

COR2-02

BRENDINGUND'S BROOD

A One-round D&D LIVING GREYHAWK®
Core Adventure

Version 0 (Winter Fantasy 2002 slot zero version)

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The church of Pelor needs your help in guiding a lost soul into the light. A lost soul with a familiar name... Brendingund. An adventure for characters level 1-8.

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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, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

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

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

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

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

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

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

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

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

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

DM's Introduction:

This is the fourth scenario in the Brendingund Saga. It is not necessary to play the other three adventures in order to play this one, but they should not be played out of order. Ask the players if their characters have participated in any of the other Brendingund Saga adventures before the start of play, and whether any hold any Favors of House Brendingund (available in *The Reckoning*, *Brendingund's Bride*, and *Brendingund's Blood*. If a character holds multiple favors, they gain increased benefit) or the Favor of Bwirse (from *Forbidden Choice*, but keep in mind this is a different favor from the Favor of the House Brendingund, and does not count toward enhanced benefit for carrying that favor).

BRENDINGUND HISTORY:

A year and a half has passed since Auldon Brendingund was saved from bankruptcy and an ugly death at the hands of his creditors by a band of adventurers. Those adventurers retrieved a valuable family heirloom, the

Necklace of the Forlorn Cairn, from the Cairn Hills. The necklace is worth 20,000 gold pieces as a piece jewelry and has several magical properties, many of which even Auldon does not know about. However, one power of the necklace of which Auldon is very aware is that it returns to him if it is removed.

Auldon used this first property of the *Necklace of the Forlorn Cairn* to rebuild his family's fortune. He has sold the necklace to several merchants visiting Greyhawk and traveled widely in the civilized regions surrounding the Nyr Dyv and the Woolly Bay to sell it. Auldon rarely sold the necklace for its full value, so when it disappears most buyers assumed it was stolen. This helped Auldon rationalize taking advantage of the buyers because in his mind they tried to cheat him by accepting the lower asking price. Because the buyers believe the necklace was stolen, few of Auldon's marks were willing to report him to local authorities when the necklace disappeared, though many have cursed him to their deities.

Initially the time the necklace took to return to Auldon was uncontrollable, but it never took more than a half an hour for it to return. The necklace has become more attuned to Auldon over the past year and a half and now remains where Auldon for places it up to a full day. In addition, Auldon has also learned to control the return of the necklace to some extent. If he removes the necklace he can instantly summon it over any distance with a single thought. Another effect of the necklace growing more attuned to Auldon is that it can no longer be removed by a simple *remove curse* spell. The necklace also emits an aura that causes servants of Iuz the Old to fear its wearer and avoid him or her. The necklace hides Auldon's motivations from magical detection (functions as an *undetected alignment* spell). Since the birth of his children six months ago, the necklace has granted him powers of persuasion and enabled him to magically create fine clothing as well as an opulent pavilion from time to time (functions as a *rod of splendor*).

The necklace also has several properties that Auldon is not aware of. It caused the accelerated gestation (four weeks) of his children, and its magic continues to accelerate their development outside the womb. Now, while they are only six months old, they appear to be in their late teens. The necklace has also corrupted their nature. Both children are a special kind of half-fiend known as the Spawn of the Necklace, and as such gain special powers if they wear or are within a certain distance from the necklace.

His children are not Auldon's only problems. Having rebuilt his family fortune and reestablished his merchant presence, Auldon quickly fell back into his old habits including gambling, which nearly destroyed him and his family's wealth before the necklace was returned. This irresponsibility has had two consequences: First, Auldon was forced to sell the necklace too many times in the first few months he possessed it and his con came to the attention of the Greyhawk Thieves' Guild. Second, because he was uncomfortable selling the necklace so frequently Auldon fulfilled his promise to the adventurers who retrieved the necklace for him and hired

a man to manage the Brendingund family business. Sadly, this man, Bwirse, is actually a member of the Thieves' Guild who has taken every opportunity to take advantage of Auldon and the necklace.

RECENT EVENTS:

Six months ago Auldon's new business manager, Bwirse, arranged a marriage for Auldon to a young woman from Hardby. Bwirse convinced Auldon that this was necessary to secure prime dock space in the town where only women are allowed to own property within the city walls. While this marriage will help Auldon's legitimate business interests, Bwirse's real motivations were to spread his growing influence and that of the guild. Auldon went along this plan because he trusts Bwirse implicitly since watching him kill a thief that was trying to rob them on a trip to Urnst. The bride, Adra is also quite a catch for a man of Auldon's age and appearance.

Auldon's new bride gave birth the aforementioned necklace-corrupted twins—a boy and a girl—four weeks after their wedding. One of the children's corruption was evident upon birth. The boy was born with claws, batwings, and razor sharp teeth. Upon seeing his twisted son Auldon fell into a deep depression, convinced that Adra had been untrue to him. However, the obvious inhuman appearance of the boy and the fact that the children were aging at a supernatural rate caused enough doubt in Auldon that he sent a plea for help to several temples in Greyhawk. While the responses to divinations from the temples of Heironeous, St. Cuthbert and Pelor were cryptic, they all indicated that the father must be found and convinced to repent his misdeeds.

The same day the divinations were received, adventurers and members of the Night Watch foiled an attempted kidnapping the children. Investigation of the kidnapping led the adventurers to a graveyard near Greyhawk where they encountered a strange woman named Illiana. Illiana discussed Auldon's necklace and children at great length with the adventurers before revealing that Auldon was the children's father and the necklace caused their accelerated birth and corrupted the boy's physical appearance. Illiana then manifested her true form sprouting wings and summoning horrible creatures that attacked the adventurers. She then disappeared without a trace. The adventurers defeated the creatures and return to the Brendingund home. They shared with Auldon what they had learned and convinced him to seek atonement with the Temple of Pelor.

Since that time, Auldon has been cloistered at the temple. He is being kept in a room that Sarana, the high priestess of Pelor, has warded with a *forbiddance* spell, which has kept the necklace from returning to him. Sarana has some theories about the necklace, but she will not share them with the characters during the course of this adventure. Auldon's family continues to live a strange existence, and Jemar, the last servant left from Auldon's mother, has coaxed Adra out of mourning now that there is hope for the family. With Auldon indisposed, Bwirse is running the family business. And the children have continued to develop at an alarming rate. Six months after

their birth, the daughter, Hellina, and the son, Vertislar, appear to be in their late teens.

ADVENTURE SYNOPSIS:

The adventure begins with the characters inside the Black Dragon Inn located in the Clerkgburg section of Greyhawk. An acolyte from the Temple of Pelor arrives and requests assistance from some hardened adventurers. The acolyte explains that the church wishes the characters to retrieve an item for them and then bring it to the temple. If the characters accept the charge, the acolyte takes the characters to the temple for specific information about their mission.

At the temple, the characters meet with Adra Brendingund, Jemar (her trusted servant), and Deleer, a senior priest of Pelor. The three explain that they want the characters to venture to the Brendingund home in Clerkgburg and return with the *Necklace of the Forlorn Cairn* and the Brendingund's brood. They are planning a ceremony to break the enchantment on the necklace for dawn tomorrow morning, and both the children and the necklace must be present for the ceremony to be successful. The characters can earn an influence point with the Church of Pelor for this service.

When the characters arrive at the Brendingund home, they find Bwirse unconscious in front of the shattered glass case where the necklace was kept. Both the children and the necklace are missing. Bwirse invites the characters to a brief lunch while he explains his version of the theft. Bwirse tells the characters that he was working in the study when the children busted in, shattered the case, and grabbed the necklace. When he attempted to stop them, they attacked him, almost killing him. Bwirse gives the characters information about a warehouse where he believes the children may be hiding. Bwirse, though, is not telling the truth. He is testing the characters. If they can pass his test he has use of them. If they die during the test, he will find others to fulfill his plans.

When the characters reach the warehouse a gang of gnome thieves employed by Bwirse ambush them. Should the characters defeat the gnomes, they may find letters at the warehouse in their possession. These letters are planted and designed to lead the characters to another warehouse—where the children are really located. The gnomes also carry other documents that implicate Bwirse of skullduggery.

A rather rambunctious raven may confront the characters as they leave the warehouse. If this occurs, the character will have three choices: They can follow a raven to a fortuneteller where one the characters may be tempted to make a deal with evil powers in exchange for the necklace, or they may chose to return to the Brendingund home to expose Bwirse, or they can proceed directly to the warehouse where the twins are hiding.

Upon arriving at the warehouse where the children are actually in hiding, the characters are attacked by the twins. As well, Bwirse and more of his men are lurking nearby and attack once both sides have weakened each

other. Bwirse tried to convince the children to serve him, but they have spurned his offers. The Thieves' Guild agent now wants the twins dead, and the necklace for himself. If victorious, the characters have the option of killing the children, Bwirse and his men, or keeping any combination of them as prisoners.

If the characters return to the Temple of Pelor with the necklace and the children, they are offered healing and rooms until the ceremony. At dawn, High Priestess Sarana brings Auldon and the necklace into the sanctuary and conducts a ritual that she believes will free him and the children from the necklace's taint. Auldon makes an impassioned speech begging forgiveness for his misdeeds and at the conclusion of the ceremony the characters and Deleer are invited to a celebratory lunch at the Brendingund home.

During the second course of the lunch, an acolyte that has accompanied Deleer falls to the floor, unconscious. Deleer quickly reveals that the acolyte has been poisoned. The characters need to quickly identify the source of the poison and begin treating the other diners to ensure that no one dies. The poison can then be traced to one of the cooks who (depending upon earlier events) is either seeking revenge for the killing of the Brendingund's daughter or lashing out in anger at the girl who has spurned him. After solving the mystery of the poison, this adventure concludes with the Brendingunds one again in the debt of adventurers.

INTRODUCTION

On a dry winter morning you find yourself at the Black Dragon Inn in the Clerkgburg district of Greyhawk. As you order a morning meal, a woman in her early thirties shuffles into the common room, raises her closed fist above her head and opens it shedding warm magical light from her palm in a twenty-foot circle around her. "The blessings of the dawn upon you. Are there any within this hall in need of aid? Pelor shall grant it, for we know the pain of need and ask aid of you in return."

The woman is Inanna (Clr1), an acolyte at the Temple of Pelor in Greyhawk who has been sent to the Black Dragon Inn to recruit some adventurers. She has chosen an approach aligned with her teaching and has offered her services to the patrons of the Black Dragon Inn before asking aid. Few patrons react to her display or offer, but one laborer with his leg wrapped in a split hobbles up to her to ask for healing. The man's name is Fune and he is a stonemason who was injured a few weeks earlier in a freak construction accident. After healing Fune with a *cure light wounds* spell, Inanna waits briefly to see if anyone asks what Pelor needs. If no one approaches, she bows and leaves.

If the characters approach Inanna, she explains to them that one of her superiors, a priest named Deleer, sent her to the Black Dragon. He told her to recruit adventurers who were not afraid of danger for a mission for the temple. Inanna was not told the specifics of the mission just that the adventurers were needed to retrieve an item of value and to bring it to the temple. Inanna asks

the characters to accompany her to the temple in the Garden District where Deleer can give them details. Inanna does not know what, if any, reward is involved in this service to the temple.

ENCOUNTER 1: THE SUN GOD'S MISSION

From High Street, the exterior of the more-than-a-century-old Temple of Pelor shows signs of disrepair. In contrast, the interior of the building is hung with bright new golden draperies depicting the Pelor's goodness. Entering the temple, you see two large rooms in addition to the sanctuary: one devoted to housing those with nowhere else to live and another used for serving food and drink to persons attending services. Inanna quietly shows you to a side chamber off of the main sanctuary and then leaves, telling you that she will return with Deleer.

Use this opportunity to have the characters describe and introduce themselves.

This room is a simple prayer room with a dozen chairs and a long table. A window high in the east wall is positioned to guide the morning light to fall on a small golden holy symbol hanging on the west wall. After a few minutes, Inanna returns with three other people.

After a few minutes, the door opens and Inanna enters along with two men and a woman. The woman is an attractive human in her early twenties with long dark hair and large brown eyes. While she is very pretty, the dark circles under her eyes spoil some of her beauty, and she walks with the gait of someone close to exhaustion. One of the men is dressed in the livery of the Brendingund merchant family; he is an old human in his mid-fifties with thinning white hair and wrinkled skin. The other man wears the gold and orange robes of a Pelorite priest. He is over six feet tall and an expression of grim confidence crosses his face as his eyes pass over your group.

The woman is Adra Brendingund, the wife of Auldon Brendingund and the mother of their two children: Hellina and Vertislar. The old man is Jemar, the head of the Brendingund house servants and Adra's self-appointed guardian. The priest of Pelor is Deleer, who has been assigned by Sarana, the high priestess of Pelor in Greyhawk, to guide the Brendingund family into the light of Pelor.

Inanna introduces the three newcomers just before she excuse herself. After she has left, Deleer begins conversations with the characters by asking what they know of the Brendingund family. After listening to their collective stories, Deleer makes certain that they have the following facts correct:

- Over a year ago Auldon asked several adventurers to recover a family heirloom from the Cairn Hills. Its recovery saved him from bankruptcy.
- The heirloom is a necklace of undetermined origin with magical powers of an extremely potent nature.

The high priestess believes that the necklace may have more powers than have been manifested so far.

- Auldon has abused some of the powers of the necklace and used them to take advantage of others in financial matters
- As punishment, a curse has been placed on his son causing him to be born with a fiendish appearance. In addition, both he and his twin sister are aging at an alarming rate and appear to be in their late teens, though they are only six months old. (Deleer secretly fears they may die of old age within the year).
- Auldon has been convinced to repent, make reparations, and allow his connection with the necklace to be severed. He has also agreed to dedicate the remainder of his life to the service of Pelor.

Having heard the story, the characters will no doubt want to know their role in Auldon's redemption. Deleer explains that their mission is simple; go to the Brendingund home in Clerkgburg, retrieve the necklace and the children and then bring them to the Temple of Pelor for a ceremony to cleanse the family. Deleer warns the characters not to touch the necklace with their bare skin.

If asked why the temple needs adventurers to retrieve it, Deleer explains that there are many parties that would kill to have the necklace or the children. Fiends, servants of Vecna, and the many enemies Auldon has made all may make attempt. Deleer entertains any questions that the characters have.

If the topic of rewards or compensation is raised, Deleer points out that the temple takes care of those who aid it.

Adra observes all of this in sad silence. She speaks only if questioned directly, and if she is, her answers are simple and brief. If anyone questions Adra too aggressively, Jemar comes to her defense. When the time comes to leave, Jemar accompanies the characters to the Brendingund home.

ENCOUNTER 2: THEFT!

The Brendingund home is a three-story manor in excellent repair. The stonework of the first floor shows signs of recent improvement and the wood of the upper stories appears freshly painted. Standing at the top of the marble stairs are imposing twin mahogany doors with pure silver knockers polished to a blinding shine.

Jemar leads you from the Garden District, back into Clerkgburg and to the three-story manor that is the Brendingund home. He is surprised to find the door standing open and servants nowhere in sight when you arrived. You follow Jemar as he hurries into the house down a long hall past a fine sitting room and into a study. A shattered glass case sits on a pedestal on one wall of the study. Lying sprawled across the floor beneath the pedestal is a

thin, older man in scholar's robes with blood running in a sticky stream from his head to a pool on the floor.

The man on the floor is Bwirse, Auldon's business manager. He and the children, Hellina and Vertislar, became aware that the temple was coming for the necklace today and have taken their last opportunity to steal it. Bwirse had the children beat him into unconsciousness to make the theft look real. However, he does not trust the children because they have disobeyed him on several occasions and he suspects that they may have plans of their own. Because of this, Bwirse intends to test the characters and if they are powerful enough, use them to liberate the necklace from the twins.

Bwirse has taken 26 hp of subdual damage. He will regain consciousness in approximately twelve minutes, unless magically healed.

☛ **Bwirse, male human Rog5:** hp 24 (currently has taken 26 points of subdual damage); see Appendix A.

Description: Bwirse is a scholarly-looking man of average height and build. He has close-cut, brown hair and is lean to the point of looking a little sickly. Bwirse is in his mid-thirties, but actually looks a little older. He tries to keep his movements in line with his older, feeble appearance saving his speed and dexterity for surprise, when necessary. As Auldon's business manager, Bwirse is in a perfect situation. He does nothing that risks blowing his cover and is be respectful, if detached, when dealing with characters. Play him as close to an absent-minded intellectual as possible. Bwirse speaks Common and Gnome.

Once conscious, Bwirse asks what time it is. He then explains that the children attacked him a few hours after breakfast and suggests that everyone retire to the dining room for lunch while he tells them the full tale.

The dining room of the Brendingund home is a large room stretching fifty feet in length and thirty feet wide. A single ornate table of carved dark wood dominates the room, evenly spaced with dozens of plush matching chairs. Bwirse and Jemar invite you to sit at the far end of the table, leaving the high-backed, near throne like, chair at the head conspicuously empty. As the group of you settles in, Bwirse clears his throat to begin speaking, but stops as a door from the kitchen opens and an unattractive man enters with a silver plate covered with meats and fruit. He is followed by a burly halfling bearing a tray of goblets filled with wine. Jemar watches them both with a slight frown of disapproval, before Bwirse dismisses them with a curt, "Thank you Huke."

You should casually ask who chooses not to eat. This may not seem critical now, but it will make Encounter 7 less conspicuous. Both Bwirse and Jemar eat without hesitation, although neither is exactly a hearty eater.

After dismissing the servants, Bwirse tells his tale while Jemar eats, listens, and watches the characters. Bwirse tells the characters the he was working in the study this morning when the children came in and began

acting suspiciously. When he asked them what they were doing, Hellina, the girl, smashed the glass box the necklace was kept in with her fist, while Vertislar, the boy, leapt at Bwirse and began to punch him. Bwirse tried to fight his way to Hellina, but the boy knocked him unconscious. Just before he lost consciousness, Bwirse saw the girl dropping the necklace around her own neck.

After relating the morning's events, Bwirse tells the characters that he suspects where the children may be hiding. Recently, charges for renovations and deliveries to an unused warehouse in the Wharves came to his attention. He investigated and discovered that the children were behind these charges. He paid the bills and ignored the matter because the costs were very low and because he felt sorry for them—he understood that maybe Vertislar needed a place of his own to hide. His story is a lie. Bwirse is sending the characters into an ambush that will test their capabilities. If they survive, they may find the clues he has planted that lead them to the children. If not, then Bwirse should make a reasonable profit from their goods and will have more money to hire assistance to deal with the twins. For divination spells that read minds (such as detect thoughts) this is essentially what has happened. Bwirse is aware that the characters may have this type of magic, so he guards his thoughts and words carefully. He is also very aware of the spell *zone of truth* (the Greyhawk Thieves' Guild teaches its members about this spell, and tactics on getting around its magic as a matter of course), so his working allows him to say everything that he tells the characters, but he will go out of his way to avoid direct questions that would betray his guilt if that spell is cast.

When the characters leave, Jemar tells them that he will make sure that the mess is cleaned up here then head back to the Temple of Pelor to report what has happened. Bwirse says that he has a couple of other possibilities to investigate and that if the characters don't find the children at the warehouse, he may be able to locate them.

ENCOUNTER 3: A SMALL PROBLEM

Entering the supposedly unused Brendingund warehouse in the Wharves, its cavernous darkness is the only apparent feature. From the outside it seemed enormous, reaching hundreds of feet in both directions this place could house dragons or giants. Inside it is simply empty and very dark. Light streams through the thirty-hands wide doors casting your own exaggerated shadow onto the floor in front of you. Little can be made out beyond the first ninety hands of the room.

Have all the characters looking into the warehouse make Spot and Listen checks. Regardless of the outcomes, read the following:

As your eyes adjust to the light, you notice a lantern at the far end of the warehouse and the sound of several men arguing reaches your ears from the distance.

The light and sounds are the effects of *dancing lights* and *ghost* sound spells cast by two of the gnomes waiting to ambush the characters. They intend to draw the characters deeper into the warehouse where the trap can be sprung. There are six gnomes in all. The two specialists are on a second story (ten feet up) catwalk seventy feet into the building, and two of the hitmen are hiding on either side of the door. As soon as at least one PC on each side is in the building and within striking distance of the gnomes near the door they spring into action, hoping to eliminate at least one or two of the threats quickly. The other two (or four at the highest APL) wait inside, hiding in shadows. The gnomes on the platform fire their poison crossbow bolts at spellcasters first and then anyone else in range. Once a PC is down, the gnomes do not continue to attack or coup de grace them, unless all other characters have been killed or driven off. The gnomes are experienced rogues and use good tactics to put down individuals. They always try to flank and will concentrate attacks on the most defenseless characters.

If the characters are defeated, the gnomes loot their bodies, taking all of their possessions. If a PC has the Favor of Bwirse, he or she is stabilized and left in the street. Characters without the Favor of Bwirse are killed.

APL 2 (EL 6)

☛ **Hitmen, male gnome Rog1 (APL 2 version)** (4): hp 7, 6, 5 (x2); see Appendix A.

☛ **Specialists, male gnome Rog1 (APL 2 version)** (2): hp 7, 6; see Appendix A.

APL 4 (EL 8)

☛ **Hitmen, male gnome Rog3 (APL 4 version)** (4): hp 20, 18, 15 (x2); see Appendix A.

☛ **Specialists, male gnome Sor3 (APL 4 version)** (2): hp 15, 13; see Appendix A.

APL 6 (EL 10)

Hitmen, male gnome Rog5 (APL 6 and 8 version) (4): hp 33, 30, 27 (x2); see Appendix A.

Specialists, male gnome Sor5 (APL 6 and 8 version) (2): hp 25, 22; see Appendix A.

APL 8 (EL 12)

☛ **Hitmen, male gnome Rog5 (APL 6 and 8 version)** (4): hp 33, 30, 27 (x2); see Appendix A.

☛ **Specialists, male gnome Sor5 (APL 6 and 8 version)** (2): hp 25, 22; see Appendix A.

➤ **Backups, male half-orc Rog3/Bbn2** (4): hp 44, 40, 35 (x2) (54, 50, 45 [x2] when enraged); see Appendix A.

Tactics: If the gnome hitmen gain surprise they throw their daggers (partial action) during the surprise round. They then advance and attack with their swords.

The specialists fire their poisoned bolts first (one during the surprise round if possible—they have their crossbows cocked and ready) and either fire their normal ones (APL 2) or shoot off *magic missiles* (at higher APLs) when they are done.

At APL 8, the gnomes have recruited some additional resources. They have employed the services of 4 half-orcs. The half-orcs are hiding in the darkness eighty feet inside the warehouse. When the attack begins they will charge the nearest characters.

Development: After defeating the gnomes, the characters are free to search their bodies and the warehouse. The warehouse is essentially empty except for the occasional broken crate. On the body of one of the gnomes on the ground the characters find a letter signed “Hellina” written in Common (see Player Handout 1). This letter is a forgery and was actually written by Bwirse. Succeeding at a Forgery check (DC 27) clues a character in that this document is a fake. A second letter written in Gnomish can be found on one of the gnomes on the catwalk. If one of the characters can read Gnomish or if they have it translated (several translators work in the Clerkborg, the Foreign quarter or the Artisans’ quarter and will translate the note for 2 sp) give him or her Player Handout 2. If any of the characters has the Favor of Bwirse, a note listing the names and descriptions of any of the characters with that favor (again, written in Gnomish) is found on the same gnome.

ENCOUNTER 4: MADAME GEMENY

Note: The following encounter only occurs if there is a rogue or a non-good character in the party.

Stepping out of the Brendingund’s warehouse and into the afternoon light, you are greeted by a screech and a strange sight. A large black bird is hopping excitedly back and forth in the street. It pauses a moment, cocks its head at you quizzically and then screeches again. It then flaps its wings and flies several dozen feet down the street before landing. It stops, looks at you and screeches a third time.

The characters should figure out that the raven is trying to get them to follow it. If they follow, the raven flies east back toward the city wall. It pauses periodically allowing the characters to keep up. Eventually, the raven circles a strange-looking dark purple tent and then flies into the tent through an open flap. If the characters enter, read or paraphrase the following:

Entering the strange purple tent, you are greeted by an elderly woman in a black lace dress with dozens of colorful scarves sown to it. She sits calmly before a round table with eight chairs. The smoke-filled tent is lit by dozens of candles placed on small tables at the edges that also hold numerous incense burners.

“Welcome travelers. I am Madame Gemeny of the Rhennee. I sense that great danger has brought you here. Will you gaze into my orb and see the future? Knowledge that could save you awaits.”

She then pulls a black silk cloth from the center of the table revealing a cloudy crystal orb. A caw black bird accompanies the unveiling.

Madame Gemeny is almost what she claims to be. She is a Rhennee woman, but she has no supernatural powers of any kind. The raven, (which she calls Caw) is actually the familiar of Pacanan, a servant of Vecna. Gemeny believes the creature to be her familiar because it came when she called for one through her (quite mundane) crystal orb. The raven has spent considerable time with her over the recent months, but comes and goes as it pleases and by its master’s commands.

Pacanan is aware that Gemeny has no talent and has been supplying visions to those who visit her. He has used Madame Gemeny’s conversations to learn the secrets and desires of her customers and is using the visions to manipulate them. Madame Gemeny is completely oblivious to Pacanan’s machinations.

Madame Gemeny charges a silver piece for the privilege of looking into the orb. If the characters choose to gaze into her crystal orb, the fog within will begin to clear and each PC will have a private vision. You should take each player aside and reveal their character’s vision to them privately. One vision is actually an offer from Pacanan. He chooses the character he believes most likely to betray the others. The offer is made to the highest-level chaotic neutral rogue character. If there are no chaotic neutral rogues, then the offer goes to the highest-level chaotic neutral character, then the highest-level non-good rogue, then the highest-level non-good character.

As soon as one character looks into the orb, all the characters are affected. They fade from consciousness and see visions.

Vision 1:

Rain and darkness are all around you as you stand on the shore. As lightning explodes across the sky, you can see the storm has whipped the water in front of you into massive waves that crash around you. In the distance above you, you see a beautiful young girl in a dark red dress and cloak. She stands on a high cliff looking at you. She waves her arms and a small bit of fire comes toward you. Finally it explodes around you consuming you in fire.

Vision 2:

You are at a huge fancy-dress ball. Everyone is attired in their finest clothing. You see a beautiful young woman standing on a stair above you. She wears an exquisite red dress and a priceless diamond and sapphire necklace rests against a modest bosom draped in red cloth. She walks toward you but you begin to feel

yourself sinking into the floor. The pain is intense but she only smiles at your suffering.

Vision 3:

You stand alone in darkness but you know you are not alone. You hear the sound of flapping wings stir the air all around you but nothing is there. You reach to light a torch but it brings no relief from the darkness. You wait knowing it's coming for you, but it seems to be everywhere around you. You feel a pain through your shoulder as a wide blade pushes into your flesh. Then it strikes again into your gut, then again and again, driving you to the cold ground. The blood runs from your mouth as you hear the laughter around you.

Vision 4:

You are walking across a barren plain. Ahead you see a baby lying in the hot sun. You pick it up and look up at you with innocent eyes. As you continue to walk, it gets heavier until finally you can carry it no farther. You see now it is not a baby but a teenage boy, almost a man. As you rest in the shade of a few trees you play a game with simple stones on a board drawn in the sand. Now your pieces on the board are your friends and family. You are losing and as each of your pieces is removed from the board the boy eats them. Finally only your piece is left. Nothing you do can avoid defeat. Finally, as your vision darkens, you watch the young boy bite the head off your piece and your blood drip from his pointed teeth.

Vision 5:

You and your companions are fighting a pitched battle against many foes. You are winning the fight but it is costly. Around you many of your friends are falling. Finally behind you appear the forces of a trusted ally. Relief floods your soul as now you know the matter is decided. You turn to greet your friends, but see one of them behead your mage. The bile rises in your throat, as you know you have been betrayed. Caught between the hammer and the anvil your forces are quickly destroyed. The last thing you see is your ally and your opponent laughingly embrace as they consume your soul.

Vision 6:

The character that Pacanan makes the offer has the following vision.

A man in black robes and a silver mask with only one opening for an eye looks up at you from a scroll-covered desk.

“Ah, you have come at last. First, understand I mean you and your friends no harm. In fact, when you all wake you will find that I have given you clues regarding the dangers you all face. My interests are simple; I desire the necklace that the children have stolen. I require it for...research.

“Once you have defeated the children and that meddler Bwirse, take the necklace outside the warehouse and throw it onto the roof of the building. In return for this service I will grant you a ring of protection of the second order. If you agree to this, you will have the item before you leave Madame Gemeny. As a favor to a friend, I ask you to leave the children alive, if possible, but if you cannot do this, it will not affect our transaction. Do we have a deal?”

The character can ask the man in the vision anything they wish, but he does not disclose further what his purposes are. He is, however, both polite and conversational. He also displays some knowledge about the character's recent past and attitudes. If the character agrees, a raven flies from behind the man and drops a ring into the character's hand. The man asks the character to put the ring on as a symbol of their agreement. He also warns the character not to break his or her word for any reason short of death. The deal is for this PC only, not for others in the party. If the PC tells the others about the deal that does not break the agreement, but if the character is trying to get around the deal by doing so, the deal is broken. Once the character puts on the ring, the vision ends.

When the character awakes he or she finds that a platinum ring, just like the one in the vision is now on, his or her finger. This is the *ring of Seratmil*, which functions as a *ring of protection +2*, but has other properties detailed later in the scenario. If the character refused to put the ring on sealing the bargain or refused the offer outright, he or she wakes without the ring, but does remember the visions they have had. Once the character has put the ring on, it may not be removed. It will behave like a regular *ring of protection +2* until the PC gives (or does not give) the necklace to Pacanan.

The characters all wake from their visions at the same time after a few minutes have passed and some discussion will likely follow. The characters that received the offer may have to do some fast thinking to come up with a fake vision or may just tell the truth. Madame Gemeny attempts to add her interpretations, but they will serve more as distraction than assistance—she is a bit of a showperson, sprinkling talk of long-lost treasure and the promise of romance with every interpretation.

Observant characters may also note (Spot, DC 15, if they choose to look around) that the raven has left the tent.

ENCOUNTER 5: RETURN TO THE BRENDINGUND MANOR

This encounter is only necessary if the characters choose to return to the Brendingund home after discovering that Bwirse is working against them.

Returning to the Brendingund Manor you are greeted at the door by an anxious looking Jemar. He peppers you with questions as he leads you to a sitting room where you can discuss what has happened in greater detail.

Jemar listens excitedly as the characters reveal what they have discovered to him. When they reveal that Bwirse appears to be involved with the heist and may be working against the Brendingunds, he leaps to his feet and shouts, “I knew it!” Jemar tells the characters that Bwirse left shortly after they did, without any explanation of where he was going or when he would return. Although, Jemar will add that this is not unusual behavior for the business

manager. Jemar also informs the characters that two surly “house guards” (Docco and Hensen) that Bwirse hired shortly after Auldon employed him are still in the house. Jemar suspects that they may also be involved in any illegal dealings that Bwirse has orchestrated. He offers to send for them if the characters want.

Jemar is right about Docco and Hensen, but they do not have a lot of information to share. When they enter the sitting room, they glance about suspiciously and claim to know nothing about anything. However, if the characters make a credible threat of violence or cast a spell on either of them, they crack. Docco and Hensen will admit to being members of the Greyhawk Thieves’ Guild. This may frighten some of the characters, since this organization is known for its unforgiving vengeance against those who oppose it. Unfortunately, Bwirse did not trust these henchmen and has assigned them solely to protect the Brendingund home from others for the last year. They know from rumors that he has been up to lots of other activity, but do not know what. Docco and Hensen no longer know the appropriate contacts and passwords to be of any assistance in locating the Thieves’ Guild. Bwirse has left them vulnerable and completely isolated. Their job is now only to guard the house, a rather cushy job they have grown to enjoy.

◆ **Docco:** male human Rog3; AC 14 (touch 12, flat-footed 12); hp 15; Atk +2 melee (1d6, club); AL CN.
Possessions: leather armor, club, dagger.

◆ **Hensen:** Male human Rog1; AC 14 (touch 12, flat-footed 12); hp 5; Atk +0 melee (1d6, club); AL CN.
Possessions: leather armor, club, dagger.

If a PC chooses to investigate independently in the area around the Brendingund home in Clerkgburg, a successful Gather Information check will yield the following results, if a character spends at least two hours of time and 5 gp for drinks and small bribes:

- DC 10:** The Thieves’ Guild has no one designated to run their operations in Clerkgburg.
- DC 15:** Over the past year someone with considerable money at their disposal has been attempting to take control of all Thieves’ Guild operations in Clerkgburg.
- DC 20:** Recent activities by this person have been too high profile for the guild’s leadership and they have warned him they will not support his current, dangerous activity.
- DC 25:** The person in question is working for Auldon Brendingund.
- DC 30:** The person in question is Bwirse and he has recently recruited a team of dangerous men for an unknown mission.

A character may also recall a friend of the Brendingund family from an earlier scenario, *Brendingund’s Blood*. If

they wish to contact Velyn at the Nightwatchmen’s station in the Artisan’s quarter he will be able to turn up information equivalent to the DC 25 Gather Information check, but it takes him three hours and 10 gp (for bribes, not for himself) for him to do so.

No matter what, the characters cannot determine where Bwirse has gone. He is hiding in a room at the Dogtail Inn where he can watch the warehouse where the children are hiding. He is waiting for the characters to attack the children since he has not heard from the gnomes.

ENCOUNTER 6: FIERCE RUNAWAYS

Eventually the characters set out for the warehouse in the River District mentioned in the letter found on the gnome’s body. This warehouse is very different from the one the characters encountered this morning. If they go around to the back they find that the great double doors have been barred and blockaded. It takes a successful Open Locks check (DC 25) to remove the bar. Otherwise the characters can enter through the front of the building via an unlocked normal door that grants access to a hallway with several empty offices or through a large set of double doors that are barred (DC 25) but not blocked. In either case the characters eventually reach the main room of the warehouse where the twins are waiting. The room is one hundred twenty feet in length by seventy-five feet in width and the ceiling is twenty-five feet high. The floor of the warehouse is sparsely covered with crates of all sizes, some as large as twenty by twenty.

Entering another cavernous warehouse, a voice calls out from the darkness around you. “We knew Bwirse would send you. Now we will have to kill you and him.” You are able to trace the young woman’s voice to atop a large crate pushed against one wall. A red glow illuminates the twins. One, a beautiful young woman in her late teens wearing a red satin dress stands with her hands raised over her head. A necklace of diamonds and sapphires glints faintly from her bosom. The other a young man in black leather pants and no shirt or boots, smiles with hideous fangs as clawed leathery wings unfold from behind his back.

Hellina and Vertislar (“Verty”) are on a fifteen-foot tall ten-foot by ten-foot crate that is pushed flush against one wall. Hellina is wearing the *Necklace of the Forlorn Cairn*, which has given her and Verty additional powers, making them formidable opponents.

The powers conferred to its half-fiend spawn by the necklace are as follows:

- All spawns of the necklace within 300 feet of the necklace are bolstered to maximum hit points (this adjustment has been made in the statistics below).
- 5/day—the necklace allows the spawn wearing it to cast *clairaudience/clairvoyance* as a 12th-level sorcerer.
- 1/day—If a melee attack is attempted against the spawn wearing the necklace or the necklace itself,

the necklace immediately activates (as by *contingency spell*) a *fire shield* around the spawn. The spell cast as if by a 12th-level sorcerer.

Clever characters may choose to attack the necklace in an attempt to break it. The necklace has a hardness of 20, 10 hit points, and cannot be affected by a weapon that is not magical, and that does not have at least a +2 enhancement bonus.

The twins immediately move to attack, but some characters may want to negotiate with the children. If this is the case, Hellina parleys in shouts during combat, only stopping melee when she is convinced that the characters are willing to retreat (they actually leave or Bluff. DC 20; give a circumstance modifiers anywhere between -2 to +2 based on [non]convincing roleplay of the deception). The fact that they are Pelor's lackeys rather than Bwirse's is only their only saving grace in the eyes of the twins, so if a Bluff check is contingent on the suggestion (or, worse yet, outright statement) that they work for Bwirse, but check automatically fails.

Hellina is the brains of the duo, and Vertislar is extremely devoted to her. He feels that she is weak and needs him to protect her, despite the reality of the situation. On the other hand, Hellina views Vertislar as an extremely useful tool, one that she would prefer not to lose, but she does not jeopardize herself to protect him.

APL 2 (EL 6)

➤ **Hellina Brendingund, female half-fiend Sor3 (APL 2 version):** hp 21; see Appendix A.

➤ **Vertislar "Verty" Brendingund, male half-fiend Bnb2 (APL 2 version):** hp 32 (36 when enraged); see Appendix A.

APL 4 (EL 8)

➤ **Hellina Brendingund, female half-fiend Sor5 (APL 4 version):** hp 35; see Appendix A.

➤ **Vertislar "Verty" Brendingund, male half-fiend Bnb4:** hp 64 (72 when enraged); see Appendix A.

APL 6 (EL 10)

➤ **Hellina Brendingund, female half-fiend Sor7 (APL 6 version):** hp 49; see Appendix A.

➤ **Vertislar "Verty" Brendingund, male half-fiend Bnb6 (APL 6 version):** hp 96 (hp 108 while enraged); see Appendix A.

APL 8 (EL 12)

➤ **Hellina Brendingund, female half-fiend Sor9 (APL 8 version):** hp 63; see Appendix A.

➤ **Vertislar "Verty" Brendingund, male half-fiend Bbn8 (APL 8 version):** hp 128 (hp 144 while enraged); see Appendix A.

Tactics: The tactics of this combat change with the APL.

(**APL 2**): The twin's tactics are for Hellina to use her special abilities to encircle characters in *darkness* and then have Verty strafe them with his *Flyby Attack*. Once a few characters are pinned down in darkness, she casts *charm person* on those that she can still see. She instructs charmed characters to leave the warehouse. If it is obvious that characters are moving to engage her in melee combat, Hellina casts her *mage armor* and *shield* spells to protect her. Vertislar does not rage unless Hellina is in mortal danger.

(**APL 4**): Hellina has cast *mage armor* on herself and Verty prior to the characters' arrival. Their tactics are essentially the same as APL 2, except that Hellina casts *spectral hand*, *chill touch* and *ghoul touch* to harass the characters from the safety of her perch rather than charm them. If a character does climb up to attack her (Climb, DC 10) or attacks her with ranged weapons, she casts *charm person* on them, and asks them to sing children's songs. Vertislar does rage unless Hellina is in mortal danger.

(**APL 6**): Tactics here are similar to at APL 4, except that Hellina will cast *fly* and move around the warehouse if her position is threatened. Vertislar will not rage until he or Hellina are in mortal danger.

(**APL 8**): The twins use all the resources at their disposal to defeat the characters. Verty rages as soon as combat starts.

Development: Bwirse is using a *potion of invisibility* (Spot, DC 20, if a character is within 20 feet of Bwirse, to detect that there is an invisible creature in the room) to observe the battle between the characters and the twins. He waits until the battle's end, or if he is discovered to call his men into the room.

APL 2 (EL 6)

➤ **Bwirse, male human Rog5:** hp 24; see Appendix A.

➤ **Gang members, male human Rog1 (APL 2 version) (4):** hp 8, 6, 5 (x2); see Appendix A.

APL 4 (EL 8)

➤ **Bwirse, male human Rog5:** hp 24; see Appendix A.

➤ **Gang members, male human Rog3 (APL 4 version) (4):** hp 20, 18, 15 (x2); see Appendix A.

APL 6 (EL 9)

➤ **Bwirse, male human Rog5:** hp 24; see Appendix A.

➤ **Gang members, male human Rog5 (APL 6 & 8 version) (4):** hp 38, 30, 25 (x2); see Appendix A.

APL 8 (EL 11)

➤ **Bwirse, male human Rog5:** hp 24; see Appendix A.

➤ **Gang members, male human Rog5 (APL 6 & 8 version)**
(7): hp 38, 34, 30 (x2), 25 (x2), 24; see Appendix A.

Tactics: Bwirse has brought along his *wand of dispel magic* and will use it to minimize the affect of the characters and the twin's spells. He must succeed at a Use Magical Device check (DC 20), to activate the wand and then succeed at the dispel check as normal. The wand is caster level 5.

Bwirse's goal is to take the *Necklace of the Forlorn Cairn* and leave no witnesses to his theft and the murders. Still, he will respect the favors he has bestowed on some character. If a character with the Favor of Bwirse is incapacitated without being killed in this battle, he or she is stripped naked and left in the street. If this occurs, take the favor certificate from the player; Bwirse considers he and the character to be even, and owes that character no other favor. All other characters will be eliminated. No one will perform a *coup de grace* until the battle is over.

Development: At the conclusion of this grand melee, the characters have several options. If they are alive the characters will likely take any surviving prisoners to the Temple of Pelor, or summon the city watch or the Nightwatchmen. The watch takes only passing interest, but will take any survivors into custody. If this happens the thieves are released after a few days and the twins are taken to the temple of Pelor. If the characters take the survivors to the temple of Pelor, Deleer turns the gang over to the Nightwatchmen.

If they are defeated and the necklace is removed from Hellina, she and Vertislar become very docile and cooperative, as they realized that they missed their chance to escape with the necklace. Still, Hellina is resigned to try to snatch the necklace and escape if another opportunity presents itself.

If the characters search Hellina they can find an unsigned love letter (Player Handout 3). If she is alive and questioned about it she will act coy and tell the asker that it's personal, and none of their business.

Any character that made a deal with Pacanan has a tough decision to make at this point. If the character is able to gain possession of the necklace and throw it onto the roof of the warehouse the PC fulfills his or her bargain and may keep the ring without its curse being activated. If the PC does not do this immediately, Pacanan activates the curse of the ring. Sorcerers of an ancient race created the *ring of Seratmil* and Pacanan discovered it in the course of his studies in the service of Vecna. Once the curse is activated it can only be broken by a successful *greater dispelling*, (DC 30), *limited wish*, or *wish*. A successful casting of one of these spells allows the character to remove the ring and get rid of it. The ring still functions as a *ring of protection +2*, but has two additional unpleasant properties. First, the word "Oathbreaker" is branded across the upper cheeks and

bridge of the nose of the wearer in draconic. This can only be removed or covered up by breaking the curse. Second, the ring bestows two negative levels upon the character wearing it (see *DUNGEON MASTER's Guide* page 75), and the possibility of permanent level loss that comes with negative levels.

If the character throws the necklace onto the roof, it disappears seconds after it lands, carried off to Pacanan by his familiar, which has been invisibly observing the recent events in the warehouse. The characters can continue with the adventure, and the breaking of the curse, but the church of Pelor and the Brendingund family becomes concerned about the whereabouts of the necklace because of the evil that it has caused.

ENCOUNTER 7: BREAKING THE BONDS

Once the characters return to the Temple of Pelor, with or without the children, the necklace, or prisoners, they are shown to cloister cell rooms where they are free to rest until the ceremony at dawn the next morning. Adra and Auldon are devastated if their children were killed, but they can be convinced (Diplomacy DC 20, grant a modifier of -2 to +2 for roleplaying the convincing) that perhaps it is for the better that the corrupted children are gone. If they are not convincing, the Brendingund's will treat them respectfully, but coldly, throughout the rest of the adventure, and will not award a Favor of the House Brendingund on the otherwise successful characters. Change the following text when necessary changed based on the events that have occurred.

The predawn preparations in the Temple of Pelor have all been completed and a few dozen people have trickled into the sanctuary. Attendance is sparser than most would expect for a major ritual, though whether that is due to the hour or the person involved is a question for debate. As High Priestess Sarana and Auldon Brendingund emerge from a room behind the altar, the first rays of morning light fall through the temple windows and are reflected on the brilliant golden draperies cloaking the walls. Sarana addresses the assembled faithful: "In a moment, through the grace of Pelor, I will release this family from the curse that has fallen upon them. First, this man wishes to speak so all gathered may know his heart." With that Auldon Brendingund, a slightly overweight man with a slightly graying patchy beard, wearing a plain white robe steps forward and looks up toward the congregation.

"I have been an evil man. I have drunk, gambled, lied, stolen, and squandered my family's fortune and love. I have regained my fortune by trafficking with evil and deceiving innocents. I married for property, and do not deserve the love of the beautiful wife who has stood beside me despite my foolishness. Worst of all, my children have been cursed because of my recklessness." Standing in the front row with her children, Adra Brendingund lets out a sob. "I am wholly unworthy of all good things that I have gained. I renounce my evil ways and promise to make reparations to all that I have injured. There is nothing that I can do to prove the change in my heart to all of

you except to live my life in the Light of Pelor. High Priestess Sarana has told me that this spell will not work unless I am truly repentant, but I understand that some may never find forgiveness in their hearts. For this I accept responsibility. I am sorry that I have hurt any of you. I humbly beg your forgiveness.

“If there are any here who have grievances against me, please speak out now, for I would have all my sins heard by these witnesses before I turn into the Light of Pelor and leave my shadow to fall forever behind me with my dark past.”

This is purely a role-playing encounter. It is an opportunity for characters with grudges or other feelings about Auldon to come forward and be heard. Auldon does not respond to any specific accusations, he simply admits that he has done many wrongs and he wishes to repent. Once everyone has had a chance to speak, Sarana begins casting her spell.

Sarana and Auldon turn away from the congregation to face the morning sun. Auldon reaches inside his robe and retrieves a sparkling necklace from inside it. He places the necklace on the altar. She then begins the unmistakable gestures of divine casting. The sun and Sarana’s holy symbol held aloft both glow brilliantly in unison. Auldon appears as a black shadow in the brilliance but the light slowly dissolves the darkness until the light shines through him as if he weren’t there. Beams of light jump to Adra and the children, surrounding them in a halo of dazzling radiance. On the altar, the light surrounds the necklace but is held at bay by its darkness. Finally in a flash of light it is all over. The temple is silent.

Sarana lowers her hand and turns to the congregation. “It is done. The Brendingund family has been cleansed. The temple will hold the necklace safely until it is decided what is to be done with it. May the True Light shine on you forever.” With that she uses a golden rod to pick up the necklace and leaves through the same door she entered.

Alter the text as appropriate if the necklace or the children are not present. As the spell is broken, Vertislar, if he is alive, changes, losing every outward sign of his fiendish heritage. He no longer has fangs, claws, or bat wings. Hellina does not outwardly change. Both of the children are now true neutral humans. Sarana takes possession of the necklace once the ceremony is over. At the conclusion of the ceremony, Adra and Auldon invite the characters and Deleer to a lunch at their home.

ENCOUNTER 8: A LAST SUPPER?

Alter the text to reflect any fatalities.

You have politely accepted the Brendingund family’s invitation to lunch with them, and your group has been seated along with as Deleer and an acolyte named Hadwes, at the large wooden table in the formal dining room. As soup, the first course of the meal, is brought out and placed before you, Deleer stands and raises his arms in benediction.

“Let us give praise and thanks to Pelor for this great day and food that he has provided. May this food allow us to bring his light to every dark corner. And may Auldon walk forever in his light. May the True Light shine on you forever.”

The characters are expected to bow their heads and close their eyes as Deleer blesses the meal. If the characters peek or listen closely (Spot or Listen, DC 12) they either here a slight slurping sound or see the young acolyte Hadwes sipping soup. He is new to the service of Pelor, a little rough around the edges, and very hungry.

At the conclusion of the prayer, Deleer sits as the Brendingund’s and his acolyte begin to eat their soup. Hadwes quickly finishes his and looks about hungrily. Adra smiles at him politely and says, “I’m not fond of the soup here. Would anyone like mine?” Hadwes accepts the offer and gulps down a second helping before anyone else can respond. After a few minutes, a second course of delicious looking fresh fruits is brought in on platinum trays.

At this point, you should casually determine if anyone is not eating—specifically the soup because it has been poisoned. The reason for this poisoning depends upon whether Hellina is still alive or not. If Hellina has been killed, then the cook, Huke, has poisoned the food in order to get revenge for her death. If she is still alive he is following the instructions he received in a letter he believes came from Hellina (Player Handout 4). The letter is actually a forgery written by Pacanan, (Forgery, DC 30 to identify). He intends to clean up the whole mess of the Brendingund family now that they no longer have the necklace.

Shortly after the fruit course arrives, Hawdes rises to his feet gasping for air and clutch his chest before collapsing to the floor. At this point the characters that ate the soup need to succeed at a Fortitude save (DC 18) or suffer the effects of the Dark Reaver Powder poison that has been mixed into the soup. If they fail, they will take 2d6 temporary Constitution damage immediately. One minute later all characters must succeed a second Fortitude save or suffer an additional 1d6 points of temporary Constitution and 1d6 points of temporary Strength damage.

Auldon, Hellina, and Vertislar (who are now human, and thus no longer immune to poison and their Constitution dropped by two points when they lost their half-fiend abilities) also need to succeed at a Fortitude save or they are affected by the poison. Adra does not need to save because she did not eat the soup. Deleer will also need to make a save, but he has a Fortitude save of +10, and an 18 constitution, so assume he is fine.

Auldon Brendingund, male human Exp7: Fort +4, Str 9, Con 13.

Although there is no combat, the events following Hadwes collapse are best managed in combat rounds. Deleer is an 8th-level cleric and has one *neutralize poison* and two *slow poison* spells available to him today today. The first round Deleer succeeds at a Heal check on

Hawdes and determine that he appears to have been poisoned. The second round Deleer casts *detect poison* and announces to everyone in the room that the soup has been poisoned and everyone may be in danger. On the third round Deleer casts *slow poison* on Hadwes and announces to the group that he can save two more people. The characters are encouraged to help him decide who to help, but if Auldon has been poisoned Deleer will likely save him next.

ENCOUNTER 9: TRACING THE POISON

Once the poison scare has run its course the characters can investigate the source of their attempted murder. The Brendingunds know nothing about what has happened, but if the characters go to the kitchen to investigate they will find Huke spooning out a bowl of soup and sitting down to eat. If Hellina is still alive he is simply following her instructions from the letter. If she is dead he is going to join his lost love.

Entering the kitchen, you see the ugly human Huke ladling soup in to a wooden bowl. He smiles at you as he prepares to eat a spoonful.

Huke is not a smart man. In fact, he has some orc blood from his daddy. He confesses to the characters his reason for adding the powder to the soup (either vengeance or the letter). If asked where he got the powder, he tells them that it came with the letter or in the case of vengeance he tells the characters that a man in a black robe with a raven gave it to him in the market. The man seemed to know a lot about him and told Huke that this was the solution to his problems.

The characters aren't expected to solve this mystery; it simply exists to foreshadow things to come.

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 to each character.

Encounter 3

Defeating the gnomes

APL 2 - 100 xp; APL 4 - 200 xp; APL 6 - 300 xp;
APL 8 - 400 xp.

Encounter 6

Defeating the twins

APL 2 - 100 xp; APL 4 - 200 xp; APL 6 - 300 xp;
APL 8 - 400 xp.

Defeating the Bwirse and his gang.

APL 2 - 100 xp; APL 4 - 200 xp; APL 6 - 300 xp;
APL 8 - 400 xp.

Encounter 8

Saving at least one person from being poisoned

APL 2 - 25 xp; APL 4 - 50 xp; APL 6 - 75 xp; APL
8 - 100 xp.

Total possible experience

APL 2 - 325 xp; APL 4 - 650 xp; APL 6 - 975 xp;
APL 8 - 1300 xp.

TREASURE SUMMARY

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Encounter 3

Defeating the Gnomes

APL 2 to APL 6 - 25 gp; APL 8 - 35 gp.

Encounter 6

Defeating the Bwirse and his gang.

APL 2 to APL 6 – 314 gp; APL 8 – 324 gp

Encounter 9

Brining both the necklace and the living twins to the Temple of Pelor.

All APLs: The

APPENDIX A: NPCS

In the order they appeared:

☛ **Bwirse, male human Rog5:** CR 5; Medium-size humanoid (human); HD 5d6; hp 24; Init +7; Spd 30ft.; AC 13 (touch 13, flat-footed 13); Atk +6 melee (1d4/19-20, dagger), or +6 ranged (1d4/19-20, dagger); SA Rog sneak attack +3d6, SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +4, Ref +7, Will +4; Str 12, Dex 16, Con 10, Int 13, Wis 12, Chr 12. 5 ft. 8 in. tall.

Skills and Feats: Appraise +5, Bluff +9, Climb +2, Decipher Script +9, Disable Device +5, Disguise +4, Escape Artist +5, Forgery +5, Gather Information +5, Hide +5, Innuendo +5, Listen +5, Move Silently +5, Open Locks +5, Profession (Merchant) +5, Read Lips +5, Search +5, Sense Motive +5, Spot +5, Tumble +5, Use Magical Device +7; Improved Initiative, Iron Will, Weapon Finesse (dagger).

Possessions: (at the Brendingund manor) 2 daggers, merchants outfit, ledgers, scrolls; (during the final combat) studded leather armor, 2 daggers, *wand of dispel magic* (5 charges), *potion of cure serious wounds*.

☛ **Hitmen, male gnome Rog1 (APL 2 version):** CR 1; Small humanoid (gnome); HD 1d6+2; Init +3; Spd 20 ft.; AC 17 (touch 14, flat-footed 14); Atk +2 melee (1d6+1/19-20, short sword), +4 ranged (1d4+1/19-20, dagger); SA Poison, sneak attack +1d6; SQ Gnome traits; AL CE; SV Fort +2, Ref +5, Will +0; Str 12, Dex 16, Con 14, Int 12, Wis 10, Chr 10.

Skills and Feats: Disable Device +7, Escape Artist +7, Hide +11, Listen +2, Move Silently +7, Open Locks +7, Search +4, Spot +4, Tumble +7, Use Rope +7; Weapon Focus (short sword).

Poison: carrion crawler brain juice coated on the short sword; injury (first hit only); DC 13 or paralysis for 2d6 minutes.

Gnome Traits: Low-light vision; +2 racial bonus on saving throws against illusions; +1 racial bonus to attack rolls against kobolds and goblinoids; +4 dodge bonus against giants; +2 racial bonus on Listen and Alchemy checks; May cast the following cantrips once each day: *dancing lights*, *ghost sound*, and *prestidigitation*.

Possessions: short sword, dagger, leather armor, small wooden shield, 8 sp.

☛ **Hitmen, male gnome Rog3 (APL 4 version):** CR 3; Small humanoid (gnome); HD 3d6+6; Init +3; Spd 20 ft.; AC 18 (touch 14, flat-footed 18); Atk +7 melee (1d6+1/19-20, short sword), +6 ranged (1d4+1/19-20, dagger); SA Poison, sneak attack +2d6; SQ gnome traits, evasion, uncanny dodge; AL CE; SV Fort +3, Ref +6, Will +1; Str 12, Dex 16, Con 14, Int 12, Wis 10, Chr 10.

Skills and Feats: Disable Device +7, Escape Artist +9, Hide +13, Listen +4, Move Silently +9, Open Locks +9,

Search +6, Spot +6, Tumble +9, Use Rope +9; Weapon Finesse (short sword) Weapon Focus (short sword).

Poison: carrion crawler brain juice coated on the short sword; injury (first hit only); DC 13 or paralysis for 2d6 minutes.

Gnome Traits: Low-light vision; +2 racial bonus on saving throws against illusions; +1 racial bonus to attack rolls against kobolds and goblinoids; +4 dodge bonus against giants; +2 racial bonus on Listen and Alchemy checks; May cast the following cantrips once each day: *dancing lights*, *ghost sound*, and *prestidigitation*.

Possessions: short sword, dagger, studded leather armor, small wooden shield, 8 sp.

☛ **Hitmen, male gnome Rog5 (APL 6 version):** CR 5; Small humanoid (gnome); HD 5d6+10; Init +7; Spd 20 ft.; AC 18 (touch 14, flat-footed 18); Atk +8 melee (1d6+1/19-20, short sword), +7 ranged (1d4+1/19-20, dagger); SA Poison, sneak attack +3d6; SQ gnome traits, evasion, uncanny dodge; AL CE; SV Fort +3, Ref +7, Will +1; Str 12, Dex 17, Con 14, Int 12, Wis 10, Chr 10.

Skills and Feats: Disable Device +9, Escape Artist +11, Hide +15, Listen +2, Move Silently +11, Open Locks +11, Search +9, Spot +8, Tumble +11, Use Rope +11; Weapon Finesse (short sword), Improved Initiative.

Poison: carrion crawler brain juice coated on the short sword; injury (first hit only); DC 13 or paralysis for 2d6 minutes.

Gnome Traits: Low-light vision; +2 racial bonus on saving throws against illusions; +1 racial bonus to attack rolls against kobolds and goblinoids; +4 dodge bonus against giants; +2 racial bonus on Listen and Alchemy checks; May cast the following cantrips once each day: *dancing lights*, *ghost sound*, and *prestidigitation*.

Possessions: short sword, dagger, studded leather armor, small wooden shield, 8 sp.

☛ **Specialists, male gnome Rog1 (APL 2 version):** CR 1; Small humanoid (gnome); HD 6+1; Init +3; Spd 20 ft.; AC 16 (touch 14, flat-footed 14); Atk +5 ranged (1d8/19-20, light crossbow), +1 melee (1d6+1/19-20, short sword); SA Poison, sneak attack +1d6; SQ gnome traits; AL CE; SV Fort +2, Ref +5, Will +0; Str 12, Dex 16, Con 14, Int 12, Wis 10, Chr 10.

Skills and Feats: Disable Device +7, Escape Artist +7, Hide +11, Listen +2, Move Silently +7, Open Locks +7, Search +4, Spot +4, Tumble +7, Use Rope +7; Weapon Focus (light crossbow).

Poison: carrion crawler brain juice coated on two crossbow bolts; injury (first hit only); DC 13 or paralysis for 2d6 minutes.

Gnome Traits: Low-light vision; +2 racial bonus on saving throws against illusions; +1 racial bonus to attack rolls against kobolds and goblinoids; +4 dodge bonus against giants; +2 racial bonus on Listen and Alchemy

checks; May cast the following cantrips once each day: *dancing lights*, *ghost sound*, and *prestidigitation*.

Possessions: Short sword, dagger, light crossbow, twenty bolts, leather armor, small wooden shield, 8 sp.

➤ **Specialists, male gnome Sor3 (APL 4 version):** CR 3; Small humanoid; HD 3d4+6; Init +7; Spd 20 ft.; AC 14 (touch 14, flat-footed 11); Atk +5 ranged (1d8/19-20, light crossbow), +2 melee (1d4/19-20, dagger); SA Poison, spells; SQ gnome abilities; AL CE; SV Fort +3, Ref +4, Will +3; Str 10, Dex 16, Con 14, Int 12, Wis 10, Chr 12.

Skills and Feats: Concentration +8, Hide +13, Move Silently +9; Combat Casting, Improved Initiative.

Poison: carrion crawler brain juice coated on two crossbow bolts; injury (first hit only); DC 13 or paralysis for 2d6 minutes.

Gnome Traits: Low-light vision; +2 racial bonus on saving throws against illusions; +1 racial bonus to attack rolls against kobolds and goblinoids; +4 dodge bonus against giants; +2 racial bonus on Listen and Alchemy checks; May cast the following cantrips once each day: *dancing lights*, *ghost sound*, and *prestidigitation*.

Possessions: light crossbow, 20 bolts, dagger, 8 sp.

Spells Known (6/6; base DC = 11 + spell level): 0—*daze*, *flare*, *light*, *detect magic*, *read magic*; 1st—*magic missile*, *shield*, *sleep*.

➤ **Specialists, male gnome Sor5 (APL 6 version):** CR 5; Small humanoid (gnome); HD 5d4+10; hp 25; Init +7; Spd 20 ft.; AC 14 (touch 14, flat-footed 11); Atk +6 ranged (1d8/19-20, light crossbow), +3 melee (1d4/19-20, dagger); SA spells; SQ gnome traits; AL CE; SV Fort +3, Ref +4, Will +4; Str 10, Dex 16, Con 14, Int 12, Wis 10, Chr 13.

Skills and Feats: Concentration +10, Hide +7, Move Silently +7; Combat Casting, Improved Initiative.

Possessions: light crossbow, 20 bolts, dagger, 8 sp.

Poison: carrion crawler brain juice coated on two crossbow bolts; injury (first hit only); DC 13 or paralysis for 2d6 minutes.

Gnome Traits: Low-light vision; +2 racial bonus on saving throws against illusions; +1 racial bonus to attack rolls against kobolds and goblinoids; +4 dodge bonus against giants; +2 racial bonus on Listen and Alchemy checks; May cast the following cantrips once each day: *dancing lights*, *ghost sound*, and *prestidigitation*.

Spells Known (6/7/4; base DC = 11 + spell level): 0—*daze*, *flare*, *light*, *detect magic*, *read magic*; 1st—*magic missile*, *shield*, *sleep*, *mage armor*; 2nd—*blindness*, *web*.

➤ **Backups, male half-orc Rog3/Bbn2:** CR 5; Medium-size humanoid (orc); HD 3d6+2d12+10; hp 40; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40ft.; AC 16 (touch 13, flat-footed 16) +3 Dex, +3 studded leather; Atk +8 melee (1d12+6/x3, greataxe); SA Poison, rage, sneak attack +2d6; SQ half-orc traits, evasion, uncanny dodge; AL CE; SV Fort +8, Ref +9, Will +3; Str 18, Dex 16, Con 14, Int 6, Wis 10, Chr 6.

Skills and Feats: Escape Artist +11, Hide +11, Move Silently +11, Spot +8, Tumble +11; Improved Initiative, Iron Will.

Poison: carrion crawler brain juice coated on the greataxe; injury (first hit only); DC 13 or paralysis for 2d6 minutes.

Rage (Ex): 1/day—AC 14 (touch 11, flat-footed 14), Atk +10 melee (1d12+9/x3, greataxe); SV Fort +10, Will +6; Str 22, Con 18; lasts 7 rounds, then fatigued.

Half-Orc Traits: Darkvision; Orc Blood.

Possessions: short sword, dagger, studded leather armor, small wooden shield, 5 gp.

➤ **Hellina Brendingund, female half-fiend Sor3 (APL 2 version):** CR 5; Medium-size outsider; HD 3d4+9; hp 21; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (touch 14, flat-footed 11); Atk +2 melee (1d4+1/19-20, dagger), or +5 ranged (1d4+1/19-20, dagger), or +2 melee (1d6+1, bite) and -3 melee (1d4, 2 claws); SA spell-like abilities; SQ darkvision 60 feet, immune to poison, acid, cold, electricity, and fire resistance 20; AL CE; SV Fort +4, Ref +5, Will +3; Str 12, Dex 18, Con 16, Int 16, Wis 10, Chr 18.

Skills and Feats: Appraise +6, Bluff +7, Concentration +5, Diplomacy +7, Gather Information +7, Hide +7, Innuendo +3, Intimidate +7, Knowledge (arcana) +9, Knowledge (religion) +8, Move Silently +7, Open Locks +7, Search +6, Spellcraft +9; Combat Casting, Silent Spell, Improved Initiative.

Spell-like Abilities: 3/day—*darkness*; 1/day—*desecrate*. All cast as a 3rd-level cleric (base DC = 10 + spell level).

Possessions: Red satin dress, bone dagger, *Necklace of the Forlorn Cairn*.

Spells Known (6/6; base DC = 14 + spell level): 0—*ray of frost*, *daze*, *mage hand*, *detect magic*, *read magic*; 1st—*charm person*, *shield*, *mage armor*.

➤ **Hellina Brendingund, female half-fiend Sor5 (APL 4 version):** CR 7; Medium-size outsider; HD 5d4+15; hp 35; Init +7; Spd 30 ft.; AC 15 (touch 14, flat-footed 11) or 19 (touch 14, flat-footed +5) with *mage armor* cast; Atk +3 melee (1d4+1/19-20, dagger), +2 ranged (1d4+1/19-20, dagger), +3 melee (1d6+1, bite), and -2 (1d4, 2 claws); SA spell-like abilities; SQ darkvision 60 feet, immune to poison, acid, cold, electricity, and fire resistance 20; AL CE; SV Fort +4, Ref +5, Will +4; Str 12, Dex 18, Con 16, Int 16, Wis 10, Chr 19.

Skills and Feats: Appraise +7, Bluff +8, Concentration +11, Diplomacy +8, Gather Information +8, Hide +8, Innuendo +4, Intimidate +8, Knowledge (arcana) +9, Knowledge (religion) +11, Move Silently +8, Search +6, Spellcraft +11; Combat Casting, Silent Spell, Improved Initiative.

Spell-Like Abilities: 3/day—*darkness*; 1/day—*desecrate*, *unholy blight*. All cast as a 5th-level cleric (base DC = 10 + spell level).

Possessions: Red satin dress, bone dagger, *Necklace of the Forlorn Cairn*.

Spells Known (6/7/5; base DC = 14 + spell level):
o—ray of frost, daze, mage hand, detect magic, prestidigitation, read magic; 1st—charm person, shield, mage armor, chill touch; 2nd—ghoul touch, spectral hand.

➤ **Hellina Brendingund, female half-fiend Sor7 (APL 6 version):** CR 9; Medium-size outsider; HD 7d4+21; hp 49; Init +7; Spd 30 ft.; AC 15 (touch 14, flat-footed 11), or 19 (touch 14, flat-footed 15) with mage armor cast; Atk +5 melee (1d4+1/19-20, dagger), +8 ranged (1d4+1/19-20, dagger); SA spell-like abilities; SQ darkvision 60 feet, immune to poison, acid, cold, electricity, and fire resistance 20; AL CE; SV Fort +5, Ref +6, Will +5; Str 12, Dex 18, Con 16, Int 16, Wis 10, Chr 20.

Skills and Feats: Appraise +8, Bluff +10, Concentration +13, Diplomacy +10, Gather Information +10, Hide +9, Innuendo +5, Intimidate +10, Knowledge (arcana) +13, Knowledge (religion) +8, Move Silently +9, Search +6, Spellcraft +13; Combat Casting, Silent Spell, Still Spell, Improved Initiative.

Spell-Like Abilities: 3/day—darkness, poison; 1/day—desecrate, unholy blight. All cast as a 7th-level cleric (base DC = 10 + spell level).

Possessions: Red satin dress, bone dagger, Necklace of the Forlorn Cairn.

Spells Known (6/7/7/5; base DC = 15 + spell level):
o—ray of frost, daze, ghost sound, mage hand, detect magic, prestidigitation, read magic; 1st—charm person, shield, mage armor, chill touch, spider climb; 2nd—ghoul touch, spectral hand, scare; 3rd—fireball, fly.

➤ **Hellina Brendingund, female half-fiend Sor9 (APL 8 version):** CR 11; Medium-size Outsider; HD 9d4+27; hp 63; Init +7; Spd 30 ft.; AC 15 (touch 14, flat-footed 11), or 19 (touch 14, flat-footed 15); Atk +6 melee (1d4+1/19-20, dagger), +9 ranged (1d4+1/19-20, dagger), or +6 melee (1d6+1, bite, and +1 melee (1d4, 2 claws)); SA spell-like abilities; SQ darkvision 60 ft., immune to poison, acid, cold, electricity, and fire resistance 20; AL CE; SV Fort +6, Ref +7, Will +6; Str 12, Dex 18, Con 16, Int 16, Wis 10, Chr 20.

Skills and Feats: Appraise +9, Bluff +11, Concentration +15, Diplomacy +11, Gather Information +11, Hide +10, Innuendo +6, Intimidate +11, Knowledge (arcana) +15, Knowledge (religion) +8, Move Silently +10, Search +6, Spellcraft +15; Combat Casting, Silent Spell, Still Spell, Improved Initiative, Dodge.

Spell-Like Abilities: 3/day—darkness, poison; 1/day—desecrate, unholy blight, contagion. All cast as a 9th-level cleric (base DC = 10 + spell level).

Possessions: Red satin dress, bone dagger, Necklace of the Forlorn Cairn.

Spells Known (6/7/7/7/5; base DC = 15 + spell level): o—ray of frost, daze, ghost sound, mage hand, mending, detect magic, prestidigitation, read magic; 1st—charm person, shield, mage armor, chill touch, spider climb; 2nd—ghoul touch, spectral hand, scare, flaming sphere; 3rd—fireball, fly, haste; 4th—confusion, wall of fire.

➤ **Vertislar “Verly” Brendingund, male half-fiend Bbn2 (APL 2 version):** CR 4; Medium-size outsider; HD 2d12+8; hp 32; Init +4; Spd 40 ft., Fly 40 ft. (average); AC 15 (touch 14, flat-footed, 11); Atk +7 melee (1d6+5 bite) and +5 melee (1d4+2, 2 claws); SA spell-like abilities, rage; SQ Darkvision 60 ft., immune to poison, acid, cold, electricity, and fire resistance 20; AL CE; SV Fort +7, Ref +4, Will -1; Str 20, Dex 19, Con 18, Int 12, Wis 8, Chr 10.

Skills and Feats: Balance +6, Climb +10, Escape Artist +6, Hide +6, Jump +10, Listen +4, Move Silently +6, Search +3, Swim +10, Tumble +6; Flyby Attack, Multiattack.

Spell-Like Abilities: 3/day—darkness. All cast as a 2nd-level cleric (base DC = 9 + spell level).

Rage (Ex): 1/day—hp 36; AC 13 (touch 12, flat-footed 9), Atk +9 melee (1d5+7, bite) and +7 (1d4+3, 2 claws); SV Fort +9, Will +1; Str 22, Con 20; lasts 8 rounds, then fatigued.

Possessions: leather pants.

➤ **Vertislar “Verly” Brendingund, male half-fiend Bbn4 (APL 4 version):** CR 6; Medium-size outsider; HD 4d12+16; hp 64; Init +4; Spd 40 ft., Fly 40 ft. (average); AC 15 (touch 14, flat-footed 11), or 19 (touch 14, flat-footed 15) with mage armor cast; Atk +9 melee (1d6+5 bite) and +7 melee (1d4+2, 2 claws); SA spell-like abilities; SQ Darkvision 60 feet, immune to poison, acid, cold, electricity, and fire resistance 20; AL CE; SV Fort +8, Ref +5, Will +0; Str 21, Dex 19, Con 18, Int 12, Wis 8, Chr 10.

Skills and Feats: Balance +7, Climb +12, Escape Artist +7, Hide +7, Intimidate +7, Jump +12, Listen +6, Move Silently +7, Search +4, Swim +12, Tumble +7; Blind-Fight, Flyby Attack, Multiattack.

Spell-Like Abilities: 3/day—darkness; 1/day—desecrate. All cast as a 4th-level cleric (base DC = 9 + spell level).

Rage (Ex): 2/day—hp 72; AC 13 (touch 12, flat-footed 9), or 17 (touch 12, flat-footed 13) with mage armor cast, Atk +11 melee (1d5+9, bite) and +9 (1d4+4, 2 claws); SV Fort +10, Will +2; Str 23, Con 22; lasts 9 rounds, then fatigued.

Possessions: leather pants.

➤ **Vertislar “Verly” Brendingund, male half-fiend Bbn6 (APL 6 version):** CR 8; Medium-size outsider; HD 6d12+24; hp 96; Init +4; Spd 40 ft., Fly 40 ft. (average); AC 16 (touch 15, flat-footed 11), or 20 (touch 15, flat-footed 15) with mage armor cast; Atk +11 melee (1d6+5 bite) and +9 melee (1d4+2, 2 claws); SA Spell-like abilities; SQ Darkvision 60 ft., immune to poison, acid, cold, electricity, and fire resistance 20; AL CE; SV Fort +9, Ref +7, Will +3; Str 21, Dex 20, Con 18, Int 12, Wis 8, Chr 10.

Skills and Feats: Balance +9, Climb +14, Escape Artist +9, Hide +9, Intimidate +9, Jump +14, Listen +8, Move Silently +9, Open Locks +6, Search +5, Swim +14,

Tumble +9, Use Rope +9; Blind-Fight, Flyby Attack, Multiattack, Iron Will.

Spell-like Abilities: 3/day—*darkness*; 1/day—*desecrate*, *unholy blight*. All cast as a 6th-level cleric (base DC = 9 + spell level).

Rage (Ex): 2/day—hp 108; AC 14 (touch 12, flat-footed 9), or 18 (touch 12, flat-footed 13) with *mage armor* cast; Atk +13 melee (1d5+9, bite) and +11 (1d4+4, 2 claws); SV Fort +11, Will +5; Str 23, Con 22; lasts 9 rounds, then fatigued.

Possessions: leather pants.

☛ **Vertislar “Verly” Brendingund, male half-fiend Bbn8 (APL 8 version):** CR 8; Medium-size outsider; HD 8d12+32; hp 128; Init +4; Spd 40 ft., Fly 40 ft. (average); AC 16 (touch 15, flat-footed 11), or 20 (touch 15, flat-footed 15) with *mage armor* cast; Atk +13 melee (1d6+5, bite) and +9 (1d4+2, 2 claws); SA spell-like abilities; SQ Darkvision 60 feet, immune to poison, acid, cold, electricity, and fire resistance 20; AL CE; SV Fort +10, Ref +7, Will +3; Str 21, Dex 20, Con 18, Int 12, Wis 8, Chr 10.

Skills and Feats: Balance +9, Climb +14, Escape Artist +9, Hide +9, Intimidate +9, Jump +14, Listen +8, Move Silently +9, Open Locks +6, Search +5, Swim +14, Tumble +9, Use Rope +9; Blind-Fight, Flyby Attack, Multiattack, Iron Will.

Spell-like Abilities: 3/day—*darkness*, *poison*; 1/day—*desecrate*, *unholy blight*. All cast as a 6th-level cleric (base DC = 9 + spell level).

Rage (Ex): 3/day—hp 144; AC 14 (touch 12, flat-footed 9), or 18 (touch 12, flat-footed 13) with *mage armor* cast; Atk +15 melee (1d5+9, bite) and +13 (1d4+4, 2 claws); SV Fort +12, Will +5; Str 23, Con 22; lasts 9 rounds, then fatigued.

Possessions: leather pants.

☛ **Gang members, male human Rog1 (APL 2 version):** CR 1; Medium-size humanoid (human); HD 1d6+2; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +2 melee (1d6+1/18-20, rapier), or +1 melee (1d4+1/19-20, dagger), or +3 ranged (1d4+1/19-20, dagger); SA sneak attack +1d6; AL CE; SV Fort +4, Ref +5, Will +0; Str 12, Dex 16, Con 14, Int 12, Wis 10, Chr 10.

Skills and Feats: Disable Device +5, Escape Artist +7, Hide +7, Move Silently +7, Open Locks +7, Pick Pockets +7, Search +5, Spot +4, Tumble +7, Use Rope +7; Improved Initiative, Weapon Focus (rapier).

Possessions: leather armor, rapier, dagger.

☛ **Gang members, male human Rog3 (APL 4 version):** CR 3; Medium-size humanoid (human); HD 3d6+6; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 16); Atk +7 melee (1d6+1/18-20, rapier), or +4 melee (1d4+1/19-20, dagger), or +6 ranged (1d4+1/19-20, dagger); SA sneak attack +2d6; SQ evasion, uncanny dodge; AL CE; SV Fort +4, Ref +5, Will +0; Str 12, Dex 16, Con 14, Int 12, Wis 10, Chr 10.

Skills and Feats: Disable Device +7, Escape Artist +9, Hide +9, Move Silently +9, Open Locks +9, Pick

Pockets +9, Search +7, Spot +6, Tumble +9, Use Rope +9; Improved Initiative, Weapon Finesse (rapier), Weapon Focus (rapier).

Possessions: leather armor, rapier, dagger.

☛ **Gang members, male human Rog5 (APL 6 and 8 version):** CR 5; Medium-size humanoid (human); HD 5d6+10; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 16); Atk +8 melee (1d6+1/18-20, rapier), or +4 melee (1d4+1/19-20, dagger), or +7 ranged (1d4+1/19-20 dagger); SA sneak attack +3d6; SQ evasion, uncanny dodge; AL CE; SV Fort +6, Ref +7, Will +1; Str 12, Dex 17, Con 14, Int 12, Wis 10, Chr 10.

Skills and Feats: Disable Device +9, Escape Artist +11, Hide +11, Move Silently +11, Open Locks +11, Pick Pockets +11, Search +9, Spot +8, Tumble +11, Use Rope +11; Improved Initiative, Weapon Finesse (rapier), Weapon Focus (rapier).

Possessions: leather armor, rapier, dagger.

APPENDIX B: THE NECKLACE OF THE FORLORN CAIRN

The Necklace of the Forlorn Cairn is an ancient artifact that consists of a platinum cartouche set with brilliant diamonds and pale blue sapphires in fine filigree, hung on a chain of fine adamantine links. The “curse” of the necklace is that it can never be lost. Any person touching the necklace with bare skin while it rests on its pedestal in the Forlorn Cairn will find that it has magically appeared around their neck. Once on a person’s neck, the necklace can be removed normally but it will always magically return to its “owner’s” neck. Initially the time the Necklace took to return to Auldon was uncontrollable, but never took more than a half an hour. The necklace has become more attuned to Auldon over the past year and now will remain where Auldon for places it up to a full day. In addition, Auldon has also learned to control the return of the Necklace to some extent. If he removes it he can instantly summon it over any distance with a single thought at any time up to when the Necklace automatically returns.

Other effects:

- The necklace has grown more attuned to Auldon and it can no longer be removed by a simple *remove curse* spell.
- The necklace also emits an aura that causes servants of Iuz the Old to fear its wearer and avoid him.
- As the evil of the necklace has begun to take hold, it has also manifested the power to hide its alignment and that of its wearer in a fashion similar to a permanent *undetachable alignment* spell.
- Since the birth of his children, the necklace has begun to function as a *Rod of Splendor* for Auldon.
- If the person attuned to the necklace dies (still Auldon in this scenario), the necklace magically returns to its pedestal in the Forlorn Cairn.

PLAYER HANDOUT 1

Dear Gnome Mercenaries,

After destroying the intruders I expect Bwirse to bring into our little trap, please dispose of the bodies by dumping them into the Selintan River. Please bring all of their equipment to me at the family warehouse near the wall in the River District. It is across from the Dogtail Inn, just behind the Barge Inn. We will identify of any magic that you find. We will split the proceeds from the sale of their goods evenly as agreed, and I will pay the 50 gp per head and heart as well. Please try to come quickly and keep the hearts fresh, as Verty prefers them that way. He says the taste goes "funny" after an hour or so.

Yours truly,

Hellina A. Brendingund

PLAYER HANDOUT 2

Faithful Namfoodle,

Once again I find I must call upon you and your earth-dwelling friends. Please come to Greyhawk and take up residence in the Brendingund family warehouse I have indicated on the enclosed maps.

Some time in the next two weeks a group of adventurers will enter the building in search of two missing children. I will send you word when to expect them. Please incapacitate them as quickly as possible. As always, you may keep their equipment and anything else you find for yourselves.

It is possible that some fools who have served me in the past may be among the adventurers. I have enclosed a list with their names and descriptions. While I hold them in no great esteem, they have earned some favor. Spare their lives. Leave them bloody in the street as a lesson.

To aid you I have enclosed some paralytic poison that my organization has recently acquired. Use it, as you will, but carefully. It wears off after a few minutes, but its victims will be helpless during that time.

From the shadows,

B

PLAYER HANDOUT 3

PRETTY HELLINA,

i KNOW YOU ARE A YOUNG GIRL, BUT i HAS TO TELL YOU HOW i FELL ABOUT YOU. i LOVE YOU. i WANT TO BE WITH YOU FOREVER. i WILL MAKE YOU WHATEVER YOU WANT. DO YOU LOVE ME TOO? PLEASE WRITE BACK.

Dearest Huke,

I do love you and thank you for your faithful service. Please include the enclosed powder in today's celebration soup. I like the flavor it adds. Also, do not try the soup yourself until after you have served the family and guests. It would make me very upset if you did.

Meet me after lunch and we will talk.

Forever yours,

HELLINA