

Holy Word

A One-Round D&D Living Greyhawk Adventure for the Theocracy of the Pale

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Could it be that someone has found the long lost treasure of Talavir Markum? The Church would like to find out, and you are the people for the job. An adventure for characters level 1-6.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name-tag 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 to keep track of who is playing which Character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your Convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and 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 Convention coordinator wants information as to 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 them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

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.

The players are free to use the game rules to learn about equipment and weapons their Characters are carrying.

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 **bold italics**. It is Strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player Characters.

Living Greyhawk Tier Structure

To determine the tier, add the Character levels of all the Characters. In addition, add the levels of any henchmen or

animals according to the values on their certificates. Compare the total to the Chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated the highest level of Character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Lifestyle Expenses

PCs must choose a lifestyle at the beginning of each module. The lifestyles, and their effects, are:

Destitute

You have no living space, and must carry all your gear everywhere. You stink and are undernourished. You suffer a -3 on CHA-related checks.

Poor

You sleep in the common room of an inn, or perhaps the loft of a stable. Your clothing is generally worn and patched. You suffer -2 on CHA-related checks.

Low

You rent a small room at a tavern, perhaps shared with one or two other individuals. If you own a home it is a one-room shack. It wouldn't be Wise to leave anything of value lying around. You suffer -1 on CHA-related checks.

Medium

You are moderately successful, and your equipment is plain but sturdy. You have your own room in an inn or boarding house, where you can leave items of moderate value without worrying about them disappearing.

High

You rent a roomy house or apartment, or own a nice home. You own clothes for many occasions, and can entertain anyone without feeling overly ashamed. You receive a +1 bonus on CHA-related checks.

Luxury

You have the best of everything - spacious living quarters, exotic food and expensive clothes. Your success is the envy of many. You have a +2 bonus on CHA-related checks. Equipment left at home is generally quite secure.

<u>Lifestyle</u>	<u>Cost</u>
Destitute	0 gp
Poor	1 gp
Low	3 gp
Medium	10 gp
High	50 gp
Luxury	200 gp

Penalties or bonuses to Charisma-related checks 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.

Judge's Summary

Over three centuries ago followers of Pholtus fled the Great Kingdom seeking religious freedom. They founded what would become the Theocracy of the Pale. Among those early founders of the Theocracy was a man named Talavir Markum—a Pholtan cleric of unshakable faith. After his church was burnt down Talavir he led his Congregation north through the FlInty Hills and along the edge of the Gomboge Forest. During that journey through those inhospitable lands some possessions were, by necessity of survival, left behind. According to legend Talavir had not fled his homeland empty-handed. Among the items he was rumored to have salvaged were ancient scrolls, sacred tomes, gold and gem encrusted service vessels, blessed weapons and relics of the faith. These items never reached their Intended destination and Talavir died before he was able to return south and retrieve them. Speculation and rumor have long surrounded the fate of these treasures. Many have speculated that they had been buried in secret location somewhere near what is now the town of Ogburg.

Nearly 100 years ago a farmer, while clearing trees to make room for his crops, uncovered a pair of wooden trunks buried years earlier. Though dirty and a bit stained, these trunks were otherwise still solid. The farmer had no way of opening them. Isolated as his farm was and with the oppression of Nyron and the pressing demands of feeding his family the trunks were pressed into service, and their mysterious origin was soon forgotten by the farmer, practical and unimaginative sort that he was. So they have sat for almost a century, gathering dust in a shadowy corner or used as a table for family meals, passing from father to son...until now.

Following the death of a rural farmer his widow has sold off many of their possessions in preparation to join her married daughter living in Ogburg. She has agreed to sell the items, including the wooden trunks, to a merchant who was passing through on his way to WIntershiven. The merchant left behind a young man, Timon, to watch over and catalogue his new acquisitions until a wagon could be sent to retrieve them. Timon, a loyal follower of the church, has followed his employer's instructions, inventorying the estate. Seeing Talavir's mark and remembering the stories from his childhood, he recognized the chests as originally belonging to Talavir Markum. Stunned by the potential religious significance of what he found, Timon sent word to the church in

WIntershiven. By the time Timon's message arrived the merchant, Korvan Zanar, had already left with a wagon and escort. Fearing another wild goose Chase the Church was unwilling to dispatch members of the Church Militant to investigate a situation merely on the word of an unknown lad. Reluctant to let the opportunity pass completely, it has been decided that a small band of explorers would be well suited to secure the goods and return them to WIntershiven.

Unfortunately, the Church and Korvan are not the only ones who would lay claim to Talavir's cache. Enemies of the Pale have also heard the legends of Talavir and the relics he is rumored to have hidden away. Timon's elation at the potential find was noted by those who are less than supportive of the goals of the Church. They intend to reach Ogburg first and gain the trunks for themselves, hoping that they might contain clues that could lead to the lost relics. They know what legend and rumor have forgotten, and that among the lost relics are said to lie items of great power.

Another would claim these treasures as well, a descendant of Talavir. Kinnora, Talavir's great-great-great-great-great-great-granddaughter, would like the trunks, for they may lead to the recovery of the long-lost personal treasures of her family.

Encounter 1a: Faithful Introduction

Use this encounter as the Introduction for PCs who are worshippers (Priests, Paladins, or followers) of Pholtus:

The night is cold and the snow swirls as you make your way to the small inn known as the 'Resting Sun' near the cathedral. An initiate of the church found you and bade you to follow. The words he spoke were terse and simple – "Your Church needs you."

A sudden rush of chilly air heralds the arrival of another two figures into the inn. It is the same young initiate followed by a larger person. You recognize him as Abbot Dayren. They make their way to your secluded table, where the initiate bows and then backs away. The begins:

"In the time of the Overking Toran II we of Pholtus became an oppressed people, persecuted for our faith. Seeking religious freedom, our forefathers fled the politics and decadence of the Great Kingdom. Some left unnoticed. Others were pursued after their churches were burned and their homes destroyed. Their flight was not easy. There were many obstacles and the allies were few.

Some of these brave souls fell to heathens, some to illness or injury. Others were weak in their faith and turned back, but those who continued on would become the foundation and strength of the church. To insure the survival of those devoted to the faith some things were left behind; treasured possessions, symbols of the church, writings, relics, trappings of the Faith. Left behind to be retrieved later. Some were never retrieved and remain lost to this day."

Then he whispers, "others may be within our grasp."

“A messenger arrived from Ogburg today bearing a letter from a man called Timon. He claims that he is in the service of Korvan Zanar, a traveling merchant. His letter said that he thinks he may have found something of spiritual importance, and he asked for guidance. The message provides little detail, but does mention the name of Talavir.”

“Talavir was a Pholtan priest who led a group of the faithful north over three centuries ago. When he started his flight he had many relics and treasures of the church. Those treasures never reached their destination. Priests and pilgrims, treasure hunters and heretics have all chased the stories of Talavir’s relics for the last 300 years. The treasures have been lost for so long that we all fear this discovery may be only another false trail. That in mind, the Council is naturally reluctant to send members of the Church Militant, who may be better used elsewhere.”

“I would like you to travel to Ogburg, speak discretely to Timon, and learn what you can of what he found. He has expressed some concern should his employer learn of his message to us. I want you to discover what he has found and bring the items here to Wintershiven, even if they are not part of Talavir’s lost cache. If genuine, the items are dangerous in the wrong hands and care should be taken in handling them. While the items themselves may bear no markings, the chests which hold them, if Talavir’s, should bear his mark. Will you assist?”

He pauses, sizing up the PCs and waiting for an affirmative reply.

“The position of the Church is quite clear on this matter. As relics of the faith these items are already the property of the Church and the Council would see them returned. However, they are not without understanding and compassion for Merchant Zanar.” He draws two small pouches from beneath his robes, passing them to _____ (Insert PC name – a priest of Pholtus would be the first choice, followed by a Paladin. If neither is available, then a lay worshipper will have to do.

“This should prove to be adequate compensation for the good merchant’s troubles, and for yours. A finder’s fee, if you will, for restoring that which belongs to the Holy Church. Give it to him, with our respects. I have arranged for a wagon to be made available for your use. It will be waiting at the town gate at dawn.”

“Upon your arrival you should seek out this man Timon. According to his message, he remains in the employ of Korvan Zanar, inventorying the items that were purchased from the widow of an old farmer. The chests in question are among the family’s possessions that were sold. He will delay Zanar’s departure from Ogburg for as long as possible. The remainder of the merchant caravan has already departed on its journey south. You have little time to waste. The farm is located an hour outside of the town. This map should guide you. Come to the church upon your return.”

The following are questions the PCs may ask, and the Abbots answers:

What about payment?

“I am saddened that you care so little about mother Church that you would not think to devote yourself to her service, without thought for yourself above others.”

What about expenses?

“Keep a record of any funds you spend, and the church can recompense you upon your return.”

Who might try to stop us?

“Pholtus has said that ‘The darkness seeks always to overcome the light, and can assume many forms.’ Do not assume that those who are traditionally our enemies are the only ones we have.”

Encounter 1b: Non-Faithful Introduction

Use this encounter as the Introduction for PCs who are not followers of Pholtus

A sudden rush of chill air heralds the arrival of another patron to the Barrel and Board Tavern. Disgruntled murmurs subside as the door closes once again, shutting out the bitter autumn wind. The crowd is beginning to arrive for the midday meal. You feel for your pouch, judging the meager amount of coin within. You will have to find work soon or a hot meal may become a luxury you cannot afford.

As you drop the coins on to the table the serving girl brushes past, her hands laden with steaming bowls. “Tis alright. The meal has already been paid for.” If the heroes inquire as to the identity of their benefactor she will nod in the direction of a large corner table, unoccupied except for a lone young woman in unadorned robes: “Her.”

When the PCs approach the woman she gestures for them to join her at the table. The young woman’s white robes are unmarked save for the image of a sun disk (the symbol of Pholtus) hanging from her neck. She is pleasant looking, with soft gray eyes and long honey-blond hair. Her voice is soft, yet has an undercurrent of confidence and authority.

“Sit, please. Join me. I am Asiria. Was your meal acceptable? Perhaps you will repay me with a moment of your time. You may wish to hear my offer. Are you new to Wintershiven? Perhaps you will permit me to offer you the hospitality of the Church.” When the PCs agree and sits she continues.

“It would seem fortuitous that I have found you this evening. May I ask what has brought you out on such an inhospitable evening?”

Allow the PCs to give their motivations. Assuming that they don’t blurt out that they are spies for Nyronnd, or set on undermining the Pale, continue.

“Aah, I see. Does the name Talavir Markum mean anything to you?”

This requires a successful Knowledge (History) check (DC 20). If the PCs are from the Theocracy of the pale there is a +2 circumstance bonus to the roll. Any PC who makes the check should be informed of the following:

Among the early founders of the Theocracy was a man named Talavir Markum. Talavir was originally from the Great Kingdom, but led his congregation north over 300 years ago.

According to legend, Talavir did not flee his homeland empty-handed. Among the items he was rumored to have salvaged were many ancient artifacts of the faith. These items never reached their Intended destination and Talavir died before he was able to return south and retrieve them.

If none of the PCs make their History check, Asiria will dismiss the question as the “not important,” and proceed.

If it isn't too forward of me, I would like to extend to you an offer of employment. You see, the Church must send several individuals to Ogburg, and I would like to hire you to escort them. While they are travelling on church business, because of the situation in Tenh we cannot spare any the faithful to accompany them, and so we must find alternative means of providing for their safety. Pholtus has advised me that you would be suitable for this task.”

She picks the PCs because she has cast the spell *divination*, resulting in the advice that the PCs can help with the recovery of the lost relics, and their eventual return to the church.

“She draws two small pouches from beneath her robes, placing them on the table. This should prove to be adequate compensation for your troubles. A finder's fee, if you will, for helping to restore that which belongs to the holy Church. Divide these among yourselves.”

She will not quibble over payment. If the PCs press for more money she will say that it is their duty to help the church which protects the Pale. The pouches contain 50 gp in coins and small gems per PC in the group.

“The faithful you are to accompany are leaving from South Gate at dawn. Meet them there.”

Describe any PCs from Encounter One-A as the people the non-faithful should be looking for. If no PCs qualified for Encounter One-A, then use the descriptions of Father Smete and his apprentice from Encounter Three, below.

**“This map should guide you. Come to the church upon your return.” She rises, leaving a small handful of coins on the table.
“May Pholtus guide you.”**

Asiria, female human Clr7: CR 7; Medium Humanoid (5ft. tall); HD 7d8; hp 38; Init +1 (Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 Armor); Atks +5 melee (1d6, light mace); SA spells, turn undead; AL LN; SV Fort +5, Ref +2, Will +8;

Str 10, Dex 12, Con 10, Int 12, Wis 17, Cha 14

Skills: Intimidate +3, Concentration +6, Sense Motive +6, Heal +6, Spellcraft +4, Knowledge (Religion) +10, Diplomacy +4. **Feats:** Iron Will (+2 on Will saves included), Extra Turning, Scribe Scroll, Spell Penetration

Equipment: Bracers of Armor +5, light mace, holy symbol, spell components in pouch

Spells (6/6/5/4/2) 0-lvl—*cure minor wounds, detect magic, guidance, light, read magic, resistance*; 1-lvl—*bles, detect law, command, comprehend languages, protection from Chaos, divine favor*; 2-lvl—*augury, hold person, silence 15' radius, detect thoughts*; 3—*searing light, dispel magic, magic circle against evil, invisibility purge*; 4-lvl—*order's wrath, divination*

Encounter 2: the Gates

This encounter takes place just as the PCs approach the gates. If possible, have the PCs who are not followers of Pholtus will participate in the encounter initially, and worshippers of Pholtus should arrive shortly thereafter.

The rain has turned to a fine mist as you make your way along Wintershiven's cobbled streets towards the South Gate. Intent on errands, early morning passersby are undeterred by the weather. Turning a corner, you see the gate a block away. Suddenly the people seem to part before you as you pass and a wave of quiet whispering accompanies your progress. As you consider this phenomenon a voice rings out behind you: “Them's the ones, right there! I seen 'em do it.”

From the points of fingers from people in the crowd and the group of Church Militants approaching you from South Gate, it is clear that the voice can only be referring to you. You hear the voice again and turn to see a young man leap out of the gathering crowd.

“You won't let them hurt me, will you?” he calls to the approaching Church Militants. “You'll protect me, you have to. They're dangerous, lawless adventurers.”

This is all a set-up. An elderly man was beaten up behind the Barrel and Board Tavern as part of an attempt to delay the PCs. The PC's accuser, Falco, is a young and plain looking man. He has been paid for 25 gp to accuse the PCs of the crime, and then he has been instructed to disappear. He does not know why his benefactors want him to accuse the PCs, and doesn't care. He is part of the plot though he knows little. He really needs the money. He knows that his life is worthless if he is caught giving false testimony to the Church, so he will disappear into the crowd at the first opportunity. Keep track of the actual time. Give the players five minutes real time to suggest that Falco should be questioned as well. After that time Falco will slip away unnoticed.

When the soldiers approach they will “detain” the PCs. They will have the PCs drop all weapons on the ground, and have them place their hands out palms up and facing soldiers.

Within 10 minutes Mirran, a cleric of Pholtus will show up to support the Church Militants. The PCs may convince her to cast *zone of truth* or they may be able to

talk their way out of being arrested by a successful Diplomacy check (DC 20) This check is modified by with a +1 circumstance bonus for each open worshiper of Pholtus in the party.

The cleric will cast *zone of truth* as soon as the PCs raise doubts as to the truth Falco's statement. The PCs will no doubt agree to submit to the spell. She will direct it first at the PCs unless the PCs encourages otherwise. If Falco is still there, he will scoot as soon as the *zone of truth* is suggested. Three of the ten Church Militants will pursue, but will not catch Falco. Mirran will demand the PC stay with her, still "detained" and continue to cast the spell on them. As soon as she is convinced the PCs are truly innocent she will let them go.

Falco, male human Rog2: CR 2; Medium Humanoid (5ft. tall); HD 2d6; hp 10; Init +3 (Dex); Spd 30 ft.; AC 13 (+3 Dex); Atks +1 melee (1d4 [19-20 x2], dagger), +3 ranged (1d4, sling); SA sneak attack; AL N; SV Fort +0, Ref +7, Will +1;

Str 10, Dex 17, Con 11, Int 10, Wis 13, Cha 13

Skills: Bluff +6, Forgery +5, Disguise +7, Hide +7, Listen +7, Move Silently +7, Open Locks +7, Pick Pockets +8, Search +6; Feats: Run, Lightning Reflexes (+2 on Reflex saves included)

Equipment: dagger, sling, 10 sling bullets.

Falco has been hired to delay the PCs. He cannot accurately describe his employer, because he has never seen him. He was paid by way of a middleman who usually handles caravan hiring. He has been paid in advance and only wants to get away to spend his new wealth. He has no desire to be questioned by the Church and will attempt to slip away at the first opportunity. He will try to talk his way out of being subjected to any spells, saying things such as 'Only doing my duty, don't want to get involved' 'Need to get back to me ill mother, can't leave her alone' and such. He is dressed in worn but clean clothes and has no noteworthy physical characteristics.

Church Militant, human Ftr2 (10): CR 2; Medium Humanoid (6ft. tall); HD 2d10+2; hp 18 each; Init +5 (Dex); Spd 20 ft.; AC 16 (+1 Dex, +5 armor); Atks +4 melee (1d8+2 [19-20 x2], longsword); AL LN; SV Fort +4, Ref +0, Will +0;

Str 15, Dex 12, Con 13, Int 11, Wis 11, Cha 12

Skills: Intimidate +3, Sense Motive +3, Spot +2, Profession (Soldier) +3; Feats: Improved Initiative (+4 Init included), Alertness, Dodge (+1 AC bonus vs single opponent), Combat Reflexes

Equipment: Chain mail, longswords

The Church Militant will not kill the PCs. It is difficult to convict a corpse of heresy.

Mirran, female human Clr3: CR 3; Medium Humanoid (6ft. tall); HD 3d8; hp 18; Init +2 (Dex); Spd 20 ft.; AC 17 (+2 Dex, +5 Armor); Atks +2 melee (1d6, light mace); SA spells, turn undead; AL LN; SV Fort +3, Ref +3, Will +8;

Str 10, Dex 14, Con 11, Int 12, Wis 16, Cha 12

Skills: Intimidate +3, Concentration +6, Sense Motive +7, Heal +8, Religion +6; Feats Combat Casting, Iron Will (+2 on Will saves included), Extra Turning

Equipment: Chain mail, light mace, holy symbol, spell components in pouch

Spells (4/4/3): 0-lvl—*cure minor wounds, detect magic, guidance, light*; 1-lvl—*bless, detect law, command*; 2-lvl—*zone of truth, hold person, detect thoughts*

Encounter 3: Together at Last

There are two Church groomsmen at the gate with a wagon and two horses. If there are no worshippers of Pholtus among the PCs, then Father Smete and Sebister, his apprentice, will be here instead. This means that the Father is nominally in Charge of the mission. However, he is *not* an adventurer. Smete is a sedentary older (55 year-old) man who looks very out of sorts in his borrowed chain shirt. He has been sent to simply authenticate that the chests belonged to Talavir Markum. In any matter of security or danger, he will defer to the PCs, unless the action is obviously not in the best Interest of the Church. Smete will always act as an advocate of the Church. If the PCs try to take the items they find in the Talavir's chests later in the adventure, he will adamantly oppose such a decision. While he will not resort to violence (though Sebister may threaten it, he will always defer to his master's wishes) he will report the PC's actions to the church upon returning to Wintershiven.

Father Smete, male human Clr3 (Pholtus): CR 3; Medium Humanoid (6ft. tall); HD 3d8; hp 18; Init +0; Spd 30 ft.; AC 14 (+4 Armor); Atks +0 melee (1d6-2, light mace); SA spells, turn undead; AL LN; SV Fort +3, Ref +1, Will +6;

Str 7, Dex 10, Con 11, Int 13, Wis 17, Cha 12

Skills: Diplomacy +3, Concentration +5, Sense Motive +7, Heal +7, Religion +6, Knowledge (history) +6, Swim +2; Feats Combat Casting, Iron Will (+2 on Will saves included), Extra Turning.

Equipment: Chain shirt, light mace, holy symbol.

Spells (4/4/3) 0-lvl—*cure minor wounds, detect magic, guidance, light*; 1-lvl—*bless, detect Chaos, endure elements, protection from Chaos*, 2—*augury, make whole, aid*

Apprentice Sebister, male human Clr1 (Pholtus): CR 1; Medium Humanoid (6ft. tall); HD 1d8+2; hp 8; Init +2; Spd 20 ft.; AC 16 (+1Dex, +5 Armor); Atks +1 melee (1d6+1, light mace); SA spells, turn undead; AL LN; SV Fort +2, Ref +0, Will +3;

Str 13, Dex 11, Con 11, Int 11, Wis 13, Cha 14

Skills: Concentration +4, Spot +2, Spellcraft +3; Feats Combat Casting, Iron Will (+2 on Will saves included).

Equipment: Chain shirt, light mace, holy symbol.

Spells (4/1)

o-lvl—cure minor wounds, detect magic, guidance, light; 1-lvl—sanctuary, endure elements, bless water

Determine the PCs's standard traveling routine at this time—marching order, provisions, whether they are foraging or hunting, watch arrangements, who is walking, who is riding horses, who is on the wagon etc. Basically all the details that will make your job as DM easier from the start.

Lone riders and small groups, farmers, merchants and pilgrims pass you in both directions as you make your way south. Travel has been uneventful, almost dull as you leave Wintershiven behind and begin your twelve-day journey. At least the rain has stopped. Small farms and homesteads, scraping out a meager living in the rocky soil, dot the countryside as your travel south.

Encounter 4: The Follower

On the first and second nights the PCs will find farmers willing to provide shelter, provided the heroes are respectful and polite. On the third night they will have to camp in the open. The PCs will travel without incident until midday on day four.

Your fourth morning on the road is chill and damp. The sun is hidden behind looming gray clouds. As you break camp the rain begins again, soaking your cloths and turning the road to mud.

Kinnora, the serving girl from the Barrel and Board tavern, has an interest in the heroes' mission. She has followed them from Wintershiven hoping to win their aid for her cause. On foot and without supplies of her own she has been struggling to keep up with the PCs. By day four she is cold, wet, hungry and suffering from a lack of rest. Beginning one hour out of camp on the morning ride PCs may begin making Spot checks (DC15) to notice that they are being followed. At first they will have no idea who is following them, they are only aware of a lone figure in the distance that disappears at times, only to be glimpsed again later in the day. The PCs gain a +2 circumstance bonus for each hour spent on the road, as Kinnora grows more desperate to keep up with them. When the PCs have made whatever plans they wish to in preparation for an ambush, or when one or more of the PCs go to investigate, read or paraphrase the following:

You cannot imagine anyone choosing to be out on the road in weather like this. It is difficult to say who is more surprised, you or your quarry. You are hard pressed to imagine a more unlikely attacker. Dripping wet, bedraggled and thin, covered with mud from head to toes, the girl before you smiles pathetically. The smile quickly gives way to the chattering of teeth and she begins to weep uncontrollably. At once you all

recognizer her. She was the nice serving girl from the Barrel and Board tavern.

(If any PCs were at the Resting Sun, then she was a serving girl there. Otherwise, she was at the Barrel and Board. Swap out names where appropriate)

Kinnora is armed with a dagger, but is too exhausted to put up a fight. If forced into combat she will fight clumsily at best (she has a -2 circumstance penalty on both attack and damage rolls, given her current sorry state) which will make her appear unskilled. If the PCs believes that she is as unskilled as she appears, that is all for the better. If she is killed it should be noted on the Critical Events Summary along with the names/RPGA numbers of the PCs/Players directly involved. Once Kinnora is free to act (conscious or not held) Continue with the encounter.

Kinnora, female human Rogz: CR 2; Medium Humanoid (5ft. tall); HD 1d6+2; hp 8; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 13 (+3 Dex); Atks +1 melee (1d4+1 [19-20 x2], dagger); SA sneak attack; AL N; SV Fort +0, Ref +8, Will +1.

Str 10, Dex 16, Con 11, Int 10, Wis 13, Cha 15
Skills Hide +9, Move Silently +9, Open Locks +9, Pick Pockets +10, Spot +5, Improved Initiative (+4 IM included), Dodge (+1 AC versus single opponent)
Equipment: Dagger, clothing

“Do not be angry with me, please. I-I did not mean to eavesdrop, but when I heard of your mission I could not help myself. The items the church would have you retrieve are rightfully mine. I beg you, please help me get them back.”

If the PCs prompts her to elaborate she will continue:

“Talavir Markum is my ancestor. His possessions rightfully belong to his family, to me. They are my heritage. If you turn them over to the church then we will have nothing, years of searching will have been in vain. Please, won't you help me?”

If the PCs haven't heard the story of Talavir Markum yet, Kinnora will be able to relate it to them.

If the PCs discussion turns to what to do with her she will speak up.

“You have to take me with you. I'll die if you leave me here alone and if you take me back the merchant will get there first. We have to hurry.”

Kinnora knows the following about Talavir and his cache:

He is rumored to have hidden gem-encrusted goblets, blessed weapons and ancient sacred writings.

- Talavir was believed to have been so strong in his faith that he could return the dead to life. If the PCs are able to somehow discern Kinnora's true thoughts (by way of a *detect thoughts* spell or similar spell) they can tell that this is what is truly important to her. She is hoping that there is something in the trunk that

will restore her mother who died the previous winter.

- Talavir is Kinnora's great-great-great-great-great-great-great grandfather on her mother's side, descended from his only child, a daughter.

If the PCs agree to take her along she will stay close to the one who looks most able to protect her. If the PCs will help her gain the trunks for herself and her family she will give them her life's savings, 100 gp. She will not give them the money unless they help her and return her safely to Wintershiven. If the PCs do not agree to help her she will attempt to steal the book in Encounter 7. If the PCs either leaves her behind or attempts to take her back she will continue to do her best to follow them, waiting until their return to attempt to steal the book.

Encounter 5

The PCs are halfway through day seven of their twelve-day journey when they catch up to the merchant who has purchased the chests that the heroes were asked to recover. After the PCs save the merchant and his men they may either bargain with him immediately (rude) or they can bide their time, waiting for the proper moment.

Three days of constant rain have done little to improve the mood or morale of your small group. Were it not for the map you might wonder if there was an end to this journey.

Suddenly over the crest of the next hill you spy three horses racing down the road toward you. As they move closer they look panicked.

The party can either get out of the way of the rushing horses, or try to calm or control the animals. For PCs with the Handle Animal skill they can try divert one of the horses with a successful check (DC 17: 15 for a "push", -2 circumstance penalty), PCs with the Animal Empathy skill can attempt to calm one of the Horses (DC 20). Of course, the PCs can use spell that will stop or calm the horses. Getting too close to this minor stampede has its danger. The horses are spooked and will lash out with hoofs as they pass. PCs on horseback who approach must make a Ride check (DC 5) to remain in the saddle or fall and suffer overrun (see the D&D *Player's Handbook*, p. 139) hoof attacks.

Heavy Horses (3): CR 1; Large Animal; HD 1d8+3; hp 16 each; Init +1 (Dex,); Spd 50 ft.; AC 13 (-1 size, +1 Dex, +3 natural); Atks +3 melee (1d6+3, 2 hooves); SQ Scent; AL N; SV Fort +5, Ref +4, Will +2.

Str 15, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills Listen +6, Spot +6.

PCs making a successful Listen check (DC 8 due to distance and the muffling affect of the damp air) or riding forward to the hill will hear the distant sounds of combat. Continue when the PCs goes either over or around the hill.

The damp air has muted the sounds of battle up ahead, masking the pained cries of men and beasts. With the rise of the road no longer blocking you view the scene before you is nothing less than chaotic. A large wagon lies overturned in a ditch to the right of the road, a horse is still harnessed in place, struggling to rise to its feet. The body of one man is pinned under the fallen wagon and others lay nearby, blood mixing with the churned mud.

Another group of men fights with their backs to the wagon. They are outnumbered two to one.

Korvan Zonar, male human ExpI: CR 1/2; Medium Humanoid; HD 1d6; hp 5; Init +0; Spd 30 ft.; AC 10; Atks +1 melee (1d4+1 [19-20 x2], dagger); AL LN; SV Fort +1, Ref +1, Will +4.

Str 12, Dex 11, Con 10, Int 14, Wis 13, Cha 15.

Skills: Bluff +3, Diplomacy +8, Appraising +8, Gather Information +8, Profession (MerChant) +10, Innuendo +4, Decipher Script +5, Language-Gnome, Language-Halfling, Language-Goblin; Feats: Run, Shield Proficiency
Equipment: Dagger, clothing

Tier 1

Caravan guards, human Ftr1 (2): CR 1; Medium Humanoid; HD 1d10+3; hp 13 (10, 8); Init +0; Spd 30 ft.; AC 12 (+2 armor); Atks +1 melee (1d6+1 [19-20 x2], shortsword); AL LN; SV Fort +5, Ref +0, Will +0.

Str 10, Dex 10, Con 16, Int 10, Wis 9, Cha 11.

Skills: Profession (Soldier) +5. Swim +4, Ride +3; Feats: Endurance, Blind-Fight
Equipment: Leather armor, shortsword.

Attackers, human Ftr2 (4): CR 1; Medium Humanoid; HD 1d10; hp 18 (16, 14, 12, 11); Init +0; Spd 30 ft.; AC 13 (+3 armor); Atks +2 melee (1d6+2 [19-20 x2], shortsword); AL LE; SV Fort +2, Ref +0, Will +0.

Str 13, Dex 11, Con 14, Int 10, Wis 10, Cha 9.

Skills: Ride +4, Climb +4, Use Rope +2, Wilderness Lore +2; Feats: Toughness, Power Attack
Equipment: Studded leather armor, shortswords

Tier 2

Caravan guards, human Ftr2 (2): CR 2; Medium Humanoid; HD 2d10; hp 19 (16, 14); Init +0; Spd 30 ft.; AC 12 (+2 armor); Atks +2 melee (1d6+1 [19-20 x2], shortsword); AL LN; SV Fort +5, Ref +0, Will +0.

Str 10, Dex 10, Con 16, Int 10, Wis 9, Cha 11.

Skills: Profession (Soldier) +5. Swim +4, Ride +4, Spot +2; Feats: Endurance, Blind-Fight, Altness
Equipment: Leather armor, shortsword.

Attackers, human Ftr3 (4): CR 3; Medium Humanoid; HD 3d10+6; hp 21 (17, 15, 14, 12); Init +0; Spd 30 ft.; AC 13 (+3 armor); Atks +4 melee (1d6+2 [19-20 x2], shortsword); AL LE; SV Fort +3, Ref +1, Will +1.

Str 13, Dex 11, Con 14, Int 10, Wis 10, Cha 9.

Skills: Ride +5, Climb +4, Use Rope +3, Wilderness Lore +2; Feats: Toughness, Power Attack
Equipment: Toughness, Power Attack, Mounted Combat.

Equipment: Studded leather armor, shortsword

Tier 3

Caravan guards, human Ftr3 (3): CR 3; Medium Humanoid; HD 3d10+9; hp 25 (21, 19); Init +0; Spd 30 ft.; AC 12 (+2 armor); Atks +3 melee (1d6+2 [19-20 x2], shortsword); AL LN; SV Fort +6, Ref +1, Will +1.

Str 10, Dex 10, Con 16, Int 10, Wis 9, Cha 11.

Skills: Profession (Soldier) +5. Swim +4, Ride +4, Spot +4; **Feats:** Endurance, Blind-Fight, Alertness
Equipment: Leather armor, shortsword.

Attackers, human Ftr4 (6): CR 4; Medium Humanoid; HD 4d10+8; hp 27 (21, 20, 19, 17); Init +0; Spd 30 ft.; AC 13 (+3 armor); Atks +5 melee (1d6+2 [19-20 x2], shortsword); AL LE; SV Fort +6, Ref +1, Will +3.

Str 13, Dex 11, Con 14, Int 10, Wis 10, Cha 9.

Skills: Ride +5, Climb +4, Use Rope +3, Wilderness Lore +2, Intimidate +1; **Feats:** Toughness, Power Attack, Mounted Combat, Iron Will.

Equipment: Studded leather armor, shortswords.

If the PCs are easily defeating the attackers you may Wish to raise the Challenge by having 1-2 additional attackers return from Chasing off other caravan guards.

If the PCs does not act the first round one of the merchant guards will fall. If the heroes join the combat the caravan raiders will attack them.

This is the Korvan Zanar's wagon. The surviving caravan guards are outnumbered and fighting with their backs to the wagon. He and his men were ambushed en route to Ogburg. Zanar is unhurt, cowering under his wagon while his men fight off the attackers. Most of the guards are either dead or have fled, having decided the stingy fellow's pay is not nearly enough compensation for their lives. The merchant will try to hire the PCs to save his life and his goods.

After the combat is over the players may (if they search the bodies) find a map under the shirt of a dead attacker. This map details the road to Ogburg. On the map is a "shortcut" which does not appear on the map given to the PCs by the Church of Pholtus. The second part of the Ambush may be avoid by taking this shortcut, which offers instead the minor non-combat encounter 5A, an encounter that also may provide additional insight into the identity of the enemy. Each of the raiders is carrying a black metallic disk on a leather thong. The disk has no markings or symbols. PCs will not recognize the significance of the disk at this time.

Surviving attackers, if questioned, know only that they were hired to watch over the road to Ogburg, delaying anyone matching the description of either the merchant or the heroes, whoever arrived first. They do not know if there were others hired as well. They can describe their employer only as a tall, slender male(?) wearing a dark gray cloak and cowl. They were hired in Wintershiven the same day that the PCs spoke to Asiria and have ridden hard to get ahead of the PCs. If asked about the black disks they wear, the mercenaries have no

idea what the significance of the symbol is, only that wearing them "was part of the contract."

As the PCs tends to the wounded and dead or if they attempt to right the wagon:

A muffled pounding reaches you ears, followed by what seems to be a demand for release coming from beneath the overturned wagon.

Lifting the wagon to turn it over requires a Strength check (DC 25, which will require some cooperation, see D&D Player's Handbook, p. 62) due to the size and weight of the wagon and the fact that it is in a ditch. Horses may be used to assist. Under the wagon the PCs will find Korvan and some of his last minute purchases, not yet ruined beyond repair.

As you right the wagon the man trapped underneath it climbs unsteadily to his feet, his once rich clothes now stained with mud. He peers at each of you, brushing himself off. He begins looking through the wagon's spilled and ruined Contents, speaking as he searches.

"Well, that was a fine bit of work on your part. Much better than those cowards I hired, running off when things got sticky. Must remember to thank you for that, yes indeed. Ah, there it is! Now, you have a wagon? Excellent! We should be on our way." He climbs out of the ditch, carrying a small satchel retrieved from the mud. "Are you ready?"

A busy man with no time for dawdling and nonsense, Korvan fully expects the PCs to escort him to Ogburg and assumes that they will automatically do so. If they hesitate to offer their assistance or ask for reward he will continue:

"Of course, you are mercenaries, yes? Hired swords? You wish to be paid? Very well, I will pay you, but I must get to Ogburg. I have urgent business there and no time to delay quibbling over trifles."

He has few coins on his person at this time. He will instead offer to pay the PCs in merchandise from his caravan when they reach Ogburg.

If the PCs offers to assist him without prompting:

"You are good people, yes indeed. I must get to Ogburg. My escort seems to have run off, the cowards. I wish to reward you for your brave assistance. My caravan is waiting for me in Ogburg. See me safely there and I will reward you from my goods."

The PCs may leave him behind to find his own way to Ogburg. If this happens he will capture and ride one of the remaining horses that is now grazing nearby. In this event he will reach Ogburg the morning after the PCs and will be less than receptive to their arguments regarding Talavir's treasure.

If asked the reason for his trip to Ogburg he will say that he is going to pick up some items he has recently purchased. If the heroes have been polite to Korvan and escorted him to Ogburg they can talk him into turning

the chests over to the Church in exchange for a 100 gp finder's fee. This requires a successful Diplomacy check (DC 12). If they have been rude to him or leave him to go on to Ogburg on his own the check is harder (DC 20).

Encounter 6a: Second Ambush

If the PCs stay on the main road they will encounter the second portion of the ambush midmorning of day eight, the morning after encountering the caravan. Surviving caravan guards will primarily fight to protect Korvan, assisting the PCs only if the PCs appear desperate.

Tier 1

Attackers, human Ftr1 (4): CR 1; Medium Humanoid; HD 1d10+1; hp 10 each; Init +0; Spd 30 ft.; AC 13 (+3 armor); Atks +2 melee (1d6+1 [19-20 x2], shortsword); AL CN; SV Fort +2, Ref +0, Will +0.

Str 13, Dex 11, Con 14, Int 10, Wis 10, Cha 9

Skills: Hide +2, Spot +2, Wilderness Lore +2; *Feats:* Power Attack, Tracking
Equipment: Studded leather armor, shortswords.

Cleric, human Clr1: CR 1; Medium Humanoid; HD 1d8+1; hp 8; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 armor); Atks +0 melee (1d8, heavy mace); AL CE; SV Fort +2, Ref +2, Will +7.

Str 11, Dex 14, Con 11, Int 13, Wis 16, Cha 10

Skills: Concentration +6, Heal +6, Religion +6, Spellcraft +2; *Feats:* Combat Casting, Iron Will (+2 on Will saves included)

Equipment: Leather armor, heavy mace, holy symbol, spell components in pouch

Spells (3/1): 0-lvl—*inflict minor wounds* (x2), *resistance*; 1-lvl—*bane*, *command*, *protection from good*

Tier 2

Attackers, human Ftr3 (5): CR 3; Medium Humanoid; HD 3d10+6; hp 21 each; Init +1; Spd 30 ft.; AC 13 (+3 armor); Atks +4 melee (1d6+1 [19-20 x2], shortsword); AL CN; SV Fort +5, Ref +1, Will +1.

Str 13, Dex 11, Con 14, Int 10, Wis 10, Cha 9

Skills: Hide +2, Spot +2, Wilderness Lore +4; *Feats:* Power Attack, Tracking, Mounted Combat

Equipment: Studded leather armor, shortswords.

Cleric, human Clr3: CR 3; Medium Humanoid; HD 3d8+3; hp 23; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 armor); Atks +2 melee (1d8, heavy mace); SA; spells, rebuke undead AL CE; SV Fort +3, Ref +3, Will +8.

Str 11, Dex 14, Con 11, Int 13, Wis 16, Cha 10

Skills: Concentration +10, Heal +6, Religion +6, Spellcraft +6; *Feats:* Combat Casting, Iron Will (+2 on Will saves included)

Spells: (4/4/2) 0-lvl—*inflict minor wounds* (x3), *resistance*; 1-lvl—*bane*, *bless*, *command*, *protection from good* 2-lvl—*sonic burst*, *shatter*

Tier 3

Attackers, human Ftr4 (5): CR 5; Medium Humanoid; HD 4d10+8; hp 27 each; Init +1; Spd 30 ft.; AC 13 (+3 armor); Atks +4 melee (1d6+1 [19-20 x2], shortsword); AL CN; SV Fort +6, Ref +1, Will +1.

Str 13, Dex 11, Con 14, Int 10, Wis 10, Cha 9

Skills: Hide +3, Spot +3, Search +4; *Feats:* Skills: Hide +3, Spot +3, Search +4

Feats: Power Attack, Tracking, Mounted Combat, Blind-Fight

Equipment: Studded leather armor, shortswords.

Cleric, human Clr5: CR 5; Medium Humanoid; HD 5d8+5; hp 30; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 armor); Atks +3 melee (1d8, heavy mace); SA; spells, rebuke undead AL CE; SV Fort +4, Ref +3, Will +9.

Str 11, Dex 14, Con 11, Int 13, Wis 16, Cha 10

Skills: Concentration +12, Heal +6, Religion +6, Spellcraft +7; *Feats:* Combat Casting, Iron Will (+2 on Will saves included)

Spells (5/4/3/2): 0-lvl—*inflict minor wounds* (x3), *resistance* (x2); 1-lvl—*bane*, *bless*, *command*, *protection from good*; 2-lvl—*sonic burst*, *shatter*, *silence*; 3-lvl—*dispel magic*, *magic circle against law*

If the PCs are easily defeating the attackers you may wish to raise the Challenge by having the cleric read a scroll Containing the 1st-level spell *doom* targeted on the most competent PC.

If the PCs are able to capture the cleric, he will not talk. He will not reveal whom he works for, he will not reveal which god he worships. He is a zealot to a mysterious cause, and will die for his beliefs. His domains are Death and Destruction.

Encounter 6b: The Shortcut

If the PCs take the shortcut it will cut a full day off of their journey. At sundown of day eight the PCs will be in sight of a small farm where they may either spend the night and speak with the inhabitants or continue on:

If the PCs approach the cabin:

The aroma of fresh bread and cooking meat carries towards you on the breeze and the soft sound of someone singing inside the cabin promises a warm welcome. Only the sudden barking of a dog interrupts the pleasant scene.

Determine the PCs' actions at this time. The dog will not attack but will continue barking. The farmer will open the door after two rounds pitchfork in hand. He will demand

to know what the PCs want. If they are courteous and polite, do not have weapons drawn or have any wounded with them he will look them over for a moment and then invite them inside, calling to his wife that they have additional guests. If Kinnora or another young female is present the wife will fuss over them until her husband advises her to "Give these young people some space."

The human couple is in their late 50s though both remain active. Simple farmers, they know nothing of any hidden treasures. Like most residents of the Pale they are worshipers of Pholtus, though as farmers they secretly pray to Beory as well.

After the PCs talk for a bit with the couple, the old man will recall that there have been several strangers moving through a nearby stand of trees lately. He has seen signs of them while gathering firewood, but has never spoken with any of them. He has also found several large holes dug during the night and, once, the body of a man. The body was badly chewed by animals and he buried it a half a mile or so from his fields. The only thing unusual about the body was the plain black metallic disk around the man's neck. Though he is willing to talk well into the night the farmer knows nothing else. The couple will gladly provide fresh bread, cheese and warm stew from their small supply of foodstuffs. The PCs is welcome to take shelter though the floor is the only place to sleep--at least it is warm and dry.

Encounter 7: Holy Word

If the PCs took the shortcut they will reach Ogburg late on the eleventh day. If they have taken the main road it will be early evening on day twelve.

The evening lights of Ogburg greet you in the distance as you reach the crossroads. As the last rays of the sun fade a sense of weariness washes over you.

The PCs may either go directly to the farmhouse to meet with Timon or they may seek lodgings in town for the evening. If Korvan is with the heroes he will want to go to Ogburg for the night. Timon is staying at the otherwise empty farmhouse, inventorying the items purchased by Korvan.

Timon will not wish to speak to the PCs regarding his message to the church if Korvan is present. Timon is a bookish and scholarly young man, though a bit of a dreamer. He will speak freely to the PCs once they identify themselves and are out of Korvan's presence.

"Were I braver I would have been an adventurer. You won't say anything to Korvan, will you? Traveling with his caravan allows me to see the world, to find treasures like this. It is amazing that all this time the chests have been here and no one knew. I tried to send word of this to Prelate Maximillian Thace in Ogburg but he was already on his way to Wintershiven and I was afraid to tell just anyone. The chests bear Talavir's mark, but I did not feel comfortable examining them. Perhaps you will be able to do so."

If the heroes have been polite to Korvan and escorted him to Ogburg they can talk him into turning the chests over to the Church in exchange for a 100 gp finder's fee. This requires a successful Diplomacy check (DC 12). If they have been rude to him the Diplomacy check is harder (DC 20).

Examining the Chests

The two chests are of equal size, approximately 2 ft. x1½ ft.x3 ft., and of quite sturdy construction. Each is made of oak, and the corners have been shod in iron filigree. Carved into the lid of each chest is an elaborate rune. A Knowledge (history) check (DC 25) is required for PCs to recognize the symbol of Talavir.

Examining the chests requires a Search check (DC 20) to discover the false bottoms in each of the chests. A separate Spot Check (DC 20) is needed to notice the glyphs that will be activated if the false bottoms are opened incorrectly. Opening each false bottom requires an Open Locks check (DC 25) or smashing the chests and, potentially, their contents.

If the false bottoms are opened by some means or another:

Chest One

- Scroll in bone scroll tube - This scroll Contains Pholtan scripture. It has value only to the Church or a collector of antiquities
- scroll in a bone scroll tube – *scroll of consecrate* (4th level)
- A blank sheet of parchment - This parchment radiates Strong alteration magic.
- One silver inlaid dagger - This blade is razor sharp. Silver runes mark one side. Carvings on the hilt give the impression of flame. The same flame can be seen flickering in the polished surface of one side of the blade. It has a value of 140 gp

Chest Two

- 2 small vials – potions of *cure light wounds* (1st-level)
- 1 large but thin tome carefully wrapped in fine white linen. The book is bound in silver with a cover embossed with silver leaf bearing the sun disk symbol of Pholtus.

The title is beaten in gold and reads: *Libram Sanctus Vox* (Book of the Holy Word)

If the book is opened, and a page is read, a blinding light radiates out from the page, encompassing everything within a 10 foot radius. This light effects PCs who are worshipers of Pholtus or are of Lawful Neutral or Lawful Good alignment who are within 10 feet are stunned and reeling for 1d6 + 4 minutes.

The book has the following effects on other alignments:

- **PCs of Neutral or Neutral Good alignment:** If the PC reads the text he/she is paralyzed for 1d4

+ 4 hours. All others within 10 feet are slowed for 1d10 minutes.

- **PCs of Chaotic Good or Chaotic Neutral alignment:** If the PC reads the text he/she is Struck blind for 1d6 days. Those within 10 feet are affected as per the spell *color spray*, no saving throw.
- **Evil creatures** within 10 feet of the book when it is read are affected as per the spell *holy word*.

Any PC reading from the book is marked with a faintly glowing tattoo. Once a PC reads a page from the book, the entire book is blank to that person. They may not read another page. More than one PC may read from the book. PCs will not remember what they read.

Encounter 8: Back Again

Determine the PC's traveling arrangements for the return journey. If they have the chests and have not promised to assist Kinnora claim to them she will be sullen and withdrawn during the journey. She does not trust the PCs to give her the book when they reach Wintershiven, and will attempt to steal the book when the PCs are camped on the way home.

If the PCs attempt to leave Kinnora in Ogburg she will follow at a careful distance, biding her time until the seventh night when she will attempt to steal the book.

The weather seems to have cleared for your journey back to Wintershiven, though a chill remains in the air. With drier roads you are making good time. You are already seven days out of Ogburg and only four (or five, depending on the route they take) days from the end of your journey. The days are again clear and the nights cold, hinting at the coming winter.

Midway through the second watch Kinnora will attempt to bypass the glyph and open the chests if the PCs has not already done so. Allow her to reach the chests and make her Will save for the *hold person* undetected. The DC of the lock on each chest is 25. She will attempt to break the locks of necessary. She has a set of simple lock picks hidden in the hilt of her dagger which will add +2 to her Open locks check Her other checks are:

Move Silently	1d20 + 9
Hide	1d20 + 9
Open Locks	1d20 + 9 + 2

She should have to make checks to unlock each chest, move between and search each one and then get away with the book. PCs on watch should make Listen and Spot counterchecks as appropriate. If PCs are specifically keeping an eye on Kinnora her checks are at -8

If the chests have been opened she will attempt to take the book from wherever it is being stored.

PCs on watch should also make Spot and Listen (DC 10 on either) to realize that the PCs are about to be

attacked. For each point that the PCs succeeds by they can wake one additional PCs member.

Kinnora may also notice the attackers sneaking into camp. Her Spot and Listen counterchecks are both 1d20 + 3.

If she does not notice the attackers she will be caught and will scream, revealing both the attackers presence and her own duplicity.

If she detects the attackers and remains undetected she will get away with the book. The PCs can then track her. If she gets away with the book note the details on the Critical Event Summary.

The attackers are mercenaries lead by a wizard. All of them wear the now familiar black medallion. Like other encounters the mercenaries have not idea why they are attacking the party; that is just what they are paid to do. The wizard, like the priest in Encounter 5, will die before telling the PCs anything about his organization or his religion.

Tier 1

Attackers, human Ftr1 (3): CR 1; Medium Humanoid; HD 1d10+2; hp 12; Init +0; Spd 30 ft.; AC 13 (+3 armor) Atks +1 melee (1d6 [19-20 x2], shortsword); AL LE; SV Fort +4, Ref +0, Will +0.

Str 11, Dex 11, Con 14, Int 10, Wis 10, Cha 9

Skills: Hide +2, Move Silently +2, Spot +2, Search +2, Listen +2; Feats: Tracking, Alertness (+2 to Spot/Listen checks included), Power Attack.

Equipment: Studded leather armor, shortswords

Mage, human Wiz1: CR 1; Medium Humanoid; HD 1d4+2; hp 5; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 13 (+3 Dex) Atks +0 melee (1d6/1d6, quarterstaff); SA spells; AL CE; SV Fort +3, Ref +3, Will +2.

Str 11, Dex 11, Con 14, Int 10, Wis 10, Cha 9

Skills: Concentration +8, Spellcraft +8, Scry +4, Tumbling +4; Feats: Scribe Scroll, Improved Initiative (+4 IM included), Toughness (+3 hp included)

Equipment: quarterstaff, darts (9), spell components in pouch

Spells (3/1): 0-lvl—*resistance, ray of frost, daze*; 1-lvl—*magic missile, obscuring mist*

Tier 2

Attackers, human Ftr3 (3): CR 3; Medium Humanoid; HD 3d10+6; hp 36; Init +0; Spd 30 ft.; AC 13 (+3 armor) Atks +3 melee (1d6 [19-20 x2], shortsword); AL LE; SV Fort +6, Ref +1, Will +1.

Str 11, Dex 11, Con 14, Int 10, Wis 10, Cha 9

Skills: Hide +3, Move Silently +3, Spot +2, Search +2, Listen +2; Feats: Tracking, Alertness (+2 to Spot/Listen checks included), Power Attack, Cleave.

Equipment: Studded leather armor, shortswords

Mage, human Wiz3: CR 3; Medium Humanoid; HD 3d4+6; hp 14; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 13 (+3 Dex) Atks +0 melee (1d6/1d6, quarterstaff); SA spells; AL CE; SV Fort +3, Ref +3, Will +3.

Str 11, Dex 11, Con 14, Int 10, Wis 10, Cha 9

Skills: Concentration +9, Spellcraft +9, Scry +6, Tumbling +5; *Feats:* Scribe Scroll, Improved Initiative (+4 IM included), Toughness (+3 hp included)
Equipment: quarterstaff, darts (9), spell components in pouch

Spells (4/2/1): 0-lvl—*resistance, ray of frost, daze, flare*; 1-lvl—*magic missile, obscuring mist*; 2—*mirror image*.

Tier 3

Attackers, human Ftr4 (3): CR 4; Medium Humanoid; HD 4d10+8; hp 48; Init +0; Spd 30 ft.; AC 13 (+3 armor) Atks +4 melee (1d6 [19-20 x2], shortsword); AL LE; SV Fort +7, Ref +1, Will +1.

Str 11, Dex 11, Con 14, Int 10, Wis 10, Cha 9

Skills: Hide +3, Move Silently +3, Spot +2, Search +3, Listen +3; *Feats:* Tracking, Alertness (+2 to Spot/Listen checks included), Weapon Focus (Shortsword)
Equipment: Studded leather armor, shortswords

Mage, human Wiz5: CR 5; Medium Humanoid; HD 5d4+10; hp 22; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 13 (+3 Dex) Atks +1 melee (1d6/1d6, quarterstaff); SA spells; AL CE; SV Fort +3, Ref +3, Will +3.

Str 11, Dex 11, Con 14, Int 10, Wis 10, Cha 9

Skills: Concentration +11, Spellcraft +10, Scry +7, Tumbling +6; *Feats:* Scribe Scroll, Improved Initiative (+4 IM included), Toughness (+3 hp included), Dodge
Equipment: quarterstaff, darts (9), spell components in pouch

Spells (4/3/2/1) 0-lvl—*resistance, ray of frost, daze, flare*; 1-lvl—*magic missile, obscuring mist, burning hands*; 2-lvl—*mirror image, protection from arrows*; 3-lvl—*fireball*

If the PCs are easily defeating the attackers you may wish to raise the challenge by adding 2 additional fighters into the combat.

Conclusions

If the PCs are successful in recovering the entire Contents of the chests and intend to give everything to the Church proceed to Conclusion A.

If the PCs were unable to get the chests from Korvan then proceed to Conclusion B.

If the PCs have lost possession of the book or have kept some of the items then proceed with Conclusion C.

If the PCs (foolishly) decide to keep the Contents of the chests for themselves and not return to Wintershiven then proceed with Conclusion D.

Note: All the conclusions suppose that Asiria hired the PCs. If, instead, Abbot Dayrem sent them, modify the conclusions as necessary.

Conclusion A: Mission Accomplished

If the PCs returns to Wintershiven with all of the items from the chests:

The remainder of your journey back to Wintershiven is thankfully uneventful. Asiria meets you at the steps of the cathedral.

“Welcome back. Come inside and tell me what you have learned. I trust your journey was uneventful?”

She takes the heroes to a quiet room and listens to their report as four young priests unload whatever the PCs was able to acquire from Korvan. After hearing their report she will thank them and ask that they return in two days, to give the Council adequate time to examine the Contents of the chests.

You are called back to the cathedral two days later and escorted to a quiet garden where Asiria waits, now garbed in silver trimmed robes of gleaming white.

“You have indeed done well and we of the Church are grateful for your assistance. The Council of Nine has examined the items you have recovered. Many treasures of the Church remain lost, but the items you have found may help us recover them in time. Take these additional gifts as a token of our thanks.”

She offers you a carved wooden box and a final blessing before your priestly escort leads you away.

“May Pholtus shine upon you.”

The box contains the silver inlaid dagger, a scroll with the 1st level spell *protection from Chaos* and a *potion of healing*.

Conclusion B: Empty Handed

If the PCs is unable to acquire the chests from Korvan

The remainder of your journey back to Wintershiven is thankfully uneventful. Asiria meets you at the steps of the cathedral.

“Welcome back. Come inside and tell me what you have learned. I trust your journey was uneventful?”

She will show the heroes to a quiet room to listen to their report. If the heroes were not successful she will thank them, and allow them to keep any funds that they were offered as initial payment.

Conclusion C: Something is Missing

If the PCs lost possession of the book (either to Kinnora or the attackers in Encounter 7) or have kept items from the chests for themselves and still returned to Wintershiven:

The remainder of your journey back to Wintershiven is thankfully uneventful. Asiria meets you at the steps of the cathedral.

“Welcome back. Come inside and tell me what you have learned. I trust your journey was uneventful?”

She will show the heroes to a quiet room to listen to their report as four young priests unload whatever the PCs was able to acquire from Korvan. After hearing their report she will thank them and ask that they return in two days,

to give the Council adequate time to examine the Contents of the chests.

You are called back to the cathedral two days later and escorted to a quiet garden where Asiria waits, now garbed in silver trimmed robes of gleaming white.

"You have indeed done well and we of the Church are grateful for your assistance. The Council of Nine has examined the items you have recovered. Regretfully, many of the items thought to have been carried to the Pale by Talavir and others remain lost, but these at least some been restored, thanks to you. Perhaps the chests will yet provide clues for the recovery of other treasures. I can only pray that they can be found before they fall into the wrong hands. But that is another task. For what you have done take these additional gifts, as a token of our thanks."

She offers you a carved wooden box and a final blessing before your priestly escort leads you away.

"May Pholtus shine upon you."

The box contains the silver inlaid dagger, a scroll with the 1st level spell *protection from chaos* and a *potion of healing*.

If one or more PCs were greedy (or foolish) enough to keep any of the items from the chest (except the dagger given by the church) then proceed with the text below only for those PCs who have kept the items.

You leave the cathedral behind you and make your way to whatever place you call home, anxious to be alone to examine your treasures.

When PCs next look at items taken from Talavir's trove (except the dagger, given freely by the Church):

Scrolls: Completely blank and the parchment will crumble to dust.

Vials: Contain only plain water

Dagger (if not freely given by the church): Rusted and dull, with nicks in the blade.

Libram Sanctus Vox: Upon keeping this book, a PC will first experience an intense feeling of dread and a vivid dream in which they are old and feeble, not able to accomplish the easiest of tasks. If the book is returned to the Church the morning after the dream, the dream is the only punishment they will receive. No additional reward will be given and the PC may be viewed in the future with some distrust and suspicion.

If a PC is adamant about keeping this book, the next night will bring a more drastic reaction. Over the course of the night the PC will have more of the same dreams, but the next morning they will wake to find they have magically aged 1d10x4 years. There is no save for this aging affect. The book will also be gone, vanished by mysterious means in the middle of the night.

Conclusion D: Foolish Mortals

If all of the PCs opt to keep the items for themselves and not return to Wintershiven:

Having failed to fulfill your mission for the Church it is unlikely that they will ever hire you again, but you likely will never return to Wintershiven anyway. Perhaps no one will notice that tattoo. And you still have Talavir's treasure, right?

PCs are marked with the Black Moon Tattoo, regardless of alignment.

When PCs next look at items taken from Talavir's trove:

- **Scrolls:** Completely blank and the parchment will crumble to dust.
- **Vials:** Contain only plain water
- **Dagger:** Rusted and dull, with nicks in the blade.
- **Libram Sanctus Vox:** The PC in possession of the *Libram Sanctus Vox* has a vision of a handsome man, clothed in white robes with silver and gold trim. The PC ages 1d4x10 years and the book will vanish.

This ends Holy Word

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for Consistent Character portrayal and Contribution to the fun of the game. You can award different roleplaying amounts to different Characters.

Award the total value (objectives plus roleplaying) to each Character.

Encounter 4

Not abandoning Kinnora 25 xp

Encounter 5

Defeating Korvan's attackers 50 xp

Helping Korvan get to Ogburg 25 xp

Encounter 6

Defeating the ambush 25 xp

Or

Avoiding the ambush 50 xp

Encounter 7

Not revealing Timon to Korvan as a Church informant 50 xp

Encounter 8

Not allowing the book to be stolen 50 xp

Or

Recovering the stolen book 25 xp

Defeating the thugs 25 xp

Conclusion

Returning all the items to the Church 100 xp

Total experience for objectives 375 xp

Discretionary Roleplaying award 0-50 xp

Total Experience Points 425 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 400 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, such as Infamy. 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 it later finds unreasonable but which were allowed at the time.

Encounter 5

- 20 gp in cloth from Korvan for escorting him to Ogburg. (5 yards of fine linen)
- Silver statuette of a running horse. This 4-inch statuette depicts a running horse. Given to the PCs by Korvan for seeing him safely to Ogburg, it is meticulously detailed with sapphire eyes. It has a value of 10 gp and weighs 1 pound.

Encounter 8

- 50 gp for each PC from Asiria. If the PCs attempt to keep the church's money and give the trunks to Kinnora then the pouch from Asiria will mysteriously turn up empty, faintly radiating magic.

Conclusion

- Favor of Pholtus - Each PC receives a favor of Pholtus if all items are returned to the Church. Uses of this favor will be made know as the campaign develops.
- Ornate Dagger Valued at 140 gp, this polished dagger, etched with silver runes, is from the cache of Talavir and will be given to the PCs by Asiria if the PCs are successful. While not magical, it is of such fine workmanship that it delivers +1 damage.
- Potion of *cure light wounds* (1st-level) provided by the church
- Scroll containing the spell *protection from chaos* (1st-leve) provided by the church if the items are returned.
- Carved wooden box -This finely crafted oak box is a gift from the Church if the PCs succeed in bringing back Talavir's treasures. It has the Sun Disk symbol of Pholtus carved on the lid. It is 10 in long by 6 in wide by 3 in deep and weighs 2 lbs. It has a value of 10 gp as an art object.
- The Mark of Pholtus
The PC named has read a page of the *Libram Sanctus Vox* and has been marked by the power of the book. The PC has gained a tattoo, determined by his/her alignment on the Law/Chaos axis. This faintly glowing tattoo appears on the center of the PCs forehead. It cannot be removed by any means.

Lawful	Silver Flame tattoo
Neutral	Silver Sun tattoo
Chaotic	Black Moon tattoo

PCs receiving a tattoo should be identified to the Triad.

Holy Word-Critical Events Summary

Did the Church Militant in Encounter 2 arrest any PCs? Yes No

If so, which PC? PC Name _____ Class _____

Player Name _____ Alignment _____

Address _____

E-mail _____

Did the PCs succeed in obtaining the items from Korvan? Yes No

Did Kinorra get away with the book? Yes No

Did the PCs lose the book to the attackers in Encounter Seven? Yes No

Was the *Libram Sanctus Vox* returned to the Church? Yes No

Did a PC keep the book? Yes No

If so, which PC? PC Name _____ Class _____

Player Name _____ Alignment _____

Address _____

E-mail _____

Were any of the named NPCs killed? Yes No

If Yes, who? _____

Did any of the PCs read the book? Yes No

If yes, identify the PC. PC Name _____ Class _____

Player Name _____ Alignment _____

Address _____

E-mail _____

Was the book returned later? Yes No

Did any of the PCs attempt to keep items from the chests that were not part of the reward from the Church? Yes No

If Yes, identify the PC. PC Name _____ Class _____

Player Name _____ Alignment _____

Address _____

E-mail _____

Use additional pages if necessary.

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