Stonehand (see Encounter 4, Part 3).

No matter how they do it, if the PCs get past the roadblock, proceed to Encounter 4.

B: The PCs decide to sneak around the roadblock: Allow the PCs to take whatever precautions they wish. Sneaking by will not be easy, as there is not much cover in the immediate area and the wagon does not travel well off the road, but it is no way impossible.

In order to successfully pull this off, the group will have to travel well out of their way (which ultimately has no bearing on the adventure), and make all of the following checks: (i) two DC 15 Survival checks (to avoid getting lost or stuck); (ii) two DC 10 Handle Animal or Profession (Teamster) checks (to get the mules to cooperate); (iii) one DC 5 Move Silently check and one DC 5 Hide check apiece (to avoid the roadblock's patrols that are out and about – these checks already take distance into consideration); (iv) one DC 10 Hide check for the wagon (also taking distance into consideration).

The Survival and Handle Animal checks need only be made by one PC (or one of the Lane brothers) for the whole group, and other PCs are free to assist. The individual Hide and Move Silently checks, however, need to be made by each person (including the Lane brothers, but not the mules). Any one PC can make the Hide check for the wagon. Obviously, certain spells or other precautions could mitigate or even eliminate the need for some or all of these rolls.

If all the rolls are successful, then proceed to Encounter 4. If any fail, the group is caught. Proceed with this encounter as if they had approached the roadblock and are not working for the Church, imposing a –8 on any Bluff or Diplomacy checks if they are with the wagon (lone adventurers trekking through the woods are much more believable than adventurers trekking through the woods with a mule cart full of supplies).

C: The PCs attack the roadblock: If the PCs do this, any survivors among the guards (or the Lane brothers if they are here) will report the PCs to the authorities when they get the chance. Authorities being the Duke, the Church, possibly even the Guard Commander in Shandalanar (particularly if the Lane brothers think that 'ratting out' the PCs will get them off the hook...). That will result in the PC's arrest and either imprisonment (assaulting Church peace officers: 10 TUs) or execution (for murder of a representative of the Church: PC will be removed from play), depending on the severity of the beating/survival of the Guardsmen.

Use the following statistics for the Guardsmen:

All APLs (EL 6)

Soldier (8): hp 7 (each); See Appendix 1.

Leader: hp 23; See Appendix 1.

Light Warhorse (7): hp 22 (each); See *Monster Manual*.

Once the PCs are past the roadblock, continue to Encounter 4.

Encounter Four: Shandalanar

Part 1 – If you think this is the fight...

The following text may need to be modified, depending on how the PCs get here (i.e. just coming in, as ‘guests of the church’, accompanied by the duke’s men, etc). There are notes where things may require a different dialogue.

After a long and tiring journey, you finally see the town of Shandalanar crest the horizon. As you approach closer, you are able to make out some activity towards the center of town.

Assuming the PCs continue into town, towards the activity (if ‘accompanied’ by the MTG or Duke’s men from Encounter 2, the NPCs will ‘suggest’ doing so):

You approach the center of town, you see a large open area – a town square, but bigger than you expected for a town of this size. All around the square are large blocks of stone, piles of lumber, and parts of scaffolding.

Any PC that has been to Shandalanar before (in VEL1-07 *The Delivery*, VEL2-07 *Return to Shandalanar*, VEL3-08 *Escape from Shandalanar*, or VEL5-01 *The Beast Within*) will recognize that the Bag of Nails has been knocked down.

At the northeast corner of the town are a cadre of about a half-dozen horsemen in the colors of House Basalle. Opposite them, to the south and southeast, are a score of Mitrik Temple Guardsmen. You also see at least two priests of Rao and someone in arcane robes.

In the middle of the area, workmen stand around, some working on what seems to be the foundation for a fairly large building, but most watching an argument between two men. One wears the uniform of a Mitrik Temple Guardsman, the other the livery of Duke Basalle.

At any point in this ‘conversation’, the PCs may step in if they wish. While the situation might look dire, it is not going to come to blows – both men have too much self-control for that (but the PCs don’t need to know this).

If the PCs do step in, take careful note of what they say, how they introduce themselves, etc. It may become very important later, when they want to talk to one of these men.

... “You have no right to claim this property without the Duke’s leave!” Basalle’s man shouts.

“As I stated before, according to the law, the Church has the right to claim all foul places in the Vale and

cleanse them in the manner she sees fit,” the lead guardsman calmly replies, though you can tell he is holding back his temper.

“Granted... but we are not talking about a single site here. By blocking the roads and turning back those that travel them, you are effectively ‘claiming’ the whole town,” the horseman retorts.

“You will have to take that up with the Church herself,” the guardsman replies less calmly, “but for now this remains restricted Church property, and this project a Church secret. Now, I wouldn’t want to have to hold you for trespassing on restricted property, but if you keep this up....”

“What?! Trespassing?!? You have got to be joking!!”

“Look, for all I know, you and your men have been behind all the ‘interruptions’ and problems we’ve had, so you should be glad I’m only saying ‘trespassing’ right now!”

“Now you’re accusing me of... of what?! Sabotage?” the Duke’s man almost loses his temper, and you can see his horsemen begin to fidget to your left, as do the Guardsmen to your right.

This would be a good point to find out what the PCs are doing. Let them try to diffuse the situation if they wish (just remember to note what they tell everyone). Use the points below to guide the ‘negotiation’, and remember that neither commander wants to start a fight here – that will only lead to unnecessary bloodshed and lots of paperwork.

- At base, the Guard Commander does not want conflict, but knows what he must do if the Duke’s men will not cooperate. He sees no need to actually hold the Duke’s men ‘under arrest’, as long as they swear not to ‘escape’ (and maybe accept some ‘magical assurances’ to that effect). He will remind them that revealing the ‘secret project’ could constitute treason, and “none of us wants that now, do we?”
- At base, the Duke’s man realizes he is in an untenable situation, and to make the best of it he needs to give in (his frustration has been getting the better of him until now). He does not want to lose face in front of his men though, and would also like to find a way to get them out of the situation. He does understand he has stumbled into something bigger than expected, and if he finds out a bit more about the project (see Indifferent Attitude under Sir Stonehand in Part 3, below), he will even acknowledge the need for secrecy (this will

automatically happen if he is allowed to talk to the Guard Commander in private).

Once the PCs have calmed the situation down, go to Part 2 of this encounter.

If the PCs do nothing, they do not gain any experience for this encounter. Continue with the following:

Just when you're thinking that you will have front row seats to a fight between the Mitrik Temple Guard and Duke Basalle's cavalry, a nearby Raoan priest clears his throat and calmly approaches. The Duke's man and the guard Commander each visibly relax a bit from their antagonistic stances – possibly relieved for the reprieve from the impending melee.

"Good sirs," begins the priest, in a calm and soothing voice, "hasn't there been enough blood shed by good people in the recent past that you would spill more? Let us discuss this civilly, Rao knows there must be a more rational way to come to peace here, other than killing our brothers."

You can tell the two commanders are still angered, but they heed the priest's wisdom and stand down. The Duke's man summons his men forward, and the Guard Commander signals his men to relax. The two agree to take some time to calm down, then meet back together later to discuss matters.

As the standoff settles down, the PCs may want to talk with one, the other, or both of the leader types. Unfortunately for them, something else will happen before they get the chance.

Part 2 - ... then what do you call this?

As the commanders walk off to address their troops, large clouds of multicolored smoke, complemented by the sounds of bells and a high-pitched hum, burst into being all around the square and other parts of the city!

Joining the humming and the pealing of the bells are shouts of surprise and warning. Through the multi-hued haze, you can make out large shapes all around, and the soldiers from both sides taking up arms.

Suddenly, there is a burst of smoke right in front of you – and you smell apples. But before that can really register, the smoke quickly dissipates, revealing a large, menacing figure...

APL 2 (EL 4)

Large Anarchic Monstrous Scorpion: hp 37; See Appendix 1.

APL 4 (EL 6)

Large Anarchic Monstrous Scorpions (2): hp 37 each; See Appendix 1.

APL 6 (EL 8)

Blue Slaad: hp 72; See *Monster Manual*, pg 229.

APL 8 (EL 11)

Green Slaadi (2): hp 81 each; *Monster Manual*, pg 230.

APL 10 (EL 13)

Advanced Gray Slaad: hp 135; See Appendix 1.

APL 12 (EL 15)

Advanced Gray Slaadi (2): hp 135 each; See Appendix 1.

Tactics:

In this combat, the slaadi cannot use their *summon slaad* ability.

These are chaotic creatures, and will not necessarily take the most tactically sound action every time. Most, however, are at least somewhat intelligent, so they won't do too many stupid things, either.

The 'mission' of the slaadi is to wreak havoc upon the project and cause as much chaos as possible. This generally means they will fight the PCs as long as it seems they have the upper hand (and then some), but they will not necessarily fight to the death, as they may decide to take their shenanigans elsewhere.

Part 3 - Talking in the Aftermath

As you land the final blow and your opponent falls to the ground, you survey the scene around the town. Many more of the strange things lie about the field of battle, as do many guardsmen and some of the Duke's men. The attack seems to have been repulsed, however.

After the fight, the PCs may help with the aftermath (by healing, whatever) if they wish. They will probably want to talk to one, the other, or both leader types at some point though. When they next attempt to do so, nothing will appear and start attacking.

For purposes of time and simplicity, it is best that they only get to visit with one of the men, though they may speak with both if they insist.

The commander for the Mitrik Temple Guard is Sir Vostroff Stonehand and the commander for the Duke's men is Alex Tanner:

Sir Vostroff Stonehand:

Sir Stonehand will grant an audience to the party no matter who they say they are working for. He will begin

the audience by asking for names, what the PCs were doing in the area, and for whom they are working. He will study the PCs as they answer (*detect evil*), listen carefully, and ask pointed questions in order to get at the truth (Sense Motive +17). Allow the leader to make a Diplomacy check – it will be used later.

Vostroff is a high-ranking Guard Senior Captain, a paladin of Rao by trade. He is experienced and not easily shocked. He is built like a brick wall and looks fierce, but actually has a calm demeanor and would rather talk than fight. If his patience is pushed too far, he will fight, however.

Once the PCs start asking questions, what Stonehand reveals depends on what he believes about the PCs' allegiances and other factors.

First, determine what his starting attitude was, depending on what he ends up believing about the party. [Note that being brought in by the Guard (one way or the other) would tend to ruin any tales of the PCs working for the Church.]

- If the PCs are working for the Church and there are members of Veluna church meta-orgs: Stonehand starts out as 'helpful'.
- If the PCs are working for the Church: Stonehand starts out as 'friendly'.
- If the PCs are working for the Duke: Stonehand starts out as 'unfriendly'.
- If the PCs are working independently: Stonehand starts out as 'hostile'.
- If the PCs attacked the roadblock in Encounter 3, and there are witnesses here: (ie the Lanes want to disassociate themselves from the PCs, etc) Stonehand starts out as 'hostile' and the PCs are arrested straight away.
- In all cases, if the PCs go to talk to Alex Tanner before coming to see him, Stonehand's initial attitude drops one attitude level. (If he would have started out as hostile, they are refused an audience.)

Then determine any applicable modifiers to the check:

- If the PCs just show up unannounced in town: - 4 to the Diplomacy check.
- If the PCs were "escorted" into town by the Guard: - 2 to the Diplomacy check.
- If the PCs were "hailed in" by the Guard: - 10 to the Diplomacy check.

- If the PCs helped fight the [monstrous scorpion/slaad]: +3 to the Diplomacy check.
- If the PCs helped heal Guardsmen et.al. after the fight: +3 to the Diplomacy check.
- If the PCs already cleaned out the bandit hideout in Encounter 5: +2 to the Diplomacy check. (Improve this bonus to a +6 if they can prove that Hilatious was behind the [monstrous scorpion/slaad] attack.)
- Any PC that is a member of a meta-org with circumstance modifiers when dealing with the Mitrik Temple Guard or Church of Rao may apply these modifiers **ONLY** if they are 'working independently' (ie if they are working for the Duke, their modifiers are void). If they lied about working with the Church and Stonehand found out about it, apply the bonuses as penalties instead.

Once you have your starting attitude and a total modifier, use the Diplomacy check from before (when the PCs were answering Stonehand's questions). Refer to the *Player's Handbook*, pg 72 to determine his new attitude at the end of the audience. He will reveal the information below which corresponds to his new attitude.

Hostile Attitude: The PCs learn nothing from Stonehand except where the jail in Shandalanar has been relocated, and how long they could be in prison for treason against the Church (lesser treason - 12 TU). Go to Conclusion.

Unfriendly Attitude: The PCs learn nothing from Stonehand except where the jail in Shandalanar has been relocated, and how long they have to sit there until they will be taken to Mitrik and tried ('classified custody' - 4 TU). Go to Conclusion.

Indifferent Attitude: The PCs learn that this is a top secret Church project, and apologizes that they will have to either stay here or elsewhere under Church 'cooperative detention' until the project is completed (he guesses only a couple weeks once these problems are straightened out). ('cooperative detention' - 2 TU), or accept a magical compulsion against revealing anything about the current goings-on in Shandalanar. If they have a problem with this, he apologizes again, but informs them that the jail here is in great condition and that treason is a very serious offense...

If asked about bandits, he is aware of the bandit activity in the area, and wouldn't mind at all if it were stopped. (See the next paragraph, also.) His men are concentrating on keeping civilians out of the area, and cannot do a proper search of the area.

If asked about the Duke's scouts, he will reply that he had arrested a man sneaking around the supply area about a week ago. Under questioning, the man revealed he was in the employ of the Duke and was in the area looking for bandits and saw all the activity here. The man had found nothing of bandits, and has been in 'cooperative detention' ever since. He believes the scout was not doing anything other than what he admitted to (which is true).

If asked about sabotage, he will only say that there have been some 'irregularities' and 'unforeseen developments' that have hampered the project a bit (nothing like the recent attack, though).

If the PCs offer to go look for bandit/saboteurs for him, he will say he wishes he could let them do that, but short of magical assurances against revealing what is going on here, he can't do that. If they agree to the 'assurances' he will call for a priest, then will pull out a general map of the area, and give them some ideas of where to look. He will in no case offer the PCs money to do something about it, even if they suggest it. (He will cast *mark of justice* from a wand on each PC.) If they have already taken care of the problem, then he will thank them heartily.

If asked about the project, he will tell the PCs he is not allowed to say anything about what is going on, but they should trust him that it is for the good of Veluna.

If asked about the Duke's men, he says the warning about secrecy goes for them as well – he will send a rider to the Church in Kempton to see if there is something that can be worked out so they don't need to stay here, or under 'cooperative detention' somewhere else.

If asked about PCs taking a message to the Duke, he will refuse, and will ask the PCs what they thought he meant by "keeping a secret".

Friendly Attitude: The PCs can learn everything from the "Indifferent" entry, but he will accept their word as bond enough to allow them to leave the town if they wish (no 'magical assurances').

In addition, when talking about the project, he will also reveal that the construction is for a part garrison, part church. It is being built here because of Shandalanar's history of strange, if not downright evil occurrences. The garrison will be able to keep a constant vigil at the place, as well as patrol the southern foothills.

He will also elaborate on the 'sabotage', saying tools have disappeared, walls have fallen down overnight, horses have run off, etc. Some of the men have said the project is cursed – he doesn't think so, and until the Duke's men showed up, he hadn't even really considered sabotage as a

possibility. Now, with this attack, he is coming to the conclusion that it is very likely.

If asked about taking a message to the Duke, he will say no, suggesting that he will be notified in due course, and in a manner that protects the secrecy of the project.

Helpful Attitude: The PCs can learn everything from "Indifferent" and "Friendly" entries, and will be allowed to leave if they wish (no 'magical assurances, no oath even').

When discussing the project, Sir Vostroff will also go into some of the more serious reasons behind it. The Church is concerned about the possibility of a 'weakness between the planes' or something to that effect, and wants to (literally) stay on top of the situation. They suspect that something like that might be the cause of the previous occurrences, or might just attract those that would instigate them. They are also concerned about this corrupting people and wildlife in the area. The garrison's main duty would be to guard, research, and perhaps close this 'weakness'.

Development

If the PCs have already taken care of the bandit's hideout, OR if they haven't, but do not want to go investigate it, go to the Conclusion.

If they have not been to the bandit's hideout, and agree to do so, go to Encounter 5.

Alex Tanner:

Tanner will only grant an audience to those working for the Duke. He is suspicious of anyone working for the Church right now, and he will assume the PCs are working for the Church unless they can prove otherwise. Note that Tanner had left before Duke Basalle hired the PCs, so 'proving' that they work for him could be a matter of describing his study, describing what Tanner's mission was, something like that. There is no practical way for PCs to 'prove' they are working independently.

If they can gain an audience, he will talk distractedly to the PCs:

- If the PCs have previously spoken with Stonehand, (or part of the group is there now), Tanner will ask if they are 'under arrest' or if they're working for the Church. If they are 'working for the Church', he'll ask if they're allowed to leave Shandalanar.
- Tanner will tell them that he and his men were out looking for some bandits (and coming to check out Shandalanar), and they did have some luck – they have a general idea of where the base might be. If

asked, he will show them a map of the foothills where the hideout is probably located.

If the PCs have not been to the hideout already, and they have said they can get out of Shandalanar, Tanner will try to get the PCs to go after the bandits and get a message to the Duke. He doesn't have the funds to pay them, and doesn't want to promise something from the Duke without authority, so this would be a volunteer/gratis mission. He gives them directions to where he believes the bandit's hideout to be, and, if he asks them if they could take a letter to the Duke. (He realizes this might be a risky move, so if there are militant pro-church PCs in the party, he might not. If he does ask, and they refuse, he will say "no harm in asking, eh?" and accept their answer. If the PCs ask/check, the sealed letter just says that things are "interesting", and that the Duke should contact the Bishop as soon as possible. Nothing explicit about Shandalanar or the Church activities there.)

If the PCs have been to the hideout already, they will recognize the area and can brag of their exploits. Tanner is thrilled at the news, and, if the PCs have said they are allowed to leave the camp, he asks them if they could take a letter to the Duke. (He realizes this might be a risky move, so if there are militant pro-church PCs in the party, he might not. If he does ask, and they refuse, he will say "no harm in asking, eh?" and accept their answer. If the PCs ask/check, the sealed letter just says that things are "interesting", and that the Duke should contact the Bishop as soon as possible. Nothing explicit about Shandalanar or the Church activities there.)

Development:

If the PCs volunteer to go looking for the bandits, go to Encounter 5. If they decide not to go after the hideout, go to the Conclusion.

Encounter Five: The Hideout

Let the PCs do as they like to try to discover the cave, via tracking, divinations, following the 'bandit's' directions, etc. Don't make it impossible, but make them work at it a little. In the end, they should find a thick grove of trees on the side of a relatively steep hill. Once the PCs spot the copse, read or paraphrase the following:

After a few hours of searching the area, you spy a grove of evergreen trees. Such groves are not unusual in this region, but this one is particularly thick, and is on the side of a fairly steep hill in an area known to be riddled with caves. It's most likely the hiding place for the bandits.

The 'bandits' are keeping a watch out in the grove. Assume the watch is taking 10 on his Spot and Listen checks, as well as taking 10 on his Hide check (because of the setup of his perch, he gets a +6 bonus to his Hide check). These numbers come out to:

	SPOT	LISTEN	HIDE
APL 2	15	10	22
4	15	15	22
6	17	17	24
8	19	19	26
10	21	21	31
12	23	23	34

Determine how close the PCs will/can get before being spotted by the watch:

- [watch's Spot check – lowest PC Hide check (0 if not trying)] x 10' = distance at which PCs are spotted.
- [watch's Listen check – lowest PC Move Silently check (0 if not trying)] x 10' = distance at which PCs are heard.

(Note that if the watch hears the PCs before he sees them, he will start making active Spot checks to locate them.)

Determine how close the PCs will/can get before spotting the watch:

- [PCs' highest Spot check – watch's Hide check] x 10' = distance at which PCs spot watch.

Once he notices the PCs, he will quietly sound the alarm. This will possibly alert the PCs to a pending attack (Listen check DC5 +1 per 10' distant). The other bandits, Hilatious Roc and their companions are 50' back in the cave, sitting around making plans. When the watch alerts them, they will move to the mouth of the cave and begin preparing their defense (see Tactics).

APL 2 (EL 4)

Hilatious Roc: male human druid 3; hp 21; See Appendix 1.

Wolf Companion: hp 31; See Appendix 1.

Bandits (3): male human warrior 1; hp 8 each; See Appendix 1.

APL 4 (EL 7)

Hilatious Roc: male human druid 6; hp 40; See Appendix 1.

Wolf Companion: hp 45; See Appendix 1.

Bandits (3): male human ranger 1; hp 8 each; See Appendix 1.

APL 6 (EL 9)

Hilacious Roc: male human druid 7/ entropomancer 1; hp 54; See Appendix 1.

Wolf Companion: hp 45; See Appendix 1.

Bandits (3): male human ranger 3; hp 23 each; See Appendix 1.

Wolf Companion (3): hp 15 each; See Appendix 1.

APL 8 (EL 11)

Hilacious Roc: male human druid 7/ entropomancer 3; hp 67; See Appendix 1.

Wolf Companion: hp 45; See Appendix 1.

Bandits (3): male human ranger 5; hp 38 each; See Appendix 1.

Wolf Companion (3): hp 15 each; See Appendix 1.

APL 10 (EL 13)

Hilacious Roc: male human druid 7/ entropomancer 5; hp 81; See Appendix 1.

Wolf Companion: hp 45; See Appendix 1.

Bandits (3): male human ranger 7; hp 53 each; See Appendix 1.

Wolf Companion (3): hp 30 each; See Appendix 1.

APL 12 (EL 15)

Hilacious Roc: male human druid 8/ entropomancer 6; hp 95; See Appendix 1.

Wolf Companion: hp 45; See Appendix 1.

Bandits (3): male human ranger 7; hp 75 each; See Appendix 1.

Wolf Companion (3): hp 30 each; See Appendix 1.

Tactics: Hilacious and friends are not really expecting an attack, but they do have the watch out just in case. Their goal is to protect their roost, since it is the best place for miles around. They will not fight to the death though, and will attempt to retreat if the situation becomes untenable.

Their greatest strength lies in keeping the PCs at range. To this end, they will use their spells to try to keep the PCs at range and pepper them with arrows. *Spike growth* (in front of where the rangers will be making a stand), if available, and *entangle* will be the tactical choice of the rangers (as available), whereas Hilacious will begin buffing himself and his wolf.

They will use the concealment of the grove to Hide from the PCs sight (+6 Hide bonus) when possible, utilizing the sniping rules. If the NPCs are in the grove and the PCs are attacking into it from range, there is a 20% miss chance for the PCs.

Should the PCs get close to the 'bandits', Hilacious is dressed the same, is the same general age, and is as dirty

as the other 'bandits', so there won't be a way to tell who the leader is (at least until he casts an obvious, higher-level spell...). It is advisable to use the same miniature for each if possible.

Development:

Once the fight is over, and the party can see Hilacious Roc, if there is a member of the Circle of Life in the party have that PC make a DC 25 Intelligence check to recognize the druid as a fringe member of the Circle of Life.

If the PCs manage to capture a 'bandit', he has the same information that the 'bandits' in Encounter 2 did.

If the PCs manage to capture Hilacious (he looks no different than the other 'bandits'), there are a few things that might come up in 'conversation':

- **Why have you been attacking caravans?** "Keeping 'civilization' away from Shandalanar."
- **What is going on in Shandalanar?** "The Church is building something there, to rebuild the cursed town. They must be stopped."
- **What is the Church building?** "I don't know – something big, though."
- **Why must it be stopped?** "The place is cursed – it tempts, it corrupts. No one should be there, lest they change. Nature can cleanse it, given the chance." [This is him giving the PCs what they want to hear, in the chance they might agree with this "reason" and side with him – he really wants to destroy the town and explore the chaos leak.]
- **How is Shandalanar cursed?** "I do not know the depths of the details, but it seems... tainted. Tainted by chaos." [True]
- **Are you in the Circle of Life?** "We are all part of the circle of life...."

[A DC 20 Sense Motive check will reveal that he is avoiding the answer. If asked again, he will deny being a member. Another DC 20 Sense Motive will give the character a hunch that this is a lie, but Hilacious will continue to deny membership. The only way he will admit it is if he is forced to by some magical means. If that happens, he will tell the PCs that he was acting individually in an attempt to curry favor from the Circle.

If he can avoid revealing anymore, he will. The truth is that he hoped to return Shandalanar to its original, natural state (in defiance of Church and nobility) and that in doing so would impress them enough to

advance him to Stewardship. He wasn't going to mention the whole chaos thing....

If the PCs have already been to Shandalanar, go to the Conclusion. If not (i.e., they came straight here after the ambush), go to Encounter 4.

Treasure:

APL 2: Loot: 116 gp per character; Coin 0 gp; Magic: *hide armor* +1 (97 gp per character), *cloak of resistance* +1 (83 gp per character), *wand of cure light wounds* (20 ch) (24 gp per character).

APL 4: Loot: 191 gp per character; Coin 0 gp; Magic: *hide armor* +1 (97 gp per character), *cloak of resistance* +1 (83 gp per character), *amulet of natural armor* +1 (166 gp per character), *wand of cure light wounds* (20 ch) (24 gp per character), *elixir of fire breath* (92 gp per character).

APL 6: Loot: 204 gp per character; Coin 0 gp; Magic: *hide armor* +1 (97 gp per character), 3 x *chain shirt* +1 (each 104 gp per character), 9 x *sleep arrows* (each 11 gp per character), *cloak of resistance* +1 (83 gp per character), *amulet of natural armor* +1 (166 gp per character), *rod of lesser metamagic* (silent) (250 gp per character), *wand of cure light wounds* (20 ch) (24 gp per character), *scroll of protection from fire* (58 gp per character), *elixir of fire breath* (92 gp per character).

APL 8: Loot: 79 gp per character; Coin 0 gp; Magic: *hide armor* +1 (97 gp per character), 3 x *chain shirt* +1 (each 104 gp per character), 3 x *mighty composite longbow* +1 (12 Str) (each 208 gp per character), 6 x *sleep arrows* (each 11 gp per character), *cloak of resistance* +2 (333 gp per character), *amulet of natural armor* +1 (166 gp per character), *gloves of dexterity* +2 (333 gp per character), *rod of lesser metamagic* (silent) (250 gp per character), *wand of cure light wounds* (20 ch) (24 gp per character), *scroll of protection from fire* (58 gp per character), *elixir of fire breath* (92 gp per character).

APL 10: Loot: 79 gp per character; Coin 0 gp; Magic: *hide armor* +2 (347 gp per character), 3 x *chain shirt* +2 (each 354 gp per character), 3 x *mighty composite longbow* +1 (12 Str) (each 208 gp per character), 6 x *sleep arrows* (each 11 gp per character), *cloak of resistance* +3 (750 gp per character), *amulet of natural armor* +1 (166 gp per character), *ring of protection* +1 (166 gp per character), *gloves of dexterity* +2 (333 gp per character), *rod of lesser metamagic* (silent) (250 gp per character), *wand of cure light wounds* (20 ch) (24 gp per character), *scroll of protection from fire* (58 gp per character), *elixir of fire breath* (92 gp per character), *potion of cure serious wounds* (62 gp per character).

APL 12: Loot: 79 gp per character; Coin 0 gp; Magic: *hide armor* +2 (347 gp per character), 3 x *chain shirt* +2

(each 354 gp per character), 3 x *mighty composite longbow* +1 (12 Str) (each 208 gp per character), 3 x *leather barding* +1 (each 97 gp per character), *cloak of resistance* +3 (750 gp per character), *amulet of natural armor* +1 (166 gp per character), *ring of protection* +2 (667 gp per character), 4 x *gloves of dexterity* +2 (333 gp per character), *rod of lesser metamagic* (silent) (250 gp per character), *pearl of power* (3rd lvl) (750 gp per character), *wand of cure light wounds* (20 ch) (24 gp per character), *scroll of protection from fire* (58 gp per character), *elixir of fire breath* (92 gp per character), *potion of cure serious wounds* (62 gp per character), *leather barding* +1 (97 gp per character), *cloak of resistance* +1 (83 gp per character).

Encounter 6: The Hunt

Encounter 6A – The Hunt for Bandits

Over the course of the next few days, the PCs do not find any bandits. Feel free to have them make lots of Survival and/or Tracking checks and describe lots of 'close encounters' (the adventure is going to end prematurely for this group, so have fun – you'll have time).

On one of the days they are not finding bandits, they instead encounter a giant (or two) coming down from the mountains... Roll Spot checks for each group, with the higher one spotting the other first, at a distance of 10' x Spot check.

APL 2 (EL 4)

Ogre: hp 31; See *Monster Manual*, pg 199.

Wolf: hp 15; See *Monster Manual*, pg 283.

APL 4 (EL 6)

Ogres (2): hp 31 each; See *Monster Manual*, pg 199.

Wolves (2): hp 15 each; See *Monster Manual*, pg 283.

APL 6 (EL 9)

Frost Giant: hp 137; See *Monster Manual*, pg 122.

APL 8 (EL 11)

Cloud Giant: hp 179; *Monster Manual*, pg 120.

APL 10 (EL 13)

Storm Giant: hp 200; See *Monster Manual*, pg 125.

APL 12 (EL 15)

Storm Giants (2): hp 200 each; See *Monster Manual*, pg 125.

If the PCs return to the church before a week is up, they will be told they didn't look long enough and sent back out (if they insist they are done, the church will pay half the promised amount). If they keep looking for at least a week, they will be fully paid for their efforts. In either

case, the adventure is over for them. Go to the appropriate part of the Conclusion.

Treasure:

APL 2: Loot: 7 gp per character; Coin: 200 gp per character; Magic: 0 gp.

APL 4: Loot: 14 gp per character; Coin: 293 gp per character; Magic: 0 gp.

APL 6: Loot: 20 gp per character; Coin: 376 gp per character; Magic: 0 gp.

APL 8: Loot: 39 gp per character; Coin: 539 gp per character; Magic: 0 gp.

APL 10: Loot: 117 gp per character; Coin: 943 gp per character; Magic: 0 gp.

APL 12: Loot: 234 gp per character; Coin: 1318 gp per character; Magic: 0 gp.

Encounter 6B – The Hunt for Big Red

Over the course of the next few days, the PCs do not find Big Red (but then again, neither did any of the hunters). Feel free to have them make lots of Survival and/or Tracking checks and describe lots of ‘close encounters’ (the adventure is going to end prematurely for this group, so have fun – you’ll have time).

On one of the days they are not finding Big Red, they instead encounter something else coming down from the mountains... (Use the same opponents as above) Roll Spot checks for each group, with the higher one spotting the other first, at a distance of 10' x Spot check.

If the PCs return to the store before the week is up, they are told that Batell is out hunting, and will return soon. The other possible jobs (the Church and the Duke) have been filled (and the adventure concluded by NPCs), leaving the party without any hooks. The adventure is over for them. Go to the appropriate part of the Conclusion.

If the PCs participated in the wager:

- but not join the hunt (ie, they wagered against anyone killing Big Red), they receive 54 gp in winnings, as no one brings in Big Red.
- and did join the hunt – the hunters are impressed with what they did bring back, and the PCs receive the pot [54 gp]. The Duke also kicks in a reward, see the Conclusion.

Treasure:

Use the same treasure as above for the giants. If the PCs collect on the wager, add:

APL 2: Loot: 0 gp; Coin: 9 gp per character; Magic: 0 gp.

APL 4: Loot: 0 gp; Coin: 9 gp per character; Magic: 0 gp.

APL 6: Loot: 0 gp; Coin: 9 gp per character; Magic: 0 gp.

APL 8: Loot: 0 gp; Coin: 9 gp per character; Magic: 0 gp.

APL 10: Loot: 0 gp; Coin: 9 gp per character; Magic: 0 gp.

APL 12: Loot: 0 gp; Coin: 9 gp per character; Magic: 0 gp.

Conclusion

This adventure has many different possible conclusions, not only based on the success/failure of the PCs, but on their initial decisions about what to do and who to work for, and to whom they return after their adventure. Use these guidelines to determine which version of the conclusion to use:

- PCs went to Shandalanar for the Duke and return to his estate – use (A).
- PCs went to Shandalanar for the Duke, but return to the Church – use (B), but modify the text to reflect that the church is not familiar with the PCs.
- PCs went to Shandalanar for the Church and return there – use (B).
- PCs went to Shandalanar for the Church, but return to the Duke – use (A), but modify the text to reflect that the church is not familiar with the PCs.
- PCs went to Shandalanar independently – use (C).
- PCs went ‘hunting’ – either for the Church, the Duke, or on a bet with the hunters – use (D), making the corresponding choices from the choices within the brackets.
- Note that each PC can technically make their own choice (not all must go to the same place), BUT it is much easier if they make a decision as a group. IF THEY SPLIT:
 1. If ANY PC tells the Duke, all PCs will be called before the Celestial Order of the Moons, see the Special Conclusion. (This may override the instructions in other individuals’ conclusions regarding the Special Conclusion.)
 2. If ANY PC talks to the Duke (or any non-Church people) about the project, all PCs who did talk to the Church get AR entries as if they had not talked to the Church. (ie, they get the

boxed text conclusion of them telling the Church that they didn't reveal the secret, but when the secret is known to be out, the Church does not reward them. This does not entitle the church-going PCs to the Duke's reward, however.)

In sections (A), (B) and (C), it is assumed that the PCs found and cleared out the bandit hideout, if that did not happen, then modify the text accordingly.

(A) – PCs return to the Duke's estate:

You return to the Duke's estate in Kempton. The guard at the gate recognizes you and says, "Ahh...the duke has been awaiting your return. I am to show you in."

The guard leads you into the same sitting room in which you met the Duke before. Peter walks in shortly thereafter.

He begins, "Hello my friends – I hear you had an interesting trip and bear news of the 'situation' down south?"

Depending on what the PCs say about the Church and Shandalanar, proceed with the appropriate text:

PCs tell the Duke nothing about the Church's project in Shandalanar:

He listens to your tale intently, then thanks you for your assistance and wishes you well in your future endeavors.

Weeks later, you hear that the Bastion of Law, a fortified chapel, has been completed in the town of Shandalanar, and the Church believes that the oddities previously rampant in that town will occur no more.

- PCs receive **Reward from the Duke** on the AR. End of adventure; do not go to Special Conclusion.

PCs tell the Duke anything about the Church's project in Shandalanar:

He listens to your tale intently – he is visibly agitated over the Church's 'secret' activities within his diocese, and says that he will 'have to bring this up before the Order'. He thanks you greatly for your efforts and says that he may be in touch.

- PCs receive **Reward from the Duke** on the AR. Go to Special Conclusion.

(B) – PCs return to the Church:

You return to Kempton to report the successful mission to Shandalanar. An acolyte shows you into

the same room you met Asterian in before. After a short wait, he enters.

He begins, "Hello my friends – I hear you had a successful trip and bear news of our 'project' down south?"

Depending on if any information was given to the Duke (or another outside source), proceed with the appropriate text:

PCs did not reveal anything about the Church's project in Shandalanar to anyone:

He listens to your tale intently, then thanks you for your assistance and wishes you well in your future endeavors.

Weeks later, you hear that the Bastion of Law, a fortified chapel, has been completed in the town of Shandalanar, and the Church believes that the oddities previously rampant in that town will occur no more.

PCs receive **Reward from the Church** on the AR. End of adventure; do not go to Special Conclusion.

PCs reveal anything about the Church's project in Shandalanar to anyone:

He listens to your tale intently, then thanks you for your assistance and wishes you well in your future endeavors.

- PCs do not receive **Reward from the Church** on the AR (the church rescinds the reward once it is known that the secret is out). Go to Special Conclusion.

(C) - PCs return to Kempton without having worked for either the Duke or the Church:

Note that each PC can make their own choice (not all must go to the same place), BUT

1. if ANY PC talks to the Church or the Duke, all PCs will be called before the Celestial Order of the Moons, see the Special Conclusion.
2. If ANY PC talks to the Duke (or any non-Church people) about the project, all PCs who did talk to the Church get AR entries as if they had not talked to the Church. (ie, they get the boxed text conclusion of them telling the Church that they didn't reveal the secret, but when the secret is known to be out, the Church does not reward them. This does not entitle the church-going PCs to the Duke's reward, however.)

PCs talk to Duke about the Church's project in Shandalanar:

You return to Kempton to report what happened to the Duke. Upon your arrival at his estate, a manservant shows you into a well lit library with comfortable sitting chairs and reading tables next to them. After a short wait, the Duke himself enters.

He begins, "Good afternoon, I am Duke Peter Basalle. I hear you have some news I may be interested in regarding the 'situation' down south?"

He listens to your tale intently – he is visibly agitated over the Church's 'secret' activities within his diocese, and says that he will 'have to bring this up before the Order'. He thanks you greatly for your efforts and says that he may be in touch.

PCs receive **Reward from the Duke** on the AR. Go to Special Conclusion.

PCs talk to Church about the Church's project in Shandalanar:

You return to Kempton to report what happened to the Church. Upon your arrival, an acolyte shows you into a small side room off the main chapel. After a short wait, a tall Mitrik Temple Guardsman enters.

He begins, "Good afternoon, I am Captain Asterian of the Guard – I hear you have some news regarding our 'project' down south?"

He listens to your tale intently, then thanks you for your assistance and wishes you well in your future endeavors.

Weeks later, you hear that the Bastion of Law, a fortified chapel, has been completed in the town of Shandalanar, and the Church believes that the oddities previously rampant in that town will occur no more.

- PCs receive **Reward from the Church** on the AR. End of adventure; do not go to Special Conclusion.

PCs go away without telling anyone about the Church's project in Shandalanar:

Weeks later, you hear that the Bastion of Law, a fortified chapel, has been completed in the town of Shandalanar, and the Church believes that the oddities previously rampant in that town will occur no more.

- End of adventure; do not go to Special Conclusion.

(D) - PCs went 'hunting'

After defeating the giants, you return to Kempton. The town seems much more animated than before. There are Temple Guards encamped to the south,

more than a few walking about town, and both the Church of Rao and the Duke's estate are guarded by armed men.

Though none of the Guards seem willing to talk, the rumors are flying around the Rolling Dwarf and just about everywhere else about what happened. Sorting through the myriad tales, you glean that a secret Church project in Shandalanar was attacked and razed by unknown (but definitely magical) forces.

Few seem to think that Kempton is in danger of attack from the mysterious attackers – instead the palpable tension in the air comes from talk of conflict between the Church and Duke Basalle over matters of authority, property and procedure regarding the doomed project.

No one seems to know what the 'violations' were, and no one can say what will result from this clash of powers, but everyone is sure of one thing.

Kempton isn't nearly as boring as it was a few short days ago.

If the PCs return to town with the head of a giant or two, they are rewarded by [the Church, the Duke] – see Treasure.

This is the end of their adventure. Do not go to Special Conclusion.

Treasure:

APL 2: Loot: 0 gp per character; Coin: 30 gp per character; Magic: 0 gp.

APL 4: Loot: 0 gp per character; Coin: 60 gp per character; Magic: 0 gp.

APL 6: Loot: 0 gp per character; Coin: 120 gp per character; Magic: 0 gp.

APL 8: Loot: 0 gp per character; Coin: 240 gp per character; Magic: 0 gp.

APL 10: Loot: 0 gp per character; Coin: 480 gp per character; Magic: 0 gp.

APL 12: Loot: 0 gp per character; Coin: 960 gp per character; Magic: 0 gp.

Special Conclusion

This special section will only apply to some tables (see Conclusion), and some of those PCs may not be able to or want to participate. It is not necessary to use this section if you are constrained by time, either.

The Celestial Order of the Moons

A couple of weeks later you are called to appear before the Celestial Order of the Moons – the body of nobles that represent the secular part of the Velunan government – to testify about recent events in and around Shandalanar.

PCs may refuse this summons (individual choice, not group decision). If they do, their adventure is over. They do not get to participate in the next section.

When you arrive, you are lead to a viewing area in the rear of the Hall of Wisdom. The large room is not as magnificent or full as you expected it to be. The benches where you wait are nearly empty – not many common people are interested in the daily goings-on here. There is a large U-shaped table with a podium in the open end, and the few decorations are well-made, but not ostentatious.

The Celestial Order themselves, however, are some of the most powerful you might ever have met – Marcus Mori, brother of Duke Westin Mori of Devarnish; Sharis Jamorrie, member of the gnomish family that rules Lorrish diocese; Keri Grinish, Duchess of Falsridge; Joshua Borrington, representing Valkurl and cousin to its Baron Nital; Ender Basalle, Peter's cousin and newly appointed representative from Kempton; and most of all, Eldried Sarneth, sitting in as Grayington representative until its internal problems are settled. You do not recognize the advisory representative from Verbobonc, nor two others – most likely aides sitting in for the absent Archbishop of Veluna City, Tarik Turis and Rachel Landis of Whitehale.

A few brief topics are brought up and acted upon while you sit there, including a speech by Peter Basalle raising issue about the Church overstepping their authority and disregarding his jurisdiction in civil matters of the Diocese of Kempton.

After Basalle's speech, you are called to the stand to recount your story of the recent events in Shandalanar.

Note if any PCs do not reveal anything about the project, refuse to testify, or side with the Church (and what they say) in Appendix 4: Critical Events Summary.

The assembled nobles, their aides and numerous onlookers listen to your tale with rapt attention, some take notes, some nod in agreement or shake their heads at times. When you finish your tale, there are a few questions of clarification, then one that you were not expecting.

"Have you an opinion on what should be done with Shandalanar?" asks Sharis Jamorrie, the gnomish representative of Lorrish Diocese.

Take note of how each PC answers this question in Appendix 4: Critical Events Summary.

PCs that belong to any of certain Veluna meta-organizations [Churches of Rao, St Cuthbert, Heironeous, Pelor, Golden Hills, Seldarine, and Mordinsammen; College of the Arcane or Divine (including Board of Chancellors); Mitrik Temple Guard; Knights of Salvation or Whitehale; Brotherhood of the Vale; Monastery of the Unseen] are allowed to leave at this point, as are non-Velunan PCs.

Continue with the following with all other PCs (should be any non-church-affiliated Velunans).

Just when you are about to step down from the stand, Marcus Mori requests you allow the Order the indulgence of a couple more questions.

The PCs do not have to answer, but note what they say if they do. If they do, proceed:

"Thank you," says Mori, and nods to Ender Basalle, who asks, "Do you think the Church overstepped her bounds by claiming the property in Shandalanar without notifying the Duke of Kempton, regardless of purpose?"

The Order will listen to the PCs opinion, their faces mostly inscrutable. When the PC finishes, continue:

Marcus Mori presents the next question. "As a free citizen of Veluna, what do you say to the thought that some recent actions of the Mitrik Temple Guard have been outside of their jurisdiction – and infringed on the rights of citizens and usurping the nobility's authority to enforce the secular law within their own diocese?"

The PCs may notice that Keri Grinish and Sharis Jamorrie seem less than pleased with this line of questioning. When the PC finishes, continue:

As you are once again about to be dismissed, Eldried Sarneth, who until this point had seemed indifferent to the entire hearing, clears his throat and asks, "What might your opinion be – as a Velunan citizen – about Canon Truft's testing the limits of the Church's civil authority?"

Grinish and Jamorrie are showing admirable restraint at this point. The representative from Verbobonc and Joshua Borrington are on the edge of their seats. When the PC finishes, continue:

You are thanked by Sarneth for your input, then dismissed. As the Sergeant-at-arms escorts you and the onlookers out of the room, the Order seems ready to explode into a heated debate, and you are left to ponder the last few questions and where they may lead.

The End

Official critical events results: Any player interested in downloading an official summary of events of this mod that reflects the critical events of the first run of this event should be given the following password. The DM should give this password to the players at the conclusion of play. They can then download the critical summary and use the password to open the file:

Password: somanychoices

The End

Experience Point Summary

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

Encounter Two: Ambush Near Shandalanar

PCs defeat the ambushers. They cannot receive this award if they went 'hunting'.

APL 2	120 xp
APL 4	150 xp
APL 6	210 xp
APL 8	240 xp
APL 10	300 xp
APL 12	360 xp

Encounter Four, Part 1: If you think this is the fight....

PCs step in and successfully calm the two commanders before a fight breaks out. They cannot receive this award if they went 'hunting'.

APL 2	90 xp
APL 4	135 xp
APL 6	180 xp
APL 8	225 xp
APL 10	270 xp

APL 12	315 xp
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Encounter Four, Part 2: ... then what do you call this?

PCs defeat the creatures of chaos. They cannot receive this award if they went 'hunting'.

APL 2	120 xp
APL 4	180 xp
APL 6	240 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp

Encounter Five: The Hideout

PCs captured or eliminated Hilatious Roc and friends. They cannot receive this award if they went 'hunting'.

APL 2	120 xp
APL 4	210 xp
APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp

Encounter Six: The Hunt

PCs cannot receive this award if they went to Shandalanar (ie played Encounters Two through Five). They only get this award if they went 'hunting' and defeated the giant(s).

APL 2	120 xp
APL 4	210 xp
APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp

Total possible experience:

APL 2	450 xp
APL 4	675 xp
APL 6	900 xp
APL 8	1,125 xp
APL 10	1,350 xp
APL 12	1,575 xp

Treasure Summary

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Two: Ambush Near Shandalanar

APL 2: Loot: 194 gp per character; Coin 0 gp; Magic: 0 gp.

APL 4: Loot: 319 gp per character; Coin 0 gp; Magic: 0 gp.

APL 6: Loot: 444 gp per character; Coin: 0 gp; Magic: 20 x *sleep arrows* (each 11 gp per character).

APL 8: Loot: 340 gp per character; Coin: 0 gp; Magic: 5 x *chain shirt +1* (each 104 gp per character), 15 x *sleep arrows* (each 11 gp per character).

APL 10: Loot: 132 gp per character; Coin 0 gp; Magic: 5 x *chain shirt +1* (each 104 gp per character); 5 x *mighty composite longbow +1* (12 Str) (each 208 gp per character); 10 x *sleep arrows* (each 11 gp per character).

APL 12: Loot: 132 gp per character; Coin 0 gp; Magic: 5 x *chain shirt +2* (each 354 gp per character), 5 x *mighty composite longbow +1* (12 Str) (each 208 gp per character), 10 x *sleep arrows* (each 11 gp per character).

Encounter Five: The Hideout

APL 2: Loot: 116 gp per character; Coin 0 gp; Magic: *hide armor +1* (97 gp per character), *cloak of resistance +1* (83 gp per character), *wand of cure light wounds (20 ch)* (24 gp per character).

APL 4: Loot: 191 gp per character; Coin 0 gp; Magic: *hide armor +1* (97 gp per character), *cloak of resistance +1* (83 gp per character), *amulet of natural armor +1* (166 gp per character), *wand of cure light wounds (20 ch)* (24 gp per character), *elixir of fire breath* (92 gp per character).

APL 6: Loot: 204 gp per character; Coin 0 gp; Magic: *hide armor +1* (97 gp per character), 3 x *chain shirt +1* (each 104 gp per character), 9 x *sleep arrows* (each 11 gp per character), *cloak of resistance +1* (83 gp per character), *amulet of natural armor +1* (166 gp per character), *rod of lesser metamagic (silent)* (250 gp per character), *wand of cure light wounds (20 ch)* (24 gp per character), *scroll of protection from fire* (58 gp per character), *elixir of fire breath* (92 gp per character).

APL 8: Loot: 79 gp per character; Coin 0 gp; Magic: *hide armor +1* (97 gp per character), 3 x *chain shirt +1* (each 104 gp per character), 3 x *mighty composite longbow +1* (12 Str) (each 208 gp per character), 6 x *sleep arrows* (each 11 gp per character), *cloak of resistance +2* (333 gp per character), *amulet of natural armor +1* (166 gp per character), *gloves of dexterity +2* (333 gp per character), *rod of lesser metamagic (silent)* (250 gp per character), *wand of cure light wounds (20 ch)* (24 gp per character), *scroll of protection from fire* (58 gp per character), *elixir of fire breath* (92 gp per character).

APL 10: Loot: 79 gp per character; Coin 0 gp; Magic: *hide armor* +2 (347 gp per character), 3 x *chain shirt* +2 (each 354 gp per character), 3 x *mighty composite longbow* +1 (12 Str) (each 208 gp per character), 6 x *sleep arrows* (each 11 gp per character), *cloak of resistance* +3 (750 gp per character), *amulet of natural armor* +1 (166 gp per character), *ring of protection* +1 (166 gp per character), *gloves of dexterity* +2 (333 gp per character), *rod of lesser metamagic (silent)* (250 gp per character), *wand of cure light wounds (20 ch)* (24 gp per character), *scroll of protection from fire* (58 gp per character), *elixir of fire breath* (92 gp per character), *potion of cure serious wounds* (62 gp per character).

APL 12: Loot: 79 gp per character; Coin 0 gp; Magic: *hide armor* +2 (347 gp per character), 3 x *chain shirt* +2 (each 354 gp per character), 3 x *mighty composite longbow* +1 (12 Str) (each 208 gp per character), 3 x *leather barding* +1 (each 97 gp per character), *cloak of resistance* +3 (750 gp per character), *amulet of natural armor* +1 (166 gp per character), *ring of protection* +2 (667 gp per character), 4 x *gloves of dexterity* +2 (333 gp per character), *rod of lesser metamagic (silent)* (250 gp per character), *pearl of power (3rd lvl)* (750 gp per character), *wand of cure light wounds (20 ch)* (24 gp per character), *scroll of protection from fire* (58 gp per character), *elixir of fire breath* (92 gp per character), *potion of cure serious wounds* (62 gp per character), *leather barding* +1 (97 gp per character), *cloak of resistance* +1 (83 gp per character).

Encounter Six: The Hunt

APL 2: Loot: 7 gp per character; Coin: 200 gp per character; Magic: 0 gp.

And possibly...

Loot: 0 gp; Coin: 9 gp per character; Magic: 0 gp.

APL 4: Loot: 14 gp per character; Coin: 293 gp per character; Magic: 0 gp.

And possibly...

Loot: 0 gp; Coin: 9 gp per character; Magic: 0 gp.

APL 6: Loot: 20 gp per character; Coin: 376 gp per character; Magic: 0 gp.

And possibly...

Loot: 0 gp; Coin: 9 gp per character; Magic: 0 gp.

APL 8: Loot: 39 gp per character; Coin: 539 gp per character; Magic: 0 gp.

And possibly...

Loot: 0 gp; Coin: 9 gp per character; Magic: 0 gp.

APL 10: Loot: 117 gp per character; Coin: 943 gp per character; Magic: 0 gp.

And possibly...

Loot: 0 gp; Coin: 9 gp per character; Magic: 0 gp.

APL 12: Loot: 234 gp per character; Coin: 1318 gp per character; Magic: 0 gp.

And possibly...

Loot: 0 gp; Coin: 9 gp per character; Magic: 0 gp.

Conclusion

APL 2: Loot: 0 gp per character; Coin: 30 gp per character; Magic: 0 gp.

APL 4: Loot: 0 gp per character; Coin: 60 gp per character; Magic: 0 gp.

APL 6: Loot: 0 gp per character; Coin: 120 gp per character; Magic: 0 gp.

APL 8: Loot: 0 gp per character; Coin: 240 gp per character; Magic: 0 gp.

APL 10: Loot: 0 gp per character; Coin: 480 gp per character; Magic: 0 gp.

APL 12: Loot: 0 gp per character; Coin: 960 gp per character; Magic: 0 gp.

Total Possible Treasure

APL 2	450 gp
APL 4	650 gp
APL 6	900 gp
APL 8	1,300 gp
APL 10	2,300 gp
APL 12	3,300 gp

Special

Reward from the Duke: If the PCs accepted employment from the Duke and eliminated the bandits, regardless of whether or not they tell him anything about the Church's project, they get this entry. Cross out the Reward from the Church entry and the items it refers to.

Reward from the Church: If the PCs accepted employment from the Church (not the hunting expedition) and eliminated the bandits for them, they get this entry. Cross out the Reward of the Duke entry and the items it refers to.

- This entry is null and void (cross out) if the PC is arrested for treason or assaulting a Church peace officer (see 'Guest of the Church' entry).

- Note also that if ANY PC talks to the Duke (or any non-Church people) about the project, all PCs who did talk to the Church do not get this entry (the Church knows the secret is out and rescinds its favor) UNLESS he or she 'rats out' their blabbermouth associates (who should then get the next entry...), in which case the 'rat' still gets this reward.

You told a secret! If the PCs revealed anything about the Church's project to anyone (other than those NPCs that were already present in Shandalanar), they get this entry.

- If the party split up and some told the Duke while others kept the secret, only those that told the Duke should get this entry. (Especially if those that talked only to the Church 'ratted them out', see above.)

Guest of the Church: If a PC was arrested for treason (see Encounter 4, Part 3), attacking the Guardsmen at the Roadblock (see Encounter 3), or chose to remain in 'cooperative detention' rather than accept a *mark of justice* or go to jail (see Encounter 4, Part 3), they get this entry.

- If a PC is arrested for treason or attacking a Church peace officer, you must cross off the Reward from the Church entry.
- If a PC is arrested for treason, you must cross off the Reward from the Duke entry (he wants nothing to do with a traitor – it's bad for politics).

Marked by the Church: If a PC accepted a *mark of justice* from the Church in order to leave Shandalanar (see Encounter 4, Part 3), they get this entry.

Appendix 1: NPCs

ALL APLs

Fredrick Lane: Male Human Exp 1: CR 1; Medium humanoid (human); HD 1d6+1; hp 6; Init +1; Spd 30 ft; AC 14 (+1 Dex, +3 armor) touch 11, flat-footed 13; Base Atk +0; Grp +2; Atk +2 melee (1d6+2/19-20, shortsword); Full Atk +2 melee (1d6+2/19-20, shortsword); AL NG; SV Fort +1; Ref +1; Will +2; Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 12.

Skills and Feats: Handle Animal +7, Knowledge (Nature) +4, Knowledge (VTF) +4, Profession (Teamster) +4, Survival +4, Use Rope +5; Skill Focus (Handle Animal), Skill Focus (Profession).

Possessions: Studded leather armor, shortsword.

Barnibus Lane: Male Human War 1: CR 1; Medium humanoid (human); HD 1d8+5; hp 10; Init +0; Spd 20 ft; AC 16 (+6 armor) touch 10, flat-footed 16; Base Atk +1; Grp +4; Atk +5 melee (1d8+3/19-20, longsword); Full Atk +5 melee (1d8+3/19-20, longsword); AL NG; SV Fort +4; Ref +0; Will +0; Str 16, Dex 11, Con 15, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Profession (Teamster) +4; Toughness, Weapon Focus (Longsword).

Possessions: Splint mail, long sword.

Soldier (6): Male Human War1; CR 1/2; Medium Humanoid (Human); HD 1d8+1; hp 7 each; Init +1; Spd 20 ft; AC 17 (+1 Dex, +2 shield, +4 scale mail) touch 11, flat-footed 16; Base Atk +1; Grp +2; Atk +3 melee (1d8+1/19-20, longsword) or +2 ranged (1d4+1/19-20, dagger); Full Atk +3 melee (1d8+1/19-20, longsword) or +2 ranged (1d4+1/19-20, dagger); AL LG; SV Fort +3, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +4, Ride +5; Endurance, Weapon Focus (longsword).

Possessions: Scale mail, heavy steel shield, longsword, dagger.

Leader: Male Human War3; CR 2; Medium Humanoid (Human); HD 3d8+6; hp 23; Init +1; Spd 20 ft; AC 18 (+1 Dex, +2 shield, +5 armor) touch 11, flat-footed 17; Base Atk +3; Grp +5; Atk

+7 melee (1d8+2/19-20, masterwork longsword) or +5 melee (1d4+2/19-20, dagger) or +4 ranged (1d4+2/19-20, dagger); Full Atk +7 melee (1d8+2/19-20, masterwork longsword) or +5 melee (1d4+2/19-20, dagger) or +4 ranged (1d4+2/19-20, dagger); AL LG; SV Fort +5, Ref +2, Will +3; Str 14, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Ride +7, Spot +4, Sense Motive +4; Endurance, Iron Will, Weapon Focus (longsword).

Possessions: Breastplate, heavy steel shield, masterwork longsword, dagger.

ENCOUNTER 2

Ambushers (5): Male Human Warrior 1: CR 1/2; Medium humanoid (human); HD 1d8+2; hp 8 each; Init +3; Spd 30 ft; AC 17 (+3 Dex, +4 armor) touch 13, flat-footed 14; Base Atk +1; Grp +2; Atk: +4 ranged (1d8/x3, composite longbow) or +2 melee (1d8+1/19-20, longsword); Full Atk: +4 ranged (1d8/x3, composite longbow) or +2 melee (1d8+1/19-20, longsword); AL N; SV Fort +4; Ref +3; Will +1; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +6, Move Silently +6, Spot +5; Point Blank Shot, Precise Shot.

Possessions: Masterwork chain shirt, longsword, mighty composite longbow (12 Str), 20 arrows.

ENCOUNTER 4, Part 2

Large Anarchic Monstrous Scorpion: CR 4; Large Magical Beast (Extraplanar); HD 5D8+32; hp 37; Init +0; Spd 50 ft; AC 16 (-1 size, +7 natural) touch 9, flat-footed 16; Base Atk: +3; Grp: +11; Atk +6 melee (1d6+4, claw); Full Atk +6 (1d6+4, 2 claws) and +1 melee (1d6+2 plus poison, sting); SA Constrict 1d6+4, improved grab, poison, smite law; SQ Darkvision 60', energy resistance 5 (acid, cold, electricity, fire, sonic), fast healing 1, immune to polymorph and petrification, tremorsense 60', vermin traits; AL CN; SV Fort +6, Ref +1, Will +1; Str 19, Dex 10, Con 14, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +8, Hide +0, Spot +4; -.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or its Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous scorpion has a poisonous sting (Fort DC14, 1d4 Con). The damage is initial and secondary damage. The Fortitude save is Constitution-based.

Smite Law (Su): Once per day, an anarchic creature can make a normal attack to deal extra damage equal to its Hit Dice against a lawful opponent.

ENCOUNTER 5

Hilarious Roc: Male Human Druid 3: CR 3; Medium humanoid (human); HD 3d8+3; hp 21; Init +6; Spd 30 ft; AC 16 (+2 Dex, +4 armor) touch 12, flat-footed 13; Base Atk +2; Grp +3; Atk +3 melee (1d6 + 1, club); Full Atk +3 melee (1d6 + 1, club); SA spells; SQ animal companion, nature sense, trackless step, wild empathy +5, woodland stride ; AL CN; SV Fort +7 Ref +4 Will +7; Str 12, Dex 14, Con 12, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +7, Knowledge (Arcane) +3, Knowledge (Nature) +8, Spellcraft +8, Survival +11; Great Fortitude, Improved Initiative, Magical Aptitude.

Possessions: Club, *hide armor* +1, *cloak of resistance* +1, *wand of cure light wounds* (10 ch).

Spells Prepared (4/3/2; base DC = 13 + spell level): 0th – *create water, cure minor wounds, flare, guidance*; 1st – *cure light wounds (x2), entangle*; 2nd – *barkskin, flaming sphere*.

Wolf Companion: CR 1; Medium animal (wolf); HD 4d8+8; hp 31; Init +2; Spd 50 ft; AC 17 (touch 13, flat-footed 14); Base Atk +3; Grp +5; Atk +6 melee (1d6 + 2, bite); Full Atk +6 melee (1d6 + 2, bite); SQ Evasion, Link, Share Spell; AL N; SV Fort +6; Ref +7; Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +3, Move Silently +4, Spot +3, Survival +1; Track, Weapon Focus (Bite).

Bandit (3): Male Human Warrior 1: CR 1/2; Medium humanoid (human); HD 1d8+2; hp 8 each; Init +3; Spd 30 ft; AC 17 (+3 Dex, +4 armor) touch 13, flat-footed 14; Base Atk +1; Grp +2; Atk: +4 ranged (1d8/x3, composite longbow) or +2 melee (1d8+1/19-20, longsword); Full Atk: +4 ranged (1d8/x3, composite longbow) or +2 melee (1d8+1/19-20, longsword); AL N; SV Fort +4; Ref +3; Will +1; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +6, Move Silently +6, Spot +5; Point Blank Shot, Precise Shot.

Possessions: Masterwork chain shirt, longsword, mighty composite longbow (12 Str), 20 arrows.

APL 4

ENCOUNTER 2

Ambushers (5): Male Human Ranger 1: CR 1; Medium humanoid (human); HD 1d8+2; hp 8 each; Init +3; Spd 30 ft; AC 17 (+3 Dex, +4 armor) touch 13, flat-footed 14; Base Atk +1; Grp +2; Atk +5 ranged (1d8/x3, masterwork mighty composite longbow) or +2 melee (1d8+1/19-20, longsword); Full Atk +5 ranged (1d8/x3, masterwork mighty composite longbow) or +2 melee (1d8+1/19-20, longsword); SA Favored Enemy +2 (Human); SQ Wild Empathy; AL N; SV Fort +4; Ref +5; Will +1; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +4, Hide +6, Knowledge (Nature) +4, Listen +5, Move Silently +6, Spot +5, Survival +5; Point Blank Shot, Precise Shot, Track^B.

Possessions: Masterwork chain shirt, longsword, masterwork mighty composite longbow (12 Str), 20 arrows.

ENCOUNTER 4, Part 2

Large Anarchic Monstrous Scorpions (2): CR 4; Large Magical Beast (Extraplanar); HD 5D8+32; hp 37 each; Init +0; Spd 50 ft; AC 16 (-1 size, +7 natural) touch 9, flat-footed 16; Base Atk: +3; Grp; +11; Atk +6 melee (1d6+4, claw); Full Atk +6 (1d6+4, 2 claws) and +1 melee (1d6+2 plus poison, sting); SA Constrict 1d6+4, improved grab, poison, smite law; SQ Darkvision 60', energy resistance 5 (acid, cold, electricity, fire, sonic), fast healing 1, immune to polymorph and petrification, tremorsense 60', vermin traits; AL CN; SV Fort +6, Ref +1, Will +1; Str 19, Dex 10, Con 14, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +8, Hide +0, Spot +4;

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or its Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous scorpion has a poisonous sting (Fort DC 14, 1d4 Con). The

damage is initial and secondary damage. The Fortitude save is Constitution-based.

Smite Law (Su): Once per day, an anarchic creature can make a normal attack to deal extra damage equal to its Hit Dice against a lawful opponent.

ENCOUNTER 5

Hilations Roc: Male Human Druid 6: CR 6; Medium humanoid (human); HD 6d8+6; hp 40; Init +6; Spd 30 ft; AC 17 (+2 Dex, +4 armor, +1 natural) touch 12, flat-footed 15; Base Atk +4; Grp +5; Atk +5 melee (1d6+1, club); Full Atk +5 melee (1d6+1, club); SA spells; SQ animal companion, nature sense, resist nature's lure, trackless step, wild empathy +8, wild shape (1/day), woodland stride; AL CN; SV Fort +9 Ref +5 Will +9; Str 12, Dex 14, Con 12, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +10, Knowledge (Arcane) +4, Knowledge (Nature) +11, Spellcraft +11, Survival +14; Great Fortitude, Improved Initiative, Magical Aptitude, Natural Spell.

Possessions: Club, *hide armor* +1, *cloak of resistance* +1, *amulet of natural armor* +1, *wand of cure light wounds* (10 ch), *elixir of fire breath*.

Spells Prepared (5/4/4/3; base DC = 13 + spell level): 0th – *create water*, *cure minor wounds*, *flare*, *guidance* (x2); 1st – *cure light wounds* (x2), *entangle*, *obscuring mist*; 2nd – *barkskin* (x2), *mass snake's swiftness*^{*}, *nature's favor*^{*}; 3rd – *cure moderate wounds*, *greater magic fang*, *rapid summon swarm*.

Wolf Companion (advanced): CR na; Medium animal (wolf); HD 6d8+12; hp 45; Init +2; Spd 50 ft; AC 19 (+3 Dex, +6 natural) touch 13, flat-footed 16; Base Atk +4; Grp +6; Atk +7 melee (1d8+2, bite); Full Atk +7 melee (1d8+2, bite); SA –; SQ Devotion, Evasion, Link, Share Spell; AL N; SV Fort +7 Ref +8 Will +3; Str 15, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +6, Listen +3, Move Silently +7, Spot +3, Survival +1; Improved Natural Attack (Bite), Stealthy, Track^B, Weapon Focus (Bite).

Bandits (3): Male Human Ranger 1; CR 1; Medium humanoid (human); HD 1d8+2; hp 8 each; Init +3; Spd 30 ft; AC 17 (+3 Dex, +4 armor) touch 13, flat-footed 14; Base Atk +1; Grp +2; Atk: +5 ranged (1d8/x3, masterwork mighty composite longbow) or +2 melee (1d8+1/19-20, longsword); Full Atk: +5 ranged (1d8/x3, masterwork mighty composite longbow) or +2 melee (1d8+1/19-20, longsword); SA Favored Enemy +2 (Human); SQ Wild Empathy; AL N; SV Fort +4; Ref +5; Will +1; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +4, Hide +6, Knowledge (Nature) +4, Listen +5, Move Silently +6, Spot +5, Survival +5; Point Blank Shot, Precise Shot, Track^B.

Possessions: Masterwork chain shirt, longsword, masterwork mighty composite longbow (12 Str), 20 arrows.

APL 6

ENCOUNTER 2

Ambushers (5): Male Human Ranger 2; CR 2; Medium humanoid (human); HD 2d8+4; hp 15 each; Init +3; Spd 30 ft; AC 17 (+3 Dex, +4 armor) touch 13, flat-footed 14; Base Atk +2; Grp +3; Atk +6 ranged (1d8+1/x3, masterwork mighty composite longbow) or +4 melee (1d8+1/19-20, masterwork longsword); Full Atk +4/+4 ranged (1d8+1/x3, masterwork mighty composite longbow) or +6 ranged (1d8+1/x3, masterwork mighty composite longbow) or +4 melee (1d8+1/19-20, masterwork longsword); SA Favored Enemy +2 (Human); SQ Wild Empathy; AL N; SV Fort +5; Ref +6; Will +1; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +5, Hide +7, Knowledge (Nature) +5, Listen +6, Move Silently +7, Spot +6, Survival +6; Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B.

Possessions: Masterwork chain shirt, masterwork longsword, masterwork mighty composite longbow (12 Str), 20 arrows, 4 x *sleep arrows*.

ENCOUNTER 5

Hilarious Roc: Male Human Druid 7 / Entropomancer* 1; CR 8; Medium humanoid (human); HD 7d8+1d8+8; hp 54; Init +6; Spd 30 ft; AC 17 (+2 Dex, +4 armor, +1 natural) touch 12, flat-footed 15; Base Atk +5; Grp +6; Atk +6 melee (1d6+1, club); Full Atk +6 melee (1d6+1, club); SA Shard of entropy 1/day (3d6)*, spells; SQ Animal companion, nature sense, resist nature's lure, trackless step, wild empathy +9, wild shape (3/day), woodland stride; AL CN; SV Fort +11 Ref +5 Will +12; Str 12, Dex 14, Con 12, Int 10, Wis 18, Cha 10.

Skills and Feats: Concentration +11, Knowledge (Arcane) +5, Knowledge (Local) +1, Knowledge (Nature) +12, Spellcraft +12, Survival +16; Great Fortitude, Improved Initiative, Magical Aptitude, Natural Spell.

Possessions: Club, *hide armor* +1, *cloak of resistance* +1, *amulet of natural armor* +1, *rod of lesser metamagic (silent)*, *wand of cure light wounds (10 ch)*, *scroll of protection from fire*, *elixir of fire breath*.

Spells Prepared (6/5/4/3/2; base DC = 14 + spell level; caster level 7): 0th – *create water*, *cure minor wounds*, *detect magic*, *flare*, *guidance* (x2); 1st – *cure light wounds* (x2), *entangle*, *obscuring mist*, *shillelagh*; 2nd – *barkskin* (x2), *mass snake's swiftess**, *nature's favor**; 3rd – *cure moderate wounds*, *greater magic fang*, *rapid summon swarm*; 4th – *arc of lightning**, *freedom of movement*.

* see Appendix 2: New Rules Items

Wolf Companion (advanced): CR na; Medium animal (wolf); HD 6d8+12; hp 45; Init +2; Spd 50 ft; AC 19 (+3 Dex, +6 natural) touch 13, flat-footed 16; Base Atk +4; Grp +6; Atk +7 melee (1d8+2, bite); Full Atk +7 melee (1d8+2, bite); SA –; SQ Devotion, Evasion, Link, Share Spell; AL N; SV Fort +7 Ref +8 Will +3; Str 15, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +6, Listen +3, Move Silently +7, Spot +3, Survival +1; Improved Natural Attack (Bite), Stealthy, Track^B, Weapon Focus (Bite).

Bandits (3): Male Human Ranger 3; CR 3; Medium humanoid (human); HD 3d8+6; hp 23 each; Init +3; Spd 30 ft; AC 17 (+3 Dex, +5 armor) touch 13, flat-footed 14; Base Atk +3; Grp +4; Atk +8 ranged (1d8+1/x3, masterwork mighty composite longbow) or +5 melee (1d8+1/19-20, masterwork longsword); Full Atk +7/+7 ranged (1d8+1/x3, masterwork mighty composite longbow) or +8 ranged (1d8+1/x3, masterwork mighty composite longbow) or +5 melee (1d8+1/19-20, masterwork longsword); SA Favored Enemy +2 (Human); SQ Wild Empathy; AL N; SV Fort +5; Ref +6; Will +2; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +6, Hide +8, Knowledge (Nature) +6, Listen +7, Move Silently +8, Spot +7, Survival +7; Endurance^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B, Weapon Focus (Composite Longbow).

Possessions: Chain shirt +1, masterwork longsword, masterwork mighty composite longbow (12 Str), 20 arrows, 3 x *sleep arrows*.

APL 8

ENCOUNTER 2

Ambushers (5): Male Human Ranger 3; CR 3; Medium humanoid (human); HD 3d8+6; hp 23 each; Init +3; Spd 30 ft; AC 18 (+3 Dex, +5 armor) touch 13, flat-footed 15; Base Atk +3; Grp +4; Atk +8 ranged (1d8+1/x3, masterwork mighty composite longbow) or +5 melee (1d8+1/19-20, masterwork longsword); Full Atk +7/+7 ranged (1d8+1/x3, masterwork mighty composite longbow) or +8 ranged (1d8+1/x3, masterwork mighty composite longbow) or +5 melee (1d8+1/19-20, masterwork longsword); SA Favored Enemy +2 (Human); SQ Wild Empathy; AL N; SV Fort +5; Ref +6; Will +2; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +6, Hide +8, Knowledge (Nature) +6, Listen +7, Move Silently +8, Spot +7, Survival +7; Endurance^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B, Weapon Focus (Composite Longbow).

Possessions: Chain shirt +1, masterwork longsword, masterwork mighty composite longbow (12 Str), 20 arrows, 3 x *sleep arrows*.

Wolf Companion: Male Wolf; CR 1; Medium animal (wolf); HD 2d8+4; hp 15; Init +2; Spd 50 ft; AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); SA Trip; SQ Link, Low-light Vision, Scent, Share Spell; AL N; SV Fort +5; Ref +5; Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+5 when tracking by scent); Track^B, Weapon Focus (Bite).

ENCOUNTER 5

Hilarious Roc: Male Human Druid 7 / Entropomancer* 3; CR 10; Medium humanoid (human); HD 7d8+3d8+10; hp 68; Init +6; Spd 30 ft; AC 18 (+3 Dex, +4 armor, +1 natural) touch 13, flat-footed 15; Base Atk +7; Grp +8; Atk +8 melee (1d6+1, club); Full Atk +8 melee (1d6+1, club); SA Shard of entropy 1/day (3d6)*, spells; SQ Animal companion, entropic field 2/day*, nature sense, resist nature's lure, trackless step, wild empathy +9, wild shape (3/day), woodland stride; AL CN;

SV Fort +13 Ref +8 Will +14; Str 12, Dex 16, Con 12, Int 10, Wis 18, Cha 10.

Skills and Feats: Concentration +13, Knowledge (Arcane) +5, Knowledge (Local) +3, Knowledge (Nature) +14, Spellcraft +14, Survival +18; Great Fortitude, Improved Initiative, Magical Aptitude, Natural Spell, Rapid Spell*.

Possessions: Club, *hide armor* +1, *cloak of resistance* +2, *amulet of natural armor* +1, *gloves of dexterity* +2, *rod of lesser metamagic* (silent), *wand of cure light wounds* (10 ch), *scroll of protection from fire*, *elixir of fire breath*.

Spells Prepared (6/5/5/4/3; base DC = 14 + spell level; caster level 8): 0th – *create water*, *cure minor wounds*, *detect magic*, *flare*, *guidance* (x2); 1st – *cure light wounds* (x2), *entangle*, *obscuring mist*, *shillelagh*; 2nd – *barkskin* (x2), *flaming sphere*, *mass snake's swiftness**, *nature's favor**; 3rd – *cure moderate wounds*, ~~*greater magic fang*~~, *rapid summon swarm* (x2); 4th – *arc of lightning** (x2), *freedom of movement*.

* see Appendix 2: New Rules Items

Wolf Companion (advanced): CR na; Medium animal (wolf); HD 6d8+12; hp 45; Init +2; Spd 50 ft; AC 19 (+3 Dex, +6 natural) touch 13, flat-footed 16; Base Atk +4; Grp +6; Atk +9 melee (1d8+4, bite) [+7 melee (1d8+2, bite) w/o *greater magic fang*]; Full Atk +9 melee (1d8+4, bite) [+7 melee (1d8+2, bite) w/o *greater magic fang*]; SA -; SQ Devotion, Evasion, Link, Share Spell; AL N; SV Fort +7 Ref +8 Will +3; Str 15, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +6, Listen +3, Move Silently +7, Spot +3, Survival +1; Improved Natural Attack (Bite), Stealthy, Track^B, Weapon Focus (Bite).

Bandits (3): Male Human Ranger 5; CR 5; Medium humanoid (human); HD 5d8+10; hp 38 each; Init +3; Spd 30 ft; AC 18 (+3 Dex, +5 armor) touch 13, flat-footed 15; Base Atk +5; Grp +6; Atk +10 ranged (1d8+2/x3, *mighty composite longbow* +1) or +7 melee (1d8+1/19-20, masterwork longsword); Full Atk +8/+8 ranged (1d8+2/x3, *mighty composite longbow* +1) or +10 ranged (1d8+2/x3, *mighty composite longbow* +1) +7 melee (1d8+1/19-20, masterwork longsword); SA

Favored Enemy +2 (Dwarf), Favored Enemy +4 (Human), spells; SQ Animal Companion, Wild Empathy; AL N; SV Fort +6; Ref +7; Will +2; Str 12, Dex 17, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +8, Hide +10, Knowledge (Nature) +8, Listen +9, Move Silently +10, Spot +9, Survival +9; Endurance^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B, Weapon Focus (Composite Longbow).

Possessions: *Chain shirt* +1, masterwork longsword, *mighty composite longbow* +1 (12 Str), 20 arrows, 2 x *sleep arrows*.

Spells Prepared (1; base DC = 11 + spell level):
1st - *entangle*.

Wolf Companions (3): Male Wolf: CR 1; Medium animal (wolf); HD 2d8+4; hp 15 each; Init +2; Spd 50 ft; AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); SA Trip; SQ Link, Low-light Vision, Scent, Share Spell; AL N; SV Fort +5; Ref +5; Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+5 when tracking by scent); Track^B, Weapon Focus (Bite).

ENCOUNTER 2

Ambushers (5): Male Human Ranger 5; CR 5; Medium humanoid (human); HD 5d8+10; hp 38 each; Init +3; Spd 30 ft; AC 18 (+3 Dex, +5 armor) touch 13, flat-footed 15; Base Atk +5; Grp +6; Atk +10 ranged (1d8+2/x3, *mighty composite longbow +1*) or +7 melee (1d8+1/19-20, masterwork longsword); Full Atk +8/+8 ranged (1d8+2/x3, *mighty composite longbow +1*) or +10 ranged (1d8+2/x3, *mighty composite longbow +1*) or +7 melee (1d8+1/19-20, masterwork longsword); SA Favored Enemy +2 (Dwarf), Favored Enemy +4 (Human), spells; SQ Animal Companion, Wild Empathy; AL N; SV Fort +6; Ref +7; Will +2; Str 12, Dex 17, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +8, Hide +10, Knowledge (Nature) +8, Listen +9, Move Silently +10, Spot +9, Survival +9; Endurance^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B, Weapon Focus (Composite Longbow).

Possessions: *Chain shirt +1*, masterwork longsword, *mighty composite longbow +1* (12 Str), 20 arrows, 2 x *sleep arrows*.

Spells Prepared (1; base DC = 11 + spell level): 1st - *entangle*.

Wolf Companions (5): Male Wolf; CR 1; Medium animal (wolf); HD 2d8+4; hp 15 each; Init +2; Spd 50 ft; AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); SA Trip; SQ Link, Low-light Vision, Scent, Share Spell; AL N; SV Fort +5; Ref +5; Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+5 when tracking by scent); Track^B, Weapon Focus (Bite).

ENCOUNTER 4

Advanced Gray Slaad: CR 13; Medium outsider (chaotic, extraplanar); HD 15d8+75; hp 146; Init +7; Spd 30 ft; AC 24 (+3 Dex, +11 natural), touch 13, flat-footed 21; Base Atk +15; Grp +19; Atk +20 melee (2d4+4, claw); Full Atk +20 melee (2d4+4, 2 claws) and +18 melee (2d8+2, bite); SA Spell-like abilities, summon slaad; SQ Change shape, DR10/lawful, darkvision 60', fast healing 5, immunity to sonic, resistance to acid 5, cold 5,

electricity 5, fire 5; AL CN; SV Fort +14, Ref +12, Will +11; Str 19, Dex 17, Con 21, Int 14, Wis 14, Cha 14.

Skills and Feats: Climb +23, Concentration +20, Hide +21, Jump +23, Knowledge (Arcana) +20, Listen +20, Move Silently +21, Search +20, Spellcraft +22, Survival +10 (+12 following tracks); Craft Wand, Improved Initiative, Multiattack, Weapon Focus (claw), Weapon Focus (bite).

Spell-like Abilities: At will – *chaos hammer* (DC 16), *deeper darkness*, *detect magic*, *identify*, *invisibility*, *lightning bolt* (DC 15), *magic circle against law*, *see invisibility*, *shatter* (DC 14); 3/day – *animate objects*, *dispel law* (DC 17), *fly*; 1/day – *power word stun*. Caster level 15th.

Change Shape (Su): A gray slaad can assume any humanoid form as a standard action. In humanoid form, a gray slaad cannot use its natural weapons (although a slaad can equip itself with weapons and armor appropriate to its appearance). A gray slaad remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the slaad reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Summon Slaad (Sp): The slaad in this adventure cannot summon other slaad.

ENCOUNTER 5

Hilarious Roc: Male Human Druid 7 / Entropomancer* 5; CR 12; Medium humanoid (human); HD 7d8+5d8+12; hp 81; Init +6; Spd 30 ft; AC 20 (+3 Dex, +5 armor, +1 natural, +1 deflection) touch 14, flat-footed 17; Base Atk +8; Grp +9; Atk +9 melee (1d6+1, club); Full Atk +9 melee (1d6+1, club); SA Shard of entropy 1/day (5d6)*, spells; SQ Animal companion, entropic field 2/day (reroll)*, nature sense, resist nature's lure, trackless step, wild empathy +9, wild shape (3/day), woodland stride; AL CN; SV Fort +15 Ref +9 Will +16; Str 12, Dex 16, Con 12, Int 10, Wis 19, Cha 10.

Skills and Feats: Concentration +15, Knowledge (Arcane) +5, Knowledge (Local) +5, Knowledge (Nature) +16, Spellcraft +16, Survival +20; Great Fortitude, Improved Initiative, Magical

Aptitude, Natural Spell, Rapid Spell*, Sudden Still*.

Possessions: Club, *hide armor* +2, *cloak of resistance* +3, *amulet of natural armor* +1, *ring of protection* +1, *gloves of dexterity* +2, *rod of lesser metamagic (silent)*, *wand of cure light wounds (10 ch)*, *scroll of protection from fire*, *elixir of fire breath*, *potion of cure serious wounds*.

Spells Prepared (6/5/5/4/3/1; base DC = 14 + spell level, caster level 9): 0th – *create water*, *cure minor wounds*, *detect magic*, *flare*, *guidance* (x2); 1st – *cure light wounds* (x2), *entangle*, *obscuring mist*, *shillelagh*; 2nd – *barkskin* (x2), *flaming sphere*, *mass snake's swiftness**, *nature's favor**; 3rd – *cure moderate wounds*, ~~*greater magic fang*~~, *rapid summon swarm* (x2); 4th – *arc of lightning** (x2), *freedom of movement*; 5th – *rapid summon monster IV*.

* see Appendix 2: New Rules Items

Wolf Companion (advanced): CR na; Medium animal (wolf); HD 6d8+12; hp 45; Init +2; Spd 50 ft; AC 19 (+3 Dex, +6 natural) touch 13, flat-footed 16; Base Atk +4; Grp +6; Atk +9 melee (1d8+4, bite) [+7 melee (1d8+2, bite) w/o *greater magic fang*]; Full Atk +9 melee (1d8+4, bite) [+7 melee (1d8+2, bite) w/o *greater magic fang*]; SA –; SQ Devotion, Evasion, Link, Share Spell; AL N; SV Fort +7 Ref +8 Will +3; Str 15, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +6, Listen +3, Move Silently +7, Spot +3, Survival +1; Improved Natural Attack (Bite), Stealthy, Track^B, Weapon Focus (Bite).

Bandits (3): Male Human Ranger 7; CR 7; Medium humanoid (human); HD 7d8+14; hp 53 each; Init +3; Spd 30 ft; AC 19 (+3 Dex, +6 armor) touch 13, flat-footed 16; Base Atk +7; Grp +8; Atk +8/+8 ranged (1d8+1/x3, *mighty composite longbow* +1 [manyshot]) or +12 ranged (1d8+2/x3, *mighty composite longbow* +1) or +9 melee (1d8+1/19-20, masterwork longsword); Full Atk +10/+10/+5 ranged (1d8+2/x3, *mighty composite longbow* +1) or +12/+7 ranged (1d8+2/x3, *mighty composite longbow* +1) or +9/+4 melee (1d8+1/19-20, masterwork longsword); SA Favored Enemy +2 (Dwarf), Favored Enemy +4 (Human), Spells; SQ Animal Companion, Wild Empathy, Woodland Stride; AL N; SV Fort +7; Ref +8; Will +3; Str 12, Dex 17, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +10, Hide +15, Knowledge (Nature) +10, Listen +11, Move Silently +12, Spot +11, Survival +11; Endurance^B, Manyshot^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B, Skill Focus (Hide), Weapon Focus (Composite Longbow).

Possessions: Chain shirt +2, masterwork longsword, *mighty composite longbow* +1 (12 Str), 20 arrows, 2 x *sleep arrows*.

Spells Prepared (2; base DC = 11 + spell level): 1st – *entangle*, *longstrider*.

Wolf Companion (advanced) (3): Male Wolf; CR na; Medium animal (wolf); HD 4d8+8; hp 30 each; Init +3; Spd 50 ft; AC 17 (+3 Dex, +4 natural), touch 13, flat-footed 14; Base Atk +3; Grp +5; Atk +6 melee (1d6+2, bite); Full Atk +6 melee (1d6+2, bite); SA Trip; SQ Link, Low-light Vision, Scent, Share Spell; AL N; SV Fort +5; Ref +5; Will +1; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +7, Listen +3, Move Silently +6, Spot +3, Survival +1 (+5 when tracking by scent); Stealthy, Track^B, Weapon Focus (Bite).

APL 12

ENCOUNTER 2

Ambushers (5): Male Human Ranger 7' CR 7; Medium humanoid (human); HD 7d8+14; hp 53 each; Init +3; Spd 30 ft; AC 19 (+3 Dex, +6 armor) touch 13, flat-footed 16; Base Atk +7; Grp +8; Atk +8/+8 ranged (1d8+1/x3, *mighty composite longbow* +1 [manyslot]) or +12 ranged (1d8+2/x3, *mighty composite longbow* +1) or +9 melee (1d8+1/19-20, masterwork longsword); Full Atk +10/+10/+5 ranged (1d8+2/x3, *mighty composite longbow* +1) or +12/+7 ranged (1d8+2/x3, *mighty composite longbow* +1) or +9/+4 melee (1d8+1/19-20, masterwork longsword); SA Favored Enemy +2 (Dwarf), Favored Enemy +4 (Human), Spells; SQ Animal Companion, Wild Empathy, Woodland Stride; AL N; SV Fort +7; Ref +8; Will +3; Str 12, Dex 17, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +10, Hide +15, Knowledge (Nature) +10, Listen +11, Move Silently +12, Spot +11, Survival +11; Endurance^B, Manyshot^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B, Skill Focus (Hide), Weapon Focus (Composite Longbow).

Possessions: Chain shirt +2, masterwork longsword, *mighty composite longbow* +1 (12 Str), 20 arrows, 2 x sleep arrows.

Spells Prepared (2; base DC = 11 + spell level): 1st – entangle, longstrider.

Wolf Companion (advanced) (5): Male Wolf; CR na; Medium animal (wolf); HD 4d8+8; hp 30 each; Init +3; Spd 50 ft; AC 17 (+3 Dex, +4 natural), touch 13, flat-footed 14; Base Atk +3; Grp +5; Atk +6 melee (1d6+2, bite); Full Atk +6 melee (1d6+2, bite); SA Trip; SQ Link, Low-light Vision, Scent, Share Spell; AL N; SV Fort +5; Ref +5; Will +1; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +7, Listen +3, Move Silently +6, Spot +3, Survival +1 (+5 when tracking by scent); Stealthy, Track^B, Weapon Focus (Bite).

ENCOUNTER 4

Advanced Gray Slaadi (2): CR 13; Medium outsider (chaotic, extraplanar); HD 15d8+75; hp 146 each; Init +7; Spd 30 ft; AC 24 (+3 Dex, +11 natural), touch 13, flat-footed 21; Base Atk +15; Grp +19; Atk +20 melee (2d4+4, claw); Full Atk +20

melee (2d4+4, 2 claws) and +18 melee (2d8+2, bite); SA Spell-like abilities, summon slaad; SQ Change shape, DR10/lawful, darkvision 60', fast healing 5, immunity to sonic, resistance to acid 5, cold 5, electricity 5, fire 5; AL CN; SV Fort +14, Ref +12, Will +11; Str 19, Dex 17, Con 21, Int 14, Wis 14, Cha 14.

Skills and Feats: Climb +23, Concentration +20, Hide +21, Jump +23, Knowledge (Arcana) +20, Listen +20, Move Silently +21, Search +20, Spellcraft +22, Survival +10 (+12 following tracks); Craft Wand, Improved Initiative, Multiattack, Weapon Focus (claw), Weapon Focus (bite).

Spell-like Abilities: At will – *chaos hammer* (DC 16), *deeper darkness*, *detect magic*, *identify*, *invisibility*, *lightning bolt* (DC 15), *magic circle against law*, *see invisibility*, *shatter* (DC 14); 3/day – *animate objects*, *dispel law* (DC 17), *fly*; 1/day – *power word stun*. Caster level 15th.

Change Shape (Su): A gray slaad can assume any humanoid form as a standard action. In humanoid form, a gray slaad cannot use its natural weapons (although a slaad can equip itself with weapons and armor appropriate to its appearance). A gray slaad remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the slaad reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Summon Slaad (Sp): The slaad in this adventure cannot summon other slaad.

ENCOUNTER 5

Hilarious Roc: Male Human Druid 8 / Entropomancer* 6; CR 12; Medium humanoid (human); HD 8d8+6d8+14; hp 95; Init +6; Spd 30 ft; AC 21 (+3 Dex, +5 armor, +1 natural, +2 deflection) touch 15, flat-footed 18; Base Atk +10; Grp +11; Atk +11 melee (1d6+1, club); Full Atk +11 melee (1d6+1, club); SA Shard of entropy 1/day (5d6)*, spells; SQ Animal companion, entropic field 2/day (reroll)*, nature sense, resist nature's lure, trackless step, wild empathy +10, wild shape (3/day, Large), woodland stride; AL CN; SV Fort +17 Ref +10 Will +18; Str 12, Dex 16, Con 12, Int 10, Wis 19, Cha 10.

Skills and Feats: Concentration +17, Knowledge (Arcane) +6, Knowledge (Local) +6, Knowledge (Nature) +18, Spellcraft +18, Survival +22; Great Fortitude, Improved Initiative, Magical Aptitude, Natural Spell, Rapid Spell*, Sudden Still*.

Possessions: Club, *hide armor* +2, *cloak of resistance* +3, *amulet of natural armor* +1, *ring of protection* +2, *gloves of dexterity* +2, *rod of lesser metamagic (silent)*, *pearl of power (3rd lvl)*, *wand of cure light wounds (10 ch)*, *scroll of protection from fire*, *elixir of fire breath*, *potion of cure serious wounds*.

Spells Prepared (6/6/5/5/4/2/1; base DC = 14 + spell level, caster level 11): 0th – *create water*, *cure minor wounds*, *detect magic*, *flare*, *guidance* (x2); 1st – *cure light wounds* (x2), *entangle*, *faerie fire*, *obscuring mist*, *shillelagh*; 2nd – *barkskin* (x2), *flaming sphere*, *mass snake's swiftness**, *nature's favor**; 3rd – *cure moderate wounds*, ~~*greater magic fang*~~, *protection from energy*, *rapid summon swarm* (x2); 4th – *arc of lightning** (x2), *dispel magic*, *freedom of movement*; 5th – *animal growth*, *rapid summon monster IV*; 6th – *mass bear's endurance*.

* see Appendix 2: New Rules Items

Wolf Companion (advanced): CR na; Medium animal (wolf); HD 6d8+12; hp 45; Init +2; Spd 50 ft; AC 22 (+3 Dex, +6 natural, +3 armor) touch 13, flat-footed 19; Base Atk +4; Grp +6; Atk +9 melee (1d8+4, bite) [+7 melee (1d8+2, bite) w/o *greater magic fang*]; Full Atk +9 melee (1d8+4, bite) [+7 melee (1d8+2, bite) w/o *greater magic fang*]; SA –; SQ Devotion, Evasion, Link, Share Spell; AL N; SV Fort +8 Ref +9 Will +4; Str 15, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +6, Listen +3, Move Silently +7, Spot +3, Survival +1; Improved Natural Attack (Bite), Stealthy, Track^B, Weapon Focus (Bite).

Possessions: *leather barding* +1, *cloak of resistance* +1.

Bandits (3): Male Human Ranger 9: CR 9; Medium humanoid (human); HD 9d8+18; hp 75 each; Init +4; Spd 30 ft; AC 21 (+5 Dex, +6 armor) touch 15, flat-footed 16; Base Atk +9; Grp +10; Atk: +12/+12 ranged (1d8+2/x3, *mighty composite longbow* +1 [manyshot]) or +16 ranged (1d8+2/x3, *mighty composite longbow* +1) or +11 melee (1d8+1/19-20, masterwork longsword); Full Atk

+14/+14/+9 ranged (1d8+2/x3, *mighty composite longbow* +1) or +16/+11 ranged (1d8+2/x3, *mighty composite longbow* +1) or +11/+6 melee (1d8+1/19-20, masterwork longsword); SA: Favored Enemy +2 (Dwarf), Favored Enemy +4 (Human), Spells; SQ Animal Companion, Evasion, Swift Tracker, Wild Empathy, Woodland Stride; AL N; SV Fort +8; Ref +11; Will +6; Str 12, Dex 18, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +12, Hide +18, Knowledge (Nature) +12, Listen +13, Move Silently +15, Spot +13, Survival +13; Endurance^B, Iron Will, Manyshot^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B, Skill Focus (Hide), Weapon Focus (Composite Longbow).

Possessions: *Chain shirt* +2, masterwork longsword, *mighty composite longbow* +1 (12 Str), 20 arrows, *gloves of dexterity* +2.

Spells Prepared (2/1; base DC = 11 + spell level): 1st – *entangle*, *longstrider*; 2nd – *spike growth*.

Wolf Companion (advanced) (3): Male Wolf; CR na; Medium animal (wolf); HD 4d8+8; hp 30 each; Init +3; Spd 50 ft; AC 20 (+3 Dex, +3 armor, +4 natural), touch 13, flat-footed 17; Base Atk +3; Grp +5; Atk +6 melee (1d6+2, bite); Full Atk +6 melee (1d6+2, bite); SA Trip; SQ Link, Low-light Vision, Scent, Share Spell; AL N; SV Fort +5; Ref +5; Will +1; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +7, Listen +3, Move Silently +6, Spot +3, Survival +1 (+5 when tracking by scent); Stealthy, Track^B, Weapon Focus (Bite).

Possessions: *Leather barding* +1.

Appendix 2: New Rules Items

CREATURES

Anarchic Creature Template

as presented in *Planar Handbook*

Anarchic creatures dwell in planes of chaos, the realms of disorder. Although they may resemble creatures from the Material Plane, they appear less finished, their features more rough and uneven, their fur or scales blotched and tattered, their appearance more ragged and horrific. They are also called the Unfinished, and some say they were first drafts, abandoned to the roiling planes of chaos by forgotten creators.

Creating an Anarchic creature:

“Anarchic” is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin of nonlawful alignment.

An anarchic creature uses all the base creature’s statistics and abilities except as noted here. Do not recalculate the creature’s Hit Dice, base attack bonus, saves, or skill points if its type changes.

Size and Type: Animals or vermin with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged. Anarchic creatures encountered on the Material Plane have the extraplanar subtype.

Special Attacks: An anarchic creature retains all the special attacks of the base creature and also gains the following special attack.

Smite Law (Su): Once per day, an anarchic creature can make a normal attack to deal extra damage equal to its Hit Dice (maximum 20 points) against a lawful opponent.

Special Qualities: An anarchic creature retains all the special qualities of the base creature and also gains the following special qualities:

- Darkvision out to 60 feet.
- Damage reduction (see the table below).
- Resistance to acid 5, cold 5, electricity 5, fire 5, and sonic 5.
- Immunity to polymorph and petrification.
- Fast healing (see the table below).

Hit Dice	Fast Healing	DR
1–3	—	—

4–7	1	—
8–11	3	—
12 or more	5	5/magic

If the base creature already has one or more of these special qualities, use the better value.

If an anarchic creature gains damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Abilities: Same as the base creature, but Intelligence is at least 3.

Environment: Any land and underground.

Challenge Rating: Up to 3 HD, same as the base creature; 4 HD to 7 HD, same as the base creature +1; 8 or more HD, same as the base creature +2.

Alignment: Always chaotic (any).

Level Adjustment: +5.

FEATS

Rapid Spell [Metamagic]

as presented in *Complete Divine*

You can cast spells with long casting times more quickly.

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of one full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in one full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one higher than the spell’s actual level.

Special: A spell can be made rapid and quickened only if its original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

Sudden Still [Metamagic]

as presented in *Complete Arcane*

You can cast a spell silently without special preparation.

Benefit: Once per day, you can apply the effect of the Silent Spell feat to any spell you cast

without increasing the level of the spell or specially preparing it ahead of time. You can still use Silent Spell normally if you have it.

You can still use Silent Spell normally if you have it.

SPELLS

Arc of Lightning

(As presented in *Spell Compendium*)

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, Windstorm 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be within range, and you must be able to target them both (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space. This bolt affects all squares in this line.

Arcane Material Component: Two small iron rods.

Mass Snake's Swiftess

(As presented in the *Spell Compendium*, based on *Snake's Swiftess*)

Transmutation

Level: Druid 2, Sorcerer/Wizard 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft + 10 ft/lvl)

Target: Allied creatures in a 20' radius burst

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subjects may immediately make one melee or ranged attack, even if it has already taken its action for the round. Taking this action doesn't affect the subjects' normal places in the initiative order. This is a single attack and follows the standard rules for attacking.

This spell does not allow the subjects to make more than one additional attack in a round. If the subjects have already made an additional attack,

due to a prior casting of this spell, from the *haste* spell, or from any other source, this spell fails.

Arcane Material Component: A few scales from a snake.

Nature's Favor

(as presented in *Spell Compendium*)

Evocation

Level: Druid 2, Ranger 2

Components: V, S, DF

Casting Time: 1 swift action

Range: Touch

Target: Animal touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You grant the subject animal a +1 luck bonus on attack rolls and damage rolls for every three caster levels you possess (maximum +5).

PRESTIGE CLASS

Entropomancer

(as presented in *Complete Divine*)

As spellcasters plumb the depths of divine power, some of the most advanced gain attunement to the great nothingness they say lies at the center of the universe. These students use this connection to develop strange powers, sacrificing some of their normal studies. Doing so retards their progress as spellcasters, but they see their new abilities as worth the cost.

Entropomancers can summon and control a small shard of absolute nothingness similar to a sphere of annihilation, harnessing its power for a variety of magical effects. Most revel in destruction for its own sake, but some take a more nuanced approach to their terrifying discoveries, trying to understand the power of entropy that it might someday be controlled or even reversed.

Entropomancers generally work in small groups or cabals. Most have patron deities of death, destruction, or fate. NPC entropomancers often form cults that kidnap victims to be sacrificed to the Great Nothingness.

Adaptation: Gods of entropy and insensate destruction (such as Tharizdun) are good choices if you want to tie the entropomancer to worship of a specific deity. A well-organized group devoted to entropy is pretty weird, but at least it's possible in the short term.

Hit Die: d8

Requirements

To Qualify to become an entropomancer, a character must fulfill all the following criteria.

Alignment: Any nongood.

Skills: Concentration 5 ranks, Knowledge (arcana) 5 ranka.

Feats: Great Fortitude, Magical Aptitude.

Spells: Able to cast 4th level divine spells.

Class Skills

An entropomancer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the entropomancer prestige class.

Weapon and Armor Proficiency: Entropomancers gain no proficiency with weapons, armor, or shields of any type.

Shard of Entropy (Su): Twice per day, for a maximum of 1 round per entropomancer level, the character can create a miniature shard of entropy. The shard is a chunk of absolute blackness, 2 inches across, and can be moved up to 30 feet by the entropomancer as a standard action. Against objects, the shard deals 3d6 points of damage, bypassing the object's hardness. Against creatures, the entropomancer must make a ranged touch attack to hit, and if successful the shard deals 3d6 points of damage to the target (Fortitude half, DC 12 + the entropomancer's Wis modifier). The shard appears in any square adjacent to the entropomancer when it is created, and it can be used to attack on the round it is formed.

The shard of entropy lurches, jumps, and bounces around the square it's in. Any creature who passes through the shard's square takes damage as if the shard struck him (Fortitude half), as does any creature that's in the same square as the shard at the beginning of the entropomancer's turn. The entropomancer can move the shard into another square with a move action, or aim it at a specific creature (dealing damage immediately) as a standard action.

At 5th level, the entropomancer can use the shard to create a deeper connection to absolute nothingness. The shard of entropy deals 5d6

points of damage (Fortitude half, DC 14 + entropomancer's Wis modifier).

At 9th level, the shard of entropy becomes even stronger, dealing 7d6 points of damage (Fortitude half, DC 16 + entropomancer's Wis modifier). It also exerts an inexorable tug on creatures nearby, pulling them toward the shard. At the end of the entropomancer's turn, the shard tries to pull creatures within 15 feet closer to it. This is treated as a bull rush attempt, for which the shard has a +11 bonus. IF the shard wins the opposed check, it bull rushes creatures in a direct line toward its square. The entropomancer isn't immune to this effect.

Spells per Day/Spells Known: Whenever an even-numbered level in the prestige class is gained, the entropomancer gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever spellcasting class in which she could cast 4th level divine spells before she added the prestige class level. She does not, however, gain any other benefit a character of that class would have gained. If a character had more than one divine spellcasting class in which she could cast 4th level spells before she became an entropomancer, she must decide to which class she adds each level of entropomancer for the purpose of determining spells per day and spells known.

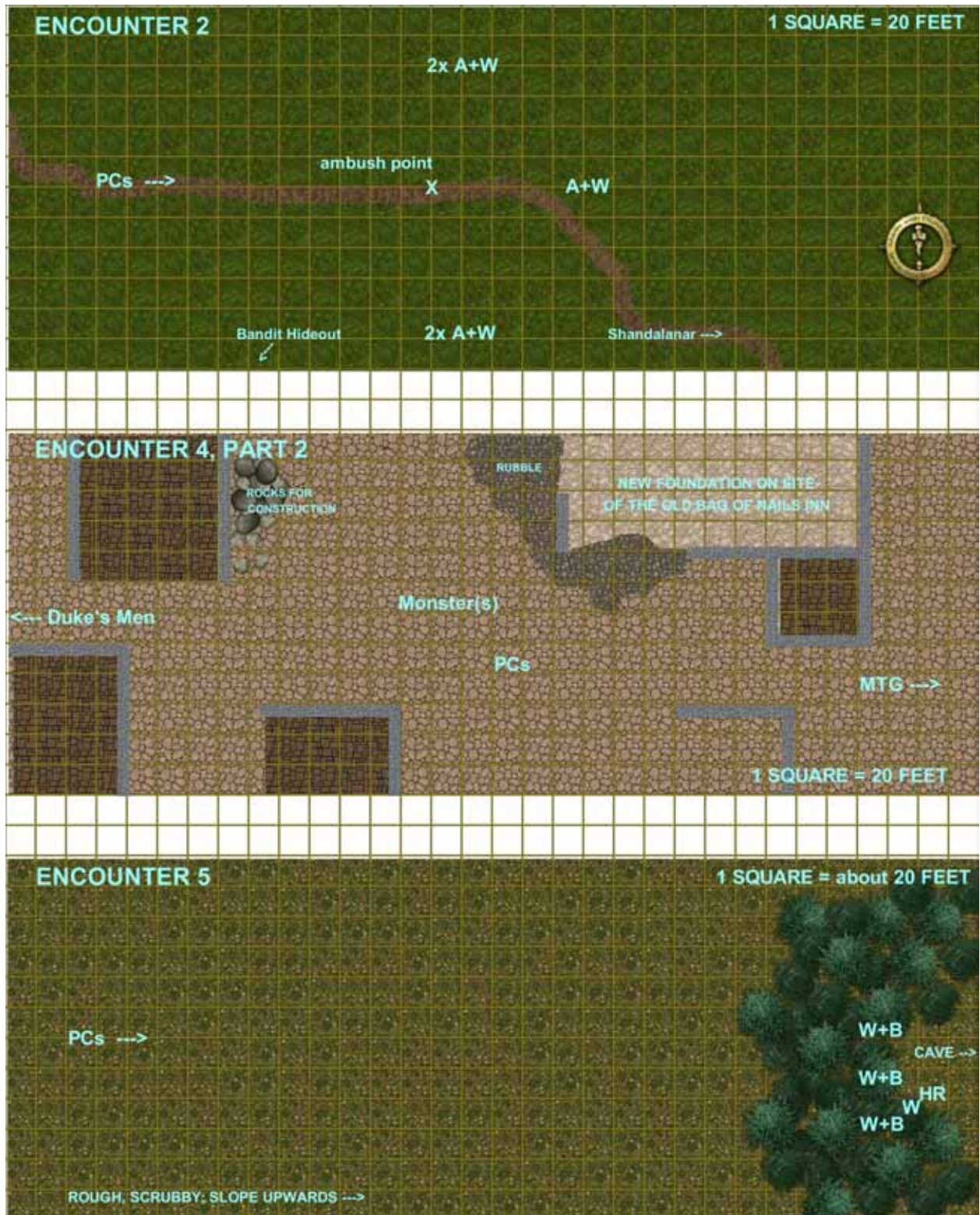
Class Level	BAB	Fort	Ref	Will	Special / Spells per Day
1st	+0	+2	+0	+2	Shard of Entropy 2/day
2nd	+1	+3	+0	+3	+1 lvl of existing divine spellcasting class
3rd	+2	+3	+1	+3	Entropic field 2/day
4th	+3	+4	+1	+4	+1 lvl of existing divine spellcasting class
5th	+3	+4	+1	+4	Entropic field (reroll), shard of entropy 5d6
6th	+4	+5	+2	+5	+1 lvl of existing divine spellcasting class

Entropic Field (Su): As a standard action, an entropomancer can surround herself with a field of invisible, entropic energy that lasts for 1 round per entropomancer level. The field extends in a 5-foot per entropomancer level radius, centered on the entropomancer. All magical healing automatically fails within the entropic field. It takes the entropomancer a standard action to dismiss the entropic field.

At 5th level, the entropic field becomes strong enough to warp the laws of probability. Once per round, as a free action, the entropomancer can force a character within the field (including herself) to reroll an attack, save, or check. The entropomancer demands the reroll after she knows whether the attack, save, or check succeeded or failed, but before the exact consequences have been calculated and applied. The result of the reroll takes precedence, even if it's worse than the original roll.

At 7th level, the entropic field causes wounds created within it to continue bleeding, dealing an additional 1 point of damage per round thereafter (at the end of the entropomancer's turn) as long as they remain within the entropic field. A successful Heal check (DC 15) stops the bleeding. If multiple wounds are suffered, then the creature takes 1 point of damage per wound. The entropomancer is subject to the bleeding effect.

Appendix 3: Maps and Aids



Appendix 4: Critical Events Summary

This is a fairly involved Critical Events Summary. Thank you in advance for your cooperation, and please write legibly.

1. Please indicate the PCs' classes, alignments, and any meta-org affiliations on the back of this page. (Landscape format, one column per PC – there may be more to add below.)
2. Which job offer/hook (if any) did the PCs initially take?

Duke Basalle's	Church's 'bandit hunt'	Church's real mission	Batell's 'bear hunt'	None
----------------	------------------------	-----------------------	----------------------	------
- 2A. If they went 'hunting', did they defeat the giants?

	YES	NO
--	-----	----
3. Did any of the ambushers (Encounter 2) escape?

	YES	NO
--	-----	----
4. Did the PCs continue to Shandalanar after the ambush, or go look for the hideout?

Continued to Shandalanar	Went looking for hideout
--------------------------	--------------------------
5. What did the PCs do about the Mitrik Temple Guard roadblock?

Talked honestly	Bluffed through	Fought through	Snuck around
-----------------	-----------------	----------------	--------------
6. How did the PCs enter Shandalanar?

Escorted by Guard	Alone (as Church agents)	Alone (as independents)	In custody
-------------------	--------------------------	-------------------------	------------
7. What did the PCs do about the commander's argument?

	Defused it	Watched it
--	------------	------------
- 8A. Were any PCs imprisoned for treason?

	YES	NO
--	-----	----
- 8B. Were any PCs held for later trial?

	YES	NO
--	-----	----
- 8C. Did any PC accept a *mark of justice*?

	YES	NO
--	-----	----
- 8D. Did any PCs leave Shandalanar without permission from the Guard Commander?

	YES	NO
--	-----	----
- *For all "yes" answers to questions 8A – 8D, put player name/RPGA # in appropriate column on back)
9. Which commander did they talk to?

Sir Vostroff Stonehand	Alex Tanner	Both	Neither
------------------------	-------------	------	---------
10. Did Tanner get a message to the Duke via the PCs?

	YES	NO
--	-----	----
11. Did Hilatious Roc (or any of his friends) survive the module?

	YES	NO
--	-----	----
12. Did the PCs tell anyone about the Church's secret project in Shandalanar? If so, who?

Please list any ramifications from this (re. meta-orgs, etc) on the back.

14. Please indicate PC's responses to the Celestial Orders' questions on the back.

13. If anything else happened that you think the triad should know about, please let us know:
