

LGR-19



C A M P A I G N S

A DIFFERENCE OF OPINION

A One-Round D&D LEGACY OF THE GREEN REGENT
Adventure for 11th-Level Characters

by Greg Marks

Racial strife runs rampant through Loudwater. Not everyone is content with the Decree of Reception granting the orcs of the High Forest unhindered access to the city; especially the elves. But loud words are not the end of it. Someone is killing the elves that have spoken out against the orcs, and the orcs are suspected, and through it all, no one trusts the scions that follow the Green Regent Otar. An adventure in the City of Grottos optimized for 11th level PCs.

Sources for this work include the following: the FORGOTTEN REALMS *Campaign Setting*, *Faiths and Pantheons*, *Magic of Faerun*, *Player's Guide to Faerun*, and *Unapproachable East*.

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

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INTRODUCTION

This adventure is optimized for 8th-level characters. This means that it is primarily designed and balanced for a group of four or five 8th-level characters. If your group deviates from this size and strength, each encounter features a section titled Scaling the Encounter so that you, the Dungeon Master (DM), can create a more balanced encounter. If there are only four or five PCs in your group, and all are of the same character level, it is pretty easy to use this section: just use the level entry that corresponds with the PCs' levels. For groups of mixed levels and groups with six PCs, first determine the average character level of the group then add a +1 modifier for groups with six players. Treat that value as the level of the group. Use your DM's discretion, though. If the PCs are having too hard or too easy of a time, feel free to increase or decrease the level of challenge. The goal is to challenge the PCs, not overwhelm or even underwhelm them. The most enjoyable D&D games are the ones where failure and death are a possibility, but success and reward are attainable through daring and smart play.

Note: If you are planning on playing this adventure, stop reading now. If you read farther than this paragraph you'll know too much about its challenges, which kills the fun. Also, if you are planning on playing this adventure at an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARATION

As DM you need a copy of the three revised edition (also called version 3.5) core D&D rulebooks to play this adventure. They are the Player's Handbook, the Dungeon Master's Guide, and the Monster Manual. It is also recommended that you have the FORGOTTEN REALMS Campaign Setting book, but it is not necessary. You'll also need a set of polyhedral dice, and something to use as the battle grid (a vinyl or laminated grid usually works best, so you can use wet-erase markers to draw battle grid features), and enough DUNGEONS & DRAGONS miniatures to represent combatants on the battle grids.

Throughout the adventure, shaded boxes provide player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instructions on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on nonplayer characters and monsters will either be given in an appendix of this adventure or can be found in the Monster Manual or FORGOTTEN REALMS Campaign Setting.

At the end of this adventure you'll also find an RPGA Table Tracking sheet. If you are playing this adventure as part of an RPGA-sanctioned event, you need to complete it and return it to your senior gamemaster (see below for more details).

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website (www.wizards.com/rpga), but you may have received a copy of it from other means. In order to play this adventure as part of the LEGACY OF THE GREEN REGENT campaign, a worldwide ongoing D&D campaign, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at their DM's house.

In order to sanction the event you must be at least an RPGA Herald-level Gamemaster. The person who sanctions it is called the senior gamemaster, and is in charge of making sure the event runs and is reported in a timely manner. The person who runs this game is called the table DM (or usually just DM). Sometimes (and almost all the time in the case of home events) the senior gamemaster is also the table DM. You don't have to be a Herald-level Gamemaster to run this adventure if you are not the Senior GM.

By sanctioning and then reporting this adventure you accomplish a few things. First, it allows the PCs that participate in this adventure accumulate experience points (XP) and gold pieces (gp) to advance their LEGACY OF THE GREEN REGENT character. Second, the RPGA bases future adventures on what the majority of PCs do in past ones; the PCs' actions shape the direction of the campaign. And lastly, players and DMs gain rewards for sanctioned play if they have signed up for the DUNGEONS & DRAGONS PLAYER REWARDS. This adventure is worth four points for that program.

This adventure retires from RPGA-sanctioned play on January 21, 2004.

If you are looking for more information about LEGACY OF THE GREEN REGENT character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS PLAYER REWARDS, see the RPGA website.

<Sidebar>

DUNGEONS & DRAGONS MINIATURES

To run this adventure it's recommended you have the following miniatures:

From the Harbinger™ set:

- 3 Elf Archers (21/80) to represent the three Guards
- 1 Elf Pyromancer (22/80) to represent Rendonil Beutaleen'dal
- 3 Orc Warriors (75/80) to represent Lamarkub, Mogarn, & Uzgol

From the Dragoneye™ set:

- 1 Kerwyn, Human Rogue (22/60) to represent Dilem Blacktooth

From the Giants of Legend™ set:

- 1 Stone Golem (4/72) to represent the Shield Guardian
- 4 to 6 Basilisks (13/72) to represent the cockatrices

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ADVENTURE BACKGROUND

The elven Houses of Loudwater have made no secret of their feelings about the choice of the orc Otar as Green Regent. Chief among them, Halitan Phelaniityr, the patriarch of the city's only sun elf house has promised to personally rectify the situation before the vale became a "cesspool of bestial orcish scum."

With racial tensions running high in Loudwater and the surrounding countryside, murder seemed the inevitable result. In the last week and a half, three elves that had spoken out against the choice of Otar have been murdered in High Town. Many suspect an overzealous orc or other follower of the Green Regent, but in truth

the murders are simply a clever cover up for one still on the way.

Twenty years ago, Rendonil Beutaleen'dal was courting Schirlyndra Phelaniityr. While Schirlyndra was truly in love, her father Halitan rightly suspected that Rendonil was only courting her to improve his station by marriage. Halitan refused the marriage, and Schirlyndra later unsuccessfully attempted to take her own life. So consumed with rage over the disruption of his plans, Rendonil barely noticed her near death. He has planned for revenge against Halitan ever since. Only recently has fortune delivered him the opportunity he so needed.

ADVENTURE SUMMARY

Adventure Start: Dinner Among Friends

PCs who are an Orc of the High Forest, a Harper, a member of the Red Fellowship, or are a member of the Sun Elf House of Loudwater receive information before the start of the adventure. These PCs may have slightly altered motivations depending on their particular PC's background.

The PCs are brought together by Ovendal, the matriarch of the Beutaleen'dal family, in a private room of the Evening Star Inn. Ovendal is concerned about the murders and fears that they may be the start of a purging of all those elves that have spoken out against the choice of Otar. In particular she is worried about the possibility of Halitan Phelaniityr becoming a victim. Halitan, while very vocal, is also very influential in local politics. She is worried that Halitan's death would destabilize Loudwater and make things easier for the Zhentarim. Even if Halitan is not a target, it is likely he will choose to take unsanctioned action independent of the High Lord to protect his family when he returns from Silvermoon. Ovendal is worried about the possibility of racially motivated riots should the sun elves come to blow with those orcs who have been guaranteed sanctuary in Loudwater.

One Murder

Each "Murder" encounter describes the scene of the murder (Crime Scene), the home of the deceased (Home) if different from the crime scene, what the PCs might turn up about the murder or the victim by asking around (Gathering Information), as well as a summary of what really happened (Summary of Murder) to aid the DM in adjudicating other things the PCs may attempt.

This encounter covers the investigation of the murder of Aduniron Phelaniityr, a nephew of Halitan Phelaniityr, who is known for being a vocal opponent of the Decree of Reception and orcs in general. Aduniron was found stabbed to death just outside his home.

Two Murders

The second to die was Aliril Phelaniityr, a cousin of Aduniron and Halitan's daughter. Her body was found in the secluded Grotto of Broken Hearts, seven days ago. It appears that she had been tortured prior to her death.

Three Murders

Three days ago, the body of Bialis Beutaleen'dal was found in a reading room of the library of the Velti'Enorethal. Bialis lived at a boarding house across from the Velti'Enorethal. If the PCs attempt to investigate the crime scene, they must go to the section Higher Learning, in order to gain access to continue.

Attempted Murder

The PCs are attacked by a group of *charmed* orcs and a man disguised as a Scion of the Green Regent sent by Rendonil Beutaleen'dal. Rendonil has noticed the PCs investigating and decided to eliminate the PCs before they learn too much. The attackers have evidence that lead the PCs to investigate the Velti'Enorethal, if they have not already found enough to point them in that direction.

Higher Learning

The PCs must infiltrate the Velti'Enorethal in order to discover who might be involved, but have trouble gaining access. A student looking for a particular book may solve the PCs' troubles.

The Bloody Library

The PCs move to investigate the third murder scene and discover more about how Bialis was slain.

Home Away From Home

The PCs investigate Rendonil's room and once inside, find enough information to implicate Rendonil. The party should also have discovered that he has fled to his villa outside of town.

Home, Sweet Home

By this time, the PCs have uncovered enough information to suggest that Rendonil is somehow involved in these murders. Arriving at his villa, they discover that its pleasant exterior houses an armed camp that is more than ready for nosey adventurers.

TROUBLESHOOTING THE ADVENTURE

Reequipping the Characters: If you are playing this adventure as part of the LEGACY OF THE GREEN REGENT campaign, players come to their event with their characters fully equipped based on their current level and gold piece value. They can reequip their character when they are in a town or city by spending their Coin on Hand (CoH). They can even increase their CoH by selling items for half their listed value.

Loudwater is a small city with a 15,000-gp limit. This means that characters can find items worth 15,000 gp or less for sale within the city. LEGACY OF THE GREEN REGENT characters also have a gp limit on which items they can buy based on their level. While it is possible to find items for sale in Loudwater, there are few shops that

sell items “over the counter.” As the PCs go up in level, their prestige grows and opportunities to purchase more powerful items become available. At 9th-level, the gp limit to purchase items is 18,000 gp, while the 10th-level gp limit is 24,500, the 11th-level gp limit is 33,000 gp, and the 12th-level gp limit is 44,000 gp.

In events where you will have a limited session time, you will want to put a limit on at-the-table equipment purchasing. No more than 15 minutes should be spent for this activity during a normal four-hour or five-hour session, and even then some groups may not finish the adventure.

Raising the Dead: At this point the PCs have earned enough renown, and enough gold and experience, to come back to life. Like many things that involve XP and gp cost, *raise dead* and other spells worth differently in DUNGEONS & DRAGONS CAMPAIGNS. If a PC dies, and his or her companions are able to bring the body back to Loudwater within 11 days after the time of death, Prior Athosar, the local leader of the temple of Lathander, is able to cast *raise dead* and bring the character back (assuming the soul is willing). This incurs a 1,100-gp debt, which may be divided up between the characters that were played during the session. This debt is forever subtracted from the equipment value of the character, and reported in the “GP Debt” field of the Session Tracking Sheet. Additionally, the character that came back from the dead has its experience points reduced. The amount of experience points reduced is dependant on the current character level (see Table below) of the PC the *raise dead* was cast on. Record the proper amount on the “XP Drain” field of the Session Tracking Sheet. These two costs are the only costs for the *raise dead* (even for 1st-level characters), and override the rules found in the *Player’s Handbook*. When a character is brought back from the dead, it is not recorded as a character death (don’t mark yes); just record the gold debt and experience drain.

Experience Point Drain for Raised Characters

Character Level	XP Drain
10th	5,000 XP
11th	5,500 XP
12th	6,000 XP

ADVENTURE HOOKS

The PCs have gathered together in the late afternoon in a private room of the Evening Star Inn while business is still slow. They have each received an invitation to a free dinner in their honor due to their past exploits. Determine if any of the PCs belong to one of the following groups and hand them the appropriate player handout. This will inform the PC of information they have received prior to the start of the adventure. Those that do not belong to any of the appropriate groups receive the last handout. Each PC should receive only one handout. Choose which player to give each handout

too so that there are as few number of duplicates as possible.

- Friend of, or agent of, the Harpers: Friends and members of the Harpers receive a warning that an insidious force is rising in the Delimbiyr Vale. Harper Scouts have noticed a greatly increased amount of racial strife. There has always been some, but things are getting worse, and so quickly that it is likely that someone is behind it. In addition, they are told that Bialis is missing and was a friend of the Harpers.
- Orc of the High Forest: Orcs the High Forest hear from their brothers that none of them are responsible for the murders of the elves; although they are VERY curious about who is spreading these lies about them. If something is not done, the orcs may need to take more forceful action.
- Member of the Red Fellowship: The Red Fellowship realizes the possibility for the destabilization of Loudwater if these murders continue. Members of the Red Fellowship are directed to gather a group of heroes to investigate the violence as quickly as possible, while the NPC members of the Red Fellowship try and maintain the peace.
- Member of a Sun Elf House from Loudwater: Sun Elves from Loudwater are contacted by their family and warned of the danger to themselves.
- Order of the Jade Blade: The High Lord’s men are at a loss. There is no information to be found and the elves are not cooperating. The orcs seem only passing through as usual and thus any specific culprit has likely fled the city. The guard needs the help of specialists, and thus members of the Jade Blade have received the call. The PCs are asked to investigate.
- Any other PC: Any other PC has heard rumors of fights breaking out between elves and orcs all over Loudwater, but no one seems to know any details. Its almost as if someone were covering it up, but clearly more is going on than is popularly known.

ADVENTURE START: DINNER AMONG FRIENDS

The afternoon light filters through the shuttered windows of the Evening Star as you sit down to a sumptuous meal. A wide selection of meats, cheeses, breads, and stewed vegetables compliment the wine. Your host, Ovendal Beutaleen’dal, matriarch of the most prominent moon elf house in Loudwater, has yet to make her appearance. All around you, other heroes of Loudwater are seated, enjoying the free meal.

It is late afternoon, and all of the PCs are seated around a table in a private room of the Evening Star; a fine quality inn located in the High Town district of Loudwater. This gives the PCs the opportunity to introduce themselves to each other before the arrival of Ovendal Beutaleen'dal.

After the PCs have had a moment to meet each other, and wonder what has become of their host, Ovendal enters.

The white hair of an aged moon elf woman surmounts a fine blue gown of silk decorated with delicate flowers. "I am sorry to have kept you waiting. Other duties delayed my appearance, but I trust you have enjoyed your dinner. I have gone to great lengths to supply the best, which you so richly deserve. However now that you have dined, I was hoping that you would have a moment to speak with me?"

Those PCs making a DC 15 Knowledge (local) or Bardic Knowledge roll successfully recognize Ovendal as the head of the Beutaleen'dal family of Moon elves. She is a late to middle aged moon elven woman with white hair and stylish grace who has been known to be sympathetic to the Red Fellowship in the past; ever since her life was saved by Stedd Rein on the night of the Blood Moon in the Year of the Gauntlet.

Ovendal waits for the PCs to assent, before continuing.

"I've asked you here because I believe we are of similar minds. All of us in this room have worked for the stabilization of the Delimbiyr Vale in one-way or another; each in their own way. As such, I bring another problem. At the moment it may seem minor to some of you, just three deaths compared to the number of people that must go missing everyday. However, these deaths threaten to spill over into something much more. I'm afraid if this trend continues, it will result in much greater unrest, and the eventual schism of those groups that defend Loudwater. Will you help me help Loudwater?"

At this point, the PCs are no doubt interested in more details; details which Ovendal is only too happy to provide to helpful heroes. She is forthright with the PCs, telling them not only what she knows, but what she worries may happen if something is not done.

<Sidebar>

A Week in the Realms

Remember a week in the Realms is ten days instead of seven. People in the Realms call this unit of time a week, a

ride, or a tenday. This module adopts that same convention.

</Sidebar>

- Three elves have been murdered in the last week and a half. All three of the elves had spoken out against the choice of the orc Otar as Green Regent. Ovendal is worried that this could be the beginning of a purge against those who publicly stood against the new Green Regent. She does not know if it is of his High Forest Orcs or an over zealous Scion. If the PCs represent either of those two groups, Ovendal claims she asked them here specifically because their previous good deeds prove the purity of their heart, and that they might have insight into these groups if they are indeed responsible.
- The first murder occurred thirteen days ago. Aduniron Phelaniityr was found stabbed to death outside his home on Goldenrod Street just north of the Grotto of Serene Blossoms. Murders are very, very rare in the High District, and so this one alone was noteworthy. Aduniron was with Halitan Phelaniityr, the patriarch of the city's only sun elf house when he promised to personally rectify the situation before the vale became a "cesspool of bestial orcish scum," following the choosing of Otar as Green Regent.
- The second to die was Aliril Phelaniityr. Her body was found in the secluded Grotto of Broken Hearts, seven days ago. It appeared that she had been tortured prior to her death. Ovendal can give the PCs the location of her home, in addition to the murder scene.
- Three days ago, the body of Bialis Beutaleen'dal, a nephew of Ovendal, was found in the library of the Velti'Enorethal. Bialis lived at a boarding house across from the Velti'Enorethal. Those that ask will find that he was Ovendal's grandson.
- Ovendal is worried that since it appears that the murderer is targeting elves that have spoken out against Otar, there may be a racial pattern. If so, this could escalate and result in civil unrest or riots if something isn't done. Particularly if someone particularly notable is targeted, such as Halitan Phelaniityr. This could divide Loudwater, the sun elf House could side against the Scions of the Green Regent, and both of them might side against the Orcs who up until this point have been particularly non-violent in town. This schism would threaten to spill over into widespread violence if the murderer is not caught.
- Ovendal also suggests that perhaps a few misguided orcs may just be getting revenge for the orc murders of months ago. (Events of *LGR8: Rat's Bastard*) If so, the murders may be

entirely random, making the investigation especially difficult.

- Owendal knows that Halitan is away from Loudwater on business in Silvermoon and worries what will happen when he returns. She asks that the PCs hurry and return to her when they have dealt with the situation and inform her of what happened.

Development: It is possible that some PCs will not be interested in solving these murders. In this case, Owendal offers to pay such mercenaries 200 gp for investigating the matter for her. Such PCs do not receive the Favor of Owendal, regardless of their success. If the PCs refuse to look into the matter for their own interest, the favor of Owendal, or money, the adventure is over for them.

The PCs now have enough information to investigate any of the murder sites (One Murder, Two Murders, or **Three Murders**), gather information, or visit the home of the deceased. What follows is not linear, so proceed to the appropriate encounter.

ONE MURDER

On the day Otar was named the Green Regent, Halitan Phelaniityr, promised to personally rectify the situation before the vale became a “cesspool of bestial orcish scum.” Standing next to him at that moment was his nephew Aduniron Phelaniityr. A vocal opponent of the Decree of Reception that allows the orcs unhindered entrance into Loudwater, Aduniron was well known by both the elves and the orcs in Loudwater. His home, and the crime scene, can be found on Goldenrod Street just north of the Grotto of Serene Blossoms.

Crime Scene:

Smiling elves pass you on the street, going about their business, as you hurry to the scene of the first crime. The simple home shows no signs of the struggle that must have occurred here nearly a tenday and a half ago. Several quaint flower boxes sit under the stained glass windows, and a willow tree drops lazily in the front yard. A cat in the open window, eyes you lazily, and several bundles of flowers lie unattended by the side of the street. Several are wrapped with ribbon and bare the holy symbol of Sehanine Moonbow.

Use “Illustration 1” to help describe this scene.

Aduniron was found in the street, outside his home. There is nothing to be found there anymore, with the elementals and passersby destroying what evidence may have remained. However, there is still information to be had here by investigating Aduniron’s home and possibly speaking with his cat.

A thorough search of Aduniron’s home (while the door is locked with an average lock, the window is open) will note a clean and orderly home filled with fine

furniture. A large piano figures prominently in the main room. However nothing appears missing. Those making a DC 20 Search check, or a similar Tracking check, will note that it appears the entire home has been searched carefully, but gently. Signs of when the guard conducted their unsuccessful investigation.

Those capable of casting *Speak with Animals* may find a useful ally in Aduniron’s pet cat Symphony. Symphony is very hungry, since her master has not been there to look after her, and she has been forced to live off of those mice she has been able to catch. Bribes of food and water will quickly win the lazy gray cat over. Symphony was in the yard when her master was killed, and then hid while others came to search the area (the guard). She doesn’t know the man that attacked her master, and is not familiar with the concept of different races to specify descriptions about the attacker, how ever she knows the attacker had fur (hair) the color of straw and had pointed ears like her master (was an elf). If the PCs show Symphony an orc, she can confirm that the attacker looked nothing like that.

Gathering Information: Much of this information can be gained from speaking with Aduniron’s neighbors, or by looking for information before arriving at his home. Feel free to role-play out these brief encounters, or use the Gather Information skill as fits the temperament of the table. Those that role-play these encounters may receive any of the following information as the judge sees fit based upon whom they speak with. For those rolling skill checks, Loudwater Sun Elves and members of the Red Fellowship receive a +10 to this roll. The PCs should receive an additional +1 to their check for every extra 10 gp they spend (up to +5 for 50 gp spent). Assume rolling Gather Information costs the PC 3d4 gp in drinks and bribes. Depending on whom the PCs specifically approach, the DM may also allow Bluff or Diplomacy checks with certain NPCs.

- DC 5: “Aduniron? Sure I knew him. Lived right over there. Not a bad guy, loud mouth, but a real talent with music. I think he was writing a new piece.”
- DC 10: “I recall an argument Aduniron had in one of the local inns with a scion of the Green Regent. See this scion was saying that Mielikki had chosen the Green Regent and we’d just have to wait and see why Otar was needed. Aduniron advocated that Mielikki would never choose an orc, and that the ritual had been perverted somehow. Things got pretty heated. The scion left saying someday Aduniron would be sorry. Wonder if the scions had him killed?”
- DC 15: “I was walking down the street when I heard the screaming. A young elven couple had stumbled across the Aduniron’s body and the girl was terrified. I admit the murder looked as though it had been very violent. Like something I had seen back in Calimshan. Course, in that case, the victim put up a fight. Aduniron didn’t have no cuts on his arms or

hands, like he just stood there while someone stabbed him in the back seven times.”

- DC 20: “I saw Aduniron visiting the herbalist at the end of the street on his last night. When he left, I heard him speaking to someone in elven in the street. I didn’t see who it was though.”
- DC 25: “When Aduniron was at the herbalist, I heard him mention that he had just finished another piano piece. He had written several and was quite good. He was showing the sheet music to the herbalist. Its too bad we will never hear him play it.”
- DC 30: “Aduniron has played several concerts at the Velti’Enorethal. Didn’t one of the other murders happen there? That’s an odd coincidence, isn’t it?”

Summary of Murder: Thirteen days ago, Aduniron Phelaniityr was walking to his home on Goldenrod Street, having just come from visiting an herbalist. This seemingly innocuous act sealed his fate. Rendonil had left his villa, having formulated his plan, and made the decision to begin that night. Having made his way to High Town, it was chance that led him to meet Aduniron on the street. Meeting Halitan’s favorite nephew, Rendonil knew he had found his target. He greeted Aduniron pleasantly, who in turn rudely rebuffed Rendonil, given Rendonil’s past with the Phelaniityr family. Rendonil then followed Aduniron to his home, where he concealed himself in shadow and use magic to incapacitate Aduniron. With his victim unable to defend himself, Rendonil sprung from his hiding place and stabbed him seven times in his rage. He then stole Aduniron’s sheet music and left. Aduniron’s body was discovered a few minutes later by a young elven couple a few minutes later and after the initial investigation, his body was cremated.

Should the PCs choose to seek out the young couple, Jaylor and Melindra, they have little more to add. The violence seemed excessive, and it still greatly troubles them. The PCs can also track down Verith Oakbow (moon elf, exp2) who will confirm that Aduniron was in his shop the night of the murder and did show Verith his latest composition for the piano.

Development: It is likely that since two members of his family have been killed, the PCs may wish to speak with Halitan Phelaniityr. Unfortunately, Halitan has been in Silvermoon for the last three weeks and is not available to speak with the PCs.

<Sidebar>

Checking in With the Guard

It is likely that PCs will want to check with the guard to see what has already been discovered. In general, guardsmen do not make a habit of speaking with random adventurers about current investigations. Those PCs who are members of the Jade Blade can use their affiliation to speak with someone affiliated with the case. Those parties without a member of the Jade Blade at the table must succeed in a DC

25 Bluff or Diplomacy check to convince the guard they should be allowed to know the details of the investigation. Those that are successful are directed to Fist Barvas Naren (human, ftr4), a dedicated sergeant who is willing to speak with those who seriously hope to help the city of Loudwater. Barvas is tall, barrel-chested man who is very concerned about the possibility of racial violence. Because of this, he is willing to bend the rules and help the adventurers. Barvas also makes a good NPC to approach the PCs if they are lost and unable to continue.

Barvas tells the PCs the basic details about where each of the bodies were found, and their general condition. He can also point the PCs to the herbalist or the young couple that knew minor details about Aduniron’s murder, although neither is very helpful. Most importantly however, he has had a *Speak with Dead* spell successfully cast on both Aduniron and Aliril and can share the results with the PCs.

Aduniron suddenly found himself unable to move while on his way home from the herbalist where he was purchasing some herbs to help him sleep. While he was unable to move, someone stabbed him several times in the back, and then fled. Aduniron did not see his assailant.

Aliril was meeting a human who claimed to have information about the murder of her cousin Aduniron. The man never gave his name, but was of medium build with the straw colored hair and hazel eyes of a Northerner. They were supposed to meet at the Bookworm Inn near the Velti’Enorethal. While they were supposed to meet inside, he insisted that she come to the alley. Once there, she found herself unable to move. Two men, the human and an elf she did not recognize tied her up and took her to the grotto where her body was found. Once there, the human left, and the elf proceeded to torture her. His voice sounded very familiar, and was definitely elven not orc, but she did not recognize him; possibly he used magic to change his face?

He seemed to know her however, and said that he would kill her entire family for what she, her sister, and her father had done to him. Aliril has no idea what he was talking about. He tortured her with small blades till she died.

The guard has the body of Bialis Beutaleen’dal awaiting further investigation, under the effect of a *gentle repose* spell. The signs of violence, as described in **Three Murders**, are obvious. A previous attempt at *Speak with Dead* failed but at the request of the family, the body is being held until such time as it can be tried again.

</Sidebar>

TWO MURDERS

Aliril Phelaniityr was the sister of Schirlyndra, the woman that Rendonil had planned to marry. Her low opinion of Rendonil, of which she made no secret, was in no small part responsible for her father Halitan’s refusal of Rendonil’s proposal of marriage to his younger

daughter. For this reason, Rendonil took more time in planning this murder.

Crime Scene:

The peace of this dimly lit and quiet grotto has been disturbed by the recent atrocity, and the gloom that may have once been comforting now seems sinister. Signs of the violent murder that occurred seven days ago are still present; dark stains of dried blood color the surrounding stunted trees and bloodied pieces of rope still lie at the base of particularly

An investigation of the scene can discover several pieces of information.

- Several lengths of bloody rope lay at the base of the tree where the guard left them after cutting Aliril's body free.
- A DC 25 Search check locates a small piece of bloody pink ribbon with a few strands of gold hair, from Aliril's head.
- Those attempting a DC 25 Tracking check will be able to find the tracks of Aliril at the base of the tree. It appears she struggled quite a bit after being tied up. There are also rub marks on the tree from the rope moving against the bark as she struggled. In addition, those successful will also find a second set of slim medium boots; suggesting an elven male or female human. Unfortunately the guard has walked all over the grotto, destroying any trail that might have been followed.
- It is clear that there is an inordinate amount of blood and bit of flesh scattered throughout the area about the tree. A DC 15 Heal check suggests that Aliril was alive for sometime while being tortured to have spread so much blood about the scene.

Home:

This beautiful elven home is draped with subdued flowers and black curtains to denote mourning. Flickering candlelight can be seen winking through the heavy curtains.

Arriving at the home, the PCs will encounter Aliril's sister Schirlyndra who is now taking care of her sister's family in this difficult time. Schirlyndra will meet the PCs at the door and will take a moment to speak with them; particularly if they include any sun elves. She is noticeably colder to groups that contain orcs, as she suspects her sister was likely killed and tortured by an orc.

Schirlyndra is a sad woman, but is persevering as best she can; seeing it as her duty to care for her sister's family. While mourning, she is quite prim and proper and observes any formalities that seem appropriate, going so far as to invite polite groups that do not include orcs to come inside and have a cup of tea.

Whether inside a comfortable sitting room, or at the front door, Schirlyndra will answer the PCs questions as long as they remain polite. She can offer the following information:

- She can't think of anyone that would want to hurt her sister. Given the violence of it, she assumes it was done by one of those bestial orcs that have been allowed to infest the city.
- Her sister doesn't have any enemies and she can't think of anyone that would have anything against her family. Her cousin, Aduniron was murdered shortly before her sister, so it is possible, but she doesn't know of anyone that they both knew. More likely it is the work of a deranged orc murderer who is targeting her family because of her father's stance on the Green Regent and the orcs in Loudwater.
- Schirlyndra is aware that her sister Aliril did go out on the night of her murder without telling her husband or children where she was going. No one in the family knows why she left.
- If the PCs should have cause to speak with her about Rendonil, she says the topic isn't appropriate to be discussed. Should the PCs persist, she admits that when she was a foolish young girl, she did fall for Rendonil. However, her sister and father rightly pointed out that he was only interested in her to improve his social position. She has not seen or heard from him since, but believes he has gone to study at the Velti'Enorethal.
- Schirlyndra will not allow the PCs to visit her sister's room, nor talk to her sister's husband Tassir. Tassir and the children are in mourning and it would not be appropriate. Especially creative PCs that do get into Aliril's room or talk to Tassir will not discover any extra information.
- During the conversation, a DC 20 Spot check will note very old, now healed scars on both of her wrists. If a PC inquires about it, Schirlyndra immediately asks the PCs to leave and ends the interview.

Gathering Information: Much of this information can be gained from speaking with Schirlyndra or Aliril's neighbors, if the DM feels it is appropriate. Feel free to role-play out these brief encounters, or use the Gather Information skill as fits the temperament of the table. Those that role-play these encounters may receive any of the following information as the judge sees fit based upon whom they speak with. For those rolling skill checks, Loudwater Sun Elves and members of the Red Fellowship receive a +10 to this roll. The PCs should receive an additional +1 to their check for every extra 10 gp they spend (up to +5 for 50 gp spent). Assume rolling Gather Information costs the PC 3d4 gp in drinks and bribes. Depending on whom the PCs specifically

approach, the DM may also allow Bluff or Diplomacy checks with certain NPCs.

- DC 5: “I met Aliril Phelaniityr before her passing. A very strong woman, but quite cold with a vocal displeasure toward orcs. Still, I don’t know anyone that would want to harm her.”
- DC 10: “Aliril was a lot like her father. Both of them were very strong people, much sterner folk than most in Loudwater. I’m certain that they shared many of the same opinions. Maybe that’s why she was targeted? She must have been easier to get to than one of the most powerful men in Loudwater.”
- DC 15: “I don’t believe that Aliril and Aduniron spent much time together as far as I know. In fact, I don’t believe they even spoke much, except for their agreement on Halitan. They both supported Halitan and his views quite firmly.”
- DC 20: “I saw her the night she died. She was near the Velti’Enorethal. I said hello, but she didn’t have time to talk. Apparently she had a meeting she was in a hurry to get to.”
- DC 25: “I don’t recall hearing much from Aliril in sometime. In fact, not for many years, not since she convinced her father Halitan to refuse a suitor of her sister Schirlyndra. That is the only time I can recall her raising her voice to a family member.”
- DC 30: “What did you say she looked like again? Yes I saw her that night. She was about to go into the Bookworm Inn over by the Velti’Enorethal when a man approached her. I couldn’t see him very well, but they argued and went off together. Mostly at his insistence. Didn’t look like any of my business, so I let them go.”

<Sidebar>

Visiting the Bookworm Inn

Given that this was Aliril’s destination the night she died, many PCs may want to investigate the Bookworm. Going inside this small and quiet establishment, the PCs will find a small inn catering to students and visiting scholars. The setting is calm but filled with highbrow discussion of history, philosophy, and religion. The quality of the home brew is excellent, but no one there knows Aliril or Dilem. Both Bialis and Rendonil have been patrons in the past, but where not regulars and never left any significant impression.

</Sidebar>

Summary of Murder: The second to die was Aliril Phelaniityr. Dilem Blacktooth, who was acting in the employee of Rendonil, contacted Aliril claiming to possess valuable information concerning the murder of her cousin. They agreed to meet at the Bookworm, an inn near the Velti’Enorethal, just after dark. Dilem

intercepted her just before she arrived and directed her to the alley where Rendonil ensorcelled her, and they took her to the secluded Grotto of Broken Hearts where he tortured her until she died. Her body was found seven days ago, the morning after her murder by a guardsman on patrol.

She was buried four days ago. Ghoulish PCs may attempt to dig up her body to enforce magical interrogation upon her corpse. This is certainly possible, but the *Speak with Dead* performed by the guard prevents this from being successful. Her rotting body has clearly been mutilated.

THREE MURDERS

The murder of Bialis was in truth an accident that Rendonil never intended, but his cousin surprised him while disposing of some incriminating evidence from the previous murder. Rendonil decided they were never particularly close, and he couldn’t afford the witness.

Crime Scene: Those attempting to explore the crime scene of the third murder should move to Higher Learning, below.

Home: Bialis maintains a small room at a boarding house frequented by students. While he is not there, the PCs will be greeted by the owner Elosar Ivyleaf (exp 3); a near-sighted and hard of hearing elderly moon elf. Elosar is happy to help the PCs, since what happened to poor Bialis is such a shame since he was such a good student. He can offer much of the general information from **Gather Information** below, as well as allow the PCs to investigate Bialis’ room.

This boarding house looks well used, but comfortable, with several young elven scholars coming and going. An elderly elven man kneels in front of the home, tending a flowerbed.

Use “Illustration 3” to help describe the scene.

Those inspecting his room will find it quite untidy with piles of books and papers mixed with dirty cloths and used dishes. However, thorough investigators might locate a few possible clues.

- A DC 15 Search check reveals a dirty robe with a small amount of dried blood about the bottom hem. If the PCs have the magical means available to them, they may be able to determine that the blood belongs to Aliril Phelaniityr. Most likely it will just be a curious detail.
- A DC 20 Search check locates Bialis’ journal; a dry discussion of his philosophical research about the true nature of the mind. While this treatise is not useful to the PCs, there is one small note towards the end of the written pages that will definitely attract the PCs attention (See Player Handout 2).

Gathering Information: Much of this information can be gained from speaking with Elosar use “Use

Illustration 4” to help describe her) or the other students at Bialis’ boarding house, if the DM feels it is appropriate.

Feel free to role-play out these brief encounters, or use the Gather Information skill as fits the temperament of the table. Those that role-play these encounters may receive any of the following information as the judge sees fit based upon whom they speak with. For those rolling skill checks, Loudwater Moon Elves and Harpers receive a +10 to this roll. The PCs should receive an additional +1 to their check for every extra 10 gp they spend (up to +5 for 50 gp spent). Assume rolling Gather Information costs the PC 3d4 gp in drinks and bribes. Depending on whom the PCs specifically approach, the DM may also allow Bluff or Diplomacy checks with certain NPCs.

- DC 5: “Strangest thing, Bialis always wore this harp pin, but he couldn’t play a note. I think he must have known some musicians or something, since I heard him speak of helping his harper friends with something or other.”
- DC 10: “I hadn’t seen Bialis for a few days before his body was found. How long? I’m, not sure, maybe three or four days.”
- DC 15: “I can’t believe someone would kill Bialis, he was the quietest scholar. Never bothered anyone, and in fact, I can’t remember him really speaking to anyone except perhaps those few scholars in his field, oh and his family of course.”
- DC 20: “Speak out against Otar? No, I can’t remember Bialis holding any really strong opinions there. I do recall an academic debate held in the green space though. We were discussing the Greendraught and how the Green Regent is picked. Bialis did lay out a convincing case for how you could alter the ceremony and fake a successful candidate, but he never actually claimed Otar did so.”
- DC 25: “I saw Bialis nearly a tenday ago. He was asking about notes from a lecture we had been to. I didn’t take any, but I noted his cousin Rendonil also attended that lecture and suggested Bialis ask him. Maybe his cousin saw Bialis before he died?”
- DC 30: “You know, Bialis was acting very strangely the last night I saw him before he was found murdered. When I asked him what was wrong, he said he had been working too hard. I suggested that maybe he should take a break, maybe visit his cousin Rendonil’s villa in the country. Bialis fixed me with the oddest stare, and looked as though he might vomit from fear. Then he ran off. It was the last time I saw him alive, that was maybe seven days ago.”

Summary of Murder: Returning to his room after murdering Aliril, Rendonil was stopped in the hall by his cousin Bialis. Bialis was hoping to borrow any notes that Rendonil might have taken from a lecture the previous week. The young elf was so distracted by his request, that

he got half way through the conversation before looking up to realize that his cousin Rendonil was covered in blood. Fixing him with an angry glare Rendonil told him he was busy, and he had no notes to share, but he hoped his cousin would not speak of the accident he had just had that ruined his cloths. While passing in the hall, Bialis’ robe brushed against Rendonil transferring some blood to the hem. After returning to his room, Rendonil realized it would not take long for his weak-willed cousin to speak of what he saw. It was then he decided that he would have to murder his cousin to keep his secret. Tracking him to the library, he snuck up behind his cousin who was engrossed in a book he had found and knocked him out with a bust of Labelas Enoreth that was conveniently nearby. He then drug Bialis into one of the reading rooms where he stabbed him once for good measure, and locked the door as he left; leaving Bialis bleeding on the floor where he lay until his body was found several days later. His body is still held by the guard.

ATTEMPTED MURDER (EL 13)

While the PCs are investigating the murder of Bialis or looking for Rendonil around the Velti’Enorethal campus, the PCs have this encounter. The exact timing of this encounter is left to the DM.

As you proceed toward the next corner, the sounds of an argument in orcish reaches your ears. “I says it twas orcs killed ‘dem elves.”

“Well I says it was ‘da Scions.”

“Youse take ‘dat back ors I’m gonna stick you good!”

As you round the corner, you see a human with a shining symbol of Mielikki emblazoned on his forehead has become surrounded by three orcs. All have drawn weapons and a bloody combat appears inevitable.

This is a set up. Use “Illustration 5” to help describe the scene. All four of those present are here to surprise and kill the PCs. As combat is about to begin, the PCs should attempt a DC 15 Spot check to realize that the mark of the “Scion” is too bright (the result of a *light* spell placed upon an *arcane mark* glowing for 20-ft. radius instead of the normal 5-ft. for a Scion of the Green Regent). This is the only clue the PCs will get before the combat begins that something is not as it appears.

➤ **Dilem Blacktooth:** Male Human Rog8, Hp 42; See Appendix 1.

➤ **Lamarkub, Mogarn, & Uzgol:** Male Orc Ftr8, Hp 68; See Appendix 1.

Tactics: Lamarkub, Mogarn, and Uzgol move to target any threatening PC, preferring to concentrate on one PC till that one is down and providing the

opportunity to flank for Dilem. Dilem uses the confusion over what is happening and who's side he is on, to use his sneak attack against a likely spell-caster (based on wearing no armor, having a spell component pouch, etc...).

Development: It is quite likely that the PCs may capture one of the attackers. All of the NPCs are currently under the effect of a *charm person* (caster level equal to Rendonil's level) spell and their willingness to cooperate depends on whether this is lifted or not. When captured they believe that their "friend" Rendonil asked they take care of some hostile enemies that had been looking to do him harm. The ambush and its details were their idea. They have no wish to send the PCs to their "friend's" door and thus are not cooperative. It is possible they may still give useful information based upon the PCs' approach and the DM's judgment. If the spell effect is lifted, they become angry with Rendonil and happily tell the PCs that they were ensorcelled by a moon elf that would often have them meet him near the Velti'Enorethal. They can offer a description of Rendonil if granted their freedom, but they only know his first name.

Should all the attackers be slain, a *speak with dead* will be helpful. Barring that, Dilem carries incriminating written directions to the Velti'Enorethal.

If the PCs are injured and unable to heal their wounds, they can easily go to one of the Houses of Morning and purchase healing for standard PHB costs.

Scaling the Encounter

11th-level characters (EL 13): Use the EL 13 statistics in Appendix 1.

12th-level characters (EL 14): Use the EL 14 statistics in Appendix 1.

HIGHER LEARNING

When the PCs choose to go to the Velti'Enorethal to investigate either the third murder scene or to look for Rendonil, they will have to gain access to the campus. While it is easy to enter the many green spaces or the various buildings that support the scholars, such as the Bookworm Inn, the PCs will quickly discover that the buildings actually devoted to the students and their pursuits are not generally open to the public.

Those PCs attempting to enter either the library (where Bialis' body was found) or the dormitory (where Rendonil has a room) next to the library, will be stopped by a Velti'Enorethal lecturer, Arniel Goldfeather (moon elf, exp7), who will question the PC as to their purpose here.

As you enter into the building, you are stopped by a middle-aged moon elf in scholarly robes. "I'm sorry, can I help you?" he asks, stepping in front of your path.

The scholars of the Velti'Enorethal do not want to expose the school to more disturbances, so Arniel will not be inclined to grant the PCs access. The total number of students here is very small and most will be recognized by Arniel (as well as other staff and lecturers) so the PCs will not be able to pose as a member of the student body or staff. Visiting scholars require some sort of credentials from another institution, or a letter of introduction from a scholar in good standing with the Velti'Enorethal. Additionally he will not allow the PCs any access to investigate unless a student, or a member of the guard accompanies them. Of course the PCs could force their way past Arniel. In that case, he will immediately call for the guard who will arrive a few minutes later and escort the PCs away from the campus. Otherwise, Arniel will not allow the PCs inside under any circumstances. Arniel is a gruff, unreasonable man who is unlikely to accept any reason the PCs may offer to enter the building.

This is not that end of the PCs options however. Noticing the PCs are having problems, a student follows them outside.

A young blue-robed elven woman catches your eye as you leave and hurries to follow you outside. "Excuse me, but I couldn't help hearing your problem with Old Goldfeather. I might be able to help you get inside if you could help me with a problem I have."

Erdia Nightbrook (moon elf, CG, Wiz3) looks nervously about and suggests that she retire with the PCs to someplace more comfortable; gesturing to the nearby Bookworm Inn. Once the PCs agree to listen to her proposal, Erdia will tell her story.

"I've recently arrived here from Secomber, and I have been looking for certain books that I have not been able to locate. If you are will to pay to locate the book I need, or have some way to recover a copy of it, I will be more than happy to walk you around the Velti'Enorethal for as long as you require. Do we have a deal?" she smiles.

Erdia is hesitant to describe the book she is looking for until the PCs agree to her terms, but will if they are persistent. Her research into the nature of the soul has deviated into the area of the undead, and thus the book she is looking for would be considered highly questionable by many folks. She is looking for the *Deathstitchers Tome* (a Story Object from LGR 2: Gray Hunt). This book details various foul necromantic practices and the undead. Some PCs may be worried about her desire for this book, but truthfully her interest is purely academic.

It is possible that one of the PCs has this tome. It so, they may give the tome to Erdia (losing the story object permanently) or if they think of it, they may pay a local

scrivener to copy the book. This costs the party 45 gp from their cash on hand. If the no PC in the party has this tome, Erdia demands 600 gp to pay for locating and purchasing the book. Once they have agreed to Erdia's terms, or negotiated some alternative, she will happily lead the PCs wherever they wish with in the Velti'Enorethal. Proceed to The Bloody Library if the PCs move to investigate the third murder scene, or Home Away From Home if the PCs attempt to investigate Rendonil's room.

THE BLOODY LIBRARY

A dozen elven scholars move quietly through the stacks of tomes and scrolls shelved here; none looking up as you enter. Long tables with wooden benches are placed haphazardly throughout the library and several doors line the rear wall, leading to a series of small private rooms. Two chairs are placed in front of one of the doors.

A large collection of books and scrolls detailing history, magic, philosophy, and religion are available for scholars to study in a wide variety of languages, although elven is by far the most predominant. The academics are focused on their studies and not likely to interact with the PCs unless directly spoken to, and then they respond in hushed whispers.

Investigating the stacks with a DC 20 Search check will locate a few drops of blood splattering the floor in the stacks. There is an empty place on the shelf between some tomes where the dust suggests a statuette once stood. The size of the clean area in the dust matches the base of the broken statuette found at the murder scene.

The doors at the back of the room lead to private reading rooms. All the rooms are left unlocked unless in use. The door blocked by the two chairs is the one where the murder took place, and the chairs are blocking it off until the guard has finished with the investigation and it can be cleaned. The party can easily move the chairs and inspect the room.

A slim table rests against the rear wall with a chair in front of it. Blood has pooled in the center of the room and dried upon the rug, with smaller brown stains spattered across the walls. A statuette lies broken on the floor near the stain

Investigating the murder scene reveals the following:

- The statuette appears to be the murder weapon. The entire statuette is covered in blood, but the top half that is broken off of the main piece, also has hair and skin caught in the dried blood.
- A DC 21 Heal or Survival check suggests that the crime scene is six to eight days old. Certainly, older than three days.

- A DC 25 Search check locates a small length of bloody pink ribbon that had stuck to Rendonil's robe from Aliril's body, and then dropped here. It matches the piece found at Aliril's crime scene.
- A DC 23 Tracking check finds slim footprints in the blood. These were left behind by Rendonil, and match shoes taken from under his bed in the dormitory.

HOME, AWAY FROM HOME

The door to this room is locked, and the PCs will need to get past that lock to enter the room. Erdia will be uncomfortable with anyone opening the door without permission, but will look the other way given what the PCs are giving her.

Wooden Doors: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18, Open Locks DC 20.

The small dormitory room is neat and precise, with books organized on a shelf above a desk, next to a well-made bed. A dark wooden trunk rests at the foot of the bed. A small but delicate astrolabe rests comfortably on the desk.

The room is very spartan, as Rendonil only uses the room when he is staying at the Velti'Enorethal to pursue his studies. There are a number of robes hanging neatly and an ample supply of clothing in a trunk at the base of the bed.

A DC 15 Search check locates a pair of shoes under the bed that have a brown residue on the bottom of their soles. The pattern of the soles matches the prints in the reading room of the library.

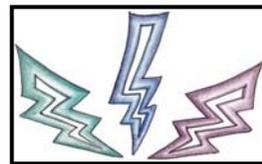
A DC 20 Search check of the astrolabe will find a secret catch within the sphere representing Toril. Opening the sphere, which opens so there are two equal halves, will uncover a holy symbol of Talos resting in the velvet lining inside.

<Sidebar>

Holy Symbol of Talos

Talos the Stormlord is the CE deity of storms, destruction, rebellion, conflagration, earthquakes, and vortices.

</Sidebar>



HOME, SWEET HOME

Just outside the edge of the city, a low wall rises about a villa of elven architecture, shrouded in many full trees. The tops of marble sculpture and tended trees crest the wall. In the weakening moonlight, few lights burn in the many colored windows of the large home. Somewhere in the distance, a rooster crows.

Use “Illustration 6” to help describe this scene. The PCs have arrived at Rendonil’s villa and must now find a way to bring him justice. Given the PCs’ previous investigations and his general paranoia, Rendonil expects someone to come for him eventually. His only hope is to quietly dispose of the investigators before more suspicion can be leveled against him. As such, under the quiet veneer of a sleepy villa there lurks an armed fortress.

1. The Grounds (EL 8)

The grounds are filled with sculpted gardens and pleasant fountains typical of the City of Grottos. However, they are also patrolled by cockatrices. Use “Illustration 7” to help describe this scene.

➤ **Advanced Cockatrice, 8 HD (4):** Hp 55; See Appendix 1.

Tactics: The cockatrices roam the grounds, which they consider their home. Anyone not proceeding along the path to the door will be attacked as soon as the beasts notice them.

Scaling the Encounter

11th-level characters (EL 9): Use 4 of the EL 9 (11 HD) cockatrices in Appendix 1.

12th-level characters (EL 10): Use 6 of the EL 9 cockatrices in Appendix 1.

2. Ways In (EL 8)

There are several ways the PCs might attempt to enter into the home, and whether they choose a door or window, they will meet with a trap. All of the doors and windows are locked in addition to the trap.

🔒 **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18, Open Locks DC 25.

🔒 **Windows:** 0.25 in. thick; hardness 1; hp 2; AC 5; Break DC 13, Open Locks DC 20.

➤ **Greater Glyph of Warding (Blast):** CR 9; spell; spell trigger; no reset; spell effect *greater glyph of warding* (blast), 12th level cleric, 6d8 sonic, DC 19 Reflex (save for half damage); Search (DC 31); Disable Device (DC 31); multiple targets (all targets within five feet).

Scaling the Encounter

10th-level characters (EL 9): **Greater Glyph of Warding (Blast):** CR 8; spell; spell trigger; no reset; spell effect *greater glyph of warding* (blast), 11th level cleric, 5d8 sonic, DC 19 Reflex (save for half damage); Search (DC 31); Disable Device (DC 31); multiple targets (all targets within five feet).

12th-level characters (EL 10): **Greater Glyph of Warding (Blast):** CR 10; spell; spell trigger; no reset; spell effect *greater glyph of warding* (blast), 14th level cleric, 7d8 sonic, DC 19 Reflex (save for half damage); Search (DC 31); Disable Device (DC 31); multiple targets (all targets within five feet).

3. The Foyer (EL 11)

Several large plants decorate this airy hall, with four exits and a stairs leading up to a balcony that overlooks the hall. A complicated wrought iron railing makes it difficult to see the stairs themselves, or the hallway at the top. A centrally located fountain depicts a dolphin spewing water into a marble basin below it. Two additional doors and an archway exit this room.

This large room is open 30 feet to the roof. An archway to the north leads to the hallway and doors exit this room to the east, west and south. A small marble fountain operates in the center of the room. The fountain is powered by faint transmutation magic (*detect magic*, DC 17 Spellcraft).

Creatures: Three guards patrol the lower floor, prepared for trouble. It is possible that the party could encounter them in virtually any room, though they prefer to trap the PCs in the foyer using their *evard’s black tentacles* or *solid fog* spells, and defend the balcony (room 8).

Should the guards have forewarning of the attack (such as hearing combat with a flock of cockatrices), they cast their preparatory spells in their power-up suite and lay their ambush from the balcony, casting *haste* just before the PCs enter the home.

➤ **Guard (3):** Hp 48 (61 with *false life*); See Appendix 1.

Tactics: The guards attempt to keep the PCs in the foyer, or bottled in any defensible room, using spells such as *silent image* (to make an image of a wall), *evard’s black tentacles* or *solid fog*. Standing behind the wrought iron rail gives them concealment from those on the floor. Using this advantage, the guards cast spells upon themselves, heal, or take turns attacking; as appropriate. Assuming the PCs are thieves or murderers, the guards are not likely to surrender if things go poorly for them unless the party is composed entirely of elves.

Scaling the Encounter

11th-level characters (EL 10): Use the EL 11 statistics in Appendix 1.

12th-level characters (EL 12): Use the EL 12 statistics in Appendix 1.

4. Dining Room

Underneath a large chandelier, a huge wooden table is surrounded by a dozen elegantly carved chairs. Several fine landscapes decorated the walls. Two other doors exit this room.

This large room is devoted to the large dinners that Rendonil throws on occasion. At the moment, there is no threat to the PCs to be found in this room.

5. Kitchen

Cabinets surround a large butcher-block table in the center of this large kitchen. A hearth is located on the western wall, opposite a walk-in pantry. No one can be seen moving in the subdued light of the dying fireplace embers.

This well-stocked kitchen would be staffed by four elves during the day, but now it is empty. A very low fire smolders in the hearth.

6. Conservatory

Several plush fainting couches with interspersed end tables surround a large grand piano, facing toward the eastern wall. A number of paintings hang upon the walls depicting graceful elven musicians performing for appreciative audiences. A fine lyre made of walnut and crystal rests inside a glass case against the western wall.

This posh room is used to entertain guests with fine music. Very comfortable furniture is focused around a large piano, with a large glass case behind them. Those succeeding in a DC 10 Search check will locate several pieces of piano music inside the piano bench that are signed by Aduniron. This is the sheet music stolen by Rendonil when he killed Aduniron. The herbalist who spoke with Aduniron before his death can confirm this.

Treasure: The fine lyre is in fact a *lyre of building* that less scrupulous PCs may claim. Given the likely escape or death of Rendonil, no one will be available to complain.

7. Library

Shelves of dusty books surround the walls of this room, with three comfortable chairs resting in front of a small hearth. A slim table against the southern wall is bedecked with bottles of elven brandy and a humidor filled with fine cigars.

The library is furnished with a wide selection of comforts to aid in a quiet relaxing evening. A quick perusal of the tomes here will note that none of them are especially valuable, focusing largely on anthologies of fiction and travel logs by such authors as the infamous Volo. Several books are clearly missing, and can be found in the upstairs parlor.

8. Balcony

This high balcony over looks the entry foyer below. A wrought iron rail, screens much of the stairs from below.

These stairs lead up to the second floor. Anyone standing on the stairs may take concealment behind the iron screen from anyone on the floor of the foyer. More information on the balcony can be found under the description of the foyer (room 3).

9. Parlor

This comfortable parlor looks well used. Several books are causally left atop some of the chairs and a blanket lies bunched at the base of large chair, with a pipe and tobacco pouch placed within arm's reach.

Rendonil uses the parlor for his daily relaxation, and it looks well lived in. However, there is nothing of particular interest here for the PCs.

10. Master Bedroom (EL 12)

A large bed dominates the center of this darkly wood paneled room, with a large chest of drawers to the west and an elaborately carved desk to the east. A deep blue rug covers the floor.

The desk holds a variety of interesting items for the PCs, all easily located. The first is a selection of surgeon's tools, complete with a leather case meant to be rolled up and tied. All of the tools are bloody. The second item of interest is a small portrait of Schirlyndra Phelanityr. She is smiling and looks quite pleasant. Third, there is a letter reproduced as Player Handout 3.

Creatures: When the PCs arrive, Rendonil will be in his bedroom. Likely warned by the noise created fighting with his minions or breaking into his home, he will begin casting the spells in his power-up suite immediately. The shield guardian uses its stored *stoneskin* as soon as possible if they are not forewarned. Use "Illustration 8" to help describe this encounter.

Rendonil Beutaleen'dal: Hp 45 (62 with *false life*); See Appendix 1.

Shield Guardian: Hp 160; See Appendix 1.

Tactics: Rendonil moves his shield guardian so that it blocks entrance to the room and casts spells from

behind it. Rendonil always activates the “Guard” and “Shield Other” abilities of his shield guardian while in his home.

Development: It is possible that the PCs will capture Rendonil alive. If so, he is utterly uncooperative and threatens the PCs that he has powerful friends who will seek them out and take their revenge. He will not elaborate however.

Scaling the Encounter

11th-level characters (EL 12): Use the EL 13 statistics in Appendix 1.

12th-level characters (EL 14): Use the EL 14 statistics in Appendix 1. Note that the EL 14 version of Rendonil has previously cast *limited wish* to cast the clerical spell *stalwart pact*.

11. Storage

Shelves filled with linens and various supplies line three of walls of this room, and a number crates are placed in the center of the room.

Effectively a large closet, the various goods required to maintain this large home can be found here. From tablecloths to fresh bedding to oil lamps and candles, everything Rendonil’s home requires can be found in this room, although none of it is especially valuable.

12. Guest Bedroom

This somewhat Spartan room is clearly a guest bedroom. Done up in an ivy motif, green is the predominant color, with elegantly carved leaves worked into the chest of drawers and vines climbing the four posts of the bed.

The bureau is empty, and nothing in the room is of value.

13. Guest Bedroom

Bright yellows and oranges dominate this room that features a bed swaddled in bright silks and a fine Calimshite rug covers the floor.

This second guest bedroom is likewise empty and devoid of anything of particular value to the PCs.

CONCLUDING THE ADVENTURE

This adventure is concluded when the PCs either kill Rendonil and report back to Ovendal, or capture Rendonil and turn him over to the Guard, and then report back to Ovendal. If the PCs did not capture Rendonil during their first assault, he will have fled by the time they return with reinforcements.

Should the PCs manage to capture Rendonil and turn him over to the Guard (or any other organization in Loudwater), he is interrogated and exposed as the murderer. He will be hung two days later. It becomes publicly known that the orcs were not responsible for murders, but in fact one elf was. Of course, some orcs whisper quietly that it was an elven conspiracy to justify repression against the orcs of the High Forest.

Eventually the PCs will return to speak with Ovendal. When they do so, continue with the read aloud text.

You find yourself sitting once again in a private room in the Evening Star; surrounded by a sumptuous meal. Ovendal waits patiently for you to tell your story.

Ovendal is happy to hear that the PCs have solved the murders; although she is saddened that it seems a member of her own House may have been involved. Those PCs making a DC 25 Sense Motive check suspect she is not surprised by the revelation that Rendonil was culprit. It’s almost as if she set the PCs on his trail on purpose. She will deny that, however, should the PCs ask.

“It is a sad thing that one of my House could have fallen so low. Thank you for saving Loudwater yet again. I will do what I can to assist you in the

Those PCs that capture or slay Rendonil receive the “Favor of Ovendal” Story Object.

The End

ADVENTURE QUESTIONS

DUNGEONS & DRAGONS CAMPAIGNS (of which LEGACY OF THE GREEN REGENT is that program’s first offering) tracks character progress digitally. At the adventure’s end, you report what the characters did, by answering a number of questions. The answers to those questions are tallied, and determine not only what happens in the campaign, but also the experience points (XP) and gold piece (gp) value increase each character gains.

At the end of this adventure, you’ll find the RPGA Session Tracking form, tailored for this adventure. On the section titled “Adventure Questions” fill in the bubble that corresponds to the best answer for the questions below.

Many times the questions ask whether or not the PCs defeated an encounter. Defeating doesn’t necessarily mean killing all enemies, but many times such an event suffices as defeating an encounter. Sometimes PCs merely bypass an encounter. Through luck or circumstance a group of PCs can avoid encounters unscathed. Does bypassing an encounter earn

the XP that defeating it would? No. The reward for getting past an encounter without actually interacting with it is having extra resources to bear in the next encounter. Where is the line? You are going to have to make that decision, because you are the DM.

For traps, PCs get experience points just for encountering them, whether or not they have been disabled.

1. **Did the PCs defeat Dilem and the orcs, and learn that they were sent by the murder the PCs were investigating?**
 - a. Yes, the heroes squashed their enemies, and wrung the information of them.
 - b. They defeated the group, but they were not able learn that the assassins were sent by Rendonil.
 - c. They did not defeat the group, but they were able learn that the assassins were sent by Rendonil.
 - d. No. They didn't defeat the assassins, or learn of their evil master.
2. **Did the PCs defeat the cockatrices and enter the home without raising the alarm?**
 - a. Yes, they were skilled and stealthy.
 - b. They defeated the cockatrices, but their noise put their enemies on alarm.
 - c. No, the dirty birds and the loud traps were too much for them.
3. **Did the PCs defeat the guards in Rendonil's home?**
 - a. Yes, the guardsmen could not stand against their teamwork.
 - b. No, the guards drove the PCs away.
4. **Did the PCs defeat Rendonil Beutaleen'dal and his stone menace and bring him back alive to answer for his crimes?**
 - a. Yes, they smashed the shield guardian, captured its master, and brought him to justice!
 - b. They defeated the evil mage and his monster, but killed the mage in the process and had to rely on the evidence to prove his guilt.
 - c. They defeated one, but not the other, before they were forced to flee.
 - d. They could not defeat the evil here, and had to rely on the evidence and Rendonil's flight from Loudwater to prove his guilt.

solving a string of murders that were causing racial strife. House Beutaleen'dal has many connections and can assist in outfitting you for your adventurers. You may purchase one potion in the DMG of up to third level for three times cost with the rest of the cost subsidized by House Beutaleen'dal; instead of the usual fives times cost. This potion refreshes like any other consumable item and may be changed to a different potion at any time when you are allowed to repurchase all of your equipment. This Story Object lasts as long as the PC does not act contrary to the desires of House Beutaleen'dal.

STORY OBJECT:

Favor of Ovendal Beutaleen'dal: You have aided the matriarch of the moon elven House Beutaleen'dal by

APPENDIX I: NPC Statistics

Attempted Murder

➤ **Dilem Blacktooth (EL 12 version):** Male human Rog8; CR 8; Medium humanoid (human); HD 8d6+8; hp 42; Init +4; Spd 30 ft.; AC 21 (touch 14, flat-footed 17) [+4 Dex, +5 armor, +2 shield]; BA/G +6/+8; Atk +11 melee (1d6+3+ 1 CON/18-20, rapier) or +11 ranged (1d8/x3, longbow); Full Att +11/+6 melee (1d6+3+ 1 CON/18-20, rapier) or +11/+6 ranged (1d8/x3, longbow); SA Sneak attack +4d6; SQ Evasion, improved uncanny dodge, trapfinding, trap sense +2, uncanny dodge; AL CN; SV Fort +3, Ref +10, Will +2; Str 14, Dex 18, Con 12, Int 12, Wis 10, Cha 8.

Skills and Feats: Bluff +10, Climb +13, Escape Artist +15, Hide +15, Listen +11, Move Silently +15, Search +12, Sense Motive +11, Spot +11, Tumble +15; Combat Reflexes, Dodge, Mobility, Weapon Finesse.

Languages: Common, Orc.

Possessions: Wounding rapier +1, longbow, 25 MW arrows, chain shirt +1, buckler +1, 50' rope, grappling hook, 5 smokesticks, written directions to the Velti'Enorethal.

Physical Description: Dilem is of medium build with the straw colored hair and hazel eyes of a Northerner. At the moment he is wearing a forgery of the symbol of a Scion of the Green regent (DC 15 Spot to note the forgery).

➤ **Dilem Blacktooth (EL 13 version):** Male human Rog8/ShdDnc1; CR 9; Medium humanoid (human); HD 1d8+8d6+9; hp 48; Init +8; Spd 30 ft.; AC 21 (touch 14, flat-footed 17) [+4 Dex, +5 armor, +2 shield]; BA/G +6/+8; Atk +11 melee (1d6+3+ 1 CON/18-20, rapier) or +11 ranged (1d8/x3, longbow); Full Att +11/+6 melee (1d6+3+ 1 CON/18-20, rapier) or +11/+6 ranged (1d8/x3, longbow); SA Sneak attack +4d6; SQ Evasion, improved uncanny dodge, hide in plain sight, trapfinding, trap sense +2, uncanny dodge; AL CN; SV Fort +3, Ref +12, Will +2; Str 14, Dex 18, Con 12, Int 12, Wis 10, Cha 8.

Skills and Feats: Bluff +11, Climb +13, Escape Artist +15, Hide +16, Listen +11, Move Silently +15, Perform (dance) +4, Search +12, Sense Motive +11, Spot +11, Tumble +15; Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Finesse.

Languages: Common, Orc.

Possessions: Wounding rapier +1, longbow, 25 MW arrows, chain shirt +1, buckler +1, 50' rope, grappling hook, 5 smokesticks, written directions to the Velti'Enorethal.

Physical Description: Dilem is of medium build with the straw colored hair and hazel eyes of a Northerner. At the moment he is wearing a forgery of the symbol of a Scion of the Green regent (DC 15 Spot to note the forgery).

➤ **Dilem Blacktooth (EL 14 version):** Male human Rog9/ShdDnc1; CR 10; Medium humanoid (human); HD 1d8+9d6+10; hp 53; Init +8; Spd 30 ft.; AC 21 (touch 14, flat-footed 17) [+4 Dex, +5 armor, +2 shield]; BA/G +6/+8; Atk +11 melee (1d6+3+ 1 CON/18-20, rapier) or +11 ranged (1d8/x3, longbow); Full Att +11/+6 melee (1d6+3+ 1 CON/18-20, rapier) or +11/+6 ranged (1d8/x3, longbow); SA Sneak attack +5d6; SQ Evasion, improved uncanny dodge, hide in plain sight, trapfinding, trap sense +3, uncanny dodge; AL CN; SV Fort +4, Ref +12, Will +3; Str 14, Dex 18, Con 12, Int 12, Wis 10, Cha 8.

Skills and Feats: Bluff +12, Climb +14, Escape Artist +16, Hide +17, Listen +12, Move Silently +16, Perform (dance) +4, Search +13, Sense Motive +12, Spot +12, Tumble +16; Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Finesse.

Languages: Common, Orc.

Possessions: Wounding rapier +1, longbow, 25 MW arrows, chain shirt +1, buckler +1, 50' rope, grappling hook, 5 smokesticks, written directions to the Velti'Enorethal.

Physical Description: Dilem is of medium build with the straw colored hair and hazel eyes of a Northerner. At the moment he is wearing a forgery of the symbol of a Scion of the Green regent (DC 15 Spot to note the forgery).

➤ **Lamarkub, Mogarn, & Uzgol (EL 12 version):** Male orc Ftr8; CR 8; Medium Humanoid (orc); HD 8d10+16; hp 68; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15) [+1 Dex, +5 armor]; BA/G +8/+13; Atk +15 melee (2d4+9/15-20, falchion) or +10 ranged (1d6+5, javelin); Full Att +15/+10 melee (2d4+9/15-20, falchion) or +10/+5 ranged (1d6+5, javelin); SQ Orc traits; AL CN; SV Fort +8, Ref +5, Will +4; Str 20, Dex 12, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Intimidate +9; Blind-fight, Improved Critical (falchion), Iron Will, Lightning Reflexes, Power Attack, Quick Draw, Weapon Focus (falchion), Weapon Specialization (falchion).

Languages: Orc.

Possessions: Chain mail, falchion +1, MW falchion, 6 javelins.

Physical Description: A group of three large and dirty brooding orcs out of the High forest.

➤ **Lamarkub, Mogarn, & Uzgol (EL 13 version):** Male orc Ftr9; CR 9; Medium Humanoid (orc); HD 9d10+18; hp 76; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15) [+1 Dex, +5 armor]; BA/G +9/+14; Atk +17 melee (2d4+9/15-20, falchion) or +11 ranged (1d6+5, javelin); Full Att +17/+12 melee (2d4+9/15-20, falchion) or +11/+6 ranged (1d6+5, javelin); SQ Orc traits; AL CN; SV Fort +8, Ref +6, Will +5; Str 20, Dex 12, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Intimidate +10; Blind-fight, Greater Weapon Focus (falchion), Improved Critical (falchion), Iron Will, Lightning Reflexes, Power

Attack, Quick Draw, Weapon Focus (falchion), Weapon Specialization (falchion).

Languages: Orc.

Possessions: Chain mail, *falchion +1*, MW falchion, 6 javelins.

Physical Description: A group of three large and dirty brooding orcs out of the High forest.

➤ **Lamarkub, Mogarn, & Uzgol (EL 14 version):** Male orc Ftr10; CR 10; Medium Humanoid (orc); HD 10d10+20; hp 84; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15) [+1 Dex, +5 armor]; BA/G +10/+15; Atk +18 melee (2d4+9/15-20, falchion) or +12 ranged (1d6+5, javelin); Full Att +18/+13 melee (2d4+9/15-20, falchion) or +12/+7 ranged (1d6+5, javelin); SQ Orc traits; AL CN; SV Fort +9, Ref +6, Will +5; Str 20, Dex 12, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Intimidate +11; Blind-fight, Greater Weapon Focus (falchion), Improved Critical (falchion), Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Quick Draw, Weapon Focus (falchion), Weapon Specialization (falchion).

Languages: Orc.

Possessions: Chain mail, *falchion +1*, MW falchion, 6 javelins.

Physical Description: A group of three large and dirty brooding orcs out of the High forest.

HOME, SWEET HOME

The Grounds

➤ **Advanced Cockatrice (EL 8 version):** CR 4; Small Magical Beast; HD 8d10+8; hp 55; Init +3; Spd 20 ft., fly 60 ft. (poor); AC 14 (touch 14, flat-footed 11) [+1 size, +3 Dex]; BA/G +8/+3; Atk +12 melee (1d4-2 plus petrification, bite); Full Att +12/+7 melee (1d4-2 plus petrification, bite); SA petrification; SQ Darkvision 60 ft., low-light vision; AL N; SV Fort +7, Ref +9, Will +3; Str 6, Dex 17, Con 12, Int 2, Wis 13, Cha 9.

Skills and Feats: Listen +7, Spot +10; Ability Focus (petrification), Alertness, Dodge, Weapon Finesse^B.

Petrification (Su): Creatures hit by a cockatrice's bite attack must succeed on a DC 15 Fortitude save or instantly turn to stone. The save DC is Constitution-based. Cockatrices have immunity to the petrification ability of other cockatrices, but other petrification attacks affect them normally.

➤ **Advanced Cockatrice (EL 9 version):** CR 5; Medium Magical Beast; HD 11d10+22; hp 87; Init +2; Spd 20 ft., fly 60 ft. (poor); AC 12 (touch 12, flat-footed 10) [+2 Dex]; BA/G +11/+11; Atk +13 melee (1d6 plus petrification, bite); Full Att +13/+8/+3 melee (1d6 plus petrification, bite); SA petrification; SQ Darkvision 60 ft., low-light vision; AL N; SV Fort +9, Ref +10, Will +4; Str 10, Dex 15, Con 14, Int 2, Wis 13, Cha 9.

Skills and Feats: Listen +10, Spot +10; Ability Focus (petrification), Alertness, Dodge, Improved Natural Attack, Weapon Finesse^B.

Petrification (Su): Creatures hit by a cockatrice's bite attack must succeed on a DC 16 Fortitude save or instantly turn to stone. The save DC is Constitution-based. Cockatrices have immunity to the petrification ability of other cockatrices, but other petrification attacks affect them normally.

The Foyer

➤ **Guard (EL 10 version):** Male Sun Elf ftr1/wiz5/EldKn2; CR 8; Medium Humanoid (elf); HD 1d10+5d4+2d6+16; hp 49 (61 with *false life*); Init +1; Spd 30 ft.; AC 17 (touch 13, flat-footed 16) [+1 Dex, +4 armor, +2 deflection]; BA/G +5/+7; Atk +8 melee (1d10+5/19-20, heavy flail) or +7 ranged (1d8+2/x3, longbow); Full Att +8 melee (1d10+5/19-20, heavy flail) or +7 ranged (1d8+2/x3, longbow); AL CN; SV Fort +8, Ref +2, Will +4; Str 14, Dex 12, Con 14, Int 16, Wis 10, Cha 8.

Skills and Feats: Climb +6, Concentration +13, Handle Animal +3, Intimidate +3, Jump +6, Knowledge (arcane) +10, Ride +5, Sense Motive +6, Spellcraft +14; Blind-fight, Combat Expertise, Extend Spell, Improved Disarm, Scribe Scroll, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Languages: Common, draconic, elven, giant, orc.

Possessions: Masterwork heavy flail, masterwork mighty composite longbow [+2], 20 arrows, *ring of deflection +2*, spell component pouch, *potion of cure moderate wounds*.

Spells Prepared (4/4/4/3; base DC = 13 + spell level): 0th – *detect magic* (x2), *detect poison*, *mage hand*; 1st – *enlarge person*, ~~*mage armor*~~, *silent image*, *shield*; 2nd – *alter self*, *blur*, *see invisibility*, *web*; 3rd – ~~*extended false life*~~, *haste*, *lightning bolt*.

Power-Up Suite (*alter self* (troglydote), *blur*, *enlarge person*, *haste*, *see invisibility*, *shield*) – AC 25, touch 11, flat-footed 25; Grp +11; Atk +8 melee (2d8+6/19-20, heavy flail) or +6 ranged (2d6+1/x3, longbow); Full Att +8 melee (2d8+6/19-20, heavy flail) or +6 ranged (2d6+1/x3, longbow).

➤ **Guard (EL 11 version):** Male Sun Elf ftr1/wiz5/EldKn3; CR 9; Medium Humanoid (elf); HD 1d10+5d4+3d6+18; hp 55 (68 with *false life*); Init +1; Spd 30 ft.; AC 17 (touch 13, flat-footed 16) [+1 Dex, +4 armor, +2 deflection]; BA/G +6/+8; Atk +9 melee (1d10+5/19-20, heavy flail) or +8 ranged (1d8+2/x3, longbow); Full Att +9/+4 melee (1d10+5/19-20, heavy flail) or +8 ranged (1d8+2/x3, longbow); AL CN; SV Fort +8, Ref +3, Will +5; Str 14, Dex 12, Con 14, Int 16, Wis 10, Cha 8.

Skills and Feats: Climb +6, Concentration +14, Handle Animal +3, Intimidate +3, Jump +6, Knowledge (arcane) +10, Ride +5, Sense Motive +9, Spellcraft +15; Blind-fight, Combat Expertise, Eschew Materials, Extend Spell, Improved Disarm, Scribe Scroll, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Languages: Common, draconic, elven, giant, orc.

Possessions: Masterwork heavy flail, masterwork mighty composite longbow [+2], 20 arrows, *ring of deflection* +2, spell component pouch, *potion of cure moderate wounds*.

Spells Prepared (4/4/4/3/1; base DC = 13 + spell level): 0th – *detect magic* (x2), *detect poison*, *mage hand*; 1st – *enlarge person*, ~~*mage armor*~~, *silent image*, *shield*; 2nd – *alter self*, *blur*, *see invisibility*, *web*; 3rd – ~~*extended false life*~~, *haste*, *lightning bolt*; 4th – *solid fog*.

Power-Up Suite (*alter self (troglodyte)*, *blur*, *enlarge person*, *haste*, *see invisibility*, *shield*) – AC 25, touch 11, flat-footed 25; Grp +12; Atk +9 melee (2d8+6/19-20, heavy flail) or +7 ranged (2d6+1/x3, longbow); Full Att +9/+4 melee (2d8+6/19-20, heavy flail) or +7/+2 ranged (2d6+1/x3, longbow).

➤ **Guard (EL 12 version):** Male Sun Elf ftr1/wiz5/EldKn4; CR 10; Medium Humanoid (elf); HD 1d10+5d4+4d6+20; hp 61 (75 with *false life*); Init +1; Spd 30 ft.; AC 17 (touch 13, flat-footed 16) [+1 Dex, +4 armor, +2 deflection]; BA/G +7/+9; Atk +10 melee (1d10+5/19-20, heavy flail) or +9 ranged (1d8+2/x3, longbow); Full Att +10/+5 melee (1d10+5/19-20, heavy flail) or +9 ranged (1d8+2/x3, longbow); AL CN; SV Fort +9, Ref +3, Will +5; Str 14, Dex 12, Con 14, Int 16, Wis 10, Cha 8.

Skills and Feats: Climb +6, Concentration +15, Handle Animal +3, Intimidate +3, Jump +6, Knowledge (arcane) +10, Ride +5, Sense Motive +12, Spellcraft +16; Blind-fight, Combat Expertise, Eschew Materials, Extend Spell, Improved Disarm, Scribe Scroll, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Languages: Common, draconic, elven, giant, orc.

Possessions: Masterwork heavy flail, masterwork mighty composite longbow [+2], 20 arrows, *ring of deflection* +2, spell component pouch, *potion of cure moderate wounds*.

Spells Prepared (4/4/4/4/2; base DC = 13 + spell level): 0th – *detect magic* (x2), *detect poison*, *mage hand*; 1st – *enlarge person*, ~~*mage armor*~~, *silent image*, *shield*; 2nd – *alter self*, *blur*, *see invisibility*, *web*; 3rd – *dispel magic*, ~~*extended false life*~~, *haste*, *lightning bolt*; 4th – *evard's black tentacles*, *solid fog*.

Power-Up Suite (*alter self (troglodyte)*, *blur*, *enlarge person*, *haste*, *see invisibility*, *shield*) – AC 25, touch 11, flat-footed 25; Grp +13; Atk +10 melee (2d8+6/19-20, heavy flail) or +8 ranged (2d6+1/x3, longbow); Full Att +10/+5 melee (2d8+6/19-20, heavy flail) or +8/+3 ranged (2d6+1/x3, longbow).

Master Bedroom

➤ **Rendonil Beutaleen'dal (EL 12 version):** Male moon elf Wiz11; CR 11; Medium Humanoid (elf); HD 11d4+11; hp 45 (62 with *false life*); Init +2; Spd 30 ft.; AC 20 (touch 12, flat-footed 18) [+2 Dex, +8 armor]; BA/G +5/+4; Atk +5 melee (1d4/19-20, dagger) or +8 ranged (1d4+1/19-20, dagger); Full Att +5 melee (1d4/19-20, dagger) or +8 ranged (1d4+1/19-20, dagger); AL CE; SV Fort +8, Ref +7, Will +10; Str 8, Dex

14, Con 12, Int 20, Wis 12, Cha 10. *Skills and Feats:* Concentration +15, Knowledge (arcane) +19, Knowledge (local) +19, Knowledge (religion) +6, Perform (piano) +4, Spellcraft +19; Alertness, Greater Spell Focus (Enchantment), Extend Spell, Quicken Spell, Scribe Scroll, Spell Casting Prodigy, Spell Focus (Enchantment), Still Spell, Silent Spell.

Languages: Common, Draconic, goblinoid, elven, orc, sylvan.

Possessions: Renfur (rat familiar), +1 dagger, *cloak of resistance* +2, *ring of minor fire resistance*, *potion of cure serious wounds*.

Physical Description: Rendonil is a thin moon elf with especially sharp features. His long white hair is tied back in a loose ponytail with a length of black ribbon.

Spells Prepared (4/6/6/5/4/3/2; base DC = 15 + spell level, 17 + spell level for Enchantment): 0th – *acid splash*, *detect magic*, *detect poison*, *prestidigitation*; 1st – *charm person*, *disguise self*, *magic missile*, *protection from good*, *ray of enfeeblement*, *shield*; 2nd – *silent magic missile*, *mirror image*, *scorching ray*, *see invisibility*, *tasha's hideous laughter*, *web*; 3rd – ~~*improved mage armor*~~, *dispel magic*, ~~*extended false life*~~, *hold person*, *lightning bolt*; 4th – *confusion*, *enervation*, *ice storm*, *phantasmal killer*; 5th – *silent still dispel magic*, *dominate person*, *quicken magic missile*; 6th – *disintegrate*, *quicken scorching ray*.

Power-Up Suite (*mirror image*, *protection from good*, *see invisibility*, *shield*) – AC 24, touch 12, flat-footed 22, against good creatures AC 26, touch 14, flat-footed 24, Fort +10, Ref +9, Will +12; 1d4+3 *mirror images*.

➤ **Rendonil Beutaleen'dal (EL 13 version):** Male moon elf Wiz12; CR 12; Medium Humanoid (elf); HD 12d4+12; hp 49 (66 with *false life*); Init +2; Spd 30 ft.; AC 20 (touch 12, flat-footed 18) [+2 Dex, +8 armor]; BA/G +6/+5; Atk +6 melee (1d4/19-20, dagger) or +9 ranged (1d4+1/19-20, dagger); Full Att +6/+1 melee (1d4/19-20, dagger) or +9 ranged (1d4+1/19-20, dagger); SA *dominate person*, 3x/day; AL CE; SV Fort +9, Ref +8, Will +11; Str 8, Dex 14, Con 12, Int 21, Wis 12, Cha 10. *Skills and Feats:* Concentration +16, Knowledge (arcane) +20, Knowledge (local) +20, Knowledge (religion) +7, Perform (piano) +5, Spellcraft +20; Alertness, Greater Spell Focus (Enchantment), Extend Spell, Innate Spell (*dominate person*, 3x/day), Quicken Spell, Scribe Scroll, Spell Casting Prodigy, Spell Focus (Enchantment), Still Spell, Silent Spell.

Languages: Common, Draconic, goblinoid, elven, orc, sylvan.

Possessions: Renfur (rat familiar), +1 dagger, *cloak of resistance* +2, *ring of minor fire resistance*, *potion of cure serious wounds*.

Physical Description: Rendonil is a thin moon elf with especially sharp features. His long white hair is tied back in a loose ponytail with a length of black ribbon.

Spells Prepared (4/6/6/5/4/3/3; base DC = 15 + spell level, 17 + spell level for Enchantment): 0th – *acid splash, detect magic, detect poison, prestidigitation*; 1st – *charm person, disguise self, magic missile, protection from good, ray of enfeeblement, shield*; 2nd – *silent magic missile, mirror image, scorching ray, see invisibility, tasha's hideous laughter, web*; 3rd – ~~*improved mage armor, extended false life*~~, *silent still grease; hold person, lightning bolt*; 4th – *confusion, enervation, ice storm, phantasmal killer*; 5th – *silent still dispel magic, feeblemind, quickened magic missile*; 6th – *disintegrate, greater dispel magic, quickened scorching ray*.

Power-Up Suite (*mirror image, protection from good, see invisibility, shield*) – AC 24, touch 12, flat-footed 22, against good creatures AC 26, touch 14, flat-footed 24, Fort +11, Ref +10, Will +13; 1d4+4 *mirror images*.

➤ **Rendonil Beutaleen'dal (EL 14 version)**: Male moon elf Wiz13; CR 13; Medium Humanoid (elf); HD 13d4+13; hp 53 (70 with *false life*); Init +2; Spd 30 ft.; AC 20 (touch 12, flat-footed 18) [+2 Dex, +8 armor]; BA/G +6/+5; Atk +6 melee (1d4/19-20, dagger) or +9 ranged (1d4+1/19-20, dagger); Full Att +6/+1 melee (1d4/19-20, dagger) or +9 ranged (1d4+1/19-20, dagger); SA *dominate person*, 3x/day; SQ *stalwart pact*; AL CE; SV Fort +9, Ref +8, Will +11; Str 8, Dex 14, Con 12, Int 21, Wis 12, Cha 10. *Skills and Feats*: Concentration +17, Knowledge (arcane) +21, Knowledge (local) +21, Knowledge (religion) +8, Perform (piano) +6, Spellcraft +21; Alertness, Greater Spell Focus (Enchantment), Extend Spell, Innate Spell (*dominate person*, 3x/day), Quicken Spell, Scribe Scroll, Spell Casting Prodigy, Spell Focus (Enchantment), Still Spell, Silent Spell.

Languages: Common, Draconic, goblinoid, elven, orc, sylvan.

Possessions: Renfur (rat familiar), +1 dagger, cloak of resistance +2, ring of minor fire resistance, potion of cure serious wounds.

Physical Description: Rendonil is a thin moon elf with especially sharp features. His long white hair is tied back in a loose ponytail with a length of black ribbon.

Spells Prepared (4/6/6/5/5/3/3/1; base DC = 15 + spell level, 17 + spell level for Enchantment): 0th – *acid splash, detect magic, detect poison, prestidigitation*; 1st – *charm person, disguise self, magic missile, protection from good, ray of enfeeblement, shield*; 2nd – *silent magic missile, mirror image, scorching ray, see invisibility, tasha's hideous laughter, web*; 3rd – ~~*improved mage armor, extended false life*~~, *silent still grease; hold person, lightning bolt*; 4th – *confusion, dimension door, enervation, ice storm, phantasmal killer*; 5th – *silent still dispel magic, feeblemind, quickened magic missile*; 6th – *disintegrate, greater dispel magic, quickened scorching ray*; 7th – *power word blind*.

Power-Up Suite (*mirror image, protection from good, see invisibility, shield*) – AC 24, touch 12, flat-footed 22, against good creatures AC 26, touch 14, flat-footed 24, Fort +11, Ref +10, Will +13; 1d4+4 *mirror images*.

➤ **Shield Guardian (EL 12 version)**: CR 9; Large Construct; HD 19d10+30; hp 136; Init +0; Spd 30 ft.; AC 24 (touch 9, flat-footed 24) [–1 size, +15 natural]; BA/G +14/+24; Atk +19 melee (1d8+6, slam); Full Att +19 melee (1d8+6, 2 slams); Face/Reach 10 ft. by 10 ft./10 ft.; SQ Construct traits, darkvision 60 ft., fast healing 5, find master, guard, low-light vision, shield other, spell storing (*stoneskin*); AL N; SV Fort +6, Ref +6, Will +6; Str 23, Dex 10, Con -, Int -, Wis 10, Cha 1. Height 9 ft., Weight 1,200 lb.

Find Master (Su): As long as a shield guardian and its amulet are on the same plane, the shield guardian can find the amulet wearer (or just the amulet, if it is removed after the guardian is called).

Guard (Ex): If ordered to do so, a shield guardian moves swiftly to defend the wearer of its amulet, blocking blows and disrupting foes. All attacks against the amulet wearer take a –2 penalty when the shield guardian is adjacent to its master.

Shield Other (Sp): The wearer of a shield guardian's amulet can activate this defensive ability if within 100 feet of the shield guardian. Just as the spell of the same name, this ability transfers to the shield guardian half the damage that would be dealt to the amulet wearer (this ability does not provide the spell's AC or save bonuses).

Spell Storing (Sp): A shield guardian can store one spell of 4th level or lower that is cast into it by another creature. It “casts” this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the shield guardian can store another spell (or the same spell again).

Power-Up Suite (*stoneskin*) – DR 10/adamantine

➤ **Shield Guardian (EL 13 version)**: CR 10; Large Construct; HD 23d10+30; hp 160; Init +0; Spd 30 ft.; AC 24 (touch 9, flat-footed 24) [–1 size, +15 natural]; BA/G +17/+28; Atk +23 melee (1d8+7, slam); Full Att +23 melee (1d8+7, 2 slams); Face/Reach 10 ft. by 10 ft./10 ft.; SQ Construct traits, darkvision 60 ft., fast healing 5, find master, guard, low-light vision, shield other, spell storing (*stoneskin*); AL N; SV Fort +7, Ref +7, Will +7; Str 24, Dex 10, Con -, Int -, Wis 10, Cha 1. Height 9 ft., Weight 1,200 lb.

Find Master (Su): As long as a shield guardian and its amulet are on the same plane, the shield guardian can find the amulet wearer (or just the amulet, if it is removed after the guardian is called).

Guard (Ex): If ordered to do so, a shield guardian moves swiftly to defend the wearer of its amulet, blocking blows and disrupting foes. All attacks against the amulet wearer take a –2 penalty when the shield guardian is adjacent to its master.

Shield Other (Sp): The wearer of a shield guardian's amulet can activate this defensive ability if within 100 feet of the shield guardian. Just as the spell of the same name, this ability transfers to the shield guardian half the damage that would be dealt to the amulet wearer (this ability does not provide the spell's AC or save bonuses).

Spell Storing (Sp): A shield guardian can store one spell of 4th level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the shield guardian can store another spell (or the same spell again).

Power-Up Suite (*stoneskin*) – DR 10/adamantine

➤ **Shield Guardian (EL 14 version):** CR 11; Huge Construct; HD 27d10+30; hp 184; Init -1; Spd 30 ft.; AC 25 (touch 7, flat-footed 25) [-1 Dex, -2 size, +18 natural]; BA/G +20/+39; Atk +29 melee (2d6+11, slam); Full Att +29 melee (2d6+11, 2 slams); Face/Reach 10 ft. by 10 ft./10 ft.; SQ Construct traits, darkvision 60 ft., fast healing 5, find master, guard, low-light vision, shield other, spell storing (*stoneskin*); AL N; SV Fort +8, Ref +8, Will +8; Str 33, Dex 8, Con -, Int -, Wis 10, Cha 1. Height 9 ft., Weight 1,200 lb.

Find Master (Su): As long as a shield guardian and its amulet are on the same plane, the shield guardian can find the amulet wearer (or just the amulet, if it is removed after the guardian is called).

Guard (Ex): If ordered to do so, a shield guardian moves swiftly to defend the wearer of its amulet, blocking blows and disrupting foes. All attacks against the amulet wearer take a -2 penalty when the shield guardian is adjacent to its master.

Shield Other (Sp): The wearer of a shield guardian's amulet can activate this defensive ability if within 100 feet of the shield guardian. Just as the spell of the same name, this ability transfers to the shield guardian half the damage that would be dealt to the amulet wearer (this ability does not provide the spell's AC or save bonuses).

Spell Storing (Sp): A shield guardian can store one spell of 4th level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the shield guardian can store another spell (or the same spell again).

Power-Up Suite (*stoneskin*) – DR 10/adamantine

APPENDIX 2: New Rules

New Feats

Innate Spell [Metamagic]

Reference: Player's Guide to Faerun, page 39.

You have mastered a spell so thoroughly that you can now use it as a spell-like ability.

Prerequisites: Silent Spell, Still Spell.

Benefit: Choose a spell that you know. You can now use this spell three times per day as a spell-like ability. If the innate spell has an XP cost, you pay that cost each time you use the spell. If it has a focus, you must have it to use the spell in this manner. If the innate spell has a costly material component, you need an item worth 50 times that amount to use as a focus for the spell-like ability. Otherwise, you need no components to use the innate spell as a spell-like ability.

You must permanently assign one spell slot of the appropriate spell level to the innate spell. You can't use the spell slot for anything else – that is, you can cast one fewer spell per day at that spell level than you could if didn't have an innate spell. For example, if you could normally cast three 3rd-level spells per day and you choose *fireball* as your innate spell, you can cast only two 3rd-level spells per day, but you gain three uses per day of *fireball* as a spell-like ability.

Special: You can choose this feat more than once, selecting a different innate spell each time.

Spellcasting Prodigy [General]

Reference: Player's Guide to Faerun, page 44.

You have an exceptional gift for magic.

Benefit: For the purpose of determining bonus spells, treat the ability score that controls your spellcasting (Charisma for bards and sorcerers, Wisdom for divine spellcasters, or Intelligence for wizards) as 2 points higher than its actual value.

Special: You can gain Spellcasting Prodigy multiple times. Each time you take the feat, it applies to a different spellcasting ability score. You can take this feat even if you don't have any levels in a spellcasting class yet.

You may select this feat only as a 1st-level character.

New Spells

Improved Mage Armor

Reference: Unapproachable East, page 51.

Conjuration (Creation) [Force]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You create an invisible but tangible field of force around the subject of the spell. This provides an armor bonus to AC of +3 + 1 per 2 caster levels, to a maximum of +8 at 10th caster level. Unlike mundane armor, *improved mage armor* entails no armor check penalty arcane spell failure chance, or speed reduction. Since *improved mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Material Component: A tiny platinum shield worth at least 100 gp.

Stalwart Pact

Reference: Complete Divine, page 181.

Conjuration (Healing)

Level: Cleric 5, pact 5

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Touch

Area: Willing living creature touched, then 1 round/level

Duration: Permanent until triggered

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

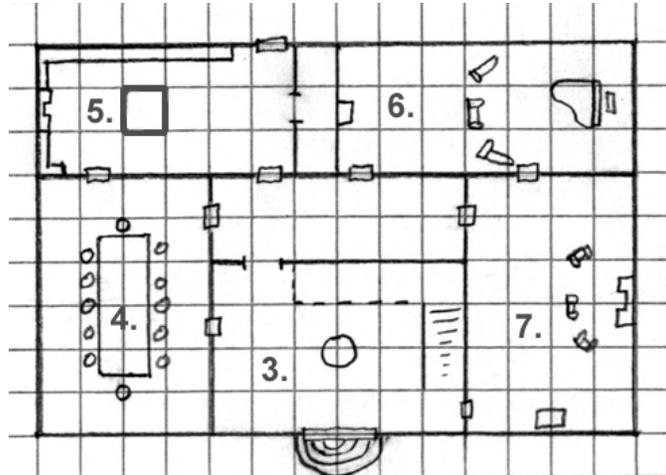
This allows the target to enter into a binding agreement with a deity that provides a measure of protection when the need is dire.

Once this spell is cast, the pact remains dormant until the target is reduced to half or less of her full normal hit points. The target immediately gains 5 temporary hit points per caster level, damage reduction of 5/magic, and a +4 luck bonus on saving throws. The hit points damage reduction, and saving throw bonus evaporate when the spell ends.

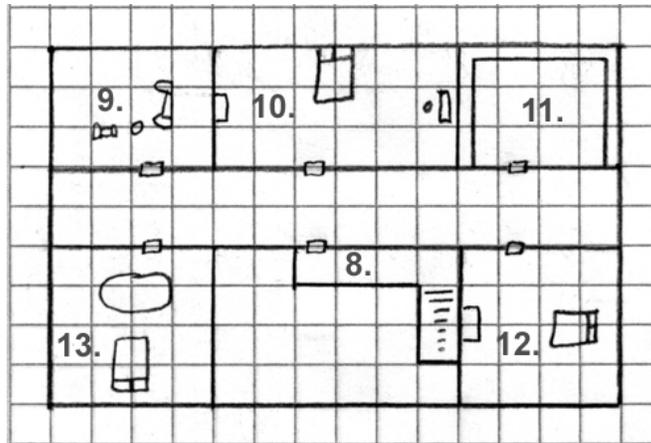
XP Cost: 250 XP

APPENDIX 3: DM Map of Rendonil's Mansion

First Floor



Second Floor



Each Square equals five feet

Player Handout #1: PC Prior Information

----- Cut Here -----

Friend of, or Agent of, the Harpers: You have received a message from those who harp – “Harper Scouts have noticed a greatly increased amount of racial strife in the Delimbiyr Vale. There has always been some, but things are getting worse, and so quickly that it is likely that someone is behind it. Unfortunately, we have stopped receiving reports from one our agents in the area. You are to look into the disappearance of Bialis Beutaleen’dal, a quiet but observant moon elven friend of our organization, and determine if his disappearance is tied to the escalation of racial tensions.”

----- Cut Here -----

Orc of the High Forest: You have been talking to other orcs the High Forest and all of them say that they are not responsible for the murders of the elves; although they are VERY curious about who is spreading these lies about them. If something is not done, the orcs may need to take action. If someone doesn’t take charge soon and find out who is behind the murder of all these fragile elves, the orcs are going to have to start cracking heads until the murder is found.

----- Cut Here -----

Member of the Red Fellowship: You have received a message from the Red Fellowship – “There have been several elves with ties to prominent families murdered in the last few days. The Red Fellowship sees this as a likely play to for the destabilization of Loudwater, especially if these murders continue. You must gather a group of heroes to investigate the violence as quickly as possible and stop the murderer. While you are doing so, the other members of the Red Fellowship will be doing their best to assist in keeping the peace in Loudwater.”

----- Cut Here -----

Member of a Sun Elf House from Loudwater: Several elves have been murdered in the last tenday. Your family is on edge, and everyone has been warned to be on their guard. The murderer, no doubt is one of Otar’s foul orcs, and could strike again at any moment.

----- Cut Here -----

Order of the Jade Blade: Gauntlet Harazos Thelbrimm has quietly contacted Members of the Jade Blade. The High Lord’s men are at a loss concerning the most recent murders. There is no information to be found and the elves are not cooperating. The orcs seem only passing through as usual and thus any specific culprit has likely fled the city. The guard needs the help of specialists, and thus members of the Jade Blade have received the call. The High Lord bids that you gather a group of adventurers and investigate these murders as quickly as possible. If the murderer is not stopped, it seems increased violence is likely.

----- Cut Here -----

Unaligned PC: Fights have been breaking out between elves and orcs all over Loudwater, but no one seems to know any details. Its almost as if someone were covering it up. Clearly there is more going on here than meets the eye.

Player Handout #2: The Last Entry in Bialis' Journal

I just encountered my cousin Rendonil in the hall. While asking him for his notes from the lecture Master Goldfeather gave several days ago, I noticed he was covered head to toe in blood. He claimed to have had an accident. I exclaimed my horror, and insisted that we get him to a cleric immediately. If he had lost so much blood, his life must be certainly slipping away. He fixed me with such a stare, it was almost as if he was possessed. It was then that I realized, I don't think the blood was his. I shudder to think of what has happened. I will contact my friends who harp. They will know what to do.

Player Handout #3: Letter in Rendonil's Desk

Dear Rendonil,

Our master's plan continues well, and soon you will be contacted for your induction into the cabal. Continue your efforts to bring chaos to Loudwater and if you are successful, the master will be pleased. You will know it is time when the line of the Regent is ended.

U.