



# The Sorcerers' Rebellion

A 1-Round D&D Living Kingdoms of Kalamar<sup>®</sup> Adventure

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The College of Magic is being torn asunder from within. Can the adventurers find the lost research of Dragon Blood Magic to stop Pekal's strongest institution from crumbling atop itself?

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

### **Calculating Average Table Level (ATL)**

Look uses ATL rather than Average Party Level (APL) in an effort to offer challenging adventures without massacring smaller or imbalanced tables. What this means is that, to calculate the ATL for a table, the levels of all the player-characters are added together. That number is divided by six regardless of how many player-characters there actually are. This number constitutes the party's ATL (rounded to the closest integer). If that number is not offered in the adventure, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players should play in 2 tables of 6 not 3 tables of four.

Once you calculate the ATL write it down here as you will need it later or setting the DC of certain skill checks.

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### **ADVENTURE NOTES**

This module is an official supplement to the Living Kingdoms of Kalamar campaign. It is designed for 4 to 6 characters ranging from 1st to 13th level. It is advised that PCs go through this adventure with a full party, as the challenges presented may overwhelm a small party of adventurers.

You, the Judge (the authority figure of the table and the administrator of the adventure), need a copy of the Dungeons & Dragons® 3<sup>rd</sup> Edition revised Player's Handbook and Dungeon Master's Guide (v.3.5) for this event. The adventure takes place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the Judge should also have the Kingdoms of Kalamar® Core Sourcebook and the Kingdoms of Kalamar Player's Guide.

Specific statistics for key Non-Player Characters (NPCs) and other materials are included in the appendix at the back of this adventure as well as throughout the adventure text itself. Certificates that may be photocopied are also included. The Judge should read this adventure entirely no less than once before playing in order to ensure a precise flow of events, as there are many aspects relating to the flavor and culture that are important to the Living™ Kingdoms of Kalamar campaign and to this adventure.

### **CALENDAR AND CLIMATE**

It is the first weeks of Snowfall and Pekal's countryside is awash with beautiful white. In the city however, the streets are covered in a slush of dirt and snow that soils everything. The winter has been long and does not seem to be ceasing anytime soon.

The Hood, the constellation shaped like a dagger, is pointed at the constellation known as the Scorpion, leading the Deji soothsayers of Independence square to say, "With Scorpion high in the sky expect to be stung by the hand that is not shaking yours in friendship. Expect the Hood to conceal the truth. Brush the snow from your eyes to discover that which is real."

### **MODULE NOTES**

Make certain to check and see if any of the Players have the cert "The Face of a Killer" from the Crying Angel Online Event tie-in for this mod. The cert will have a use in Encounter 1.

### **BACKGROUND**

The College of Magic is an august and respected institution in the Principality of Pekal. Its standards and measures has shaped Pekalese law since before the Pekalese left the Kalamaran Empire. It even has a special place in the Hierarchy of Pekal's Peerage. The law has definite crimes that are against the College and some are punishable by death.

The College has held off attacks from Tokis, the Kalamaran Empire, Shadow Elves, the local Thieves' Guild, and other more esoteric outside foes. That is why it surprises and frightens the Pekalese populace that a protest of its own students can bring it to its proverbial knees. Led by Cynr Ivoryhall, the sorcerers of the College

have left the classes of the College and refuse to go back until their kind is more recognized and their abilities are accepted.

The argument is that under current College doctrine, the wielders of magic who need not study do not advance within the College even if their abilities rival those of degree holders of higher rank. This peaceful protest has been going on since just before the beginning of winter and is still going strong. It has caused chaos in the College and in the city itself.

The Constabulary and City Watch are stretched thin by the rampant disobedience of the citizenry, wizards are allowing themselves to openly display their magics to further their agendas, and the populace is growing more and more scared by the day. Pekal could easily be taken now as its strongest point against the Kalamaran Empire is the College. It definitely has not been a good winter for the Pekalese.

The past several weeks have seen a “peaceful protest” in Bet Rogala staged by the sorcerers of the College of Magic. Though the sorcerers are peaceful, some powerful families of wizards have seen the chaos as perfect cover to advance their own ends—not to mention the scores of thieves, charlatans, and other ne’r-dowells taking advantage of the same chaos. The Constabulary and City Watch are terribly overextended and are letting the petty crime go so they can focus on more pressing affairs. Classes at the College are sporadic at best and to make matters worse, it appears as though there is a drop in enrollment.

## **ADVENTURE SYNOPSIS**

### **Introduction:**

Due to the recent protests, the Dean of the College of Magic, Archmage Zenith, is under Prince Kafen’s protection. Zenith has dispatched one of his trusted aides to bring some worthy adventurers to him. He plans to send them to the northlands as ambassadors to Paketa to investigate a lost academy, which he hopes will bring a positive outcome to the current situation.

### **Encounter 1:**

The PCs have a chance to meet Cynr Ivoryhall, the organizer and originator of these protests, if they can find him. Fortunately for the PCs, Cynr has been separated from the rest of the protest by a concerned citizen. Cynr is very charismatic

and friendly. His penchant for showy behavior comes though. (He is an Illusionist.) The assassin on the other hand, is not so friendly.

### **Encounter 2:**

It is here that the PCs learn more about Paketa and what is really involved with being ambassadors. The PCs have a brief stopover in Koreta, where many interesting items can be made for them, such as Koretan bows. They can pick them up on their way back to Bet Rogala, but they do not need to spend an NAA on the acquisition of the item.

### **Encounter 3:**

This is the point when the PCs will have to decide what they are going to do to get into the not-so-abandoned complex. Cynr discourages them from making any choice other than the diplomatic approach.

### **Encounter 4:**

High Guardian Raizix speaks with the PCs and Cynr. If they are good, they can convince him of the nobility of their mission and he allows them access to the scrolls for free. If they are not nice to him however...

### **Encounter 5:**

For several days the PCs wait for Cynr to pack up the appropriate research. Little do they know that the cult leader, a Mind Flayer Servitor is probing their thoughts at night looking for worthwhile converts.

### **Encounter 6:**

With their research completed and everything packed up for the trip home, Cynr makes a startling announcement. He is staying at the commune. The PCs are hard pressed to convince him of the errors of his decision. Their only hope is to talk to Raizix and see if he can have Cynr see reason. What they find however is that Raizix is NOT really the person in charge...

### **Encounter 7:**

The PCs, after a brief chase, find the bad guy, but also discover that he is missing something important.

### **Conclusion:**

Where things are wrapped up and rewards are given.

## **INTRODUCTION**

**Summary:**

Due to the recent protests, the Dean of the College of Magic, Archmage Zenith, is under Prince Kafen's protection. Zenith has dispatched one of his trusted aides to bring some worthy adventurers to him. He plans to send them to the northlands as ambassadors to Paketa to investigate a lost academy, which he hopes will bring a positive outcome to the current situation.

**DM NOTE:** While Zenith is normally friendly—though well known for his eccentricities—due to the stress of the problems mounting at the College, he is currently very businesslike and straightforward. He has no intention of watching his College be destroyed, and plans to do everything he can to regain order.

***It is a beautiful winter's day in Bet Rogala. Beautiful, that is, if you are not near the College of Magic. It seems the protest of sorcerers has reached an all-time high. Although the sorcerers still hold the peaceful stance, everyone else seems worried, paranoid, and hostile. If the protest does not end soon, the people whisper, perhaps the entire College of Magic will crumble upon itself!***

The PCs are approached by a page of the College of Magic. He informs them that Dean Zenith would care to see them personally regarding a matter of great import (though he has no other information about the matter that he is able to share). If the PCs agree, the page reveals himself to be a Professor at the College and Teleports them directly to the Dean's office.

***After your senses come back to themselves, you find yourself in a very plush office where an older man sits behind a desk. "Good adventurers!" the man says. "It seems that dark times have befallen my College of Magic. As the person in charge of this noble institution, I must see that it gets handled. Although I am no sorcerer, I do sympathize with them.***

***"When this protest started, I looked deep into the College's histories and came upon something very interesting. Apparently while the College was held by the vast Kalamaran Empire, there was an academy to the north. This academy specialized in those who***

***showed promise in Dragon magic. Unfortunately when Pekal seceded from Kalamar this academy was abandoned. In their haste to abandon the academy, the previous occupants may have left the research behind. It is my belief that if this research exists, we can institute a program that will meet the needs of the sorcerers, and not upset the wizards.***

***"I need some brave adventurers to go to the north find this academy at retrieve the research. Your respective careers have shown great promise in the eyes of the College of Magic. It is with this in mind that I ask you to take this mission of great import. Will you help the College of Magic before it crumbles beneath its own weight?"***

It is at this point the PCs have the chance to speak with the Dean Zenith about any information. The following information may be learned:

How much will we be compensated?

***"I'd hoped you would do this for patriotic duty, but I do understand that patriotic duty does not put food on the table. It is with this in mind that I promise you something very special when you return. In addition, I'm also willing to compensate you each with 100 victories."***

What else do you know of this academy?

***"I only know that is near the city of Paketa in Paru'Bor."***

It's in a different country?

***"Remember, the Vast held all of this territory at one time. You will serve as a diplomatic envoy to Paru'Bor, and as long as you follow the laws of land, we will have no problem."***

What laws?

***"Paru'Bor is very similar laws to Pekal. In addition, they have a national religion, the Courts of Justice. The Halls of the Valiant, The Church of Everlasting Hope, The Founders Creation, The Order of Thought, and The Inevitable Order of Time are tolerated by the state and have lesser followings. All other religions are strictly forbidden. I would suggest if you follow any religions other than the ones I have just mentioned, you keep it quiet. You will not spend much time in Paketa so you should be***

***fine. Just remember that your actions reflect upon the College of Magic, and the Principality of Pecal.”***

After all of the information is gotten from Zenith, he adds the following.

***“If there is nothing else, one of my students will be accompanying you on this journey. Cyrn Ivoryhall, who is the leader of this protest, will be your liaison to the college. I want him to see that we at the College of Magic value all of our members. Take this to him.” Dean Zenith hands you a small box.***

Dean Zenith has nothing more to say to the PCs and his aide Teleports them to the front of the Administration Building.

### **ENCOUNTER 1** **Cyrn**

**Summary:** The PCs have a chance to meet Cyrn Ivoryhall, the organizer and originator of these protests, if they can find him. Fortunately for the PCs, Cyrn has been separated from the rest of the protest by a concerned citizen. Cyrn is very charismatic and friendly. His penchant for showy behavior comes through. (He is an Illusionist.) The assassin on the other hand, is not so friendly.

***You leave the Administration Building and out the front gates, and the daunting task of finding Cyrn finally hits you as you see the throngs of sorcerers standing there in protest.***

At this point, if the PCs make ANY indication they are looking for Cyrn, the nearest sorcerer tells them that he went off with a group of merchants who were concerned about the protest. He often goes off to calm groups of people about what is going on. Said sorcerer points them in the direction Cyrn went.

***You follow the directions to a secluded park where you do indeed see a red-haired High Elven sorcerer speaking to a group of merchants. Every so often, he waves his hands and a small mote of light appears, or a faint sound, or some small thing that seems to delight the people around him.***

It is at this point that anyone with the “Face of a Killer” cert may make a Spot check (DC 10). If successful, they note that one of the “merchants” is actually the assassin who has been killing sorcerers and who killed Jelena Sunborn during the Crying Angel Event. Put the PCs into initiative order with a surprise round with anyone who successfully identified the assassin able to act in that surprise round.

Shifan’s tactics are simple. He ignores most threats to him and summon creatures every round. They appear adjacent to Cyrn if possible. Shifan is insane and only wishes to eliminate Cyrn. He casts starting at level 1 and exhausts each level before moving to the next. This means that he waits until the monsters from the spell he just cast have been dispatched before casting the next spell. He has prepared the appropriate Summon Monster spell for every slot in every level. Check the Enemies Booklet that came with this packet for information on the creatures that he can summon.

**DM NOTE:** It is important to note that creatures that have summoning abilities cannot use them if they themselves are summoned.

It is also important to note that at higher ATLs, this fight can get very messy. If it appears as though the fight is taking too long and detracting from the adventure itself then do what you can to minimize it. Finishing the fight with a blunder on Shifan’s part is preferable to dragging out the combat above six or seven rounds.

#### ATL 1 (EL 3)

Shifan: Male elf (Grey) Wiz3

#### ATL 3 (EL 5)

Shifan: Male elf (Grey) Wiz5

#### ATL 5 (EL 7)

Shifan: Male elf (Grey) Wiz7

#### ATL 7 (EL 9)

Shifan: Male elf (Grey) Wiz9

#### ATL 9 (EL 11)

Shifan: Male elf (Grey) Wiz11

#### ATL 11 (EL 13)

Shifan: Male elf (Grey) Wiz13

#### ATL 13 (EL 15)

Shifan: Male elf (Grey) Wiz15

*As the wizard falls, the City Watch with a College of Magic volunteer arrives and takes him away. The volunteer thanks you all for helping to apprehend the mad Shifan. "He was a wizard of great promise, but was too wrapped up in his studies," the volunteer explains. "When said studies were interrupted, he simply cracked. He has been behind the murder of several sorcerers since the rebellion began." With that, the volunteer runs to catch up with the City Watch.*

*Cyrn is grateful and is shocked when you give him the box. He says a few enchantments over it and opens it in an odd fashion. He reads the scroll inside and takes out a velvet bag which he puts the box inside. "We leave in the morning then, I assume," and you do.*

PCs may use the rest of the day to restock supplies, borrow items from their meta-orgs, or spend time doing other tasks to prepare them for their journey.

## **ENCOUNTER 2** **Across The Border**

**Summary:** It is here that the PCs learn more about Paketa and what is really involved with being ambassadors. The PCs have a brief stopover in Koreta, where many interesting items can be made for them, such as Koretan bows. They can pick them up on their way back to Bet Rogala, but they do not need to spend an NAA on the acquisition of the item.

**DM NOTE:** Do not let this encounter drag for too long, but do make certain that the PCs are aware that the life of a diplomat is far different than the life of an adventurer.

*The trip to Paketa is long and uneventful. You're making good time, so Cyrn recommends a slight detour to Koreta. As you are not expected to Paketa this early, it does not seem to be a bad idea. You spend one afternoon and night in Koreta and leave for the last leg of your journey to Paketa.*

*As you cross into Paru'Bor, there is a sign that states the national Church of Paru'Bor and the other supported faiths. It also states*

*all other religions are unwanted and unwelcome in Paru'Bor.*

*You are greeted at the border of Paketa by a group of Paruvian men in functional yet decorative armor. The men are guarding a young Kalamaran and woman who smiles at you. "You are the emissaries in the College of Magic and Pekal? Very good! I am Dela Esamil, a diplomat from Prince Ragil V. I am here to escort you through Paketa and hold the feast in honor of Pekal and Paru'Bor."*

*You arrive in Paketa in the early afternoon, but have no time to explore the city as Dela takes almost all of your time and Paketa showing you historical buildings, introducing you to the mayor and other dignitaries, showing you the Paketan coin minting process, and a wealth of other boring tasks. She finally releases to prepare for dinner, and when you arrive in your respective rooms, there are clothes laid out for you along with the appropriate accessories. There is also an attendant who informs you that this is a gift from the Ambassador Esamil, as she was informed that certain members of the group were not equipped for such events.*

The encounter is scored based on "points" the PCs may earn or lose depending on choices and diplomatic measures they may follow or forget. The PCs may make a Diplomacy check if they ask for it at every choice. (Other skills may be substituted if the DM deems them appropriate; use your discretion.) If they succeed against a DC 10, they know what the best course of action is.

Dressing for dinner in the clothes gifted to them = +1 point/PC  
Dressing in something other than what was gifted them = -1 point/PC

*After you have dressed for dinner, you are led to a reception hall where the ambassador is in fine court garb. She approaches and offers all of you some wine or juice.*

Accept the wine or juice = +1 point/PC  
Refuse wine or juice = -1 point/PC  
Being on time = +1 point  
Being late (due to resting, memorizing spells, etc etc) = -1 point  
Not showing at all = -10 points/PC

**After she offers refreshments, she offers cheeses and olives for them until dinner is served. After a few moments of waiting, a Deji woman dressed in Kalamaran finery approaches. "Greetings!" she starts. "I am Freesha of the local tribe of Deji. I am an emissary from my people. By the looks of it, you are the emissaries from Pekal and just as uncomfortable in these surroundings as I am." She laughs.**

The PCs treat Freesha politely = 3 bonus points (as Freesha helps the PCs not do anything "stupid")

**After you spend some time mingling, a servant announces that dinner is ready and opens the doors to the dining room. As you enter the dining room, you note the couches around short tables. Dela sits at a couch at the head of the table. There are place cards on the other couches. It's easy to find your spot. After everyone sits, the servants come out and place a plate of lettuce, leeks, and tuna garnished with egg in front of you. "It is a Kalamaran appetizer that I hope you enjoy." Dela smiles and asks if it is to your liking.**

**DM Note:** This traditional Kalamaran appetizer is called anipas, and is straight from the *Goods and Gear* catalog.

The PC agrees and eats it = +1 point/PC

The PC disagrees and does not eat due to a religious or moral restriction = 0 points and the ambassador has it taken away and replaced with something to fit that restriction as well as the rest of the meal

The PC disagrees or refuses to eat for no good reason ("I'm not hungry" counts as a "no good reason") = -1 point/PC

**Small talk is had during the anipas. The servants then come out and replace that plate with one bearing a bowl of spicy bacon soup.**

The PC eats it = +1 point/PC

The PC not eat due to a religious or moral restriction = 0 points and the ambassador has it taken away and replaced with something to fit that restriction as well as the rest of the meal

The PC refuses to eat for no good reason ("I'm not hungry" counts as a "no good reason") = -1 point/PC

**After the soup is taken away, a course of roast rabbit in fruit sauce is brought to the table along with some wine and juice.**

The PC eats it = +1 point/PC

The PC not eat due to a religious or moral restriction = 0 points and the ambassador has it taken away and replaced with something to fit that restriction as well as the rest of the meal

The PC refuses to eat for no good reason ("I'm not hungry" counts as a "no good reason") = -1 point/PC

**Dinner seems to progress into more serious discussion during the next course as Dela asks, "Would the College of Magic help us with a few of our religious criminals? It seems that some cults of several unsavory faiths have made their way into Paru'Bor and threaten the moral fiber of our country. Cults of Rigel, Dirasip, Lamako, Ranaka, Galapiti, and even The Great Deciever have found homes all over Paru'Bor, including Bet Regor."**

(It is a DC 5 Knowledge: Religion check to identify each of these gods by their name in Merchant's Tongue.)

The PCs agree to the CoM helping = +1 point

The PCs offer to bear a message to the CoM regarding this = 0 points

The PCs politely refuse = -1 points

The PC get obviously offended = -5 points/PC

**Dela spends much time recounting how everyone of those faiths endanger the country and then moves on to trade and other less topical affairs over the next four courses. After dessert, you are shown to your rooms.**

If the PCs end up with positive points, read the following:

**You awaken the next morning to a fine breakfast and a restocking of your provisions. Dela seems pleased that all went well as you leave Paketa.**

If the PCs end up with negative points, read the following:

***You awaken to a meager breakfast and your belongings already on the front steps of the manor. Dela approaches, and seems fairly upset. "Tell Dean Zenith and Prince Kafen that Paru'Bor will not tolerate this sort of behavior from future diplomats. If Pekal wishes to remain our ally, they would do well to apologize for your boorish behavior! Go about your business and leave our country after it is concluded!" With that, she turns and walks away and you are ushered out of the city.***

### **ENCOUNTER 3**

#### **There's Research in Them Thar Hills!**

**Summary:** This is the point when the PCs have to decide what they are going to do to get into the not-so-abandoned complex. Cyrn discourages them from making any choice other than the diplomatic approach.

**DM NOTE:** If the PCs kill any of the "innocents", make note of this. Citizens of the complex, except for Jaa'po and Raizix, are either unaware of the true nature of the "cult" or they are mind controlled into staying. If the PCs kill more than 3 "innocents", they still earn the "Disdain of Dela" cert regardless of how Encounter 2 went. PCs should be warned that they are committing an evil act by slaying innocents, and are forced to shift their alignment one step toward evil if they continue despite the warning. If this shifts their PC to an evil alignment, the character is removed from play and must follow the Irrevocable Death Rules of the campaign to create a new character.

***You leave in the morning and after three days in rough terrain you find, on a hidden plateau, a small complex of buildings. Cyrn produces a map and nods in satisfaction. "This is it." The odd part is that the complex is not the abandoned ruins that were expected. It seems that some group has taken up residence. Although there is some snow upon the ground, you can see where farmers have tilled the land just outside the walls. Several of the buildings have smoke coming out of the chimneys in innocent white puffs that waft on the chilly air. A couple of men stand on the parapet above the main gate around a small lantern they seem to be using for warmth.***

The PCs have three routes that they can take. They can:

Option A – Walk up and politely introduce themselves

Option B – Reconnoiter the area and gather intelligence before they walk up and introduce themselves.

Option C – Try and sneak in and steal the research.

Cyrn is strongly against going in and stealing anything. ***"These people seem friendly enough!" he insists. "They are farmers, and drovers. Not warriors. Let us approach and see what we will learn from diplomacy rather than subterfuge."***

#### ***Option A – A Friendly Approach***

***You approach the main gate and as you do the men on the parapet take notice of your party. A hushed conversation is had over the warming lantern and one of them moves off to what you assume is a ladder into the compound. An older man, with a tangle of white hair surrounding his head leans over the gate. "What business do you have here travelers?"***

Allow the PCs to say whatever they wish to crusty old Balan, the Gate Guard. This really IS a peaceful community and once they have introduced themselves and told him of their mission, ask for a DC 10+ATL Diplomacy Check.

**Fail** - If they fail, then Balan asks questions about where they came from and how they can prove that they are not mountain bandits. If they answer honestly and are not sarcastic, he warms up to them slightly, allowing another Diplomacy Check, this one at DC 12+ATL.

**Success** –

***The old gate watchman cracks a partially toothed grin at your words and yells something unintelligible in the wind over his shoulder. With a shuddering creak that drowns out the howling wind, the gates slowly begin to open. Already you see several men throwing tarps over a hastily built shelter. Inside the shelter is a bin overflowing with oats and warm water for your horses.***



***With a whoop, Balan slides down the pole ladder on this side of the wall and ushers you into a small building while others take care of your animals. Several chairs and a sturdy table are the only adornments of this room other than the roaring fire in the hearth that is a welcome respite from the cold.***

***"I sent a few boys off to fetch some warm food for you and another one to find High Guardian of Destiny Raizix. You settle in here for now and get warm and we will take good care of ya." With that Balan moves back out into the snowy community.***

At this point the PCs have a few minutes to get warm, chat about the weather ('tis cold) and possibly chat about religion...

- Knowledge Religion check
  - DC 14 or better allows the PCs to know that a Guardian of Destiny is one of the middle ranks of the Fate Scribe's religion.
  - DC 18 or better allows the checker to know that the clerical order of the Fate Scribe's ranks are Seer, Expounder, Guardian of Destiny, Prophet, High Prophet, and finally Timelord. (High Guardian of Destiny does not fit in the Hierarchy.)

Move on to Encounter 4 once the PCs are settled.

### **Option B – Reconnoiter**

Player characters have always been a suspicious lot. And for good reason! Evil scenario writers have been dumping them in vats of acid, pits of spikes, illusionary gardens with man eating plants in them and more for over thirty years of RPGA gaming. Some PCs are likely to want to check the area out and observe things before they walk into the walled compound.

You may also use the bullet lists below for Option A if the PCs have any questions about what the community looks like or casual questions about what they are seeing. If PCs from Option A are asking questions though, all DCs are considered "casual observations" and are +3 to the difficulty class.

Detailed below is what the PCs can find out about the community but first we should probably discuss the guards.

The watchmen are currently huddled over a candle brazier trying to stay warm. They also have absolutely no reason to believe that there is anyone out here but them. With that in mind, and including the wind and the snow are the base bonuses to the Watchmen's Listen and Spot per ATL.

ATL 1 – Listen +1, Spot +1  
ALT 3 – Listen +2, Spot +2  
ATL 5 – Listen +3, Spot +3  
ATL 7 – Listen +4, Spot +4  
ATL 9 – Listen +5, Spot +5  
ATL 11 – Listen +6, Spot +6  
ATL 13 – Listen +7, Spot +7

Remember that as the PCs are sneaking around the outside of the encampment they may make noise, or show up against the snow. Allow REASONABLE chances for the watchmen to see or hear them. If the PCs fail an opposed spot or listen check then one of the watchmen has noticed something. Allow a second opposed roll. If the PCs fail this one as well, the watchmen call out "Who goes there!" and approach.

***A crusty old gate guardian approaches your hiding spot. When he is within about twenty feet he calls out, "I know that ye are there. T'would be a good idea to come out before the hidden archers on the walls pepper ye with arrows. The name is Balan, and I will do ye no harm if you are not planning on doing us any harm."***

***You note that although you cannot see the "hidden archers" on the walls, Balan seems extremely confident as he stands there in the swirling wind armed with only a short sword and somewhat bent shield.***

Sense Motive DC 19+ATL reveals that Balan is bluffing. There are no hidden archers. If he is found out he simply smiles and says, ***"Heh... but I had ya fooled fer a bit now! Now get on outta the cold and let's get you to se High Guardian Raizix, okay?"***

What the PCs can discover:

**DM NOTE** - PCs exploring an area in a stealthy manner can take a great deal of time. Rather than have spending valuable time drawing out a map and then adjudicating their exploration, an alternate system has been developed. This system allows the PCs to use their skills (Hide, Move Silently, etc.) while still imposing a sense of risk to the endeavor.

Every success vs. the ATL's Listen or Spot checks (as appropriate) reveals another bit of information. As the players gain more confidence they might wish to roll more, trying to get more information. That is fine. However the more they roll, the more chances that they are going to get caught. Also, every third check, the Watchmen get a bonus to their subsequent rolls.

1. Although this was a CoM compound, it appears to be a shrine to The Fate Scribe and it is fortified.
2. The walls are 20 feet high.
3. There are arrow/watch slits every thirty feet.  
ADD +2 to Watchmen Checks
4. There are watch towers every sixty feet around the walls with two watchtowers on either side of the main, and only gate
5. There are a total of 10 watchtowers and the circumference of the walls is 580 feet.
6. There are no other apparent entrances or exits to the shrine other than the main gate.  
ADD +4 to Watchmen Checks
7. While you have been out here, you have only counted 8 watchmen at the walls.
8. Four of them stay at the main gate while the others walk the walls.
9. It takes a watchman two minutes to walk from one watchtower to another.  
ADD +6 to Watchmen Checks
10. The watchmen are all wearing patchy leather armor.
11. The exception to the leather armor rule is one old man who is wearing what appears to be rusted chain at the main gate.
12. None of them are carrying shields.  
ADD +8 to Watchmen Checks
13. It appears as though all of the watchmen are armed with wooden clubs and short bows.
14. Again, the exception is the old man in chainmail, who is carrying a long sword

and long bow.

ADD +10 to Watchmen Checks

15. The shrine itself is visible above the walls if you are high enough on the cliff face.
16. It is a flat building about forty foot wide and three times as deep.
17. There are 19 other buildings in the compound, of which only four or five appear to be occupied.  
ADD +15 to Watchmen Checks
18. After carefully watching, you have determined that there are about forty people in the compound
19. With the exception of the Watchmen, all of the people are unarmed.
20. The place, upon careful reconnoiter, looks fairly peaceful.

Once the suspicious PCs have had their chance to look around, if they have not gotten caught, they can move back to Option A, and go inside.

### **Option C – Lets Steal Everything**

If the PCs insist that the only way to do this mission is to go in and steal the research, Cyrn puts his foot down.

Cyrn is strongly against going in and stealing anything. ***"These people seem friendly enough!" he insists. "They are farmers, and drovers. Not warriors. Let us approach and see what we will learn from diplomacy rather than subterfuge."***

If the PCs still insist that theft is the only option, then Cyrn completes Option A by himself.

It is cold outside... and you should let the PCs know this. Very cold. Night is coming and the wolves are beginning to howl. Wow... it would be nice to be inside by a warm fire. PCs that do not have the appropriate clothing suffer penalties associated with the weather, as per the DMG, p. 302.

Eventually, they should get the hint. Proceed with Option A.

### **ENCOUNTER 4** **Conversation with Raizix**

**Summary:** High Guardian Raizix speaks with the PCs and Cyrn. If they are good, they can convince him of the nobility of their mission and

he allows them access to the scrolls for free. If they are not nice to him however...

***The door to your small hut crashes open and with a swirl of snow and ice a figure pushes through the archway. Slamming the door shut behind him he shrugs off a long fur coat and hangs it on a hook on the wall. With long and confident strides the man advances to the head of the table and sits***

***The first thing that you notice about this man is that he radiates confidence. With short cropped black hair and a small tuft of hair on his chin, he just as easily would be at home in a Bet Rogalan tavern as a high ranking church assignment. With a smile he greets you. "Welcome to our humble shrine friends. I am High Guardian Raizix. What can we do for you on this cold Snowfall evening?"***

Raizix is cordial and polite and knows exactly what the PCs are looking for. He informs them that when his people took residence, they moved all the books they found to the communal leader's manor and the PCs are welcome to any of said books as they are useless to the commune. The communal leader is away at the time so the PCs are unable to meet him. The PCs are given food and lodging for as long as they need to pack the books up.

Allow the PCs to explain their mission. Questions and answers are below, as well as resolutions to the three most common ways that this conversation can go.

\*Who are you people?

***"We are but humble followers of the Fate Scribe, who have gathered from all over Tellene to find a peaceful place that we can worship."***

\*"How long have you been here?"

***"We have resided peacefully within these walls for seven years now. In that time there has been no act of violence against another member of our order."***

\*"Do you know where the research notes are?"

***"I know where they might be. When we first arrived and began cleaning out living quarters for ourselves we realized the abundance of books that were in each of the buildings. We live on Fate, not on the writings of man, yet we understood the value***

***of such things. They were placed in our leader's manor for safe keeping and the day that we could look through them and catalog them. Alas that day has not arrived yet."***

\*"How many books are there?"

***"The last count that we took told us that there were 2,837 books, tomes, and scrolls in the collection."***

\*"The Fate Scribe is a peaceful religion. Why did you need to come out all this way to avoid persecution?"

***"Ah, persecution takes many forms friend," he smiles and continues. "Although we worship the Fate Scribe we do not do it completely in the manner of the barbaric church that we bear the name of.***

***"The tenants of our parent church are the same rules that have been passed down for generations of priests. I however was given a sign, a vision as it were.***

***"The Queen smiled down upon me and showed me a more elegant way of Fate. Her hand guided me to this place where I could teach it to others and as I sat upon the walls contemplating fate itself, they arrived. Slowly at first, perhaps two or three a year. Finally I have this community that you bear witness too. We live in harmony with Fate. That is all that we can ask."***

What follows are the three possible approaches that the PCs can take. There are certainly other variations however these are the three most possible outcomes of this conversation, the Nice Approach, the Sarcastic Approach, and the Demanding approach. The resolutions to each follow each approach.

#### **The Nice Approach:**

If the PCs have been polite up to this point, use this approach.

\*May we please have the research?"

***"Your mission appears noble and it is not our way to stand in the path of another person's destiny. Therefore you are our honored guests. You may take up residence in the Most High Guardian's residence and peruse the books and scrolls as long as you like. Take what you need with our blessing, as they do not do us any good. If you choose to make an offering to help our humble establishment, then we would appreciate your generosity.***

***Balan will see to your needs. There is much to do even in winter and I must be off for a meeting with the Most High Guardian. I bid you blessings and good fortune in your hunt."***

Reizix departs and Balan shows them to the manor. Move on to encounter Five.

### **The Sarcastic Approach**

If the majority of the PCs have been rude, sarcastic, or even mildly threatening, then use this approach

\*Can we have the research?"

***"Although your mission appears noble, your manners need a little refinement. We bring you in from the cold, place warm food in your belly, yet you greet us with sarcasm and guile? This is not the way to make a good impression on someone whom you are asking a favor of.***

***"Yet, I am tired, and perhaps it is the cold that bears down upon my bones. You are our guests for the duration of your stay and will reside in the manor of the Most High Guardian where the books and scrolls have been stored.***

***"I humbly request that you pay one gold coin, which may be in your nation's coinage, per book, tome, or scroll that you remove from the collection. This modest sum will go toward the upkeep of this community and serve as an offering to the Fate Scribe. For if she had not guided me to this place, your research could be in far more malevolent hands. Ones less inclined to look kindly upon your sarcastic natures.***

***"I bid you good evening. I have a meeting with the Most High Guardian to attend. If you require anything, please see Balan."***

With that, he leaves and Balan walks into the room. He shows them to the manor. Proceed to Encounter Five.

### **The Demanding Approach**

This approach covers those PCs that do not have a diplomatic bone in their bodies. It also covers those PCs that feel as though they can take things by force. Cryn has no part in this

approach and removes himself from the party at this point.

"Give us the research!"

***Raizix smiles, yet it is through clenched teeth.***

***"We have been most gracious. We have taken you in from the cold and put warm food in your bellies. We have sheltered your horses and told you our story.***

***"Yet you would demand that which time has abandoned and we have recovered?"***

***"I say no to your demand. Furthermore I give you pause before your commit an act of violence against me and those under my care."***

***Cold eyes stare across the table at you as he continues, "My friends from town tell me you are Pekalese diplomats. I would remind you that we are peaceful citizens of Paru'Bor. If you hurt or kill any of us, you will have the law to deal with and the tenacious alliance between Paru'Bor and Pekal to worry about. As we speak this building is surrounded by archers who, unless I leave first and give a signal, will shoot anyone that leaves... in defense of course.***

***"Finally there is Fate herself. If you do violence against me, or my people then her hand shall be heavy upon you for all the rest of your days. My dying breath will curse you to the ends of the world and the end of time itself.***

***"This I promise."***

***Raizix stands and opens the door. He speaks a word to Balan and then turns back to you. "Your horses are being led through the gate now. I would ask that you leave now before there is bloodshed. Return to your wizard and tell him that by your folly your mission is failed. Tell him to send men and women of character, of conviction. They will garner the prize that he seeks.***

***"Now go!"***

There is something to be said for community involvement. When the PCs emerge from the

building they find that every man, woman, and child have been armed with some sort of missile weapon, and that every single one of them are pointed in their direction.

They are escorted to the front gate and with a slam, it is shut behind them.

The mission for the PCs is over. Refer to Conclusion "Thrown Out".

Two final notes before we move on to Encounter Five.

1 – PCs may ask, "Can we see this Most High Guardian?"

**Raizix responds reverently. "I apologize but the Most High Guardian is not taking visitors at this time. He is conducting research in to matters in a higher state of being than we can comprehend and it takes virtually all of his resources to do so. This research leaves him exhausted in both mind and body and he requires rest. Even my meetings with him have been brief as of late."**

2 - To reiterate from the notes in encounter 3: If the PCs kill any of the "innocents", make note of this. Citizens of the complex, except for Jaa'po and Raizix, are either unaware of the true nature of the "cult" or they are mind controlled into staying. If the PCs kill more than 3 "innocents", they still earn the "Disdain of Dela" cert regardless of how Encounter 2 went. PCs should be warned that they are committing an evil act by slaying innocents, and are forced to shift their alignment one step toward evil if they continue despite the warning. If this shifts their PC to an evil alignment, the character is removed from play and must follow the Irrevocable Death Rules of the campaign to create a new character.

## **ENCOUNTER 5**

### **The Seduction of Cynr**

**Summary:** For several days the PCs wait for Cynr to pack up the appropriate research. Little do they know that the cult leader, a Mind Flayer Servitor is probing their thoughts at night looking for worthwhile converts.

Encounter Five is broken up into several parts, or acts you could say. Each one of them deals with various aspects of getting the research, and

the time that it takes to do so. While Cynr is getting the research notes together, what are the PCs to do?

***The manor is not as you would expect a "manor" to be. Although it is a large residence it is almost entirely bereft of adornment. Plain walls and floors greet you and an air of "unuse" fills the halls of this once grand home. Wind whistles through small cracks in windows and exterior doors lending an eerie moan to the sounds of the place.***

***Balan shows you to your plain and rather simple rooms and then takes you to the library. He smiles weakly, says, "Good luck," and then departs.***

***This room is far different than the plain, yet neat, manor that you have seen so far. Although the room is large, the collection of books, scrolls, and scraps of paper that have been thrown in here makes it look cramped and crowded. Thousands of tomes stand in stacks in corners, nooks, crannies and piled atop any flat surface that is available.***

***Cynr looks wearily at the task ahead. "I suggest that we get some sleep friends. It is going to be a long day or two." With that, he moves off to his room.***

**DM NOTE:** There are two separate tasks with a third ancillary task that happens at night to be discussed. They are Research, Talk to the Commune, and Detect Thoughts.

### **Research**

There are 2,871 books, tomes, scrolls, and scraps of paper in the library. For ease of math, each book, scrap, tome, or scroll weighs 2 pounds. This makes it highly unlikely for the PCs to be able to grab everything in the room.

Day One – Organization. Cynr insists that since the bag of holding only holds 500 pounds, he must carefully select what is going in. Today he and anyone that wishes to assist may organize the books into piles based on topic. No reading is done today.

Day 2 – The reading begins.

Day 3 – The reading continues...

Day 4 – The reading continues....

Day 5 – The reading continues....

Ect.. ect.. ect.. until all of the books have been read. Out of the entire collection, 529 books have information that the College of Magic seeks.

Assuming that one person can read or browse one book per ten minutes (they must have the ability to read Low Kalamaran or Draconic; barbarians should stay clear of this room) and that they read/work for 12 hours each day, they would be able to research seventy two (72) books a day.

At that rate, with one person doing all of the work, the adventure lasts for about thirty nine days—far longer than the PCs understood was required by the urgency of their mission.

If PCs help in the research it is broken down as follows:

- 1 PC + Cynr = 19 days
- 2 PCs + Cynr = 13 days
- 3 PCs + Cynr = 9 days
- 4 PCs + Cynr = 7 days
- 5 PCs + Cynr = 6 days
- 6 PCs + Cynr = 5 days

If a PC has at least an ATL+3 modifier in a knowledge or research skill that can be reasonably applied to this task and makes a case for using it to increase the speed, they may make one check DC 15+ATL per day to double the number of books they can search through.

Keep a tally of how many books the PCs and Cynr get through each day.

Notable Encounter – Each day at lunch, Raizix invites Cynr to lunch. After lunch Cynr returns and continues to work. This does not affect his workload or tally of books that he reads, but it is interesting to note that Raizix does not invite anyone else. If a PC insists on going to lunch with Cynr, Raizix looks slightly irritated but does not refuse. Nothing untoward seems to happen over lunch.

Notable Book – Each day that the PCs help with the research there is a chance that they might come across something more than just old College of Magic notes. Hidden within this trove of knowledge is a canon to the New Church of the Fate Scribe. Hand written by Raizix himself, it became lost when all of the books were moved

here. A particular passage in the book shows that all may not be peaceful in this commune.

For every researcher, give them one and only one Search Check per day. On the first day, the DC for the check is 20+ATL. For each day that they are searching after the first, subtract the number of the day to the check. For example, on day three the check would be DC 17 + ATL.

If and when they find the Canon of the New Church of the Fate Scribe, give them Player Handout One in Appendix 1.

Allow the PCs time to read this. If anyone at the table has Knowledge Religion, they may make a check at DC 15+ATL to remember the true Tenants of the Fate Scribe. Give the PCs Player Handout Two, in Appendix 1

### **Talk to the Commune**

Depending on how many PCs are helping do the research there may be a few people left out wondering what to do.

Well there is a whole community to explore and people to talk to.

While mapping out the entire community and detailing each of it's inhabitants is beyond the scope of this scenario, careful Gather Information rolls reveal the following information.

### **Gather Information DC 10**

- Old Balan was the first of us to walk in after High Guardian Raizix.
- Everything is pretty peaceful here. We study our tenants, go to service twice a week, and pray each evening.

### **Gather Information DC 12**

- Everyone takes a turn at watch ever third day. Even the children over the age of 10 help out with watch duty.
- We have never had any real problems here. A few wolves and an occasional orc raid. The walls and Raizix's magic have kept them at bay though.

### **Gather Information DC 15**

- Raizix calls himself a Favored Soul of The Fate Scribe.
- He says that the Fate Scribe speaks directly to him and the Most Holy Guardian.

### **Gather Information DC 18**

- I have seen the Most Holy Guardian! He walked out of the Shrine once. Bent and stooped he was and robes covered his body. Raizix had to help him down the stairs he was so weak.
- Address the Most High Guardian? We are not allowed. It is said that his words are all prophesy and that we are not able to understand them for he speaks in tongues.

#### **Gather Information DC 22**

- This life is not for everyone. Every few weeks someone wanders in the front gate seeking enlightenment.
- Many of the seekers as we call them do not stay long. A day, or perhaps two. Then they are gone in the night, searching for the wisdom that they sought elsewhere.

#### **Gather Information DC 25+**

- I admit, I have never seen any of the seekers actually leave the commune. One night they are there asking questions, and the next morning they are gone.
- After a few days, each seeker has an audience with Raizix in the evening. After that, they either become part of the community or they leave, never to be seen again.

Hopefully gathering some information reveals that all is not as it seems in the commune.

#### **Detect Thoughts**

Each evening, Jaa'po, the Mind Flayer Servitor and so called Most Holy Guardian, reaches out with his powers and uses Detect Thoughts on a different PC. He seeks converts to his cause as well as to see if the PCs have picked up any clues that could jeopardize his mission.

Start with the player on your left and read the following:

***The wind howls once again this night and as it slips through the cracks of the building an eerie groan escapes into the night air. Your sleep is troubled with feelings of being watched, an almost paranoid fear.***

Allow the PC to roll a Will save, DC 15 +ATL. If he/she succeeds:

***Finally slumber overtakes you as you bury your head under your pillow to muffle the eerie noises of this building. Your sleep is***

***not peaceful however for your dreams are plagued by the feeling of slimy death and emptiness. Spiders crawl across your face and you feel the horror as they crawl into your skull, seeking something sinister. You awaken with a start, drenched in sweat. Wearily, you crawl out of bed in the morning, hoping that tonight your dreams will be more pleasant.***

If the PCs fails the save, then read the following:

***Finally sleep overtakes you, wrapping you in its warm embrace. You awaken refreshed, invigorated, and ready to face your destiny for the day.***

Once the research is complete and all five hundred plus books have been found, move on to Encounter six.

NOTE: If the PCs kill any of the "innocents", make note of this. Citizens of the complex except for Jaa'po and Raizix are either unaware of the true nature of the "cult" or they are mind controlled into staying. If the PCs kill more than 3 "innocents", they still earn the "Disdain of Dela" cert regardless of how Encounter 2 went.

### **ENCOUNTER 6**

#### **Holy Crow, He's Got a Squid for a Head!**

**Summary:** With their research completed and everything packed up for the trip home, Cryn makes a startling announcement. He is staying at the commune. The PCs are hard pressed to convince him of the errors of his decision. Their only hope is to talk to Raizix and see if he can have Cryn see reason. What they find however is that Raizix is NOT really the person in charge...

***Finally after days of pouring over old tomes and talking to members of the commune you are ready to leave. Freshly provisioned, your horses are packed and practically prancing in the snow, ready to be on the road again. The commune is oddly quiet this morning and as you look around you note only one figure in the courtyard.***

***As you mount up you notice Cryn at the foot of the shrine. He is not mounting his horse. When he notices your stares he looks up from his contemplations.***

***“I am staying”, he says in a flat voice. “Take this to the College of Magic along with the research. They will know what to do with it.”***

When the Player Characters ask questions or protest his decision he responds with, ***“I have found a place where I am not persecuted for having the blood of the dragon within me. For the first time in my life, I do not hear the voices of power screaming within me to be released. Do you understand what that means to someone like me? Can you imagine power like the sun flowing through every fiber of your being and the constant struggle to control it? I have found peace here. Leave me.”*** With that, Cynr turns on his heel and walks into the Shrine.

The players at this point have one of two choices, they can either leave Cynr and return to the College of Magic, or they can pursue Cynr and try and change his mind.

If they leave him to his fate, then proceed to the conclusion. Be sure to read the omit the part of the conclusion that says “if they return with Cynr”.

If they pursue him into the shrine, then continue:

***The door to the shrine slams shut as you move up the steps to enter. Two seers move to intercept you and drop quarterstaves in an X across the door. “For believers only.”, one of them says as they bar your path. As you watch, their eyes slowly begin to glow with a pale white radiance.***

Combat!

This is a chump fight, as the commoners guarding the door are nothing compared to even first level characters. Each of them has 4 hit points and an AC of 11. Experienced adventurers should realize that these two are complete pushovers and only the most ruthless of hearts would kill them. See Handout 1 – Enemies for details regarding these poor souls.

ATL's 1 – 13

Seers (2) hp 4

If during this combat, the PCs are about to kill one of the Seers, allow the PC a DC 7 Diplomacy Check. If they succeed, they realize that this is simply an innocent person that is

doing their job. They also realize that this would not be self defense. It would be cold blooded murder.

***The doors open to reveal a long chamber that is the shrine. Twenty five feet wide and sixty feet long, Raizix stands upon a ten by 15 foot dais at the end of the room leading the commune members in some eerie song that reminds you of your nightmares from nights past. What worries you is not the song however. Two things trouble you as you take in the picture before you.***

***The first is that as the song continues, commune members eyes each begin to take on a now familiar pale white glow.***

***The second thing that worries you is the five foot tall creature standing behind Raizix on the dais. Wearing a dark purple fighting gi, the strange humanoid shaped being's flesh is violet colored and oddly rubbery. The head of the creature looks rather like an octopus, with four tentacles stretching out from below where a nose should be on a normal human. Bloated white eyes float above these tentacles and widen as it spies you in the back of the crowd. Smaller tentacles sprout from the back of its head and are draped over its shoulders, almost as if it was laying hair over them.***

If the PCs confront Raizix:

***“Remember when I said that Fate was Fickle? It is only if you do not take it into your hands. It is only if you choose not to shape your own destiny! Friends, join us. Join Jaa'po and myself as we shape destiny around us and work to bring peace to a troubled world.”***

Obvious PC Question – “Peace?”

***“Yes peace. When the world knows the true faith of the Fate Scribe they will understand. When they have felt Jaa'po's mind touch theirs and take from them the volition to do wrong to their fellow man, then there will be peace. This is not our calling. This is our FATE! What say you? Join and experience the coming of a new age or leave and be trampled in it's passing?”***

The obvious answer ....



Combat!

Tactics vary at each individual ATL, however one thing remains constant. Jaa'po has controlling power over the commune members. Each ATL has at a minimum 1 non-combatant commune member that does nothing but get in the way of the PCs. Our crotchety old Watchman Balan is leading the way, eyes glowing all the while. At lower ATLs, Jaa'po makes his psionically augmented escape as if he were dropped to lower than 10 hp. (This battle is beneath him and his subordinates can deal with it. He has more important things to do.)

#### ATL 1

1 Commune Member, Raizix

#### ATL 3

3 Commune Members, Raizix

#### ATL 5

5 Commune Members, Raizix, Jaa'po

#### ATL 7

7 Commune Members, Raizix, Jaa'po

#### ATL 9

9 Commune Members, Raizix, Jaa'po

#### ATL 11

11 Commune Members, Raizix, Jaa'po

#### ATL 13

13 Commune Members, Raizix, Jaa'po

If during this combat, the PCs are about to kill one of the Commune Members, allow the PC a DC 7 Diplomacy Check. If they succeed, they realize that this is simply an innocent person that is being mind controlled. They also realize that this would not be self defense. It would be cold blooded murder.

The Commune Members have been mind controlled and are convinced that they are the direct messengers of the Fate Scribe. As such, they gladly give their lives for the pair, stepping in front of lightning bolts and interposing themselves between blades and tentacles.

Cyrn however is a different problem. He stands in the center of the room, torn by indecision. He fights the control of the Mind Flayer Servitor and at the same time wrestles with his own

conscious. He remains in the center of the room unless moved by the PCs, becoming a permanent obstacle in this combat.

Raizix and, at higher levels, Jaa'po fully use the cover of the Commune Members to their advantage. If one or more of the members should fall they see it as their ultimate sacrifice for the good of the cult, and do not think twice about it.

See the Enemies Handout for stats and details by ATL of this encounter.

When Raizix (at lower ATL's) or Jaa'po (at higher ATL's) gets to 10 or lower hit points, Jaa'po makes a psionically augmented exit to the front door (similar to dimension door). He should be allowed to escape so that you can have encounter 7.

### ENCOUNTER 7

#### **We Need This Like We Need a Hole in the... Oh, Nevermind.**

**Summary:** The PCs, after a brief chase, find the bad guy, but also discover that he is missing something important.

***Tracking down the cult leader was no difficult task and, after an hour, you catch up with him, or what's left of him that is. You approach a clearing and his body lies prone with a 5 inch hole in the top of his head, from which the last of his blood is trickling. Upon closer inspection you find the skull is emptied of its brain. After searching the area, you hear a deep and resonant voice in your minds. "Our treacherous brother will trouble you no longer. You may leave."***

If the PCs insist on looking around, they see 5 creatures that look like the cult leader, but their eyes are black and their skin is darker. Not to mention the beak that is inside their tentacles (True Mind Flayers) standing on a bluff on a nearby mountain. If the PCs pursue, remind them gently that it is not their mission to follow these monsters into their home territory where more of them are waiting, but rather return to the compound and tend to Cyrn and the rest of the citizens.

### CONCLUSION

**Summary:** The PCs are met by one of Zenith's trusted aides and teleported to his office.

***The trip back to Bet Rogala is quiet as all of you try to absorb all that has happened these past couple of days. You are met outside of Bet Rogala by one of Dean Zenith's Professors and are teleported to him.***

If Cyrn did not make it to this point, he is transported to the Temple of the Riftmaster where he is True Ressurrected. The meeting with Zenith happens after Cyrn returns from the Temple.

***You hand over the research. Zenith peruses it quickly and his eyes seem to light up. "This is precisely what I had hoped to find!" He turns to his aide, "Take the Magus with you and assemble the Professors and Instructors amongst the sorcerers! I will meet with them after I am done with these fine adventurers." The aide looks at him quizzically. After a moment of this, Zenith finally replies to the look. "Oh! Of course! I meant Cyrn. I am hereby granting him the degree of honorary Magus. Now go!" The two leave as Dean Zenith stands and seems to inspect every one of you. After a short time, he speaks. "You have done a great service to Pekal, you know that right? Regardless of your diplomatic mission, you have saved us all...again. I will always be in your debt for this. If you need anything, simply ask. I will do all in my power to make it happen." He chuckles a bit. "Now, here's the 100 Victories I promised. For the first time in many weeks, I think it's alright for you to use the front door."***

***The atmosphere outside is much lighter. Cyrn is leading a group of Professors and Instructors to the office from whence you came. They all cheer you as you emerge.***

***The volunteer that took away Shifan, the mad conjurer points to you and a pair of elven wizards approach you. A male high elf and a female grey elf, which speaks to your party. "I am Setita and this is my husband Werlen Sunborn. The man you brought to justice was the man who murdered our daughter. We are grateful for you helping put her spirit to rest." With that, she smiles and is overcome with emotion. Werlen leads her away expressing his thanks.***

If the PCs kept Cyrn alive during the entire mod, the following also happens.

***A bright-eyed young member of the College whom you saw at the protest runs up. "Master Cyrn just told us what you did! I want to be an adventurer just like you! Will one of you show me the ropes? I will do anything you ask me to! I have to go now to tell all the others about you!" and with that, the member runs off.***

The rest happens regardless

***As you enter the streets of Bet Rogala, you note that everyone seems more pleased with life and the citizens are getting back to their daily routines. Maybe, just maybe, with enough good people like Zenith, Cyrn, and yourselves, Pekal will end up alright.***

#### **Conclusion – Thrown Out of the Commune**

If the PCs were stupid enough to demand the research, were willing to take it by force, and were thrown out of the commune, then read the following to them.

***It was a cold trip back and an even colder reception when you arrived. A lower functionary of the College of Magic informs you in a brief meeting of the current events.***

***The rift between the wizards and the sorcerers has widened to the point that armed conflict has broken out several times in the past few days. Although he hopes that it does not continue he fears that things are only going to get worse.***

***A council has been convened to look into how Dean Zenith approached this matter. There is even talk of a vote of no confidence in his leadership based upon how this turned out.***

***Finally, no one has seen nor heard from the young sorcerer that went with you on your journey. Cyrn simply has vanished from the face of the Tellene.***

***Apparently others have been sent in your place with monetary gifts as well as magical items to appease the current residents of the***

***commune. It is hoped that they will not bungled things as badly has you have.***

DM – Collect the names, RPGA Numbers, Character names, and email addresses of each of the players that took part in this fiasco. Email them, along with a summary of what transpired during this event to [alana.joli@kenzerco.com](mailto:alana.joli@kenzerco.com).

**THE END**

## Experience and Treasure

Experience is awarded to PCs based on the number of adventures the PC has played. Tier 1 is awarded to PCs who have played up to 25 adventures. Tier 2 is awarded to PCs who have played between 26 and 74 adventures. Tier 3 is for PCs who have played 75+ adventures.

The Campaign Staff recommends that Discretionary Experience for Role Playing be rewarded in full to all players who engage in appropriate and game enhancing role play over the course of the module.

<b>Experience</b>	<b>Tier 1</b>	<b>Tier 2</b>	<b>Tier 3</b>
Introduction – Cordial Meeting with Dean Zenith	25	50	75
Encounter 1 – Spending time with Cynn Ivoryhall and saving his life	50	100	150
Encounter 2 – Successful Ambassador Duty	50	100	150
Encounter 3 – Working through the challenges of getting into the compound	50	100	150
Encounter 4 – Successfully gaining access to the Research	50	100	150
Encounter 5 – Sorting through research/Gathering Information	50	100	150
Encounter 6 – Defeating the Holy Guardian/Most Holy Guardian	200	300	500
Discretionary Experience for Role Playing	25	150	175
<b>Total Experience</b>	<b>500</b>	<b>1000</b>	<b>1500</b>

### TREASURE

Conclusion: 100 Victories each.

**Judges who eat this module receive full xp for their tier and 200 gp. Judges may also select one cert from this module to award to their character. The "An Adoring Fan" is not eligible as a judge cert reward.**

### OTHER AWARDS

#### Certificate Summary

**NOTE: If the PCs choose to return both the Quarterstaff and Amulet, they may forsake their favors and let the Inevitable Order of Time remove the Disdain of Dela cert.**

**Tiered Quarterstaff** – (One certificate) Raizix was an man determined to rule the world and you defeated him in combat to recover information valuable to the College of Magic. One of the items on his person you now own. This iron shod quarterstaff served him well in battle until the bitter end. Here is hoping that it serves you better.

Dungeon Master – Circle the ATL that the PCs played the scenario at. Cross through the other two choices.

ATL 1 through 5 - +1 Quarterstaff

ATL 7 through 11 - +2 Quarterstaff, Ghost Touch

ATL 13 - +3 Quarterstaff, Ghost Touch, Disruption

Player note – Quarterstaves can be dual weapons, and at higher tiers may have powers on both ends. At ATL 13, the quarterstaff will do ghost touch on one end, and disruption on the other. Both of these powers are from the DMG. This item cannot be sold as it seems to have been part of a reliquary of the Inevitable Order of Time. If this amulet is returned to the clergy of the Fate Scribe, you are granted a favor. Although fate is fickle they agree to perform a single resurrection for you for free. This can be used on you, or whomever you chose.

**Tiered Amulet of Natural Armor** – (One certificate) The twisted favored soul Raizix wore this finely crafted and bejeweled holy symbol of the Fate Scribe upon his chest for many years as he led a cult bent upon world domination. It served him well for many years. Hopefully it will serve you better than it did him.

Dungeon Master – Circle the ATL that the PCs played the scenario at. Cross through the other two choices.

ATL 1 through 5 - +1 Amulet of Natural Armor

ATL 7 through 11 - +2 Amulet of Natural Armor

ATL 13 - +3 Amulet of Natural Armor

Player Note – If this amulet is returned to the clergy of the Fate Scribe, you are granted a favor. Although fate is fickle they agree to cast a single divine spell up to 7<sup>th</sup> level for free. This can be used on you, or whomever you chose.

**The Thanks of the Sunborns** – (Six certificates) For bringing their daughter's murderer to justice, Werlen and Setita Sunborn will craft, or commission the crafting of a magical item for you. You will have to pay 75% of the market value (50%, or cost if you possess The Face of a Killer certificate). The maximum that can be spent for this item is 4,000 victories. This certificate can be used to upgrade an existing item, as long as the cost does not exceed 4,000 Victories. The maximum total value of the item after upgrade can be no more than 8,000 victories. This certificate applies to a single, specific item. It cannot be used to create an item and then upgrade the same item, nor can it be used to create an item, and then upgrade another.

**The Disdain of Dela** – (Six certificates) You have upset a diplomat of Paru'Bor and it has put Pekal in a tenacious position with them. While you possess this cert, all relations with any Honorable of Pekal is treated as if that NPC is one category against you. In fact, if you are an Honorable, you are not acknowledged as an Honorable while you bear this cert. You may spend 5 consecutive NAAs to remove this cert by working to repair this bad blood. The only exception to NAA spending is that if you are part of a meta-organization that requires you to pay NAA's per X number of adventures, then you can spend the NAA. All other NAA's that you earn must be spent on this certificate until it is paid.

**The Gratitude of Dean Zenith** – (Six certificates) For aiding the College of Magic in its time of need, Zenith, Dean of the College considers himself in your debt. He will willingly cast any 5<sup>th</sup> or lower level arcane spell for you at no charge. If you require a divine spell it will cost you twice the amount of favors (IE, two charges of this certificate) and one will be found that can cast up to 4<sup>th</sup> level divine spells. You must be on CoM grounds and you must be willing to spend one NAA to have this done (at the end of the scenario). He will perform this service for you three times. If you choose to expend all three charges of this certificate at once, you may purchase any magical item listed in an approved sourcebook under 10,000 Victories.

**An Adoring Fan** – (One certificate) Cynr Ivoryhall has told wondrous tales of your adventures in the north and one of the former protesters has become so enamored with you that he/she simply must be your cohort. You may create a cohort using the Standard Point Buy system. This cohort's character class must be either a Sorcerer, Spellsinger, or Bard. Your cohort has many ties to the College of Magic, and must two out of every three NAA's with at the College.. These NAA's can be used to further the cohorts career, make magical items, or the like, but they must be spent at the College.

## Appendix 1: Player Handout One

What follows is an excerpt of the Canon of the New Church of the Fate Scribe

*These are the Tenants of the Fate Scribe.*

- *The Fortunes teaches that each mortal should willingly accept the Fate he is given by the gods and the agents of the gods, primarily Queen Destiny.*
  - *Mortals should work toward their Destinies and not stray no matter what.*
  - *The trick for each mortal is to figure out his own Destiny, and the only way to do this is through counsel from one with the vision.*
  - *Time, says Fortunes, is a scarce and exceedingly valuable commodity.*
  - *The priesthood claims that the ability to interpret dreams is a gift given to all creatures in different measure, while the ability to see the future in everyday objects is a true sign of prophecy and should be worshiped.*
  - *Followers are urged to follow their intuition, even if it goes against logic and reason.*
  - *Disagreements within the faith are welcome as long as they are civil, and personal interpretation of all things, including the canon, is permitted.*
-

## Player Handout Two

### The actual Tenants of the Fate Scribe

- The Fortunes teaches that each mortal should willingly accept the fate he is given by the gods. Mortals should work toward their destinies and not stray.
- The trick for each mortal is to figure out his own destiny, and the best way to do this is through counsel from one with the vision.
- Time, says Fortunes, is a scarce and exceedingly valuable commodity.
- The priesthood claims that the ability to interpret dreams is a gift given to all creatures in different measure, while the ability to see the future in everyday objects is a true sign of prophecy.
- Followers are urged to follow their intuition, even if it goes against logic and reason.
- Disagreements within the faith are welcome as long as they are civil, and personal interpretation of all things, including the canon, is permitted.