



THE FINAL RECKONING

A One-Round D&D Core LIVING GREYHAWK™ Adventure

Version 1

by Sean Flaherty and John Richardson

RPGA HQ reviewers: Stephen Radney-MacFarland.

The church of Pelor in the Free City of Greyhawk needs help repairing the evil done by an ancient artifact and calls upon you. Will you help the church and, for a final time, the Brendingund family?

The Conclusion of the Brendingund Saga

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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This is an RPGA® Network scenario for the DUNGEONS & DRAGONS® game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core rulebooks during certain times of play. For example, usually the players are not free to consult the *DUNGEON MASTER'S Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in shaded boxes is player information, which you may read aloud or paraphrase as appropriate. Text in sidebars contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are pro-

vided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

- 1) Determine the character level for each character participating in the adventure.
- 2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

| CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |

- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.
- 4) If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at playing at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as

challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the Domain of Greyhawk. All characters pay two Time Units to participate in the adventure. Adventure's Standard Upkeep costs 24 gp. Rich Upkeep costs 100 gp, and Luxury Upkeep costs 200 gp.

ADVENTURE SUMMARY AND BACKGROUND

This is the fifth and final scenario in the Brendingund Saga. It is not necessary for the characters to have played them all, but no character should play them out of order. Before the game begins, take note if any character has a *Favor of House Brendingund*. These were available in *COR1-02 The Reckoning*, *COR1-05 Brendingund's Bride*, *COR1-07 Brendingund's Blood*, and *COR2-02 Brendingund's Brood*. These stack with each other.

BRENDINGUND HISTORY

Two years have passed since Auldon Brendingund was saved from bankruptcy, and an ugly death at the hands of his creditors, by a band of adventurers who retrieved a valuable family heirloom, the *Necklace of the Forlorn Cairn*, from the Cairn Hills. The necklace is worth 20,000 gp and has several magical properties, many of which even Auldon never discovered. However, one power of the necklace of which Auldon became very aware was that it returns to him if it is removed.

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

As the necklace attuned itself to Auldon, his ability to call it to him became more precise, allowing him to call it back at a specific time. The necklace also granted powers of persuasion and enabled Auldon to magically create fine clothing as well as an opulent pavilion from time to time (functioning as a *rod of splendor*).

The necklace also had more sinister aspects. It emits an aura that causes servants of Iuz the Old to fear its wearer and avoid him. The necklace hides Auldon's motivations from magical detection, functioning as though under the effects of *undetected alignment* and *nondetection* spells. Most disturbingly, it caused Auldon's children to be born as half-fiends and

to grow at an accelerated rate.

Having rebuilt his family fortune and reestablished his merchant presence, Auldon quickly fell back into his old habits including the gambling that nearly destroyed him. This irresponsibility has had two consequences. First, Auldon was forced to sell the necklace too many times in the first few months he possessed it and he came to the attention of the Greyhawk Thieves' Guild. Second, because he was uncomfortable selling the necklace so frequently Auldon fulfilled his promise to the adventurers who retrieved the necklace for him and hired a man to manage the Brendingund family business. Sadly, this man, Bwirse, was actually a member of the thieves' guild who used every opportunity to take advantage of Auldon and the necklace.

Auldon was greatly disturbed by the birth of his altered children. After seeking help from several local temples he found that he was at fault for their horrific characteristics. At that time he decided that he must change his life dramatically if he was to save his family. He sought the assistance of the Temple of Pelor and the High Priestess was able to cleanse them, making them normal teenagers. The temple also has taken charge of the necklace. Unfortunately Bwirse tried to prevent the change of the children and the taking of the necklace and was killed by adventurers working for the temple.

It has been six months since Auldon and his family, were freed from the curse of the *Necklace of the Forlorn Cairn*. In that time he has devoted his life to the service of Pelor and is attempting to make reparations to those who were harmed by his greed. To achieve this, Auldon has sold most of his business assets and personal wealth. His plan is to make reparations to as many of the people that he harmed as possible and then leave Greyhawk forever. Using Auldon's recollections and Bwirse's books many of those cheated were found, but the temple also posted signs advertising for any others who felt cheated. The temple has used a number of means to determine the veracity of these claims. Once all the reparations are made and the necklace is disposed of, Auldon's plan is to go to Hardby and spread the word of Pelor there. His wife Adra's father and mother have offered their home in Hardby as a sanctuary to their daughter, grandchildren, and wayward son-in-law.

The adventure begins with the characters in the Black Dragon Inn located in the Clerkgburg section of Greyhawk. A priest from the temple of Pelor, named Deleer, enters the Inn and summons adventurers to a

mission of mercy for the church. He is essentially looking for armed guards to return large sums of money to their rightful owners, Auldon's victims. Deleer is asking for adventurers because they have played such a large role in Auldon's rise and fall already.

At this point Deleer takes the characters next door to the Brendingund home, which has been emptied and is being sold later in the week. He gives the characters the task of making trips to people Auldon duped using the necklace and returning their money. Based on the time allowed to run the scenario, the judge should limit these trips to one or two encounters for a four-hour session, two or three encounters for a five-hour session, and all four encounters for longer sessions. Which encounters are run for the characters is left to the judge's discretion based on what should be interesting for the personalities at the table. This adventure is roleplaying heavy on the front end because of these encounters and at least three hours should be left for encounters five through ten.

The first reparations encounter possible is a meeting with Fionor the Rude, headman of the dwarven city of Greysmere. Fionor and his dwarven honor guard have traveled across the Mist Marsh to meet with Auldon's representatives and receive payment. Fionor is somewhat put out by the fact that he has had to make such a long journey and is looking to abuse someone. He does not resort to violence under any circumstances, but he is so crass and disgusting that the characters may wish that were an option. After they have been subjected to sufficient abuse and given him his payment Fionor dismisses the characters and they can be rid of him.

The second reparations encounter is a meeting with a fence who lives in the River District of Greyhawk. The proprietor, a gnome named Filchbatter, runs a jewelry store and was Auldon's first customer. It was through some of Filchbatter's relationships that the late Bwirse realized there was something special about Auldon's necklace. Filchbatter knows much of his clientele is drawn from the ranks of the Greyhawk Thieves Guild and he is extremely nervous about the large sum the characters wish to leave with him. The highly suspicious gnome views the deal as too good to be true, but after interrogating the characters for a while he lets them leave so he can immediately lock up.

The third reparations encounter is a meeting with a Rhennee bargewright on his barge. Zaspas, the bargewright, lost great face with his people eighteen

months ago when he squandered much of their wealth on a beautiful necklace to lure Timaszles, a beautiful young Vetha from another barge. Unfortunately, before Zaspas could find Timaszles barge on the Nyr Dyv the necklace was lost. Zaspas has been struggling to keep control of his barges since then. Several of his bravest men took their dispute to the "lord" of their family of barges. Barkas, the "lord," has dispatched one of his Darkhagard to Greyhawk with Zaspas to find out if someone there stole the necklace. When the characters arrive and reveal how Zaspas was duped and their desire to pay him back, he attempts to walk a thin line between showing anger at the characters for revealing his failing and secret joy that the treasure of his people was not permanently lost and he may still win Timaszles. It is possible that a knife fight may erupt between one of the young Rhennee and Zaspas depending upon how the characters reveal what has happened (publicly or privately), but aside from triggering the event the characters should not be involved. After paying Zaspas, the characters are free to leave or enjoy a meal with the Rhennee.

The final reparations option is an encounter with a simple gem cutter at the Gem and Stone Cutter's Guild in Clerkgard. Adan, the gem cutter in question, was also one of Auldon's early victims and has been working three jobs to try and pay off the debts he incurred to buy the necklace. Honest Adan foolishly believed Auldon when he told him he just needed some fast cash and no one would give him the money because of his reputation as a poor businessman. Auldon even let Adan borrow the necklace to show to lenders. Adan treats the characters as messianic heroes, and insists that they come to his home, meet and dine with his family. After this the characters are free to depart.

A possible optional encounter could occur during or between any of these reparations encounters if one of the characters possesses a *Ring of Seratmil*. If the character did not follow the plan to deliver the Necklace to Pacanan as they bargained in the adventure *COR2-02 Brendingund's Brood*, the ring has an active curse. Vecna does not tolerate the breaking of commitments to his faithful. As a result, a servant of Vecna has been sent to murder the oathbreaker. The encounter ends when either the servant or the character in question is dead.

Returning from their reparations missions, Deleer again meets the characters at the Brendingund home. Since they have proven their trustworthiness by deliv-

ering the repayments safely, he has an additional request of the characters. Deleer asks them to return the *Necklace of the Forlorn Cairn* to where it was found and seal the place forever. He gives the characters a box and instructs them not to open it until they are in the cairn and actually in the act of returning the necklace. Deleer makes it clear that opening the box causes the release of magic that can utterly destroy the cairn in less than an hour.

The next day the characters set off for the Cairn Hills and travel without event. Toward dusk the characters arrive at the remains of the Last Chance Inn, which some of them may recall from COR1-02 *The Reckoning*. The scene that greets them is not what they remember. A gang of trolls (ogres at APL 2) attacked the inn the preceding evening and several patrons are dead. The inn itself has collapsed and the gnome proprietor and his sons are trying to rebuild. The characters have the opportunity to assist and stay the night in the barn. The trolls (ogres) come back to attempt to finish the job after nightfall.

The next day the characters reach the mine that holds the entrance to the *Forlorn Cairn* and make their descent. Characters who have been there before may notice that the cairn seems different. This is due to the influence of a gang of trolls that have moved into the *Chamber of Sighs*. When the characters reach the chamber the trolls either attack or attempt to hide depending upon APL.

Descending out of the *Chamber of Sighs*, the characters move through the Vault and it's secret slide into the treasure chambers without event. They can then open the box, return the *Necklace of the Forlorn Cairn* to its resting-place, and run for their lives. Emerging from the treasure chambers, the characters are confronted by an honor guard of skeletons in the Vault. These skeletons are paying tribute to and rewarding the characters for returning the necklace that they have been charged with guarding. Its return has caused their reanimation.

As the characters attempt to exit the Vault through the hole in the ceiling, they are confronted and attacked by Pacanan and his servants who await them above in the *Chamber of Sighs*. While some may see this as a potential standoff, the characters should be highly motivated by the impending explosion in the treasure chambers below. Pacanan orders his minions to fight and then bypasses the characters and enter the treasure chambers. After defeating Pacanan's minions, the characters can either pursue him or safely return to Greyhawk and declare the success of their

mission to Deleer and the Temple of Pelor. If the characters pursue Pacanan and return to the treasure chambers, they find him being thwarted by an invisible barrier. He turns on them in frustration and attempts to destroy the characters. The combat with Pacanan is not modified by APL and only to be run for the most powerful characters at APLs 10 and 12. Once Pacanan is defeated the characters need to run for their lives or they may be caught in the destruction of the cairn.

Returning to Greyhawk, the characters are lauded as heroes by the Temple of Pelor. A celebration in their honor is held, and they are told that Auldon is already safely on his journey to Hardby.

INTRODUCTION

It has been a hot morning in the Free City of Greyhawk and you find yourself in the cool darkness of the Black Dragon Inn in the Clerkgburg section of town. As you finish your early lunch, a man wearing the gold and orange robes of a priest of Pelor enters the common room. He is over six feet tall and wears an expression of grim confidence. "Pardon friends, " he says in a firm voice, "I have need of a strong group of individuals to help the Church of Pelor on an important mission. Some of you may know me; I am Deleer of Pelor. The Church is hoping to close the matter of the Brendingund Merchant House and seeks assistance. Any of you who assist will be rewarded for the help that you render." With that he moves to sit at a table near the door, clearly waiting for any who answer his call.

Many of the characters may remember Deleer from the scenario COR2-02 *Brendingund's Brood*. He certainly remembers them if they played it and treats them with respect. Allow the players to describe each character that responds at this time.

Deleer is looking for guards to escort large amounts of money which is being returned to individuals cheated by Auldon Brendingund or Bwirse. He tells them the following:

About two years ago, Auldon Brendingund sent adventurers to retrieve a priceless magical necklace from a cairn in the Cairn Hills north of town. He had many debts and needed to sell the necklace to pay his creditors.

However, the necklace was cursed. One part of this curse caused the necklace to return to its owner. Auldon began cheating people by selling them the necklace without telling them about the curse. He sold at a low price so that many of the buyers thought they were cheating Auldon or buying a stolen item. Of course, soon after the sale, the necklace

returned to Auldon.

When Brendingund began to sell the necklace he hired a business manager to make sure that he used the funds appropriately. Unbeknownst to Auldon, the man he hired, Bwirse, was actually an agent of the Greyhawk Thieves' Guild. Bwirse taught Auldon how to sell the Necklace more wisely and with less chance of being caught. He also rapidly improved the business practices of the Brendingund Merchant House. It became very profitable. To help the business even more, Bwirse arranged for Auldon to marry a young woman from Hardby. Her name is Adra and her family included dock space in Hardby as part of her dowry.

Soon after the marriage Adra began to show signs of pregnancy. The twins inside of her grew quickly and were born after only two months. One, a boy, was hideously deformed with sharp teeth and wings and the other, a girl, looked angelic but acted more evil than her brother. These two grew at an alarming rate. After much investigation, Auldon found that the twins were actually his children but that they had been warped by the cursed necklace and turned into fiends.

At this time Auldon realized that he had to turn away from darkness and he chose to pursue the study of Pelor. He chose to give the necklace to the temple. Unfortunately Bwirse and the children did not like this idea so they stole the necklace. Some adventurers were able to recover the necklace and bring the children to the Temple. But Bwirse was killed.

The temple has also found that there is still some evil agent working to acquire the necklace. They believe it to be a powerful follower of Vecna. The necklace is being kept safe at the temple.

Today we are going to be taking money and gems to those that Auldon has injured. We are giving them their money back as well as more to help repair what damages we can. We do not know if this agent seeks to stop these repayments but we want to be careful. We are also worried that members of the Thieves' Guild may have information about these payments. That is why we want you to safeguard the deliveries.

At this time he asks the characters if they accept the job. The church can pay them 10 gp each. He gives no information about whom they are giving the money to, just in case they turn the job down. Once they have accepted the work he asks them to accompany him.

ENCOUNTER 1: DEBT REPAID

You follow Deleer down the street to a large house. In front

of the house is a wagon and several men are loading a large mahogany desk in the back of it. Deleer turns to you, "This was Auldon Brendingund's house. He is selling it and most of his possessions and moving away. He will be leaving the Free City forever in less than a week." He leads you inside the house. The floors and walls are bare and the rooms are empty. You follow him to an office that holds a small desk and several chairs. Deleer sits behind the desk and motions toward the chairs, "Please sit."

At this time Deleer tells them about one of the four assignments that he has. They are to escort Jemar, the last trusted servant of the Brendingund household, as he returns the money that was stolen. The DM should choose whichever of the encounters would be the most interesting for the characters to play. Don't take more than a half hour for these encounters if you are running in a standard four hour slot, though every table should play at least one of these encounters to prove themselves to the temple for Encounter 3. If there is more time left, feel free to run more than one, but be sure that the players have three hours to complete encounters 3 through 8.

If the players have played any of the previous scenarios in the saga they have met Jemar. He is an old human in his mid-fifties with thinning white hair and wrinkled skin. He is completely trustworthy. Jemar prefers that the characters do all of the talking when they go to repay these people. He believes his only function should be to attend as a representative of the Brendingund house.

☞ **Jemar:** Male human Com1; hp 5; see Appendix I.

ENCOUNTER 2A: FIONOR'S DUE

Deleer continues, "Many months ago Auldon took the necklace to the dwarven city of Greysmere where he sold it to that city's leader, a dwarf known as Fionor the Rude. Let me assure that his name is well deserved. I have only dealt with him through letters and even there he is a most inconsiderate fellow. Some of you may have met Auldon in this place. I understand he hired adventurers to accompany him from Greysmere to Hardby. Interestingly, Fionor caught on to Auldon's trick and sent his men after him. At that time he recovered all the money that Auldon had stolen. So today, you will be paying him some extra money that Auldon wants to give him. Auldon feels he has caused him great trouble. Unfortunately I worry that Fionor may want to

take vengeance on Auldon so I will not allow him to go see Fionor. In this chest there are several gold bars that you need to take to him. You are to meet him at the tavern 'The Fat of the Hog' in the Artisans Quarter. Jemar will show you the way. Once you have finished, please meet me back here."

Jemar leads the characters across the city to *The Fat of the Hog*. This is a tavern run by "Wide Waldo" Parstiche. It is very crowded and a friendly place. The tavern serves a dozen different items, all derived from pork. Deleer has arranged for a private room for the party to meet Fionor. The private room holds a long table with twenty chairs. The characters find that they are a bit late for the party, well not actually late, Fionor just decided to start early. The room holds Fionor and a dozen of his men, all fairly drunk at this point. The table holds the remains of an entire side of pork which is about half eaten. They interrupt Fionor in the midst of a story.

"...so then Brendingund tells me that he has hired guards from Greyhawk to cross those stinking marshes. I told him that was stupid, much more difficult than the road and certainly no faster. He just laughed and said he didn't care how long it took; it was cheaper. Ha ha, he is a cringing piece of elf spawn, that one, but he knows money. And those fools he hired went right along. I went hunting in that swamp only a month ago. Undead everywhere...good hunting... I killed six, and then this big one with two swords came up behind me. He looked like he'd been nearly bitten in half by a croc before he went undead. The thing knocked me down and tried to take my head off. Luckily our priest was able to drive it away before it got anyone."

He looks up and notices you. "Now look what has wandered in...can't get any good help around here these days, any scum off the street can get in..."

Fionor insults each member of the party as much as possible with the exception of elves. He does not speak to elves or even acknowledge their existence. He takes the money offered as if it is totally deserved and expected. He does not thank the characters or offer them food or drink. He opens the chest, gives a cursory look at its contents then goes back to eating, drinking, and insulting his newest targets. Under no circumstances does Fionor fight the characters. If it gets close, Wide Waldo, the proprietor, enters and interposes himself, all of himself, to stop any fights. If the characters don't get the point, Jemar suggests that they leave once they have given Fionor the money.

ENCOUNTER 2B: THE FENCE

Deleer continues, "Auldon's first customer for the necklace was a jewelry store owner named Filchbatter. We know little about him but the sum he paid for the necklace was quite small. Apparently Filchbatter buys a lot of previously owned merchandise and then resets the gems into new jewelry. It is quite possible he has connections with the Thieves' Guild or Bwirse or both. I would suggest great care in your dealings with him. Please remember that although the Thieves' Guild is a reprehensible organization, it is also powerful and no force in this city is willing to risk what it would cost to stand against them. If you offend them there is little protection we can offer you except to get you out of town as fast as possible. We are returning his money and a bit extra in the form of gems. There are ten diamonds in this pouch... that should satisfy him. Jemar can show you where his shop is. Once you have finished, please meet me back here."

As the characters move south from the Brendingund's house they pass through the low market and the Black Gate into the Thieves' Quarter. Feel free to describe small groups of individuals watching the characters or following them. The characters should be made to feel ill at ease when moving in this area. None challenge such a highly armed party, but many curious eyes mark them as they move along.

Filchbatter operates out of a small store creatively named "Filchbatter's" in the Thieves' Quarter, not too far from the Millrose Brewery. Filchbatter is a rather tall and thin gnome with long greasy brown hair and squinting eyes. He is very confident when dealing with thieves and fences but gets very nervous in the presence of paladins, priests, or other obviously good characters. When the characters enter the shop, Filchbatter is very evasive until he can find out what they want. Once he finds out that they are bringing money to him, he becomes very businesslike and then very worried. He first takes time to appraise the stones then realizes that he must find a safe place to hide them so the guild won't try and take a cut. Once he has evaluated the stones he nearly pushes the characters out of the store, locks the door behind them, and leaves immediately through the back door.

ENCOUNTER 2C: A RHENNEE'S SHAME

Deleer continues, "After a few sales of the Necklace, Auldon and his business manager Bwirse became concerned about the risk of selling it to local merchants too often. In order to avoid this risk, Auldon began to sell the necklace to foreign merchants visiting Greyhawk. Among these victims, was a Rhennee named Zaspas. We have found that Zaspas's group of barges is back in town at this time so we need someone to carry the money to him. Be wary, the Rhennee are strange folk whose ways are hard to decipher. We think you may want to issue a formal apology to this man in front of his people, then return his money quickly and return here."

Zaspas purchased the necklace from Auldon with the massed wealth of his barge in an effort to convince a beautiful young Veth (wisewoman) of another barge family to become his helpmate (partner/servant). Needless to say, the necklace disappeared before Zaspas's barges reached his chosen, Timaszles. He lost great face with his people because of the loss of their wealth and some of his bargemates complained to Barkas. Barkas is the "lord" that loosely has command over several barge families, including Zaspas's. Barkas assigned one of his elite Darkhagard warriors to accompany Zaspas's barges back to Greyhawk and see if he could find out by whom and how the necklace had been stolen. The Darkhagard are savvy traders and fierce warriors. Sudvala, the Darkhagard with Zaspas is no exception.

The Rhennee are essentially water gypsies. A more in-depth discussion of their culture and the Darkhagard are available in the *LIVING GREYHAWK Journal*, Number 2 from November/December 2000.

Deleer presents the characters with a bag full of precious jewels to accomplish this.

It is unusual for the Rhennee to leave the waters of the Nyr Dyv, which they call Lady Deep, but some come regularly to Greyhawk to trade on the Selatin River. As you approach the river a string of three huge barges can be seen tied to a piling near one of the docks. Several stout, well-muscled men crouch in a circle near the narrow plank onto the lead barge. They are shirtless, tanned and a few wear bandanas tied over their heads. A cry erupts as the men all stand suddenly. "Damn you, Borony! You're a demon at turoos." The man being addressed smiles, scoops two ivory cubes from the deck and begins rattling them in one hand. "Who's in? I need silver for grog tonight!"

A particularly broad-chested man with a shaved head

turns abruptly sensing your approach. He steps from the circle and lifts what appears to be a two-pronged harpoon with a loop at the end from the deck. "Peace Borony, we've visitors." Turning to face you he shouts across the gap between the barge and the bank, "What do the Attloi (land dwellers) want with the Rhennee this day?" All of the men are now standing behind him, glaring at you with dark eyes. These Rhennee seem gravely serious.

The man who is speaking is Sudvada. His weapon is known as a darkha. Under no circumstances should he engage in violence with the characters. Sudvada is merely present to create a sense of looming potential violence.

Where the encounter goes from here depends on what the characters do. If they ask to see Zaspas, Sudvala goes and gets him from one of the rear barges. If the characters are relatively discreet about why they are there and how Auldon duped Zaspas, Zaspas takes them to a corner of one of the barges and quietly conducts business and allows them to leave. If they share with the crew in general or present information in a way that is embarrassing to Zaspas, one of the younger men immediately pulls a knife and challenges him to a duel. Sudvada prevents the characters from physically interfering with a terse command to respect their ways and lets the men settle their feud. If the characters carefully cast spells they may be able to do so unobserved since the Rhennee are watching the fight. If a character attempts to interfere despite the warning, and is noticed, several Rhennee grapple him or her to prevent this.

A brawny young man begins shouting. "Zaspas, you old fool. Lamprey guts for brains, you have, to be deceived by Attloi magic. The Vetha warned you even." Drawing a gleaming steel knife he charges the Rhennee bargewright that is coming forward to meet you. Caught by surprise the bargewright tumbles backward away from the blade toward the deck beneath him. With amazing speed Zaspas's hands shoot forward grasping both the young man's wrists dragging him into the fall with him. As Zaspas hits the deck face to face with his falling attacker his right leg shoots up driving his foot into the man's chest sending him flying overhead. A split second passes with both men flat on their backs on the dark wood of the barge before they leap to their feet Zaspas snatching up the other man's knife. "Kill the old fool, Bedikos," a third Rhennee shouts tossing a knife to Zaspas's attacker.

Feel free to adlib the rest of the knife fight, with Zaspas emerging victorious and then privately con-

ducting business with the characters. Zaspaspar is courteous with the characters, but tries to get them off the barge as quickly as possible so he can show his people that he has reclaimed their wealth.

◆ **Rhenee Bargemen (4):** Male human Rog3/Ftr3; hp 44; see Appendix I.

◆ **Sudvada:** Male human Rog3/Ftr3/Darkhagard*6; hp 92; see Appendix I.

◆ **Zaspaspar:** Male human Rog5/Ftr5; hp 72; see Appendix I.

ENCOUNTER 2D: HONEST ADAN

Deleer continues, "On occasion, Auldon chose to sell the necklace close to home for much less than it was worth. One such victim was a gemcutter from the Jewelers' and Gemcutters' Guildhall just next door. The amount that he paid was not nearly what the necklace was worth but it must have been a considerable sum to a man of his means. We may have been a little generous in our recompense for this man, but I am sure Auldon won't mind. The fellow's name is Adan and he is at work even now. Please take these ten bags of coin to him. We don't want to pay him in gems since we don't want anyone to think he is stealing. Please take these to him and then come back here soon."

Adan is essentially an honest man who believed Auldon when he told him that he would sell the necklace at a considerable discount because he needed the coin quickly. Adan used every bit of influence, friendship, and wealth he had in order to scrape together Auldon's asking price. When the necklace disappeared Adan was devastated and has been working additional jobs and borrowing money from dangerous people in an effort to make payments on his debts.

Your knock at the door is answered by a young dwarf in a thick gray apron covered with some kind of rock dust. When you asked for Adan, the dwarf led you up some stairs and down a hall to a cramped room with a window, a table, and some chairs. A human man in his forties sits wearily behind the table with a black cloth covered with colorful gems. The man's hands hang limply at his sides, his eyes are sunken and his breathing is slow, deep, and regular. The small dwarf moves to his side and touching his shoulder whispers, "Adan there's some men here to see you. Should I get Gameron?" The man jumps, startled for an instant and then gives your group a tired, but appraising look before speaking. "No Henfor. I know why these men are here and I must face

what I've got coming." So speaking, Adan folds the gem-covered cloth, places it in an iron box, and closes it with a stout lock. With an effort he stands and hands the box to the young dwarf. "I'll be down later." Adan then turns to you with a sigh.

Adan believes that the characters are another team of thugs sent to beat him for his late and missing payments to his creditors. Auldon's deception has destroyed Adan's life. He is exhausted from working three jobs and has not slept more than a few hours a night in months. He has not seen his wife or children awake in the same period of time. His primary job is as an appraiser at the Gem and Stonecutters' Guild, and it is a tribute to his impeccable virtue that he has not stolen any of the goods that cross his hands in an attempt to repay his debts.

When the characters reveal their real reason for coming to see him, Adan does not believe them until they begin to stack bags of platinum on the table in front of him. When the truth finally does sink in, Adan becomes energized for a few moments, begins embracing and thanking the characters, throws coins carelessly around the room and then passes out. The characters can easily revive him and heal his wounds from a previous beating if they wish.

Adan insists that the characters accompany him to his home to celebrate with his family. The characters can either attend a quaint meal with Adan's family or return to Deleer.

OPTIONAL ENCOUNTER: VECNA'S DUE

This encounter only occurs if one of the characters possesses the *Ring of Seratmil*, from *Brendingund's Brood*, with the curse active. Pacanan, a servant of Vecna, activated the curse on the ring because the character failed to fulfill an obligation for which the ring was payment. The DM should feel free to insert this encounter in the middle of one of the reparations encounters, or between any two encounters prior to encounter three.

From out of nowhere, you (pointing at the cursed character) feel a great wind slap into your body. All around the air swirls.

As punishment for violating their word to Vecna, an air elemental or an invisible stalker has been summoned to hunt and kill the character. The creature

attacks with surprise on its initial attack, and continues to relentlessly attack its target on subsequent rounds until one of them is dead. The creature does not change targets even if another character attacks it. Because the creature was summoned, a *protection from evil* spell can hold it at bay, but it merely waits until the duration of the spell has expired and then renews its attack. If the attacked character dies (goes below 0), the creature takes the ring and flies away.

Please note that if there is multiple characters with cursed rings multiple creatures attack, but again they only attack the characters wearing the cursed rings.

APL 2 (EL 5)

➤ **Large Air Elemental:** hp 60; see *Monster Manual*.

APL 4 (EL 7)

➤ **Invisible Stalker:** hp 60; see *Monster Manual*.

APL 6 (EL 9)

➤ **Invisible Stalker, Advanced:** hp 80; see Appendix I.

APL 8 (EL 11)

➤ **Invisible Stalker, Advanced:** hp 120; see Appendix I.

APL 10 (EL 13)

➤ **Invisible Stalker, Advanced:** hp 180; see Appendix I.

APL 12 (EL 15)

➤ **Invisible Stalker, Advanced:** hp 220; see Appendix I.

ENCOUNTER 3: PELOR'S PETITION

It is late afternoon when you have finished your delivery and you return to the Brendingund house as instructed by Deleer. He rises to greet you as you enter the office. "Thank you my friends, thank you. You have done a great service for the temple. Now I would ask that you do one more thing...much more dangerous. Please sit down while we discuss this." He sits and offers each of you your reward in a small sack. "I told you of the Necklace when we talked earlier. It has been decided that the Necklace must be returned to cairn from whence it came. I would ask you to return it for us. We have decided that it must be replaced, but we do not want it to 'resurface' if you take my meaning. To this end, we will use some powerful magic to keep others away. Will you execute this task for us?"

The church gives them each a favor if they assist them and pay them some gold. The church provides directions to the cairn as well as a detailed report of how to get to the chamber that once housed the necklace. They are worried that someone is trying to steal the necklace, possibly the Thieves' Guild, one of the thwarted buyers, an evil follower of Vecna, or all of them.

The necklace is given to them in a strong oaken box. Deleer tells them not to open the box until they are in the room where the necklace is to be left. Once the box is opened it starts several powerful spells. One does not allow anyone to teleport into or out of the immediate area of the box. Another causes an *earthquake* spell to be cast one hour after the box opens. The characters must hurry away from the box to be sure that they are outside of the cairn before that hour is up. There are other protective spells on the box, but Deleer has not been told what they are, since it was felt that he, and the characters, did not need to know.

Once the characters accept the mission, he tells them to come by the Temple of Pelor just after sunrise and he can give them the box and the directions that they need.

Allow the characters to make any preparations that they wish during the night. In the morning proceed with the following.

You arrive at the Temple of Pelor just after sunrise as the morning service is ending. Deleer brings you a small chest. He lays it at your feet. "Good morning friends. I hope the sun finds you well this fine day. In this chest you will find the box we discussed yesterday, a key to the lock on the box, a pair of leather gloves, and a small scroll detailing how to get to the place it is to be left. Use the gloves when you handle the Necklace. For the love of Pelor don't touch it, I do not know what would happen but that may start the trouble all over again. Please take care. May the light of Pelor shine upon you and guide your path."

The chest contains just what he has said. A small box measuring twelve inches by eighteen inches by three inches. It has a good lock on it that requires a successful Open Locks check (DC 30) to open without the key. There is a small brass key that fits the lock. Also inside is a rolled up piece of parchment giving directions to the Forlorn Cairn, the secret to its entry, and the pattern for the secret slide in the Vault.

In addition to the chest and the other items he mentioned, Deleer gives the characters a map from Greyhawk through the Cairn Hills to the

Breedingund mine. Deleer details the location of entrance to the cairn lying beneath a stone slab in the mine's barn. He also tells the characters what little he knows of the Forlorn Cairn itself. According to Auldon, there is a tunnel leading from the barn that goes on for a great distance that eventually ends in a tall narrow chamber with a hole in the floor. A distant moaning fills this whole passage and is louder in the chamber itself. Descending through the hole in the floor, there is a second tall narrow chamber with twelve sarcophagi evenly spaced across the floor in four rows of three. The first sarcophagus in the second row contains a secret passage that triggers a deadly trap if activated incorrectly. Deleer has the correct activation key and gives it to the characters. Finally the secret passage leads to a lower level with a long hall and six treasure chambers with pedestals. The hall is filled with a horrible moaning that was so potent as to overwhelm the weak of heart. The necklace was found in the middle chamber on the right and should be returned there.

Deleer also notes that the journey to the mine takes two days and he has heard that there is an inn run by gnomes at which the characters could spend the night.

ENCOUNTER 4: THE NEXT LAST CHANCE

Arriving at dusk you see the Last Chance Inn is no more. A small gnome, assisted by two even smaller gnomes, a frail looking human, and a cow are attempting to lift the roof of the old building off of its four collapsed walls. Observing the scene, it looks as though sleeping under the stars or in the rickety barn are your only options. A sign in red chalk on the barn reads "Welcome to The Next Last Chance Inn."

When the characters approach, the gnomes and the human quickly move to speak with them. The older gnome is Krink and the two younger gnomes are his sons Klink and Klank. Normally a festive bunch, they are remarkably sober today after seeing their home destroyed and their friends killed. If asked what happened, Krink relates that a few hours after dark, everyone was settling down for bed when Astin, a local ranger, jumped up drew his brand new flaming longsword and dove out the window with a feral scream of "Trooooooos!!!" (Oooggrrees!!! at APL 2). He and a local dwarven bard, Gnorl, put up a good fight but in the end the trolls (ogres) were too

much for them and ripped them limb from limb.

Krink thinks that Astin and Gnorl killed at least ten. Krink and his sons survived only because they ran when they saw that there were more than a dozen trolls (ogres). The human man with them is a scholar named Kelan. He has been studying gnomish dialects in Blackstone. This may arouse suspicion from some characters, as this was Bwirse's cover story in *COR1-02 The Reckoning*. Kelan however is legitimate.

Astin the ranger did put up a good fight against the band of trolls (ogres) that attacked the previous night, but in the end they over came him. Several of their number escaped into the night, but many were badly burned and chopped to bits on the hills surrounding the inn.

Characters can Track (DC 20) the trolls (ogres) several miles to a hole in the ground that tunnels into *The Chamber of Sighs* in the *Forlorn Cairn*, or they can camp, and the trolls (ogres) come to them. Tracking the trolls in darkness the night they arrive at the Last Chance Inn requires a Track check (DC 25). If the characters are not present during the night, the trolls (ogres) attack unopposed, and the gnomes as well as any other residents are slaughtered.

APL 2 (EL 3)

➤ **Ogres (2):** hp 26, 26; see *Monster Manual*.

APL 4 (EL 5)

➤ **Troll:** hp 63; see *Monster Manual*.

APL 6 (EL 7)

➤ **Trolls (2):** hp 65, 63; see *Monster Manual*.

APL 8 (EL 9)

➤ **Trolls (2):** Male troll Bbn2; hp 80, 75; see Appendix I.

APL 10 (EL 11)

➤ **Trolls (2):** Male troll Bbn4; hp 106, 101; see Appendix I.

APL 12 (EL 13)

➤ **Trolls (2):** Male troll Bbn6; hp 132, 127; see Appendix I.

The next morning the characters are free to travel to the mine.

Another day of traveling brings you deeper into the Cairn Hills. On several occasions the road wound past pyramid shapes in the hillside that were obviously Cairns looted long ago. As late afternoon approaches, you turn south following your map and two miles further you find the deserted remains of a mine. As you approach the site you can see a dilapidated barn opposite an opening in the hillside. Rising up from blackened earth on the other side of the barn are two chimneys. Several young trees sprout from the remains of what might have once been a small bunkhouse.

There is nothing of interest here except the entrance to the cairn in the barn.

Entering the barn, you are immediately able to locate the entrance to the cairn. All of the walls dividing what used to be six stalls at the rear of the barn have been smashed with a large stone slab which stands on end in a large hole in the floor of one of the stalls. The entire barn is battered and most of the hayloft has collapsed under abuse. Something large and violent has been here.

Essentially several of the trolls (ogres) living in the Chamber of Sighs followed the other tunnel from their new home back to the barn, ripped open the secret door, and trashed the barn. This should foreshadow the conflict ahead.

ENCOUNTER 5: SILENT SIGHS

The tunnel beneath the barn at the Brendingund mine extends for nearly one hundred feet before it turns and begins to spiral steadily downward. As you descend, a muted moaning begins in the distance. The oddly fresh air here tickles the nose, evoking memories of dew-soaked mornings. After what seems to be nearly an hour of travel without any branching or intersections the tunnel finally opens into a sizable room with a long narrow hole in the floor. The moaning sound though extremely muffled seems to be emanating from all four walls. Another tunnel, this one crude and recently dug by clawed hands enters the chamber from the left-hand wall.

Characters with normal or low-light vision need a light source of some kind to see at all. Remember that torches only spread light in a twenty-foot radius, and last for one hour. The tunnel is well ventilated, so smoke and fumes are not an issue. Dwarf characters note that although they have traveled many hundred feet they are now only about forty feet below the surface.

Characters investigating the walls note that the tones are coming from many porous shafts no wider than a man's finger, however the sound is muted because many of the holes seem to have animal furs stuffed in them. The trolls (ogres) did this because they didn't like the noise. The room has a vaulted ceiling nearly fifteen feet in height and is approximately twenty feet wide and sixty feet long, making it seem very tall and narrow. This room was used to hold services for the dead of prior to their burial in the vault below. The room is barren of any artifacts except for a pile of furs the trolls used for bedding in one corner.

The hole in the floor is rectangular, three feet wide and nine feet long. Examination reveals a twenty-foot drop to a dark room below. Several large rectangular shapes can be made out in the shadows. The only real obstacle here is for the characters to safely traverse the twenty-foot drop to the floor of the room below.

As the characters traversed the passage to the room they stand in now, they picked up a shadow, though they don't realize it just yet. Treu'shen, an operative and member in good standing of the Greyhawk Thieves' Guild has been following the party for some distance and has determined to make his move once the group has begun their descent down into the vault. He waits until at least two characters have climbed down before making his move.

APL 2 (EL 4)

☛ **Treu'shen:** Male elf Rog2/Enc1/Ftr1; hp 23; see Appendix I.

Tactics: Treu'shen starts by pre-casting *expeditious retreat* and *shield* before he engages the group in combat. Then, stepping into the room silently, he casts *sleep* on the group, catching as many as he can in the area of effect. In following rounds he opens up with his longbow, keeping his *shield* spell between himself and party members so as to negate attacks of opportunity for using a bow while standing in a threatened area. His goal is not necessarily to kill the characters, just retrieve the necklace.

APL 4 (EL 6)

☛ **Treu'shen:** Male elf Rog2/Enc2/Ftr2; hp 34; see Appendix I.

Tactics: Treu'shen starts by pre-casting *expeditious retreat* and *shield* before he engages the group in combat. Then, stepping into the room silently, he casts *sleep* on the group, catching as many as he can in the

area of effect. If he thinks it would do any good he follows up with a second *sleep* spell. In following rounds he opens up with his longbow, keeping his *shield* spell between himself and party members so as to negate attacks of opportunity for using a bow while standing in a threatened area. His goal is not necessarily to kill the characters, just retrieve the necklace.

APL 6 (EL 8)

Treu'shen: Male elf Rog2/Enc2/Ftr3/Arc1; hp 47; see Appendix I.

Tactics: Treu'shen starts by pre-casting *expeditious retreat* and *shield* before he engages the group in combat. Then, stepping into the room silently, he casts *charm person* on the toughest looking fighter. If he thinks it would do any good he follows up with a second *charm person* spell. In following rounds he opens up with his longbow, keeping his *shield* spell between himself and party members so as to negate attacks of opportunity for using a bow while standing in a threatened area. His goal is not necessarily to kill the characters, just retrieve the necklace.

APL 8 (EL 10)

Treu'shen: Male elf Rog3/Enc2/Ftr4/Arc1; hp 60; see Appendix I.

Tactics: Treu'shen starts by pre-casting *greater magic weapon* from a scroll on his bow increasing his to hit bonus to +18/+13 and his damage to 1d8+6. He then casts *expeditious retreat* and *shield* before he engages the group in combat. Stepping into the room silently, he drinks a *potion of haste* and casts *charm person* on the toughest looking fighter. If he thinks it would do any good he follows up with a second *charm person* spell in the following round, followed by a volley of arrows at non-charmed characters. He keeps his *shield* spell between himself and party members so as to negate attacks of opportunity for using a bow while standing in a threatened area. His goal is not necessarily to kill the characters, just retrieve the necklace.

APL 10 (EL 12)

Treu'shen: Male elf Rog3/Enc3/Ftr4/Arc1/Shd1; hp 70; see Appendix I.

Tactics: Treu'shen starts by pre-casting *greater magic weapon* from a scroll on his bow and *cat's grace* (Dex 24) on himself, increasing his to hit bonus to +21/+16 and

his damage to 1d8+8. This also adds an additional +3 to his AC, Reflex saves, and all Dexterity related skill checks. He then casts *expeditious retreat* and *shield* before he engages the group in combat. Stepping into the room silently, he drinks a *potion of haste* and casts *web* on the chamber. He follows up with *charm person* on the two toughest looking fighters. He keeps his *shield* spell between himself and party members so as to negate attacks of opportunity for using a bow while standing in a threatened area. His goal is not necessarily to kill the characters, just retrieve the necklace. If things get tough, he'll alternate between attacking with his bow, and *hiding in plain sight* in order to move and get position on his opponents.

APL 12 (EL 14)

Treu'shen: Male elf Rog3/Enc3/Ftr4/Arc3/Shd1; hp 82; see Appendix I.

Tactics: Treu'shen starts by pre-casting *greater magic weapon* from a scroll on his bow and *cat's grace* (Dex 24) on himself, increasing his to hit bonus to +24/+19 and his damage to 1d8+8. This also adds an additional +3 to his AC, Reflex saves, and all Dexterity related skill checks. He then casts *expeditious retreat* and *shield* before he engages the group in combat. Stepping into the room silently, he drinks a *potion of haste* and casts *web* on the chamber. He follows up with *charm person* on the two toughest looking fighters. He keeps his *shield* spell between himself and party members so as to negate attacks of opportunity for using a bow while standing in a threatened area. His goal is not necessarily to kill the characters, just retrieve the necklace. If things get tough, he'll alternate between attacking with his bow, and *hiding in plain sight* in order to move and get position on his opponents.

The Vault is the same narrow size as the *Chamber of Sighs*: sixty feet long and twenty feet wide with a twenty-foot ceiling.

As your feet touch the floor of the vault, you note that the moaning of the walls has become fainter here. There are twelve smooth stone sarcophagi evenly spaced in this room. Many of them have been partially destroyed. They are eight feet long, two feet wide and four feet high, with eight of them on each wall and the remaining four in a row down the center of the room. This room appears to be similar the chamber above in shape and size; it is twenty feet wide with a twenty foot high ceiling and far ends of the rooms extend beyond the range of your light. In several places the floor is covered with the bones of shattered skeletons. Following Deleer's instruc-

tions you quickly locate the sarcophagus containing the secret passage and one at a time slide down the ramp into the darkness beyond.

ENCOUNTER 6: RETURN OF THE NECKLACE

A few quick seconds of acceleration down the slide from the Vault and you find yourself gliding to a halt on a stone floor. A horrible moaning reminiscent of children howling in pain overlaid with the wails of widows and mixed with the cries of dying warriors fills the room at nearly deafening levels.

The moaning is so terrible that the characters must make a Will save (DC 12) or fall to the ground in a fetal ball clutching their ears. Characters that make their saves may block the ears of other characters granting them another save with a +5 bonus. If characters prepare for this noise by covering their ears, they get a +8 circumstance bonus to their save. If all the characters fail their saves they eventually fall unconscious, overwhelmed by the horror of the sound. They wake in several hours, dehydrated and surrounded by silence and darkness.

Igniting your lights, you see you are in another tall, narrow room; this one is thirty feet high, one hundred feet long, and fifteen feet wide. There are six corridors coming into this room three evenly spaced every twenty-five feet on each side.

The corridors are ten feet wide, twenty feet high and twenty feet long, each leading to a forty foot high, twenty by twenty room with a stone pedestal. All of the rooms are empty, but the characters have been instructed to return the necklace to the middle one on the right.

As you enter another 20-foot square room whose ceiling soars beyond 40 feet in height, you see a porous stone pedestal standing bare, robbed of its treasure.

When the characters open the box.

There is a crackling sound and every hair on your body abruptly stands on end, as you open the thick oaken box Deleer gave you. It is clear that magic of great power has been released. Gleaming on the otherwise empty bottom of the box is the Necklace of the Forlorn Cairn, a beautiful platinum cartouche set with diamonds and sapphires on an adamantite chain. It is hard to imagine this beautiful creation has

been the source of so much pain, death and grief.

When the characters place the necklace on the pedestal.

As the priceless jewelry leaves your grasp and settles on the stone pedestal, you hear a soft popping sound and the necklace disappears.

When this happens, the characters probably panic, but the necklace has merely teleported itself to one of the other treasure rooms. The popping sound was the protective magic of the Forlorn Cairn reactivating. It has caused the reanimation of the skeletal guard in the vault and created an effect similar to the *forbiddance* spell that prevents the necklace from leaving of its own volition and causes Pacanan some problems shortly. The characters are unaffected by this because they were within it when it manifested. However, should they ascend from the treasure chambers and return later for some reason, they may also have problems depending upon their alignment.

ENCOUNTER 7: HONOR GUARD'S TRIBUTE

As you climb back out of through the ruined sarcophagus you hear movement above, the sound of bones scraping across the stone floor. As you peek out into the chamber you see bones sliding wildly across the floor and flying together to assemble seven tall strange looking shapes. As they shuffle closer you can clearly see they are skeletons of long dead warriors of an unknown race. Their bodies seem to reach halfway to the ceiling, their long narrow skulls seem grotesquely stretched and pointed, their willowy limbs and stretched finger bones seem almost to be able to reach you from halfway across the room and from their backs seem to grow the bones of wings. As you emerge, they approach and the leader bows his head and extends his arms palms up...

The skeletons are the guardians of the Forlorn Cairn and the necklace. They have been reanimated due to its return to the treasure chambers. In thanks to the characters for this deed, the leader of the skeletons is presenting them with his sword. The value of the blade depends upon the APL of the group.

- APL 2 gem encrusted masterwork longsword (Value 500 gp total)
- APL 4 gem encrusted masterwork longsword (Value 800 gp total)
- APL 6 gem encrusted masterwork

longsword (Value 1350 gp total)

- APL 8 +1 longsword (Value 2300 gp total)
- APL 10 +1 longsword (Value 2300 gp total)
- APL 12 +1 longsword (Value 2300 gp total)

Once this task is complete, the skeletons assume guard positions around the room against the walls.

If the characters left some kind of apparatus extending from the hole in the ceiling, they notice that it has been thrown to the floor here in the Vault.

ENCOUNTER 8: MEETING PACANAN

Pacanan allows at least one or more of the characters to reach the Chamber of Sighs in an effort to split the party before ordering his minions to attack.

As the second of your number reaches the chamber above you a voice rings out from the darkness. "Too long you have defied the will of my Lord. Too long you have impeded my goals. Too long your secrets have gone unshared. Now you will carry them to your deaths." The voice continues in a harsh guttural tongue.

Characters who happen to speak infernal hear Pacanan's instructions to his minions as, "Attack, my children, and kill them all." A character in the chamber may be able to see Pacanan standing in the darkened tunnel entrance to the Chamber of Sighs, if they make a successful Spot check (DC 20). Regardless of what the characters do Pacanan does not fight them here. He uses his first action to become ethereal and go to the treasure chambers.

APL 2 (EL 3)

➤ **Hell Hound:** hp 22; see *Monster Manual*.

APL 4 (EL 5)

➤ **Hell Hounds (2):** hp 28, 24; see *Monster Manual*.

APL 6 (EL 7)

➤ **Hell Hounds (4):** hp 28, 26, 24, 22; see *Monster Manual*.

APL 8 (EL 9)

➤ **Hell Hounds (4):** hp 28, 26, 24, 22; see *Monster Manual*.

➤ **Hellcat:** hp 52; see *Monster Manual*.

APL 10 (EL 11)

➤ **Hell Hounds (6):** hp 36, 34, 34, 30, 28, 26; see *Monster Manual*.

➤ **Hellcats (3):** hp 60, 56, 52; see *Monster Manual*.

APL 12 (EL 13)

➤ **Hellcats (6):** hp 75, 73, 71, 69, 67, 65; see *Monster Manual*.

➤ **Cornugon:** hp 110; see *Monster Manual*.

After defeating Pacanan's minions, the characters can either run for their lives or pursue him back into the treasure chambers. Fighting Pacanan is a very dangerous proposition and the judge should discourage any but the most powerful groups of characters. Under no circumstances should this encounter be run for any party below APL 10, and even at APL 10 and 12 the players should be cautioned.

Bravely, but against your better judgment, you return to the treasure chambers of the Forlorn Cairn to confront the man who set fiends against you. As you activate the secret passage and slide into the darkness below you again here the children howling in pain overlaid with the wails of widows and mixed with the cries of dying warriors. Becoming aware of your surroundings, you see a man in blackened full plate and shield push futilely against an invisible barrier and then turn. As he faces you, you see not his face but a one-eyed silver mask overlaying it. Rage contorts his body as he screams at you. "I will not be denied. This ends here. I will kill you myself." Saying this he draws an evil looking black longsword that pulses with an ugly green light.

There are three spell effects that could make the battle between Pacanan and the characters complicated. The first is the *forbiddance*-like affect that was activated by the return of the necklace. Treat it as the *forbiddance* spell, but it is racially based rather than alignment based. No members of the race to which the spell is attuned are still alive. Humans, elves, and half-elves should be considered one step removed from the *forbiddance* and all other races are two steps removed. A Will save for this affect can be made (DC 30). This affect, designed to protect the treasure rooms and their entrances, begins twenty-five feet into the hall. Pacanan and characters that fail this save are hedged out of the area and confined to the twenty-five by fifteen foot space at the beginning of the hall.

The second affect is a lawful good *forbiddance* from the church of Pelor that is isolated on just the treasure

room containing the necklace (DC 18). This could impede Pacanan and possibly the characters from retrieving the necklace if they manage to cross the cairn's *forbiddance*.

The final affect is the earthquake that occurs one hour after the characters opened the chest they were given by the church of Pelor. It is unlikely that the battle rages long enough for this to be an issue, but it should be used to create some urgency for the players.

ALL APLS (EL 15)

➤ **Pacanan, Blackguard of Vecna:** Male human Pal1/Clr7/Blk7; hp 122; see Appendix I.

Pacanan's tactics should be simple, but brilliant. He got to where he is in Vecna's service for a reason. First he drinks a *potion of haste* and then he attacks the characters. Once hasted he tries to take a full round of attacks each round and uses the extra partial action to cast a spell on the defensive, or cast two spells and move to avoid characters that he considers a threat. Judges should feel free to customize, but a possible scenario for his actions might be as follows:

- Round 1 – drink *potion of haste*, drink *potion of shield*, five-foot step (let the characters come to him).
- Round 2 – cast *freedom of movement*, full attack
- Round 3 – cast *divine power*, full attack.
- Round 4 – cast *blindness* (on a spellcaster), full attack.
- Round 5 – cast *hold person* (on a fighter type), full attack.

He does, of course, heal himself when necessary and cast *Dispel Magic* if it is clear that the characters are using a spell or spells to gain advantage. Should he feel threatened he casts *darkness* or *obscuring mist* to compensate for the characters superior numbers and uses his *Blind-Fight* feat to his advantage. Remember that the *potion of haste* lasts for only five rounds.

If the characters face Pacanan and are victorious, congratulate them and send them back to Greyhawk in a hurry.

CONCLUSION

You run from the entrance of the cairn just as rumbling starts beneath your feet. A great thundering crash that you feel in your gut shakes the ground and a column of dust rises

from the open hole behind you.

In a couple of days you arrive back at the Temple of Pelor and meet Deleer. "Thank you my friends. Let us hope this puts an end to this entire affair. Auldon left for Hardby yesterday with his wife and children. I believe he is a changed man. I thank you for all you have done for him. May the Light always shine upon your path."

If the character possesses a *Favor of the Brendingund* merchant house, and they succeed in *The Final Reckoning*, the church gives the characters a small carved wooden sun, the holy symbol of Pelor that has divine properties. The degree of this power is based on the APL of this adventure.

The holy symbol is a unique device, that works much like a potion, or in some cases, two potions. If the item counts for two potions, each use must be used separately. Using this device is a standard action that provokes an attack of opportunity.

- APL 2: As a single *potion of cure light wounds* (Value 50 gp)
- APL 4: As 2 *potions of cure light wounds* (Value 100 gp)
- APL 6: As a single *potion of cure light wounds* and a single *potion of cure moderate wounds* (Value 350 gp)
- APL 8: As 2 *potions of cure moderate wounds* (Value 600 gp)
- APL 10: As 2 *potions of cure moderate wounds* (Value 600 gp)
- APL 12: As a single *potion of cure moderate wounds* and a single *potion of cure serious wounds* (Value 1050 gp)

Once the uses on this item are used up, it becomes a non-magical holy symbol of Pelor.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 4: The Next Last Chance

Defeat the trolls (ogres).

| | |
|--------|--------|
| APL 2 | 90 XP |
| APL 4 | 150 XP |
| APL 6 | 210 XP |
| APL 8 | 270 XP |
| APL 10 | 330 XP |
| APL 12 | 390 XP |

Encounter 5: Silent Sighs

Defeat Treu'shen.

| | |
|--------|--------|
| APL 2 | 90 XP |
| APL 4 | 150 XP |
| APL 6 | 210 XP |
| APL 8 | 300 XP |
| APL 10 | 330 XP |
| APL 12 | 390 XP |

Encounter 8: Meeting Pacanan

Defeat the hell hounds (hell cats/cornugon) or any combination thereof.

| | |
|--------|--------|
| APL 2 | 90 XP |
| APL 4 | 150 XP |
| APL 6 | 210 XP |
| APL 8 | 270 XP |
| APL 10 | 330 XP |
| APL 12 | 390 XP |

Fighting Pacanan (APL 10 and 12 only)

Defeat Pacanan.

| | |
|--------|--------|
| APL 10 | 390 XP |
| APL 12 | 450 XP |

Conclusion

Discretionary roleplaying award

| | |
|--------|--------|
| APL 2 | 30 XP |
| APL 4 | 120 XP |
| APL 6 | 180 XP |
| APL 8 | 240 XP |
| APL 10 | 150 XP |
| APL 12 | 180 XP |

Total Possible Experience

| | |
|--------|---------|
| APL 2 | 300 XP |
| APL 4 | 600 XP |
| APL 6 | 900 XP |
| APL 8 | 1080 XP |
| APL 10 | 1500 XP |
| APL 12 | 1800 XP |

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

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

Encounter 3: Pelor's Petition

Successfully completing all assigned deliveries.

APL 2: L: 0 gp; C: 10 gp; M: 0

APL 4: L: 0 gp; C: 10 gp; M: 0

APL 6: L: 0 gp; C: 10 gp; M: 0

APL 8: L: 0 gp; C: 10 gp; M: 0

APL 10: L: 0 gp; C: 10 gp; M: 0

APL 12: L: 0 gp; C: 10 gp; M: 0

Encounter 5: Silent Sighs

Defeat Treu'shen and strip him of his gear.

APL 2: L: 32 gp; C: 0 gp; M: 0

APL 4: L: 62 gp; C: 0 gp; M: 0

APL 6: L: 82 gp; C: 0 gp; M: 0

APL 8: L: 95 gp; C: 0 gp; M: +1 *studded leather armor*

(Value 176 gp per character)

APL 10: L: 95 gp; C: 0 gp; M: +1 *studded leather armor*

(Value 176 gp per character)

APL 12: L: 95 gp; C: 0 gp; M: +1 *studded leather armor*

(Value 176 gp per character)

Encounter 7: Honor Guard Tribute

APL 2: L: 0 gp; C: 100 gp; M: 0

APL 4: L: 0 gp; C: 160 gp; M: 0

APL 6: L: 0 gp; C: 270 gp; M: 0

APL 8: L: 0 gp; C: 0 gp; M: +1 *longsword* (Value 345 gp per character)

APL 10: L: 0 gp; C: 0 gp; M: +1 *longsword* (Value 345 gp per character)

APL 12: L: 0 gp; C: 0 gp; M: +1 *longsword* (Value 345 gp per character)

Encounter 8: Meeting Pacanan

Defeat Pacanan. (APL 10 and 12 only)

APL 10 and 12: L: 0 gp; C: 0 gp; M: +1 *keen longsword* (Value 1247 gp per character); +1 *large steel shield* (Value 176 gp per character); +1 *spiked full plate* (Value 405 gp per character).

Conclusion

If the character possesses a Favor of the *Brendingund* merchant house, and they succeed in *The Final Reckoning*, the church gives the characters a small carved wooden sun, the holy symbol of Pelor that has divine properties. The degree of this power is based on

the APL of this adventure.

The holy symbol is a unique device, that works much like a potion, or in some cases, two potions. If the item counts for two potions, each use must be used separately. Using this device is a standard action that provokes an attack of opportunity.

- APL 2: As a single *potion of cure light wounds* (Value 50 gp)
- APL 4: As 2 *potions of cure light wounds* (Value 100 gp)
- APL 6: As a single *potion of cure light wounds* and a single *potion of cure moderate wounds* (Value 350 gp)
- APL 8: As 2 *potions of cure moderate wounds* (Value 600 gp)
- APL 10: As 2 *potions of cure moderate wounds* (Value 600 gp)
- APL 12: As a single *potion of cure moderate wounds* and a single *potion of cure serious wounds* (Value 1050 gp)

Once the uses on this item are used up, it becomes a non-magical holy symbol of Pelor.

Total Possible Treasure

APL 2: 142 gp plus amulet

APL 4: 232 gp plus amulet

APL 6: 362 gp plus amulet

APL 8: 626 gp plus amulet

APL 10: 2454 gp plus amulet

APL 12: 2454 gp plus amulet

APPENDIX I: NPCs

ENCOUNTER 1: DEBT REPAYD

☛ **Jemar:** Male human Com1; Medium-size humanoid (human); HD 1d6-1; hp 5; Init +0; Spd 30 ft., AC 10 (touch 10, flat-footed 10); Atk +0 melee (1d4-1/19-20, dagger); AL LN; SV Fort -1, Ref +0, Will +3; Str 9, Dex 10, Con 8, Int 12, Wis 12, Cha 10.

Skills and Feats: Appraise +2, Bluff +2, Diplomacy +2, Knowledge (household management) +3, Sense Motive +1; Alertness, Iron Will.

Possessions: dagger, courtier's outfit.

ENCOUNTER 2C: A RHENEE'S SHAME

☛ **Rhenee Bargemen (4):** Male human Rog3/Ftr3; CR 6; Medium-size humanoid (human); HD 3d6+3d10+12; hp 44; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +10 melee (1d4+2/19-20, dagger) or +10 ranged (1d4+2/19-20, thrown dagger); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL N; SV Fort +6, Ref +7, Will +1; Str 14, Dex 16, Con 14, Int 13, Wis 8, Cha 10.

Skills and Feats: Appraise +6, Balance +9, Bluff +6, Climb +8, Escape Artist +9, Gather Information +6, Innuendo +5, Intimidate +6, Intuit Direction +5, Jump +8, Profession (boater) +6, Swim +8; Dodge, Expertise, Improved Initiative, Mobility, Weapon Finesse (dagger), Weapon Focus (dagger).

Possessions: masterwork dagger

☛ **Sudvada:** Male human Rog3/Ftr3/Darkhagard*6; CR 12; Medium-size humanoid (human); HD 3d6+9d10+24; hp 92; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +17/+12 melee (1d8+5/x3, darkha) or +17/+12 ranged (1d8+5/x3, darkha); SA Sneak attack, prone fighting, increased range (33 ft.), superior weapon focus (darkha), darkha mastery 1; SQ Evasion, uncanny dodge (Dex bonus to AC), uncanny swim, instant stand; AL N; SV Fort +11, Ref +9, Will +4; Str 16, Dex 16, Con 14, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +12, Balance +9, Bluff +6, Climb +8, Escape Artist +9, Gather Information +6, Innuendo +6, Intimidate +6, Intuit Direction +6, Jump +8, Knowledge (navigation) +6, Profession (boater) +12, Swim +14, Use Rope +9; Dodge, Exotic Weapon Proficiency (darkha), Expertise, Improved Initiative, Mobility, Weapon Focus (darkha), Weapon Specialization (darkha).

Possessions: masterwork darkha

*See Appendix 2: New Rules for additional information.

☛ **Zaspar:** Male human Rog5/Ftr5; CR 10; Medium-size humanoid (human); HD 5d6+5d10+20; hp 72; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +13/+8 melee (1d4+4/17-20, dagger) or +13/+8 ranged (1d4+4/17-20, thrown dagger); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL N; SV Fort +7, Ref +8, Will +1; Str 14, Dex 16, Con 14, Int 14, Wis 8, Cha 10.

Skills and Feats: Appraise +9, Balance +11, Bluff +8, Climb +14, Escape Artist +11, Gather Information +8, Innuendo +7, Intimidate +8, Intuit Direction +7, Jump +10, Profession (boater) +8, Swim +14; Dodge, Expertise, Improved Critical (dagger), Improved Initiative, Mobility, Weapon Finesse (dagger), Weapon Focus (dagger), Weapon Specialization (dagger).

Possessions: masterwork dagger

OPTIONAL ENCOUNTER: VECNA'S DUE**APL 6 (EL 9)**

☛ **Invisible Stalker, Advanced:** CR 9; Large elemental (air); HD 12d8+24; hp 80; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 17 (touch 13, flat-footed 13); Atk +13/+8 melee (2d6+6, slam); Face/Reach 5 ft. by 5 ft./10 ft.; SQ Elemental, natural invisibility, improved tracking; SV Fort +6, Ref +12, Will +6; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11.

Skills and Feats: Listen +13, Move Silently +17, Search +13, Spot +15; Combat Reflexes, Flyby Attack, Improved Initiative, Weapon Focus (slam).

APL 8 (EL 11)

☛ **Invisible Stalker, Advanced:** CR 11; Huge elemental (air); HD 16d8+64; hp 120; Init +7; Spd 30 ft., fly 30 ft. (perfect); AC 18 (touch 12, flat-footed 15); Atk +19/+14/+9 melee (2d8+12, slam); Face/Reach 10 ft. by 10 ft./15 ft.; SQ Elemental, natural invisibility, improved tracking; SV Fort +9, Ref +13, Will +7; Str 26, Dex 17, Con 18, Int 14, Wis 15, Cha 11.

Skills and Feats: Listen +15, Move Silently +18, Search +15, Spot +17; Combat Reflexes, Flyby Attack, Improved Initiative, Power Attack, Weapon Focus (slam).

APL 10 (EL 13)

☛ **Invisible Stalker, Advanced:** CR 13; Huge elemental (air); HD 20d8+80; hp 180; Init +7; Spd 30 ft., fly 30 ft. (perfect); AC 18 (touch 12, flat-footed 15); Atk +22/+17/+12 melee (2d8+12, slam); Face/Reach 10 ft.

by 10 ft./15 ft.; SQ Elemental, natural invisibility, improved tracking; SV Fort +10, Ref +15, Will +8; Str 26, Dex 17, Con 18, Int 14, Wis 15, Cha 11.

Skills and Feats: Listen +17, Move Silently +20, Search +17, Spot +19; Cleave, Combat Reflexes, Flyby Attack, Improved Initiative, Power Attack, Weapon Focus (slam).

APL 12 (EL 15)

☛ **Invisible Stalker, Advanced:** CR 15; Huge elemental (air); HD 24d8+96; hp 220; Init +7; Spd 30 ft., fly 30 ft. (perfect); AC 18 (touch 12, flat-footed 15); Atk +25/+20/+15 melee (2d8+12, slam); Face/Reach 10 ft. by 10 ft./15 ft.; SQ Elemental, natural invisibility, improved tracking; SV Fort +11, Ref +17, Will +9; Str 26, Dex 17, Con 18, Int 14, Wis 15, Cha 11.

Skills and Feats: Listen +19, Move Silently +22, Search +19, Spot +21; Cleave, Combat Reflexes, Flyby Attack, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (slam).

ENCOUNTER 4: THE NEXT LAST CHANCE

APL 8 (EL 9)

☛ **Trolls (2):** Male troll Bbn2; CR 7; Large giant; HD 6d8+2d12+48; hp 80, 75; Init +2; Spd 40 ft.; AC 18 (touch 11, flat-footed 16); Atk +11 melee (1d6+6, 2 claws) and +6 melee (1d6+3, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend 2d6+9, rage; SQ Regeneration 5, scent, darkvision 90 ft., fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +14, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Climb +10, Jump +10, Listen +5, Spot +5; Alertness, Iron Will, Power Attack.

APL 10 (EL 11)

☛ **Trolls (2):** Male troll Bbn4; CR 9; Large giant; HD 6d8+4d12+60; hp 106, 101; Init +2; Spd 40 ft.; AC 18 (touch 11, flat-footed 16); Atk +14 melee (1d6+7, 2 claws) and +9 melee (1d6+3, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend 2d6+10, rage; SQ Regeneration 5, scent, darkvision 90 ft., fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +15, Ref +5, Will +4; Str 24, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Climb +13, Jump +13, Listen +5, Spot +5; Alertness, Cleave, Iron Will, Power Attack.

APL 12 (EL 13)

☛ **Trolls (2):** Male troll Bbn6; CR 11; Large giant; HD 6d8+6d12+72; hp 132, 127; Init +2; Spd 40 ft.; AC 18 (touch 11, flat-footed 16); Atk +16 melee (1d6+7, 2 claws) and +11 melee (1d6+3, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend 2d6+10, rage; SQ Regeneration 5, scent, darkvision 90 ft., fast movement, uncanny dodge (Dex bonus to AC, can't be flanked); AL CE; SV Fort +16, Ref +6, Will +5; Str 24, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Climb +13, Jump +13, Listen +5, Spot +5; Alertness, Cleave, Combat Reflexes, Iron Will, Power Attack.

ENCOUNTER 5: SILENT SIGHS

APL 2 (EL 4)

☛ **Treu'shen:** Male elf Rog2/Enc1/Ftr1; CR 4; Medium-size humanoid (elf); HD 2d6+1d4+1d10+4; hp 23; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +4 melee (1d8+2/19-20, longsword) or +6 ranged (1d8/x3, composite longbow); SA Sneak attack, spells; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, evasion, summon familiar; AL NE; SV Fort +3, Ref +6, Will +3; Str 14, Dex 17, Con 12, Int 14, Wis 12, Cha 8.

Skills and Feats: Climb +6, Concentration +5, Disable Device +7, Escape Artist +8, Hide +8, Listen +8, Move Silently +8, Open Lock +8, Perform (dance, sing, lyre) +4, Search +9, Spot +8, Tumble +8; Point Blank Shot, Scribe Scroll, Spell Focus (Enchantment), Weapon Focus (composite longbow).

Possessions: masterwork studded leather armor, composite longbow, 40 arrows, longsword, thieves' tools

Spells Prepared (4/3; base DC = 12 + spell level, 14 + spell level for Enchantment spells): 0 – *daze* (3), *ray of frost*; 1st – *expeditious retreat*, *shield*, *sleep*.

APL 4 (EL 6)

☛ **Treu'shen:** Male elf Rog2/Enc2/Ftr2; CR 6; Medium-size humanoid (elf); HD 2d6+2d4+2d10+6; hp 34; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +6 melee (1d8+2/19-20, longsword) or +9 ranged (1d8/x3, composite longbow); SA Sneak attack, spells; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, evasion, summon familiar; AL NE; SV Fort +4, Ref +6, Will +4; Str 14, Dex 17, Con 12, Int 14,

Wis 12, Cha 8.

Skills and Feats: Climb +8, Concentration +10, Disable Device +7, Escape Artist +8, Hide +8, Listen +8, Move Silently +8, Open Lock +8, Perform (dance, sing, lyre) +4, Search +9, Spot +8, Tumble +8; Dodge, Point Blank Shot, Precise Shot, Scribe Scroll, Spell Focus (Enchantment), Weapon Focus (composite longbow).

Possessions: masterwork studded leather armor, masterwork composite longbow, 40 arrows, longsword, thieves' tools

Spells Prepared (5/4; base DC = 12 + spell level, 14 + spell level for Enchantment spells): 0 – *daze* (4), *ray of frost*; 1st – *expeditious retreat*, *shield*, *sleep* (2).

APL 6 (EL 8)

➤**Treu'shen:** Male elf Rog2/Enc2/Ftr3/Arc1; CR 8; Medium-size humanoid (elf); HD 2d6+2d4+3d10+1d8+8; hp 47; Init +4; Spd 30 ft.; AC 17 (touch 14, flat-footed 13); Atk +8/+3 melee (1d8+2/19-20, longsword) or +13/+8 ranged (1d8+3/x3, composite longbow); SA Sneak attack, spells, enchant arrow +1; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, evasion, summon familiar; AL NE; SV Fort +6, Ref +10, Will +5; Str 14, Dex 18, Con 12, Int 14, Wis 12, Cha 8.

Skills and Feats: Climb +8, Concentration +12, Disable Device +7, Escape Artist +8, Hide +11, Listen +8, Move Silently +11, Open Lock +8, Perform (dance, sing, lyre) +4, Search +9, Spot +8, Tumble +8; Dodge, Point Blank Shot, Precise Shot, Scribe Scroll, Spell Focus (Enchantment), Weapon Focus (composite longbow).

Possessions: masterwork studded leather armor, masterwork mighty composite longbow (+2), 40 arrows, longsword, thieves' tools

Spells Prepared (5/4; base DC = 12 + spell level, 14 + spell level for Enchantment spells): 0 – *daze* (4), *ray of frost*; 1st – *charm person* (2), *expeditious retreat*, *shield*.

APL 8 (EL 10)

➤**Treu'shen:** Male elf Rog3/Enc2/Ftr4/Arc1; CR 10; Medium-size humanoid (elf); HD 3d6+2d4+4d10+1d8+10; hp 59; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +11/+6 melee (1d8+2/19-20, longsword) or +15/+10 ranged (1d8+3/x3, composite longbow); SA Sneak attack, spells, enchant arrow +1; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, evasion, uncanny dodge (Dex bonus to AC), summon familiar; AL NE; SV Fort +9, Ref +10, Will +6; Str 14, Dex 18, Con 12, Int 14, Wis 12, Cha 8.

Skills and Feats: Climb +8, Concentration +12, Disable Device +7, Escape Artist +8, Hide +15, Listen +8, Move Silently +15, Open Lock +8, Perform (dance, sing, lyre) +6, Search +9, Spot +8, Tumble +10; Combat Reflexes, Dodge, Mobility, Point Blank Shot, Precise Shot, Scribe Scroll, Spell Focus (Enchantment), Weapon Focus (composite longbow).

Possessions: +1 studded leather armor, masterwork mighty composite longbow (+2), 40 arrows, masterwork longsword, thieves' tools, *potion of haste*, *scroll of greater magic weapon* (9th)

Spells Prepared (5/4; base DC = 12 + spell level, 14 + spell level for Enchantment spells): 0 – *daze* (4), *ray of frost*; 1st – *charm person* (2), *expeditious retreat*, *shield*.

APL 10 (EL 12)

➤**Treu'shen:** Male elf Rog3/Enc3/Ftr4/Arc1/Shd1; CR 10; Medium-size humanoid (elf); HD 3d6+3d4+4d10+2d8+12; hp 69; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +11/+6 melee (1d8+2/19-20, longsword) or +15/+10 ranged (1d8+5/x3, composite longbow); SA Sneak attack, spells, enchant arrow +1; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, evasion, uncanny dodge (Dex bonus to AC), summon familiar, hide in plain sight; AL NE; SV Fort +9, Ref +13, Will +6; Str 14, Dex 19, Con 12, Int 14, Wis 12, Cha 8.

Skills and Feats: Climb +8, Concentration +16, Disable Device +7, Escape Artist +8, Hide +18, Listen +8, Move Silently +18, Open Lock +8, Perform (dance, sing, lyre) +6, Search +9, Spot +10, Tumble +10; Combat Reflexes, Dodge, Mobility, Point Blank Shot, Precise Shot, Scribe Scroll, Spell Focus (Enchantment), Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Possessions: +1 studded leather armor, masterwork mighty composite longbow (+2), 40 arrows, masterwork longsword, thieves' tools, *potion of haste*, *scroll of greater magic weapon* (9th)

Spells Prepared (5/4/3; base DC = 12 + spell level, 14 + spell level for Enchantment spells): 0 – *daze* (4), *ray of frost*; 1st – *charm person* (2), *expeditious retreat*, *shield*; 2nd – *cat's grace*, *Tasha's hideous laughter*, *web*.

APL 12 (EL 14)

➤**Treu'shen:** Male elf Rog3/Enc3/Ftr4/Arc3/Shd1; CR 10; Medium-size humanoid (elf); HD 3d6+3d4+4d10+4d8+14; hp 81; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +13/+8 melee (1d8+2/19-20, longsword) or +18/+13 ranged (1d8+5/x3, composite

longbow); SA Sneak attack, spells, enchant arrow +2; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, evasion, uncanny dodge (Dex bonus to AC), summon familiar, hide in plain sight, imbue arrow; AL NE; SV Fort +10, Ref +14, Will +7; Str 14, Dex 19, Con 12, Int 14, Wis 12, Cha 8.

Skills and Feats: Climb +8, Concentration +16, Disable Device +7, Escape Artist +8, Hide +20, Listen +8, Move Silently +20, Open Lock +8, Perform (dance, sing, lyre) +6, Search +9, Spot +10, Tumble +12; Combat Reflexes, Dodge, Mobility, Point Blank Shot, Precise Shot, Scribe Scroll, Spell Focus (Enchantment), Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Possessions: +1 studded leather armor, masterwork mighty composite longbow (+2), 40 arrows, masterwork longsword, thieves' tools, ~~potions of haste~~, ~~scroll of greater magic weapon (9th)~~

Spells Prepared (5/4/3; base DC = 12 + spell level, 14 + spell level for Enchantment spells): 0 – daze (4), ray of frost; 1st – charm person (2), expeditious retreat, shield; 2nd – cat's grace, Tasha's hideous laughter, web.

ENCOUNTER 8: MEETING PACANAN

All APLs (EL 15)

➤ **Pacanan, Blackguard of Vecna:** Male human Pal1/Clr7/Blk7; CR 15; HD 8d10+7d8+45; hp 122; Init +5; Spd 20 ft.; AC 23 (touch 11, flat-footed 22); Atk +17/+12/+7 melee (1d8+4/13-20, longsword); SA Spells, rebuke undead, smite good, sneak attack (+2d6); SQ Detect good, poison use, dark blessing, command undead, aura of despair, fiendish servant; AL LE; SV Fort +15, Ref +5, Will +11; Str 16, Dex 12, Con 16, Int 15, Wis 19, Chr 17.

Skills and Feats: Bluff +5, Concentration +15, Diplomacy +15, Disguise +5, Hide +6, Intimidate +12; Knowledge (arcana) +10, Knowledge (religion) +10, Listen +5, Move Silently +2, Ride +8, Scry +10, Sense Motive +5, Spellcraft +10, Spot +5, Tumble +2; Blind-Fight, Cleave, Combat Casting, Improved Critical (longsword), Improved Initiative, Power Attack, Sunder.

Possessions: +1 keen longsword*, +1 large steel shield, +1 spiked full plate, ~~potions of shield~~, ~~potions of haste~~, ~~scroll of ethereal jaunt~~.

*Poison (Wyvern poison): Injury, Fort save (DC 17) negates; Initial/Secondary damage (2d6 Con/2d6 Con).

Blackguard Spells Prepared (3/2/2/1; base DC = 14 + spell level): 1st – cause fear, cure light wounds, inflict light

wounds; 2nd – death knell, inflict moderate wounds; 3rd – inflict serious wounds, protection from elements; 4th – freedom of movement.

Cleric Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0 – cure minor wounds (2), detect magic (2), detect poison, light; 1st – cause fear, command, cure light wounds, detect secret doors*, doom, obscuring mist; 2nd – darkness, detect thoughts*, hold person (2), cure moderate wounds; 3rd – blindness, clairsight/clairvoyance*, cure serious wounds, dispel magic; 4th – cure critical wounds, divination*, divine power.

*Domain spell. **Domains:** Knowledge (All Knowledge skills are class skills. You cast divinations at +1 caster level.); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack).

APPENDIX 2: NEW RULES

DARKHAGARD AS PRESENTED IN *LIVING GREYHAWK JOURNAL* VOLUME 1, NUMBER 2

Only those Rhennee men who have exhibited a high degree of skill and vigor are considered for membership in the Darkhagard. A Darkhagard has devoted himself to defending the Rhennee way of life. He sees all landfolk as threats to his continued existence, and has left behind his mundane duties aboard the barge to keep a constant vigil against outside forces. To this end, he pursues weapon mastery and seamanship with equal ardor, honing his dual crafts so that his people will not have to fear giving up their nomadic lifestyle at the demand of a foreign prince. Being bound by any sovereign rule would be tantamount to death.

Hit Die: d10

Requirements

To qualify to become a member of the Darkhagard, a character must fulfill all the following criteria:

Race and Sex: Rhennee male

Base Attack Bonus: +5

Feats: Exotic Weapon Proficiency (darkha), Weapon Focus (darkha)

Profession (boater): 4 ranks

Sneak Attack: +1d6

Special: Must have been blooded in a battle with a hostile lake creature (dragon turtle, giant lamprey,

etc.)

Class Skills

The Darkhagard's class skills (and the key ability for each skill) are Balance (Dex), Intuit Direction (Wis), Knowledge (navigation) (Int), Profession (boater) (Int), Spot (Wis), Swim (Str), Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Weapon and Armor Proficiency: A Darkhagard is proficient in all simple and martial weapons, with all types of armor, and shields.

Prone Fighting (Ex): Having spent countless hours training with their darkhas, the Darkhagard suffer no penalties to melee attacks using a darkha while prone.

Further, opponents fighting a prone Darkhagard enjoy no melee attack bonuses due to his prone status.

Bonus Languages: In their travels, the Darkhagard come into contact with various merchants from other cultures, and have picked up some of their speech. This gives the Darkhagard an edge in dealing with trading partners and potential enemies.

Each time the Darkhagard achieves a bonus language, choose one tongue from the *Player's Handbook* or the *LIVING GREYHAWK Gazetteer*. The Darkhagard can read and write in this language as if he had acquired it in the usual manner. The language must be one with which the Darkhagard has had some contact.

Darkha Specialization (Ex): The Darkhagard gains Weapon Specialization (per the feat) with the darkha, giving him a +2 damage bonus with that weapon.

Increased Range (Ex): Each time this ability is acquired a Darkhagard may add 25% to the base range increment when hurling his darkha.

Uncanny Swim (Ex): On a successful Swim check, a Darkhagard may swim one-half of his speed as a move-equivalent action or his full speed as a full-round action (failure indicating no progress). Furthermore, members of the Darkhagard suffer a Swim penalty of only -1 per 10 pounds of gear they carry.

Superior Weapon Focus (Ex): Stacking on top of any existing Weapon Focus bonus, this ability grants the Darkhagard an additional +1 to attack rolls with the darkha.

Instant Stand (Ex): Naturally agile and trained for combat, a Darkhagard has learned to leap to his feet from a prone position as a free action.

Darkha Mastery 1 (Ex): Through arduous practice with his weapon and rope, the Darkhagard has mastered his weapon to the degree that it can be considered to have reach, allowing him to make melee attacks against enemies within 10 ft. Further, he may swing the darkha and strike with the blunt haft of the weapon, inflicting subdual damage at a to hit penalty

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|------------------|-------------------|-----------|----------|-----------|---------------------------------------|
| 1 st | +1 | +2 | +0 | +0 | Prone Fighting |
| 2 nd | +2 | +3 | +0 | +0 | Bonus Language, Darkha Specialization |
| 3 rd | +3 | +3 | +1 | +1 | Increased Range (33 ft.) |
| 4 th | +4 | +4 | +1 | +1 | Uncanny Swim, Superior Weapon Focus |
| 5 th | +5 | +4 | +1 | +1 | Instant Stand |
| 6 th | +6 | +5 | +2 | +2 | Bonus Language, Darkha Mastery 1 |
| 7 th | +7 | +5 | +2 | +2 | Increased Range (36 ft.) |
| 8 th | +8 | +6 | +2 | +2 | Bonus Language, Darkha Mastery 2 |
| 9 th | +9 | +6 | +3 | +3 | Hold Breath |
| 10 th | +10 | +7 | +3 | +3 | Water Tracking |

of only -2.

Darkha Mastery 2 (Ex): The Darkhagard has mastered his darkha and rope to the degree that he can make trip attacks with in against enemies within 20 ft. If tripped during this own trip attempt, the Darkhagard may drop the weapon to avoid being tripped.

Hold Breath (Ex): Having conditioned his lungs and learned to control his respiration, a Darkhagard may hold his breath for a number of rounds equal to three times his Constitution score.

Water Tracking (Su): The most difficult skill for a Darkhagard to master, the ability to track creatures on water poses a mighty challenge to even the most veteran seaman. In effect, this allows members of the Darkhagard to follow a creature's trail across the surface of the Nyr Dyv, as per the Track feat. In a sense, the Darkhagard consults the water itself, reading signs and portents from waves and ripples. In this manner the Darkhagard may track a creature that has not even broken the surface. The base DC for such checks is 25, and the usual modifiers for Track checks apply. This is a supernatural ability.

**THE DARKHA AS PRESENTED IN
LIVING GREYHAWK JOURNAL VOLUME 1,
ISSUE 2**

Members of the Darkhagard are seldom far from their special two-pronged harpoon, the darkha. The darkha is considered a large exotic melee weapon with the following statistics: Cost 4 gp; Damage 1d8; Critical x3; Range Increment 30 ft.; Weight 4 lbs.; Type Piercing. A Darkhagard takes great pride in his weapon, which has been individually crafted to his personal specifications. Some warriors prefer shorter, heavier darkhas for more effective hand-to-hand combat. Others affix iron rings to the butts of their weapons in order to use the darkhas as harpoons, with ropes attached to draw the darkha once it's been thrown (this counts as a partial action, and assumes the darkha is free to be pulled back). Certain Darhagard have been known to conceal slender daggers, potion vials, or lockpicks in the shafts of their darkhas. Handling a warrior's darkha without permission is considered an insult to the weapon's owner.

ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.