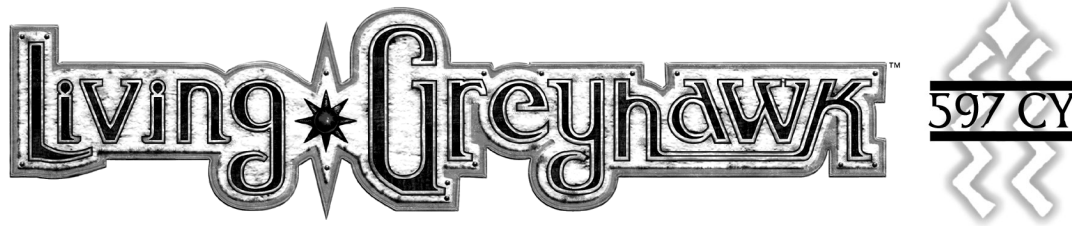


COR7-16



Divided We Stand

A One-Round Dungeons & Dragons® Living Greyhawk™ Core Adventure

Version 1

by Donovan Hicks and Derek Schubert

Circle Reviewer: Creighton Broadhurst

Reviewer: Sam Weiss

Playtesters: Steve Huntsberry, Audrey Huntsberry, Jennifer Hicks, Shelton Yee, and Steve Kendall

The Tenh has been shattered by the might of armies, decimated by the voracity of Ether creatures, and subjugated to the power of the Pale. Duke Labahlah now seeks to lead his land into a new era of greatness, but a formidable foe arising in Stonehold could dash his hopes. Can you secure the realm long enough to grant it a chance to recover? A one-round Core adventure set in the Duchy of Tenh for characters level 8-15 (APLs 10-14) who remember that the enemy of my enemy might be my friend. The final part of "Legacy of Life".

Resources for this adventure [and the authors of those works] include COR4-06 *Duke of the Dust*, COR4-10 *Riddle of the Dust*, and COR4-15 *War of the Dust* [Paul Looby], COR6-07 *From the Dust* [Donovan Hicks and Derek Schubert], COR6-15 *The Shrouded Shores of Abanfyl* [Donovan Hicks and Derek Schubert], *Greyhawk Adventures* (TSR2023, c1988) [James M. Ward], "Greyhawk: Regional Feats of Oerth" in *Dragon* 315 [Erik Mona], *Living Greyhawk Gazetteer* (TSR11743, c2000) [Gary Holian, Erik Mona, Sean K Reynolds, and Frederick Weining], *Magic Item Compendium* [Andy Collins, Mike Mearls, and Stephen Schubert], PAL1-07 *Northern Brewings* [Joe Cirillo], PAL4M-03 *Demons in the Dust* [Glyn Dewey], PAL4-05S *Taking Tenh* [Donovan Hicks], PAL5-01 *The Road Less Traveled* [David M. LaMacchia], *Spell Compendium* [Matthew Sernett, Jeff Grubb, and Mike McArtor], WGS1 *Five Shall Be One* [Carl Sargent], and WGR5 *Iuz the Evil* (TSR9399, c1993) [Carl Sargent].

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc. in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2007 Wizards of the Coast, Inc.

Visit the LIVING GREYHAWK website at www.rpga.com.

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

Core adventures often utilize new rules items – including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. All the information required to run these characters is presented in this adventure. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to Living Greyhawk games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Living Greyhawk adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the Duchy of Tenh. All characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per time unit. Rich Upkeep costs 50 gp per time unit. Luxury Upkeep costs 100 gp per time unit. Characters that fail to pay at least Standard Upkeep retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

ADVENTURE BACKGROUND

The Duchy of Tenh has undergone many hardships in the past fifteen years, including conquest and ten years of occupation by the armies of Iuz and Stonehold, and the later devastation by hordes of ethereal creatures. In 594 CY, Duke Ehyeh III returned from exile in the County of Urnst to his ruined nation, now called the Stonelands. From an interim capital in the city of Redspan, Ehyeh and his followers began to rebuild the land. A rebel faction, however, intended to replace Ehyeh III with the war-hero Marshal Laba, though Laba himself did not know their plans. Further, the "Faithful Flan"—Tenha converts to the deity Pholtus and now allies to the Theocracy of the Pale, Tenh's neighbor to the east—posed an additional rival to Ehyeh and the loyalists. Among the Keepers of the Flan, sorcerers and sages who are said to be allies of the Tenha Archmage Nystul, some supported Ehyeh while others supported the rebels, but all opposed the Pale.

Through a series of quests, heroes of Tenh (and adventurers of less-than-heroic outlook) recovered the accoutrements of the ancient ritual that would anoint the nation's rightful ruler. In Nevond Nevnend, Tenh's ruined capital, the three factions met. Ehyeh was proven unworthy. Marshal Laba, it was revealed, had just killed himself while in prison in Redspan for treason. The followers of Pholtus decried the whole ritual as pagan nonsense. Nevertheless, the rightful ruler of Tenh emerged that day: Labahlah, Laba's haggard fugitive son, whom no one had invited (save, perhaps, Oerth Mother Beory or Istus, Lady of Fate). As the ritual verified Labahlah as the duke, a seeping wound opened on his chest, reflecting the pain of the land. The Keepers of the Flan believe that his wound will heal when the land itself does. [The return of Ehyeh, the quests, and the elevation of Labahlah took place in COR4-06 *Duke of the Dust*, COR4-10 *Riddle of the Dust*, and COR4-15 *War of the Dust*.]

Duke Labahlah rules only part of Tenh, though, since the eastern half is occupied by the Faithful Flan and the Pale's armies. The Pale's Prelatal Army advanced in late 594 to liberate (as they claimed) the land from chaos, evil, and even from the hold of apparently ineffectual pagan deities. [The Pale Interactive PAL4S-05 *Taking Tenh* dealt with this military campaign.] Pholtan pioneers are resettling eastern Tenh. The territory has been formally named the Pale's tenth prelaty, with its seat in the reconsecrated temple of Pholtus (once of Pelor) in the city of Calbut. Whether the Pale will ever relinquish eastern Tenh or will instead push farther west against Duke Labahlah remains to be seen. For now, Labahlah strives to unify the Tenha but remains wary of not only the Pale on his eastern flank but also the Empire of Iuz (Bandit Kingdoms) across the Zumker River to the west.

A powerful fiend still menaces Tenh, in the form of a glabrezu demon, named Markazrak'nash'fin. Accidentally released by adventurers shortly before the Palish advance [in the Pale mini-mission PAL4M-03 *Demons in the Dust*], the demon fled to the ruins of Nevond Nevnend. He and his thralls turned it into a city of death.

In 596 CY, heroes from across the Flanaess were sent into Nevond Nevnend to scout the city for resettlement by the Tenha. During their expedition, the heroes encountered the proud, skeptical Amadahy Silver Rain, priestess of Beory and the winsome Sister Dhariel, a "Faithful Flan" priestess of Pholtus. In the city itself, Markazrak'nash'fin's chief lieutenant, a macabre priestess of Iuz, and her allies from the Abyss were found to have turned the city into a charnel house of cannibalism where the few survivors of Tenh still trying to survive were being used as food by the Iuzians and undead alike. These villains were defeated by the heroes and mercenaries. After retaking Tolran Hill and learning of the status of Nevond Nevnend from those who had scouted the city, Duke Labahlah led the Tenha Host and the Tenha people back to their capital. [These events were detailed in COR6-07 *From the Dust*.]

Despite the apparent peace established after this, the glabrezu was not destroyed. He made his way northward and gathered new allies in Stonehold, who had lost some

of their wariness of demons and the supernatural, despite Iuz's earlier deceit. Indeed, it was a group of ambitious Stoneholders that first called the demon to Oerth, offering the souls of many sacrificed Tenhas as payment.

Stonehold has sporadically harried the Pale over the past few years of the LIVING GREYHAWK campaign. One band, for example, overtook a Palish border-fort until adventurers drove them out [in PAL1-07 *Northern Brewings*]. That band was led by Rhelt Sevvord, Redbeard's niece, and a champion of Erythnul named Dehzbah the Man-Ripper, whose girlish appearance masked a ferocity and bloodlust that few Stoneholders could match. Although she was killed in that escapade, her countrymen recovered her remains and raised her from the dead. She slew many Palish soldiers at Calbut during the Pale's campaign of 594, but escaped over Rockegg Pass to return to Stonehold.

Dehzbah the Man-Ripper is trying to expand her power in Stonehold, and she is willing to accept the aid of Markazrak'nash'fin to do it. Since he was bound to the Material Plane by Stoneholders in the first place, the demon is going along with it, figuring he can at least cause more bloodshed and chaos in that already bloody and chaotic land. With the demon's help, Dehzbah attacked a family of mist dragons under the mist-shrouded Lake Abanfyl, high in the Griff Mountains. She and the demon captured the wyrmling and are using it to force its parents to do as they demand. Together, they moved on to Stonehold, leaving some assistants to watch over the dragons' lair and pick through the hoard.

Heroes once again rose to action and set things right at the lake. First, they thwarted an attack on the village of Hodnet by a monster that had escaped from the lake, and then they journeyed upriver to retake the stronghold Prysteen before proceeding to the lake itself. Here they discovered the presence of the Stoneholders and learned of the actions of Markazrak'nash'fin and Dehzbah. After defeating the minions of these two villains, the heroes returned to Duke Labahlah and to their Palish contacts and informed them of the new danger threatening all of the Stonelands.

The golden banner of Tenh flies over half of the Stonelands now, even if it is a tenuous hold. The Ducal Palace has been mostly rebuilt, but Duke Labahlah rarely inhabits it, as his mobile court travels the Stonelands with the Tenha Host. Duke Labahlah is determined to rid his land of evil before he settles into any residence. The Keepers of the Flan (along with the Archmage Nystul) are scouring the city and the rest of Tenh for any remaining bits of magic or lore. Day by day, plants have slowly returned to the area around Nevond Nevnend, as they did around Redspan when the Duke based his operations out of that city. Tenhas, whether "Faithful Flan" or Loyalists, are resettling and restoring their homeland. Still, the wound on Duke Labahlah's chest is not healing, probably a sign that Tenh cannot truly recover if it is split politically.

Now, Duke Labahlah seeks to unify his people (if not his land) through alliances, both political and domestic. The Duke has entered into an alliance with the Arapahi

through their priestess Amadahy Silver Rain, with the approval of chief Durishi Great Hound; Arapahi forces, including the renowned Wardogs, now strengthen and train the Tenha Host in the ways of mounted combat in the hostile land of the Stonelands. Amadahy Silver Rain herself has become a trusted advisor to the Duke, whom she sees as Beory's chosen, a man who will lead the Flan to greatness once more. The Duke's heart, though, has been given to the Pholtan priestess Sister Dhariel and they are due to be wed at the end of the month. This domestic union is also meant to seal a hard-negotiated alliance between the Pale and the Duke, and to cease the rumors of war between the two nations—for the time being, at least. Both sides have agreed that the threat of the demon and Dehzbah is their paramount concern. An enemy who commands dragons is the greatest threat.

It will still be many years before the land is healed, but it is long past time for the Tenha people to come together once more to rebuild their land.

ADVENTURE SUMMARY

This adventure begins with the PCs in Calbut in Palish occupied Tenh. They have been invited to meet with Sister Dhariel of Pholtus, a Faithful Flan, and Amadahy Silver Rain, an Arapahi priestess of Beory.

In the introduction, the PCs meet at the Sun and Stone. Soon they are met by a young lad who invites them to the home of Sister Dhariel.

In Encounter One, the PCs meet with Sister Dhariel and Amadahy Silver Rain. The two priestesses would like the PCs to go and rescue the wyrmling captured in COR6-15 *The Shrouded Shores of Abanfyl* from Dehzbah the Man-Ripper and the fiend, Markazrak'nash'fin.

In Encounter Two, the PCs meet with the Wandering Stars, a group of neutral- and good-aligned orcs devoted to Celestian. The orcs can tell the PCs where to find the wyrmling and save them some search time (if their attitude is shifted to friendly).

Once the PCs have located the wyrmling's location in a cave, either from the orcs or by searching on their own, they must fight Erilaes, a wizardess they have met before, and some fiends. If the PCs are successful in freeing the wyrmling, they have to decide what to do with the wyrmling while they journey to Stonehold to stop Dehzbah and Markazrak'nash'fin.

Encounter Four allows the PCs the chance to enter the Stoneholder city of Vlekstaad. The easiest way for the PCs to do this is through diplomacy. Any attempt to battle their way into the city results in the PCs being chased away or captured by the Stoneholders.

Once the PCs have gained entry into Vlekstaad, they are able to make their way to the Rhelt's Hall. Here they must negotiate for entry into the hall of the Rhelt, which includes a single combat contest between the chief guard at the door and a PC.

Inside the hall, the PCs have to convince Rhelt Sevvord I of the threat that Dehzbah poses as well as convince him of the presence of the fiend somewhere in his hall. If they succeed, they find themselves in combat

against Dehzbah or Markazrak'nash'fin depending on who they choose to stop. Any violence aimed at Sevvord results in the PCs capture.

Finally, the PCs journey back to Calbut where they attend the wedding ceremony of Sister Dhariel and Duke Labahlah. Here they also witness the signing of a treaty between the Pale and the Tenh halting all hostilities and finally allowing the Tenh a chance to rebuild independently but together.

CAST OF CHARACTERS

Duke Labahlah ("lah-BAH-lah") – **Duke of Tenh:** Labahlah, son of Laba, is a short but powerfully built man in his mid-thirties. His skin is a deep coppery bronze, while his wavy hair and deep-set eyes are black and his countenance is grave. The wound on his chest, a sign of his connection with the land, still oozes blood. He chooses not to wear the ducal diadem until the land is restored.

Labahlah is an effective, though grim leader; he seeks to rebuild his land and reunite his people. He is even willing to accept aid from the Pale for now, as he puts the restoration of the land foremost. He has respect and love for Sister Dhariel, and he understands the personal and political benefits of their imminent marriage.

Kereledh ("CARE-eh-led") – **Member of the Keepers of the Flan and Annalist of Duke Labahlah:** Kereledh is an elderly Tenha man. His narrow face and slight squint give him an eternally suspicious appearance. He wears fine doublets and pants rather than wizardly robes and refuses to carry a staff, but wears several magical rings and other hidden magical items.

Kereledh is quiet but observant. Like many of his fellows, he has delved deep into the history and lore of Tenh and the Flan. Nonetheless, he is not a foolish sage but a perceptive and shrewd judge of character. He seeks to lead Duke Labahlah in the rebuilding of Tenh and ensuring that the Flan culture remains intact in this devastated land.

Sister Dhariel – Faithful Flan Priestess of Pholtus: Dhariel is a short, light-skinned Flan woman with brown eyes and wavy brown hair. She is twenty-six. She forgoes her armor and travelling gear while in Calbut and wears a white robe with the gold trim of a Tenha noble.

Dhariel believes that the Tenhas must be reunited under Pholtus, but only peacefully and willingly. She came to Labahlah's court on her own initiative, hoping to convince him to recognize the validity of the converted Pholtan Tenhas. In this she has succeeded and is now the betrothed of Duke Labahlah. The prelates of the Pale recently acknowledged her as their formal representative until after the marriage between her and the Duke. She is impressed by Labahlah's dedication and truly loves the man.

In an unlikely turn, she has become good friends with Amadahy. She has a great respect for Amadahy's

devotion to Beory and her desire to see the lands and people of Tenh reunited under a common banner.

Amadahy ("ay-mah-DAH-hee") **Silver Rain – Arapahi (Rover) Priestess of Beory:** A Rover woman in her late twenties, Amadahy wears her long black hair tied back to keep it out of her dark eyes. She is lighter-skinned than most of her people, and she wears a necklace with a symbol of Beory (a disk of green stone with a raised circle in silver). She finds Tenha clothing uncomfortable and insists on wearing her soft doeskin cloak and other traditional Rover garb.

Amadahy is a proud voice for her battered people. She is assigned as an advisor to Duke Labahlah with the blessing of Durishi Great Hound, the ailing high chief of the Rovers. She distrusts or resents most non-Flan, seeing them as plunderers of the Oerth Mother. She has recently acknowledged that Duke Labahlah is the chosen of the Oerth Mother to rebuild and reunite Tenh and her people.

She has become good friends with Sister Dhariel, through a mutual respect for their devotion to their deities and a shared desire to see the Tenha people reunited. As a priestess of Beory, Amadahy takes a long view of the situation, believing that the current Pholtan ascendancy may be distasteful but will not last forever.

Rhelt Sevvord I "Redbeard", Master of Stonehold: Sevvord Redbeard solidified his grip on Stonehold years ago by declaring himself rhelt (monarch) and ending the bloody trials that used to determine leadership in the realm. He conquered Tenh in the Greyhawk Wars while under the influence of Iuz, but about ten years ago, he broke free and swore revenge. When he withdrew from Tenh, he found his capital city of Vlekstaad in ruins—raided by the Rovers of the Barrens, but Sevvord blamed it on the Suel barbarians and therefore swore revenge against them, too! Many say that Sevvord is no longer fit to rule, but no one has dared to move openly.

Markazrak'nash'fin ("mar-kazz-RACK-nash-FIN") – **the glabrezu demon:** This foe is responsible for much misery in northern Tenh and the PCs will finally have a chance to face-off against him. He was an influential glabrezu demon in the Abyss, called to Oerth and strengthened further when a group of Stoneholders sacrificed many Tenha souls to him. He has a magical amulet that allows him to take on a humanoid form, and he typically travels in the guise of a burly Stonehold warrior.

Dehzbah ("DEZZ-bah") **the Man-Ripper – niece of Rhelt Sevvord Redbeard of Stonehold:** Dehzbah is the demon's latest and most powerful mortal ally, and a champion of Erythnul. She is compactly built and fair for a Stoneholder, with light skin and dirty blonde hair; those few who have witnessed her carnage describe her with "skin the color of milk, hair the color of wheat, and with warpaint the color of blood and ichor." Her girlish appearance disguises a ruthless killer: dozens or even hundreds of men—Palites, Tenhas, Iuzites, fellow Stoneholders—have died on her greatsword.

She seeks to overthrow her uncle, Sevvord Redbeard, and take his place as the Rhelt of Stonehold. Her desire for power is overshadowed only by her bloodlust. Markazrak'nash'fin has granted her four *wishes* in their time together: three to enhance her physical abilities, and one to enhance her armor. The PCs will have the opportunity to put a permanent end to her life in this adventure.

Erilaes (“air-ih-LIE-ess”) – **Stonehold Arcanist:** Arcanists are rare among the folk of Stonehold; Erilaes is a throwback to the Flan mystics of the old North. Not quite thirty years old, she cultivates an eldritch appearance: black robes over her skinny body, tan skin, dark eyes, and unnaturally white hair (bleached in an encounter with harrowing extraplanar forces). She wears her hair in cornrow braids. Her familiar, a raven, speaks in cryptic and archaic Flan.

Erilaes was born with a talent for sorcery, but her intelligence and ambition inclined her more toward wizardry. She is proud of her pursuit of ancient Flan lore and looks down on the typically brutish men of Stonehold. Still, she values their strength and accepts their company, since she is so intrigued by the magic in the places that Dehzbah and the demon have plundered.

Erilaes escaped from Abanfyl, but Dehzbah punished her for her failure to stop the heroes: the fresh scar on the left side of her face, forehead to neck, adds to her dark beauty.

Orgrain (“ORE-grain”) – **Warden of the Rhelt's Hall:** An experienced warrior and master of both armed and unarmed combat, Orgrain is captain of the guard at Sevvord's hall.

Orgrain is a short, heavy set man. His dark bronze skin marks him as an almost pure blooded Flan. His black hair is kept in short dreadlocks and is often dyed using the blood of his enemies. His brown eyes show a hint of wisdom. He is absolutely loyal to Rhelt Sevvord I and matters of importance to the Rhelt are important to him. He prefers to kill with his bare hands even though he is highly skilled with weapons of war.

The Mist Dragons: Mother, father, and wyrmling, these guardians of Lake Abanfyl have been overcome by Markazrak'nash'fin and Dehzbah the Man-Ripper. The villains have bent the dragons to their will as part of Dehzbah's power play for the throne of Stonehold. Their natural form is a misty, wingless dragon, but they can take on a humanoid shape.

The Wandering Stars – **orc followers of Celestian:** This unusual group left the orcish metropolis of Garel Enkdal for various reasons and now wander the Griff Mountains. A priest of Celestian, travelling in the Griffs about a year ago, befriended these outcasts and taught them the ways of his patron before moving on. Celestian is Fharlanghn's brother, a distant but generally benevolent deity with dominion over the stars and wanderers. (The *Living Greyhawk Gazetteer* suggests Celestian as an appropriate patron for non-evil humanoids.) The leader of these orcs, Ullagar (“ULL-a-gar”), is now himself a cleric of Celestian; the others are a

female ranger named Kralla, and two barbarians named Brukk and Grash.

PREPARATION FOR PLAY

Before beginning play, you may wish to get the following information from the players:

- Did they play COR6-07 *From the Dust* or COR6-15 *The Shrouded Shores of Abanfyl* with this PC?
- Do any of the PCs hold the title(s) Hero of Tenh, Saighden of Tenh, or Lord of Tenh?
- Are any of the PCs loyal Palites or Faithful Flan who side with the Pale in the Liberation of Tenh? (No PC can be both a Hero, Saighden, or Lord of Tenh and a loyal Palite or Faithful Flan. The two nations are effectively enemies, though no formal declarations of war have been made by either nation. This political situation precludes a PC being loyal to the Pale and minor nobility within Tenh.)
- Did any PCs buy the nauskiree-bone spear in COR6-15 *The Shrouded Shores of Abanfyl*? Did they earn the Favor of the Wandering Stars (orcs of Celestian) in that adventure?
- Determine if any PCs have faced Dehzbah in the past. She has appeared in three Pale regionals and specials in the past. This will allow for you to customize the way she addresses the relevant PCs when they finally meet.

INTRODUCTION

The adventure starts with the PCs in the city of Calbut in the Inn of Sun and Stone. They have been invited here by Sister Dhariel and Amadahy Silver Rain in an attempt to have them deal with the threat of Markazhak'nash'fin and Dehzbah the Manripper once and for all. Give out Player Handout 1: Letter of Invitation, and then read:

Sitting at the foot of the Griff Mountains, the city of Calbut is renowned for its fifty-foot-high walls, built centuries ago, as well as for the nearby platinum mines. Those walls did not protect it when the fearsome Fists of Stonehold swept southward during the Greyhawk Wars, but many suspect treachery for the fall of the city. Now that the Stoneholders have withdrawn and the Ether Threat has come and gone, the banner of the Theocracy of the Pale flies over Calbut's walls, and the platinum mines bring wealth to the Theocrat's coffers. A Palish prelate—the only Flan on the Council—oversees the Prelacy of Tenh, splitting his time between Calbut and the southern city of Atherstone.

Calbut is humming with activity and construction. Along the newly cobbled streets, you have made your way to the Inn of Sun and Stone. The common room is well kept and there are several serving girls moving among the tables. The good oak bar has a few open stools and a couple of the tables have open chairs as well.

Take a moment to allow the players to introduce their PCs to each other. Once the introductions are done, read:

The dark-haired serving girl nimbly negotiates the crowd to bring a second round of food and drink to your table, as a chubby young Flan boy enters the common room. He wears a light-colored wool tunic and a small Pholtan holy symbol made of wood.

He looks around for a moment and then approaches your table. He bows and recites, "I am Tomas, Sister Dhariel sent me to bring you to her home to speak with her and Lady Amadahy if you will accompany me." He smiles and blinks several times, expectantly.

Tomas is an orphan, now cared for by the Church. If the party chooses to follow, proceed to Encounter 1. If the party chooses not to follow, the boy gives them directions and they may proceed to Sister Dhariel's home at their leisure. If they do not go immediately, Amadahy Silver Rain is not present when they arrive. If the party follows the boy, he leads them across the Plaza of the Sun to a small, nondescript house on the eastern side of the courtyard.

At the city center stands an ancient temple, commanding a large plaza. The temple is adorned with frescoes of sunbursts and eagles, and its walls and roof have obviously been cleaned recently. In front of the temple's steps stands a large statue depicting a solemn robed man, one hand outstretched. Tomas explains that this is the Plaza of the Sun, that is the Cathedral of Pholtus, and here—as he leads you to a humble house east of the plaza—is Sister Dhariel's house.

Calbut: Should PCs ask about the current condition of Calbut, you may use some of the following information as a guide. Calbut was taken by the Pale at the end of CY 594 from Stonehold occupation. The assault destroyed a large section of the front wall using magics, which has now largely been rebuilt. The city itself has been completely restored to its former glory over the last two years by the Pale. Notable changes include the once-proud temple of Pelor, which had been desecrated by the Stoneholders, having been converted to a temple of Pholtus. There is also a large presence of the Prelatal Army throughout the city. The city recently (spring 597) came under attack by fiends, who took over the platinum mines for several weeks. More than a few buildings in the city are marred by fire damage, but the platinum mines have been retaken. No one on the street knows whether Stonehold is involved or whether this is some new threat to the Pale and her people.

1: PALISH ALLIANCES

The PCs are led into the common room of this small house. Sister Dhariel and Amadahy Silver Rain are both

present in the room and Amadahy's holy symbol (the green disk of Oerth Mother Beory) is clearly visible around her neck.

Many PCs may find themselves uncomfortable in Palish territory, and Sister Dhariel will do all that she can to ease their concerns. She is a more progressively minded Pholtan and allows people to speak freely against the Pale and Pholtus as long as they do not advocate treason/war against the Pale or blasphemy against Pholtus. Such impropriety causes both Sister Dhariel and Amadahy Silver Rain to respond in anger; Sister Dhariel due to her patriotism for the Pale and devotion to Pholtus, and Amadahy due to her loyalty to Duke Laballah.

☞ **Sister Dhariel:** female human (Flan) Cleric (Pholtus) 10. See Cast of Characters for more details.

☞ **Amadahy Silver Rain:** female human (Flan) Cleric (Beory) 10. See Cast of Characters for more details.

Both women are standing as the PCs enter the room; describe them as outlined in the "Cast of Characters" section. Once the PCs are in the room, read:

As you enter the room, Sister Dhariel says in her warm voice, "Welcome to Calbut, friends. I am heartened to see that my missive reached you as intended. Please be seated." The two priestesses settle into comfortable chairs on one side of the room, and Sister Dhariel indicates other chairs and divans in the room for you. Tomas brings in a tray of drinks and cheeses and offers them to everyone.

Amadahy Silver Rain then speaks, "It has been several months since we learned of the plot by the fiend and the Stoneholder woman. Agents of the Pale believe they have found where the fiend is keeping the young dragon he stole. We do not think the older dragons are there. Sister Dhariel and I want for you to go look at this place and see what you can learn. Will you do this for us?"

Give the PCs a chance to respond to Amadahy Silver Rain. Any PC who refuses now may reconsider later and continue in the adventure with any PCs who respond positively, but otherwise the adventure is over for them. Once all of the PCs have responded, read or paraphrase the following as long as most are willing to undertake the mission.

Sister Dhariel stands to retrieve a parchment from a table against the wall. "Here is a map to the area, a high valley with many caves," she explains. "Once there, watch carefully for any sign of fiends or other indication that might allow us to locate the wyrmling and remove the guardians of Abanfyl from the thrall of the fiend. Do you have any other questions?"

The map that Sister Dhariel gives the PCs shows a path leading up to a large valley in the Griff Mountains. The

valley has many caves according to the map and any one of them could be used as a holding area for the wyrmling kidnapped from his parents.

Use the following information as a guide for any questions the PCs might ask. Dhariel or Amadahy can answer most of the questions and will alternate responding. The answers below are also provided in Player Handout 2. Provide Player Handout 2 to the players once they have finished here. If the handout contains questions the PCs did not ask, Dhariel or Amadahy mention it as the PCs are leaving.

Q: How far away is this location? It is about twenty-five miles west into the Griffs from the approximate midpoint of Rockegg Pass, which is nearly two hundred miles long. Land-based travel off the pass will be slow: probably two days' worth.

Q: What do you know of the guardians of Abanfyl? They are known to be dragons now, though we are unsure of what type they are.

Q: What are the names of the guardians? We do not know their names.

Q: What kind of support can you give us? We could arrange for any typical items to be brought to you.

Q: Is this a secret mission or an official mission? This mission is endorsed by the Duke of Tenh, Labahlah and the Prelate of Tenh, Filias Farsonol.

Q: Is Amadahy aware of the laws of the Pale and the implications of those laws on her holy symbol? I am well aware of the laws of the Pale and of the Tenh.

Q: What divinations have you (or the religious leaders of the Pale or Tenh) performed? Scrying on the wyrmling always fails. Divinations about the dragon can confirm the location, but tell the PCs that he is hidden from magics. Scrying on Dehzbah or Markazrak'nashfin shows a group of warriors in a tavern in the city of Vlekstaad making plans. Divinations tell the PCs that Dehzbah plans to strike against Rhelt Sevvord I sometime within the next six weeks. Other divinations and scryings should be answered based on the other information in this adventure. Remember that the wyrmling is hidden from magic by the chains with the *anti-magic field* on it.

Also, Rhelt Sevvord I has divinations cast each day to try and determine any threats that might come during the day. Dehzbah has also had a divination cast to determine the best time for her to strike at Sevvord and what preparations she should utilize when she strikes at him.

Q: Are there any allies that we might rely upon in the area, should the need arise? The platinum mines in Rockegg Pass are under the control of the Prelatal Army of the Pale, who would grant aid to anyone requesting it as long as they are not evil or enemies of the Pale or Pholtus.

The Prelatal Army can offer any items that are normally available to the PCs up to 750 gp, including potions or scrolls that would be used for healing or working in a mine. DMs should use their discretion on what is actually available.

Q: What do you want us to do if we find the wyrmling and/or its parents? Free the wyrmling if possible, and find a way to make it safe while you then journey to Stonehold and somehow find a way inside to tell the dragons that their wyrmling is free. We believe them to be accompanying Dehzbah the Man-Ripper to overthrow her uncle. The rhelt, Sevvord, has not gone far from the city of Vlekstaad in several months.

Q: How would you propose we gain entry into Stonehold/Vlekstaad? First, avoid the notice of any roving warbands along the way: a typical Fist contain hundreds of skilled warriors and the support of skalds and battle-priests. If you do see such a group, do not be distracted by engaging it or even hurling long-range spells. We trust you to be judicious.

Strange as it may seem, open diplomacy may be the best way. If Sevvord were to know of his niece's betrayal, this could aid greatly in halting her as a threat to the Tenh and all the Flanaess. Vlekstaad is not a closed city, but its citizens are desperate and would probably accost anyone they perceive as weak. Remember their enmity for the northern Suel, Tenhas, Palites, and the forces of Old Wicked. If you cannot talk your way into an audience with the rhelt, one of you might be able to challenge the leader of the gate's guards to a duel for entry to the halls of Sevvord.

Q: I am a paladin, yet you would have me negotiate with evil rather than smite it? Sometimes, we must fight the greater evil first. That is the fiend and Dehzbah, not Stonehold. A wise paladin would understand that there must be priorities.

Q: Will we be paid? How much will we be paid? I would have thought that the favor of the Duke of Tenh and a Prelate of the Pale would have been payment enough, but as you desire gold more than to do what is right, you shall each be paid appropriately for your time.

(The payment is 200 gp x APL if the PCs force the women to give them an amount. If the PCs ask for any portion of the gold up front, they get half up front but do not receive the Favor of Tenh or the Favor of the Pale on the AR.) Characters can only receive either the Favor of Tenh or the Favor of the Pale; they cannot get both.

Treasure: The PCs can gain the following treasure here:

APL 10: Coin 0 or 1,000 gp; Total 1,000 gp.

APL 12: Coin 0 or 1,200 gp; Total 1,200 gp.

APL 14: Coin 0 or 1,400 gp; Total 1,400 gp.

Troubleshooting: If the PCs persist in insulting the Pale or Pholtus during this meeting, Amadahy Silver Rain calls an end to the meeting after the third such insult and asks the PCs to leave. This ends the adventure for the PCs in question. She says, "If you cannot put aside your differences with other Flan people in order to unify the Tenha and the Tenh, then I will not have you working for the Chosen of Beory. Now get out!!" PCs may still recover from this blunder by making a Diplomacy check DC 25 (changing her attitude from unfriendly to friendly).

Development: If the PCs are continuing with the adventure, give them the opportunity to do whatever they choose to do in Calbut before they leave for the valley. Once they are finished in Calbut, proceed to Encounter 2: Shooting Stars.

2: SHOOTING STARS

In this encounter, the PCs meet (again, for some PCs) the Wandering Stars, a small band of young, neutral- and good-aligned orcs, who worship Celestian.

The PCs have journeyed into the valley they were told to go to in the Griffs. It has gotten colder as the party has moved further up into the mountains, but there have been no clouds to be seen for miles. The party should reach the valley in the evening and there is a small cave right off the trail where the party can make camp for the night. If they choose not to camp here, then there are other locations they could choose to camp in. The entrance to the valley is a smooth flat area. There is a cliff up above the trail (approximately 30 feet up) that would hold their campsite. The party could also continue down to the floor of the valley and camp there as well. Once they have decided on where to camp, read:

As indicated by the map, the valley stretches out below as you come over a final rise on the mountain trail. There are several mountain streams entering the valley and the foliage is thick and green. Most of the trees you can make out in the fading light are coniferous, and you can even make out a few berry bushes along the trail ahead.

Off to your left and slightly above the trail, there is a small cave opening that you may be able to camp in. A cliff rises about thirty feet up above the trail, with a natural staircase leading up to it. A small clearing is also evident at the foot of the trail as it first enters the valley, a hundred or so feet below.

Use map 1 for the area at the top of the valley where the cave and ledge are located. If the party chooses to go down into the valley and camp, draw out a suitable clearing surrounded by thick vegetation with several animal trails leading into it and a small pond where one of the mountain streams collects before flowing underground.

Have the players place their miniatures in the campsite as they would be right after having eaten the evening meal. If the PCs have lit a fire for the night, the approaching orcs notice them due to their fire. If the PCs have not, the orcs are just coming down from the trail that leads higher into the mountains from the cliff above. Use Spot checks to determine the distance of the encounter, to a maximum of 100 feet. The orcs are not trying to hide.

Any PCs who had previous friendly contact with these orcs from COR6-15 *The Shrouded Shores of Abanfyl* are recognized immediately and should recognize them as well. The orcs approach the party cautiously until invited to join them around their campfire. The orcs were

camping in a cave even farther up the mountainside until after the sun went down and are now setting out on their journey again to see all of the Flanaess.

Describe the approach of the Wandering Stars as a group of orcs moving cautiously toward their campsite. If the PCs are in the cave, the orcs shout out a greeting before approaching the cave. Their weapons are out, but they held in defensive positions. Ullagar is wearing studded leather armor and interspersed amongst the studs on his chest are several larger colored studs arranged in a circle. He is also wearing a silver holy symbol of Celestian, a gift from an adventurer he met last year.

A DC 20 Knowledge (religion) check allows a PC to recognize the arrangement of colored studs as a symbol of the deity Celestian, god of the stars and wanderers, brother of Fharlanghn. A DC 15 Knowledge (religion) check identifies the silver holy symbol.

☛ **Ullagar:** NG male orc cleric 6 (Celestian); Appendix 1.

☛ **Kralla:** CG female orc ranger 5; Appendix 1.

☛ **Brukk and Grash:** N male orc barbarian 4; Appendix 1.

The orcs once resided in the vast orcish city of Garel Enkdal, 50 miles northeast of Lake Abanfyl, but were exiled for various crimes about two years ago. (Garel Enkdal is described in WSG1 *Five Shall Be One*, in which northern barbarians raid the city and take the magical sword *Stalker*, just before Iuz touches off the Greyhawk Wars). Garel Enkdal is about to erupt into a power struggle (orcs, hobgoblins, and various UnderOerth creatures) and might hold the promise of future adventures.

All in this group have abandoned the evil ways of their upbringing, including the worship of Gruumsh and the orc pantheon. They now worship Celestian, since the moon and stars are gentle on their light-sensitive eyes. They learned about this deity two years ago from a kind but somewhat daft human cleric of Celestian, as the cleric was travelling far from his home in the west. The orcs have already taken a brief tour to distant lands and are now exploring other areas of the Griffs before moving into other lands.

The orcs are wary (unfriendly toward) those they have not had friendly contact with in the past. Should any PC in the party have met them in the past under friendly circumstances, they start out as friendly towards the party. They still have a short tolerance for insults, though, so aggressive actions or unfriendly attitudes by the PCs will quickly move the orcs toward unfriendly and they will leave without speaking further.

If the PCs manage to move the orcs to friendly, they can save the PCs several days of searching the valley, as they have already seen the cave the PCs are searching for. The Wandering Stars were actually attacked by the guards there when the four orcs attempted to approach the cave. They did not see any fiends present, but there

were barbarians guarding the cave. If the PCs explain their purpose in the mountains, the orcs share this information and the location of the cave with the PCs. The orcs heard some kind of creature screeching as if in need of help as the attack on them began. Kralla can imitate the sound if asked, and anyone who speaks Draconic can recognize it as the word for help.

Ullagar is the only one that speaks Common, although Kralla has begun to pick up the language and can speak it haltingly.

Tactics: Should the PCs attack the Wandering Stars, the orcs defend themselves and attempt to make a fighting withdrawal back down the mountain trail that led up to the valley. They try to use nonlethal tactics as much as possible if forced to attack; they know that most people do not understand that orcs can be good.

Troubleshooting: PCs may wish to scout the ledge and the cave. Neither is dangerous in any way. The ledge shows signs of having been used as a camping area by others in the past, but none has been within the last month. The cave also shows signs of being used in the past for camping.

Development: If the PCs obtain the information from the Wandering Stars for the location of the cave proceed to Encounter 3, using the “Found” section. If the PCs do not obtain the information from the Wandering Stars for the location of the cave, proceed to Encounter 3 and start with the beginning of the encounter.

3: CAVE OF CAPTIVITY

This encounter starts with the PCs searching for the cave where the wyrmling is held captive. If the PCs did not learn the location from the Wandering Star Orcs in Encounter 2, they must make a Survival (Track) or Search check (DC 20 and 30 respectively) to find the cave.

The Survival check made by someone with the Track feat check locates the path that Dehzbah's minions use to travel to and from the cave for hunting.

The Search check finds things like discarded waterskins, broken arrows, and the like in the valley that slowly lead towards the cave. For each point by which the PCs fail the Survival or Search check, the search for the cave takes an extra hour up to a maximum of ten hours, which puts the PCs finding the cave shortly before the sun goes down. If the PCs fail the Survival or Search check, read:

You have been unable to find any tracks or any significant sign of other humanoids in the valley. You have already investigated several of the caves with no luck and the day is quickly wasting away as you wander about the valley trying to find any sign of your quarry.

Eventually, the PCs find the cave. Proceed to Found, below.

FOUND

If the PCs succeed on the Survival or Search check or they gained the location of the cave from the Wandering Star Orcs, read the following (modify as necessary for those who gained the information from the orcs or who choose to approach the cave differently and at APL 10 where the barbarian guards are not present):

You have been tracking towards a cave for a few hours now. Along the way, you have seen the tracks of humanoids and perhaps even a few fiends. Broken arrows on the ground assure you that at least some of the creatures that have used this trail fight with manufactured weapons.

A final turn in the trail reveals a cave opening. A single barbarian guards the entrance, crossbow at the ready, keeping a wary eye out for anyone approaching. He wears crimson war paint on his face.

The PCs may choose to approach the cave in any fashion they choose. The guards are taking 10 on their Spot and Listen checks as they are consciously on guard for enemies approaching the cave; apply this to the Spot checks against any PC's Hide checks, and their Listen check against any PC's Move Silently checks.

Use Map 2 for the cave and the approach to the cave. Give the players no more than 5 to 10 minutes to figure out how they want to set up their approach to the cave. The PCs may choose to wait until nightfall to approach the cave, which might give them additional bonuses on their approach. If the PCs watch the cave for any substantial amount of time, they notice that the guard changes every three hours. The guards and vrock are taking 10 on their Listen and Spot checks to notice any approaching enemies.

Guards on the outside of the cave have a couple of large rock formations they can use for cover during their guard duty and if combat occurs.

Make sure to mention the wyrmling chained in the cave when you describe what the PCs see.

APL 10 (EL 13)

☛ **Erilaes, Stonehold Arcanist:** female human sorcerer 1/abjurer 9; hp 50; Appendix 1.

☛ **Vrock (3):** hp 115 each; MM 48.

APL 12 (EL 15)

☛ **Erilaes, Stonehold Arcanist:** female human sorcerer 1/abjurer 11; hp 60; Appendix 1.

☛ **Stoneholder Barbarians (2):** female human barbarian 10; hp 94 each; Appendix 1.

☛ **Vrock (3):** hp 115 each; MM 48.

APL 14 (EL 17)

☛ **Erilaes, Stonehold Arcanist:** female human sorcerer 1/abjurer 13; hp 70; Appendix 1.

➤ **Stoneholder Barbarians (2):** female human barbarian 12; hp 123 each; Appendix 1.

➤ **Advanced 14 HD Vrocks (3):** hp 168 each; Appendix 1.

Tactics: Erilaes casts *greater invisibility* in the first round that the PCs are detected. This may include hearing the PCs or actually seeing them.

If the vrocks or Erilaes detect the presence of the PCs before they get to the cave, the vrocks begin their dance of ruin on the first round after the PCs are detected while Erilaes leaves the cave invisibly.

At APL 10, judges may wish to warn PCs that they hear a strange chanting echoing from inside the cave and allow them the chance to recognize what that means using Knowledge (the Planes) checks. At higher APLs, PCs can still make Listen checks to hear the chanting, but judges should not ask for any Knowledge checks.

If possible, the vrocks continue their dance to its conclusion. They hope to surprise the PCs with their deadly burst as soon as they enter the cave. Erilaes utilizes the most appropriate spells for fighting the PCs based on the tactics they are using.

The vrocks have *mirror image* active at all times, as they instinctively take an action to renew it every ten minutes. The vrocks attempt to move in and release their spores on the first fighter that engages them in melee combat once they are no longer dancing.

If the combat is going badly, Erilaes attempts to escape.

Treasure: Refer to the Treasure Summary to determine what the PCs recover from the guards' bodies.

Development: Once the PCs defeat the guards, they can rescue the wyrmling. The wyrmling is chained to the wall of the cave with superior quality locks (DC 40 Open Locks check) and chains. The arcanist, Erilaes, holds the key to the locks. The chains radiate an *anti-magic field* around the wyrmling, which prohibits her from being detected by divinations or using her own magic. This effect ends when the chains are removed (so the PCs do not get to use them to their own advantage).

Once the wyrmling has been rescued, the PCs can choose what they want to do next. They have to decide what to do with the wyrmling as well. Such a young dragon would be easily subdued or killed if left alone again. The wyrmling recognizes the kindness of the PCs when they free her, and although she wishes to be with her parents accepts that the PCs are here to help her. The wyrmling is as intelligent as a grown human but speaks only Draconic and has a childlike outlook on the world. Assume that she can avoid danger in any future combats in this adventure. The wyrmling has been called Wisp most often by her parents though her real name is much longer. Once they have decided what to do with the wyrmling, the PCs can proceed to Stonehold to try and stop Dehzbah from using the wyrmling's parents, or they can abandon the rest of the adventure. If they choose to

proceed to Stonehold, proceed to Encounter 4. If they choose to abandon the rest of the adventure, proceed to Conclusion A.

4: HOUSE OF STONE

This encounter takes place at the gates of Stonehold. Stoneholders are notoriously chaotic and evil in nature, but the PCs are allowed to approach the gates only because the outer guards want to see what would bring six travellers right up to the gates of Stonehold when they know it means certain death. It is a form of respect by the Stoneholders to at least allow the PCs to speak after showing such bravery.

GETTING TO VLEKSTAAD

On the southernmost shore of White Fanged Bay, Vlekstaad lies about 250 miles from the cave. Travelling this distance might require several days or several hours of travel, depending on the PCs' means of transport. Read:

Stonehold is a harsh place where the strong rule and the weak are crushed—and this is the gentler southern part of the nation. Winds from the mountains sculpt bushes and trees into twisted forms. You have already seen the effect of this terrain on the people who inhabit it.

As Sister Dhariel and Amadahy Silver Rain explained to the PCs in Encounter 1, it would be a waste of the PCs' time to seek a battle with the warriors (or common citizens) of Stonehold. If the PCs come up with a reasonable way to avoid the notice of roving bands of barbarians and relatively peaceable nomads, allow it to succeed. In case the PCs try to talk with any people, the Stoneholders have no useful information for them besides general directions to Vlekstaad.

ENTERING THE VLEKSTAAD

The city of Vlekstaad watches over the southern end of White Fanged Bay. Its walls enclose a small port.

As you approach the gates of the city, one of the warriors manning them calls out in a dialect of Flan inflected with sounds from the northern Suloise barbarians not often heard in the rest of the Flanaess.

Allow the PCs a chance to respond to the gate guards. The guard speaks a typical challenge in Flan if the PCs all appear to be Flan.

PCs who speak Flan understand what the guard says with no problem. If no one speaks Flan, the guards repeats himself in the Cold Tongue. If no one replies he switches to Common but is more contemptuous of the outlanders. The guard asks, "What brings you to Vlekstaad?" Any reasonable answer for entering a city, such as looking for supplies or

The guards are typically indifferent to visitors, but they should let clever PCs into the city with only a sneer and minor harassing.

If, however, the PCs display symbols or markings indicating allegiance to Iuz, Tenh, or the Pale, or if any of them are Suel, the guards block their entry into the city, due to the enmity between the Stoneholders and these groups. Such PCs are denied entry to the city and told to run if they value their lives; additional archers are summoned to the gate. As long as the PCs flee from the city now, there should be no further repercussions; the PCs outrun the hail of arrows being fired at them and escape into the countryside. Do what you can to prevent outright conflict, since it is outside the scope of this adventure.

Once the PCs have gained entry to the city, read:

One of Stonehold's few permanent cities, Vlekstaad houses a population of not more than 2,000. The city was razed and completely emptied of people by the bold Arapahi several years ago, but most of the structures have been rebuilt, in typically simple but effective forms.

The people of Vlekstaad watch you at every turn. You are strangers in a land that respects strength and is at war with every neighbor. Rough, shaggy barbarians with the ritual brand of Rhelt Sevvord Redbeard on their shoulder follow you, loping along nearby, like wolves, eager for any sign of weakness.

The PCs can ask directions from any citizen here. You might let the PCs make one of various checks—Gather Information, Diplomacy, Bluff, or Intimidate. Let the players choose their approach. Vlekstaad is small enough that even simply walking around will quickly show the PCs that the Hall of the Rhelt is the most important building in town.

Small new temples and shrines have been dedicated around town, not only to natural powers (Oerth Mother Beory and Obad-Hai) but also to Erythnul the Many, champion of slaughter.

THE HALL OF THE RHELT

With a courtyard before it, the low structure is built of granite from the Griffs, sturdy and imposing with ornaments of carved timber and hammered bronze and the engraved tusks of great beasts. From the rear of the hall rises a larger two-story structure of bulkier construction, like a small keep.

At this point, the PCs must decide how to proceed. The easiest thing for them to do would be to approach the front of the hall and request entry, explaining why they have come here. Use Map 3 for the hall itself. Try to dissuade the players from having the PCs enter the keep, as this is outside the scope of this adventure.

The captain of the Stoneholders at the hall's doors is called Orgrain (ORE-grain). He is as evil as they come, but has a sense of honor. His initial attitude towards the

party is unfriendly, but he does not attack without provocation.

If anyone attacks him, other guards blow warhorns and the entire city answers the call to arms; the adventure is over for the PCs at this point. Proceed to Conclusion B.

The Stoneholders believe they have the upper hand here and Orgrain wonders (with some condescension) what makes such a motley group think they can walk into Sevvord's hall. He therefore allows the PCs to speak to him, so to determine what to do based on their words and actions.

As the PCs approach the hall, Orgrain calls out in Flan, "What brings ones such as this to the Vlekstaad? What kind of fool's errand could be worth your lives?" From here, the PCs must negotiate with Orgrain for entry into the hall, using Diplomacy or Intimidate. The results of this check determine whether and how they gain entry to the hall. Apply the following circumstance modifiers, based on what information the PCs are willing to share with Orgrain:

Circumstance Modifiers

- +2: PCs mention that Dehzbah seeks to overthrow Rhelt Sevvord I using any method that does not include direct battle with other Stoneholders.
- +2: PCs mention that Dehzbah has allied herself with a demon
- +2: PCs mention that Dehzbah plans on using good dragons to overthrow Rhelt Sevvord I

You may apply other circumstance modifiers based on the speaking PC's appearance or the player's roleplaying. Penalize a PC that appears weak or "overcivilized" to the Stonehold ethic, for example, since Orgrain (like most men here) respects visible strength above all.

A PC bearing the nauskiree-bone spear from COR6-15 *The Shrouded Shored of Abanfyl* gets the modifiers listed on that AR; Orgrain grimaces as he realizes that the PCs are the ones who defeated the notorious captain, Vakrul Frost-Eye.

Diplomacy Results: The following indicate if and how the PCs gain entry into the Rhelt's Hall.

- **DC 20 – Hostile to Unfriendly:** Orgrain allows the PCs to enter the hall if they surrender all of their weapons and allow him to chain them as enemies of Stonehold.
- **DC 25 – Hostile to Indifferent:** Orgrain allows the PCs to enter the hall freely if one of them can best him in single combat with no magic*. The fight is to the death. If the PC wins, the party can enter with their weapons and unchained; if the PC loses, they can enter without their weapons and unchained.
- **DC 35 – Hostile to Friendly:** Orgrain allows the PCs to enter the hall if one of them can best him in single unarmed combat with no magic*. The fight is until one of the two combatants is unconscious. If the PC wins, the party can enter with their weapons

and unchained; if the PC loses, they can enter without their weapons and unchained.

- **DC 50 – Hostile to Helpful:** As DC 35 (Orgrain challenges a PC to single unarmed combat), except the PCs are allowed to enter with their weapons and unchained, no matter the outcome of the combat.

*No magic means without the use of spells, visible effects on weapons, or activating magic items.

Alternatively, the PCs may attempt an opposed Intimidate check against Orgrain. Apply any modifiers listed above to this check as well. If successful, treat the result as if the PC has succeeded on a DC 35 Diplomacy check (see above). If he fails, treat the result as if the PC had shifted Orgrain's attitude to indifferent (see above).

Once the combat is over, Orgrain allows the PCs to cast one spell to heal their companion and no more. A nearby priest of Erythnul does the same for Orgrain.

APL 10 (EL 10)

✦**Orgrain:** human barbarian 1/fighter 9; hp 95; Appendix 1.

APL 12 (EL 12)

✦**Orgrain:** human barbarian 1/fighter 11; hp 114; Appendix 1.

APL 14 (EL 14)

✦**Orgrain:** human barbarian 1/fighter 13; hp 132; Appendix 1.

Tactics: Orgrain leads off with an unarmed Stunning Fist attack, and then follows up according to the rules of the duel. In armed combat, Orgrain tries to trip his enemy and take advantage of their prone position. In unarmed combat, Orgrain tries to grapple and pin his opponents quickly, and then subdue them with nonlethal damage.

Development: Once the PCs have gained entry to the hall, proceed to Encounter 5. If the PCs fail to gain entry to the hall, proceed to Conclusion A.

5: MAN-RIPPER

The Hall of Rhelt Sevvord I is 100 feet in length and 60 feet in width. The PCs enter by the main door, with Orgrain before them and his four subordinates to the side and rear of the party, whether they are in chains or not. Read:

The long hall of Rhelt Sevvord I is crowded with Stoneholders seated at long tables. Many are engaged in feats of strength either wrestling or arm-wrestling.

On the far side of the hall, a throne sits on a dais, with a view over all the boisterous activities. Atop, sits Rhelt Sevvord I, known as Redbeard, though the beard is streaked with grey. The rhelt

slouches in his bearskin mantle, but the feet protruding at the bottom of the mantle are armor-shod, and a greataxe rests in his lap with one hand on the hilt. The back of the throne rises into scrimshaw spires capped with brass, and the rhelt's crown is designed with similarly fearsome shapes. He glowers with wary eyes from under bushy brows as he grasps a gem encrusted wooden scepter in his hand.

A powerfully built woman with fair hair and freckles stands near the rhelt's seat, a greatsword strapped across her back. Her breastplate is etched in jagged runes, with leering faces adorning the pauldrons. The woman is obviously Dehzbah the Man-ripper, based on all that you know. Her greatsword is in hand as she lazily sharpens the blade while talking to the Rhelt.

All fall silent as you enter.

Markazrak'nash'fin and the two mist dragons are in the crowd on the opposite side of the chair from Rhelt Sevvord I. All of them have used spells to disguise their appearance, which *true seeing* or similar magics allow the PCs to penetrate.

Dehzbah says nothing at first as the PCs enter, but merely gives them a predatory smile. Orgrain presents the PCs to "His Most Grim and Terrible Might, Rhelt Sevvord I, Master of Stonehold", and then allows them to speak freely with the Rhelt.

The rest of this is a roleplaying encounter where the PCs must convince Rhelt Sevvord I of his niece's betrayal of him and her people's beliefs. Rhelt Sevvord I starts as unfriendly towards the PCs as long as they enter the hall with Orgrain; otherwise, he starts as hostile but still allows them to speak. As they speak, Dehzbah denies all of their accusations. The PCs receive the following circumstance bonuses to their Diplomacy check, depending on what they say to Sevvord Redbeard.

Diplomacy Circumstance Modifiers

- +2: "Dehzbah has allied herself with a demon."
- +2: "Remember when the demon-worshipping Iuzians betrayed you? She seeks to do the same."
- +2: "Dehzbah seeks to overthrow you with magical beasts, instead of beating you through her own skill of arms."
- +5: Revealing the presence of the dragons to the assemblage (the dragons will reveal themselves if the safety of their wyrmling is mentioned)
- Revealing the presence of Markazrak'nash'fin to the assemblage results in the same actions as under the DC 40 Diplomacy check below.

The results of the Diplomacy check to sway Rhelt Sevvord against his niece are as follows:

- **DC 15 – Unfriendly to Indifferent:** Sevvord says, "Then you will fight my niece to prove your claims; the last person standing I shall believe until they

prove themselves dishonorable.” Dehzbah attacks the PCs immediately. This is the only time that Markazrak’nash’fin does not join the battle and attempts to sneak out of the hall unnoticed.

- **DC 25 – Unfriendly to Friendly:** Sevvord says, “All of you leave my presence now—including you, niece.” Sevvord then breaks his scepter activating a *refuge* spell, which teleports him away. Dehzbah moves to attack Sevvord at the same time as he breaks the scepter while Markazrak’nash’fin makes his way towards the door, killing everyone who gets in his way, whether they attempt to stop him or not.
- **DC 40 – Unfriendly to Helpful:** “Rhelt Sevvord I stands and screams, “Allies of fiends have no right to live within Stonehold!! Take my niece!” Sevvord then breaks his scepter activating a *refuge* spell, which teleports him away. Dehzbah moves to attack Sevvord at the same time as he breaks the scepter while Markazrak’nash’fin makes his way towards the door, killing everyone who gets in his way, whether they attempt to stop him or not.

With Sevvord gone, in the first round, Dehzbah turns her attention to escape as well and makes her way towards the doors leading to the keep.

The PCs have to decide whom they will fight. Dehzbah has a small group of barbarians with her and is attempting to fight her way to the keep’s entrance behind Sevvord’s throne, while Markazrak’nash’fin (with a group of fiends that *dimension doors* into the hall as Rhelt Sevvord passes his judgement) is making his way toward the front door and escape. The hall erupts into chaos at the same time creating a barrier that will by the end of the first round force the PCs to have to make a choice between the two enemies or be separated in two fights, which could easily defeat partial parties.

The PCs should face only one set of opponents below: Dehzbah and her barbarian allies, or Markazrak’nash’fin and his fiendish allies. No party should face both sets; assume that the group not fought escapes. You should make sure the players understand that together the two groups are probably more than they are capable of dealing with.

DEHZBAH AND HER MINIONS

APL 10 (EL 13)

☛ **Dehzbah:** female human barbarian 5/fighter 8; hp 124; Appendix 1.

APL 12 (EL 15)

☛ **Dehzbah:** female human barbarian 5/fighter 8; hp 124; Appendix 1.

☛ **Stoneholder Rogues (2):** male human rogue 11; hp 58 each; Appendix 1.

APL 14 (EL 17)

☛ **Dehzbah:** female human barbarian 5/fighter 10; hp 142; Appendix 1.

☛ **Stoneholder Rogues (2):** male human rogue 11; hp 58 each; Appendix 1.

☛ **Stoneholder Warriors (3):** male human barbarian 10; hp 94 each; Appendix 1.

MARKAZRAK’NASH’FIN AND HIS FIENDS

APL 10 (EL 13)

☛ **Markazrak’nash’fin:** glabrezu; hp 174; MM 43.

APL 12 (EL 15)

☛ **Markazrak’nash’fin:** glabrezu; hp 174; MM 43.

☛ **Advanced Bulezau (2):** hp 165 each; Appendix 1.

APL 14 (EL 17)

☛ **Markazrak’nash’fin:** advanced 16 HD glabrezu; hp 174; Appendix 1.

☛ **Advanced Bulezau (4):** hp 199 each; Appendix 1.

Tactics—Dehzbah: Dehzbah attacks with pure hatred. She seeks to kill those who have ruined her plans through the years. She immediately rages and engages the strongest-looking fighter in the party. Dehzbah’s minions move to take out any spellcasters they recognize in the party first, although they may also target a PC in light armor who is moving to flank Dehzbah or is recognized as a rogue. (Dehzbah has improved uncanny dodge at all APLs, but she is still vulnerable to sneak attacks from high-level rogues.)

Throughout the room, Stonefists are moving to help halt Dehzbah and the fiends, and mostly they are just in the way. Dehzbah uses the barbarians for cover from all ranged attacks pushing away just enough of them to allow her to face PCs in melee combat. Dehzbah has also been buffed by a cleric of Erythnul before coming to the hall of Sevvord; these buffs are noted in her stat block. She arrived only a few rounds before the PCs did; her divinations indicated this would get her there early enough for success, but she was delayed by the Captain of the guard out front.

Tactics—Markazrak’nash’fin: Markazrak’nash’fin cannot use the Stonefists for cover as he and his minions slaughter them almost immediately. Where the other fiends appear at the higher APLs, the group attempts to work together using flanking attacks when possible. The bulezau charge any spellcaster or rogue once they are recognized. The group also attempts to protect each other from flanking attacks by wily PCs.

At all APLs Markazrak’nash’fin wears a chunk of etherstone around his neck, which acts as a *dimensional anchor* and prohibits him from being banished or dismissed. The stone also prohibits him from teleporting away.

He was called to the Material Plane (through an effect similar to *gate*), so *protection from evil* or similar spells do not hedge him out.

When the PCs kill Markazrak’nash’fin, his material body dissolves and the bound souls of the Tenhas are released:

The demon's body recoils at the final blow and freezes in its pose of death. Its russet hide blackens and sizzles, as an otherworldly howl escapes its mouth. Its skin begins to crack, like a dried lakebed, revealing eerie blue-green light within. The howl is drowned out by a chorus of anguished human voices. The cracks widen until the body is just a threadbare husk, silhouetted against the brightening light. Dozens of motes escape into the air with groans of relief. Soon, there are only black ashes on the floor, and a hush in the hall.

Treasure: Refer to the Treasure Summary to determine what treasure the PCs recover after the battle.

Troubleshooting: At these APLs, there will probably be PCs who think they can take Rhelt Sevvord I in a fight. Sevvord is at least a 20th-level NPC; assume that he can survive anything the PCs would throw at him for a round. Should any PCs move to attack Rhelt Sevvord I or even threaten him, they are basically picking a fight with the entire city of Vlekstaad, and find themselves quickly defeated. Proceed to Conclusion B.

Development: If the PCs fight and defeat Markazrak'nash'fin, Dehzbah escapes. She rallies many supporters who believe it is time for Rhelt Sevvord I to be replaced after his many failures. The bloody civil war that follows eliminates Stonehold as a major threat to the region until it is resolved. Proceed to Encounter 6, and then Conclusion C.

If the PCs fight against Dehzbah, Markazrak'nash'fin escapes and is free to continue to threaten the region again. Dehzbah is unable to rally resistance against her uncle, so Sevvord's Stonehold remains as a simmering threat in the North. Proceed to Encounter 6 and Conclusion D.

6: DIVIDED WE STAND

This encounter occurs when the PCs arrive back at Calbut after successfully foiling Dehzbah's plans. It includes the wedding of Duke Labahlah and Sister Dhariel, as well as an attempt by the Empire of Iuz to disrupt the ceremony.

If the PCs beg a little rest, saying they will catch up with their own fast travel, they might offend some of the Tenhas but it does not matter much. They will be missing out on the chance to take part in a wedding of national importance, and the ceremony will start at its appointed hour, with or without them. Read:

Your return to Calbut from Vlekstaad affords you no rest, however well-deserved it might be! Instead, you are rushed from reporting to Sister Dhariel and Amadahy Silver Rain to a tailor, where you are fitted for clothing befitting one attending the wedding of the Duke of Tenh. From there you are immediately placed within a procession that rides out of Calbut

to an area along the Zumker River, a day's ride east of Nevond Nevnend.

Besides you, the assembled guests include a company of Faithful Flan, a company of the Tenha Host, the court of the Duchy of Tenh, several high-ranking priests of Pholtus. The old sage Kereledh is here, as are the former duke Ehyeh and his bodyguard, proud Ceannalah; Baron Turanalh stands with an elegant young noblewoman on his arm. The Pale's guests include Colonel Kiana Gunnhild, beaming a smile under her neatly coiffed blonde hair, and Knight-Captain Louis-Philip Gastón II, stocky and sober-faced, who watches over a very serious teenage boy rumored to be the future Champion of the Pale.

Here the wedding of Sister Dhariel and Duke Labahlah is presided over by Amadahy Silver Rain and Prelate Filiás Farsonol of the Pale. Their prayers invoke the blessings of the traditional Tenha gods—most notably Oerth Mother Beory, and Allitur, god of Flan customs—as well as the blessings of the Blinding Light. They pray for the health of the land and the regeneration of the Tenha people.

When the ceremony concludes, a small feast from the fall's first harvest is laid out for everyone to enjoy.

About halfway through the meal, you hear the whispered words of "assassin". By the time you reach the area near the happy couple's table, the assassin has already been killed by the bodyguards of Duke Labahlah and Prelate Farsonol.

No matter what, the attendees begin to blame one another for the presence of the assassin. In all cases, Duke Labahlah, Prelate Farsonol, Sister Dhariel, and Amadahy Silver Rain try to calm the crowd. The two sides each accuse the other of sending an assassin to kill their leader. You should play through the argument and allow the PCs to participate as they choose based on the amount of time you have left for the round. Once it seems like the players are done with the role-play, proceed with the next section of boxed text.

As the argument grows more intense, an elderly man and woman make their way to the pulpit and speak. Read:

A hushed voice cuts through the din, "Be silent." The entire crowd turns to the pulpit, where an elderly couple stands with quiet dignity, a young girl at their side. All three have grey eyes, and their wispy hair (as well as the old man's long, trailing moustaches) stirs as if in a breeze, though the wind is still.

Arguments cease as the old man continues, "You have cooperated over the last two years to halt a threat to all of you. Yet, when the time comes for you to solidify your relationship, you fall back to the old ways of fighting amongst yourselves. This land needs all of you to work together for its true rebirth. You have saved us, and we will return to the shrouded shores to keep balance in the northern

lands again. You must defend this land from its enemies, though. Do that and we will defend you against the creatures of the Lake as we always have.”

His words trail off. All three of them grow hazy and fade into a mist that drifts off on a sudden warm gust from the south.

Soon afterward, the crowd returns to the festivities and Prelate Farsonol and Duke Labahlah sign a treaty entering the Pale and the Duchy of Tenh into an uneasy truce and military alliance. You may take a turn viewing a copy of the treaty just as the other guests are allowed.

Give the players Handout 3. Proceed to Conclusion C or D, depending on which group the PCs fought in Vlekstaad.

CONCLUSION

CONCLUSION A: WYRMLING RESCUED; DEHZBAH TRIUMPHANT

The PCs get this conclusion if they rescue the wyrmling and did not continue on to Stonehold. They also receive this conclusion if they did not gain entry into Rhelt Sevvord I's hall and speak to him.

The Duchy of Tenh and the Theocracy of the Pale have formed an uneasy alliance with each other. Duke Labahlah and Sister Dhariel are wed and Amadahy Silver Rain watches over the Tenha in occupied Tenh. From the north, rumors have made their way into Tenh. Dehzbah the Manripper has slain Sevvord Redbeard and become Rhelt of Stonehold. Even now, it is said that she amasses an army to march to war once more.

The alliance may be uneasy, but if these rumors are true, Tenh and the Pale may soon have need of their new allies. This may well be the start of the second Greyhawk Wars—but this time, the Pale cannot choose to remain outside the conflict with any shred of honor.

CONCLUSION B: DEFEATED AT STONEHOLD

The PCs get this conclusion if, for some reason, they end up facing the entire city of Vlekstaad. They have been captured by the Rhelt Sevvord Redbeard I.

You awake naked and tied to a tree, exposed to the elements. You eventually work your way free and assist your other companions in freeing themselves.

It takes weeks, or perhaps only seems that long, but you make your way south to Rockegg Pass and back into Tenh. Once back at the platinum mines, you gain assistance from the Prelatal Army. They arrange for transport for you back to Calbut in an

ore wagon, a humble means of transport for destitute adventurers.

In the city, the Pale's Church of the One True Path and the Duke of Tenh see fit to equip you for adventure again, though some of the gear you lost will be irreplaceable.

As time passes, you hear rumors of Dehzbah having slain her uncle, the late Rhelt Sevvord I. Rumors speak of her building up the armies of Stonehold to ravage the south anew. Now more than ever, the recent alliance between Tenh and the Pale must be upheld, or else war may again rage across the Flanaess.

The PCs each gain the Captured in Stonehold AR item.

CONCLUSION C: DEMON DEFEATED

The PCs get this conclusion if they chose to fight against Markazrak'nash'fin and Dehzbah escaped in Vlekstaad.

You defeated the fiend that has plagued the Tenh and the Pale for the last three years. The demon is dead, but Dehzbah escaped into the Stonehold.

You were witness to the signing of the treaty between the Pale and the Tenh and if the rumors are true, they will have time to strengthen these bonds. From the north, you have heard that Dehzbah has united those who feel Sevvord Redbeard is a failure as Rhelt and no longer worthy to lead the Stonehold. They say all of Stonehold is engulfed in civil war.

You have heard from Amadahy Silver Rain that the Arapahi are worried the war may spread into the Barrens and engulf her people as well.

The wedding of Duke Labahlah and Sister Dhariel seems to have shown that the Tenha can be united again at least. Now the Tenha people, both Faithful Flan and Loyal Tenha must follow their example and work together if the Tenh is to regain its former glory.

Duke Labahlah and Prelate Filias Farsonol have named you a Guardian of Tenh.

The PCs each gain the Guardian of Tenh AR item. PCs that worked for Amadahy Silver Rain gain the Favor of Tenh while PCs working for Sister Dhariel get the Favor of the Pale; they cannot get both.

Conclusion D: Dehzbah Defeated

The PCs get this conclusion if they fought against Dehzbah and Markazrak'nash'fin escaped in Vlekstaad.

You stopped Dehzbah from usurping Rhelt Sevvord I, but the demon escaped from Vlekstaad. Sister Dhariel and Amadahy Silver Rain worry that this demon will continue to plague Tenh and hamper the rebuilding of the land. Markazrak'nash'fin will eventually have to be dealt with, but for now, the Tenh has the chance to move forward.

The wedding ceremony of Duke Labahlah and Sister Dhariel has sealed the alliance of the Duchy of Tenh and the Theocracy of the Pale. The alliance is off to an uneasy start, but with the faith and pride of both peoples, it will have the opportunity to grow until both nations become more prosperous than ever before.

Duke Labahlah and Prelate Filias Farsonol have named you a Guardian of Tenh.

The PCs each gain the Guardian of Tenh AR item. PCs that worked for Amadahy Silver Rain gain the Favor of Tenh while PCs working for Sister Dhariel get the Favor of the Pale; they cannot get both.

CAMPAIGN CONSEQUENCES

Please e-mail Donovan Hicks (rincewindtheweary@yahoo.com) or Derek Schubert (derek.schubert@alumni.duke.edu) with the answers to the following questions:

1. Which conclusion (A through D) did the party achieve?
2. What was the APL?
3. What other comments or notable moments would you like to relate?

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 (objectives plus roleplaying) to each character.

3: Cave of Captivity

Defeating Eri-laes and the Vrocks

APL 10	390 XP
APL 12	450 XP
APL 14	520 XP

4: House of Stone

Experience objective

APL 10	300 XP
APL 12	360 XP
APL 14	420 XP

5: Man-Ripper

Defeating Dehzbah or Markazrak'nash'fin and their allies

APL 10	390 XP
APL 12	450 XP
APL 14	520 XP

Story Award

Rescuing the wyrmling and warning Rhelt Sevvord I (both must be achieved)

APL 10	135 XP
APL 12	157 XP
APL 14	180 XP

Discretionary roleplaying award – for good roleplaying at Stonehold without resorting to combat with the whole city

APL 10	135 XP
APL 12	158 XP
APL 14	180 XP

Total Possible Experience

APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 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 treasure.

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 minutes 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 (i.e.,

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 pieces 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 treasure from each encounter add it up and that is the 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.

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

1: Palish Alliances

APL 10: Coin 1,000 gp; Total 1,000 gp

APL 12: Coin 1,200 gp; Total 1,200 gp

APL 14: Coin 1,400 gp; Total 1,400 gp

3: Cave of Captivity

APL 10: Loot 653 gp; Magic 7,175 gp *potion of cure serious wounds* (63 gp), *scroll of dimension door* (58 gp), *scroll of teleport* (94 gp), *wand of magic missile* (9th), (135 gp) *cloak of resistance +3* (750 gp), *headband of intellect +2* (333 gp); Total 7,828 gp.

APL 12: Loot 664 gp; Magic 3,048 gp 2 *potions of cure serious wounds* (63 gp each), *scroll of dimension door* (58 gp), *scroll of teleport* (94 gp), *wand of magic missile* (9th), (135 gp) *cloak of resistance +3* (750 gp), *headband of intellect +2* (333 gp), 2 *potions of cure moderate wounds* (25 gp each), 2 +2 *breastplates* (363 gp each), 2 +1 *greataxes* (193 gp each), 2 +1 *heavy crossbows* (195 gp each); Total 3,712 gp.

APL 14: Loot 513 gp; Magic 10,071 gp; 2 *potions of cure serious wounds* (63 gp each), *scroll of dimension door* (58 gp), *scroll of teleport* (94 gp), *wand of magic missile* (9th), (135 gp), +1 *dagger* (191 gp), *black robe of the archmagi* (6,250 gp), *headband of intellect +2* (333 gp), 2 *potions of cure moderate wounds* (25 gp each), 2 *amulets of natural armor +2* (666 gp each), 2 +2 *breastplates* (363 gp each), 2 +1 *greataxes* (193 gp each), 2 +1 *heavy crossbows* (195 gp each); Total 10,584 gp.

5: Man-Ripper

APL 10: Loot 5 gp; Magic 3,998 gp; 2 *potions of cure serious wounds* (63 gp each), +3 *breastplate of darksoul*

protection (1,362 gp), amulet of natural armor +2 (666 gp), +1 adamantine weakening greatsword (1,779 gp), brooch of shielding (125 gp); Total 4,003 gp.

APL 12: Loot 115 gp; Magic 7,600 gp 2 potions of cure serious wounds (63 gp each), +3 breastplate of darksoul protection (1,362 gp), amulet of natural armor +2 (666 gp), +1 adamantine weakening greatsword (1,779 gp), brooch of shielding (125 gp), 2 vanisher cloaks (208 gp each), 2 +2 leather armors (346 gp each), 2 +1 rapiers (193 gp each), 2 whips of webs (525 gp each), 2 rings of protection +1 (166 gp each), 2 gloves of Dexterity (333 gp each); Total 7,715 gp.

APL 14: Loot 126 gp; Magic 11,316 gp; 2 potions of cure serious wounds (63 gp each), +3 breastplate of darksoul protection (1,362 gp), amulet of natural armor +2 (666 gp), +1 adamantine weakening manticores greatsword (2,225 gp), brooch of shielding (125 gp), anklet of translocation (116 gp), belt of battle (1,000 gp), ring of protection +2 (333 gp), 2 vanisher cloaks (208 gp each), 2 +2 leather armors (346 gp each), 2 +1 rapiers (193 gp each), 2 whips of webs (525 gp each), 2 rings of protection +1 (166 gp each), 2 gloves of Dexterity (333 gp each); 2 potions of cure moderate wounds (25 gp each), 2 +2 breastplates (363 gp each), 2 amulets of natural armor +1 (166 gp each), 2 +1 greataxes (193 gp each), 2 +1 heavy crossbows (195 gp each); Total 11,442 gp.

Treasure Cap

APL 10: 2,300 gp
APL 12: 3,300 gp
APL 14: 6,600 gp

Total Possible Treasure

APL 10: 12,831 gp.
APL 12: 12,627 gp.
APL 14: 23,426 gp.

ADVENTURE RECORD ITEMS

☛ **Favor of Western Tenh (Duke Labahlah):** You have performed a valuable service for the Duke of Tenh and the Tenha people. You may make a one-time purchase of boots of the battle charger (Magic Item Compendium; 2,000 gp). This item may not be crafted.

☛ **Favor of Eastern Tenh (the Church of the One True Path):** You have performed a valuable service for the Church of Pholtus and the Faithful Flan. You may make a one time purchase of an armband of maximized healing (Magic Item Compendium; 7,200 gp). This item may not be crafted.

☛ **Guardian of Tenh:** You have received a special insignia marking you as a Guardian of Tenh. The insignia is the golden rune of Tenh with a silver crescent framing it on one side. You may receive free Standard Upkeep in any adventure set in the Duchy of Tenh (Pale Regional or Core). You may also make a one-time purchase of an amulet of emergency healing (Magic Item Compendium; 6,000 gp). This item may not be crafted.

☛ **Captured in Stonehold:** You were defeated at Stonehold and left with no worldly possessions as a result. The Duchy of Tenh and the Church of the One True Path have chosen to support you in your efforts to regain your former fortunes. You may exercise the Charity of Friends Clause from the LGCS with a 20% increase in gold. You may also regain any single favor that granted you one time access to a single item (not including special mounts, animal companions, or other creatures).

ITEM ACCESS

APL 10:

- Wand of magic missile (9th) (Adventure; DMG)
- Counterstrike bracers (Adventure; CL 5; MIC; 2,500 gp)
- Weakening weapon enhancement (Adventure; CL 5; MIC)
- Brooch of shielding (Adventure; DMG)

APL 12 (all of APL 10 plus the following):

- Whip of webs (Adventure; CL 6; MIC; 6,301 gp)
- Vanisher cloak (Adventure; CL 3; MIC; 2,500 gp)

APL 14 (all of APLs 10-12 plus the following):

- Belt of one mighty blow (Adventure; CL 5; MIC; 1,500 gp)
- Boots of the battle charger (Adventure; CL 3; MIC; 2,000 gp)
- manticores greatsword (Adventure; CL 10; MIC; 5,350 gp)
- Anklet of translocation (Adventure; CL 7; MIC; 1,400 gp)
- Belt of battle (Adventure; CL 9; MIC; 12,000 gp)

APPENDIX 1: APL ALL

2: SHOOTING STARS

ULLAGAR

CR 6

Male orc cleric 6

NG Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Common, Orc

AC 15, touch 11, flat-footed 15
(+3 armor, +1 shield, +1 deflection)

hp 48 (6 HD)

Fort +7, **Ref** +2, **Will** +7

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee mwk shortspear +6 (1d6+1)

Ranged light crossbow +4 (1d8/19-20)

Base Atk +4; **Grp** +5

Special Actions Silent Spell, ignore magical impediments to movement up to 6 rounds/day, protective ward 1/day, spontaneous casting, turn undead 3/day (+2, 2d6+6, 6th),

Combat Gear wand of cure light wounds (35 charges)

Cleric Spells Prepared (CL 6th):

3rd—*fly*^D, *prayer*, *protection from energy*

2nd—*shield other*^D, *bull's strength*, *resist energy*, *silence* (DC 14), *spiritual weapon*

1st—*longstrider*^D, *bless*, *magic weapon*, *protection from evil*, *remove fear*

0—*create water*, *guidance*, *mending*

D: Domain Spell. Deity: Celestian. Domains: Protection, Travel.

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

Feats Endurance, Self-Sufficient, Silent Spell

Skills Concentration +6, Diplomacy +1, Heal +9, Knowledge (religion) +5, Survival +8

Possessions combat gear plus masterwork studded leather, light wooden shield, masterwork shortspear, dagger, light crossbow with 20 bolts, *ring of protection* +1, silver holy symbol of Celestian, cold weather outfit, healer's kit, miscellaneous wilderness gear, platinum ring worth 50 gp.

Light Sensitivity (Ex) Ullagar is dazzled in bright sunlight or within the radius of a *daylight* spell.

KRALLA

CR 5

Female orc ranger 5

CG Medium humanoid (orc)

Init +7; **Senses** darkvision 60 ft.; Listen +8, Spot +8

Languages Common, Orc

AC 18, touch 13, flat-footed 15
(+3 Dex, +4 armor, +1 shield)

hp 40 (5 HD)

Fort +6, **Ref** +7, **Will** +1

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee mwk battleaxe +9 (1d8+3/x3)

Ranged mwk composite longbow +9 (1d8+3/x3)

Atk Options favored enemy giants +2, favored enemy goblinoids +4

Base Atk +5; **Grp** +8

Combat Gear *potion of cure light wounds*

Abilities Str 16, Dex 16, Con 14, Int 8, Wis 11, Cha 6

SQ owl animal companion, wild empathy +3

Feats Alertness, Endurance^B, Point Blank Shot, Rapid Shot^B, Track^B

Skills Craft (bowmaking) +9, Listen +8, Move Silently +9, Spot +8, Survival +8

Possessions combat gear plus +1 *studded leather*, buckler, masterwork battleaxe, 2 daggers, 2 handaxes, masterwork composite longbow (+3 Str), 40 arrows, wooden holy symbol of Celestian, cold weather outfit, masterwork bowmaking tools, miscellaneous wilderness gear, platinum ring worth 50 gp.

Light Sensitivity (Ex) Kralla is dazzled in bright sunlight or within the radius of a *daylight* spell.

BRUKK AND GRASH

CR 4

Male orc barbarian 4

N Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Listen +6, Spot +0

Languages Common, Orc

AC 13, touch 9, flat-footed 13; uncanny dodge
(+1 Dex, +4 armor, -2 rage)

hp 52 (4 HD)

Fort +8, **Ref** +2, **Will** +3

Weakness light sensitivity

Speed 40 ft. (8 squares)

Melee mwk greataxe +13 (1d12+10/x3)

Ranged composite longbow +5 (1d8+4/x3)

Base Atk +4; **Grp** +11

Atk Options rage 2/day

Combat Gear *potion of cure light wounds*

Abilities Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

Feats Endurance, Weapon Focus (greataxe)

Skills Climb +12, Craft (leatherworking for Brukk, woodworking for Grash) +3, Jump +10, Listen +6, Survival +5

Possessions combat gear plus masterwork chain shirt, masterwork greataxe, composite longbow (+4 Str), 40 arrows, wooden holy symbol of Celestian, cold weather outfit, 100 ft. hemp rope, grappling hook, tent, miscellaneous wilderness gear, platinum ring worth 50 gp.

Light Sensitivity (Ex): Brukk and Grash are dazzled in bright sunlight or within the radius of a *daylight* spell.

When not raging, Brukk and Grash have the following changed statistics:

AC 15, touch 11, flat-footed 15; uncanny dodge
(+1 Dex, +4 armor)

HP 44 (4 HD)

Fort +6 **Will** +1

Melee mwk greataxe +11 (1d12+7/x3)

Grp +9

Abilities Str 20, Con 14

Skills Climb +10, Jump +8

3: CAVE OF CAPTIVITY**ERILAES****CR 10**

Female human (Flan) sorcerer 1/abjurer 9

CE Medium humanoid (human)

Init +5 (roll twice and take the better roll for this combat); **Senses** Listen +2, Spot +2**Languages** Abyssal Cold Tongue, Common, Flan, empathic link**AC** 11, touch 11, flat-footed 11 (+1 Dex)**hp** 48 (10 HD)**Fort** +8, **Ref** +10, **Will** +11**Speed** 30 ft. (6 squares)**Melee** mwk dagger +4 (1d4-1/19-20)**Melee touch** +3 (varies by spell)**Ranged touch** +5 (varies by spell)**Base Atk** +4; **Grp** +3**Combat Gear** 2 *potions of cure serious wounds*, *scroll of dimension door*, *scroll of teleport*, *wand of magic missile* (9th)**Wizard Spells Prepared** (CL 9th, abjuration spells CL 11 for dispelling)5th—*reciprocal gyre* (DC 19), *telekinesis* (DC 19)4th—*dimension door*, *enervation*, *greater invisibility*, *stoneskin*3rd—*dispel magic*, *fly*, *magic circle against good* (A), *protection from energy*, *vampiric touch*2nd—*blur* (3), *false life*, *resist energy*1st—*alarm*¹, *comprehend languages*, *mage armor*, *shield*, *true strike* (2)0—*acid splash*, *mage hand*, *mending*, *read magic*, *resistance***A:** Abjuration spell (CL 11th for purposes of dispelling).**Sorcerer Spells Known** (CL 1st):1st (4/day)—*disguise self*, *ray of enfeeblement*0 (5/day)—*daze*, *detect magic*, *ghost sound*, *prestidigitation*

† Already cast

Abilities Str 8, Dex 12, Con 14, Int 17 (19), Wis 10, Cha 13**SQ** raven familiar, share spells**Feats** Alertness^B (if familiar within 5 ft.), Combat Casting, Craft Wondrous Item^B, Danger Sense, Insightful Reflexes, Improved Initiative, Lays of the Northern Adepts, Scribe Scroll^B.**Skills** Appraise +7, Concentration +15 (+19 casting defensively), Decipher Script +7, Knowledge (arcana) +17, Knowledge (history) +12, Knowledge (the planes) +11, Spellcraft +19 (+21 abjuration, +14 enchantment or evocation), Tumble +7**Possessions** combat gear plus masterwork dagger, *cloak of resistance* +3, *headband of intellect* +2, spell component pouch, spellbook, 4 uses of material component for *stoneskin***Spellbook** (enchantment and evocation prohibited schools) spells prepared plus 0—all *PH*.**Power-Up Suite:** *Mage armor* and *false life* should be up for most her waking hours. Erilaes casts thefollowing spells on herself if time permits in this order: *greater invisibility*, *magic circle against good*, *shield*, *stoneskin*, *protection from energy* (electricity), *resist energy* (fire), *blur*, *mage hand***RAVEN FAMILIAR (ERILAES) CR 0**

Tiny magical beast

N Animal (raven)

Init +2; **Senses** Listen +5, Spot +7**Languages** Common, Flan, empathic link**AC** 19, touch 12, flat-footed 19

(+2 Dex, +2 size, +5 natural armor adjustment (familiar))

hp 24 (10 HD)**Resist** Improved Evasion**Fort** +3, **Ref** +5, **Will** +10**Speed** 10 ft. (2 squares); fly 40 ft. (average) (8 squares)**Melee** 2 claws +4 (1d2-5)**Melee touch** -5 (varies by spell)**Base Atk** +0; **Grp** -13**Abilities** Str 1, Dex 15, Con 10, Int 10, Wis 14, Cha 6**SQ** familiar, share spells, empathic link, speak with master, speak with animals of its kind (birds)**Feats** Alertness, Weapon Finesse.**Skills** Listen +5, Spot +7 **NOTE** Stays with Erilaes during combat**4: HOUSE OF STONE****ORGRAIN****CR 10**

Male human (Flan) barbarian 1/fighter 9

NE Medium humanoid (human)

Init +5; **Senses** Listen +10, Spot +0**Languages** Common, Flan**AC** 15, touch 9, flat-footed 14; Dodge, Mobility (+1 Dex, +5 armor, +1 natural, -2 rage)**hp** 115 (10 HD)**Fort** +12, **Ref** +4, **Will** +5**Speed** 30 ft. in breastplate (6 squares), base speed 40 ft., Spring Attack**Melee** +1 *greataxe* +16/+11 (1d12+7/x3) or**Melee** unarmed strike +15/+10 (1d3+5)**Ranged** heavy crossbow +11 (1d10/19-20)**Base Atk** +10; **Grp** +19**Atk Options** Combat Expertise, Improved Grapple, Improved Trip, Improved Unarmed Strike, Power Attack, Stunning Fist 2/day (DC 15),**Combat Gear** *counterstrike bracers***Abilities** Str 20, Dex 13, Con 18, Int 13, Wis 10, Cha 8**SQ** rage 1/day**Feats** Combat Expertise^B, Dodge, Improved Grapple^B,Improved Initiative^B, Improved Trip, Improved Unarmed Strike^B, Mobility, Power Attack, Spring Attack^B, Stunning Fist**Skills** Climb +12, Handle Animal +10, Intimidate +9, Jump +12, Listen +10, Survival +4

Possessions combat gear plus +2 *breastplate*, +1 *amulet of natural armor*, +1 *greataxe*, heavy crossbow, 20 bolts, fur cloak, fur clothing

When not raging, Ograin has the following changed statistics:

AC 17, touch 11, flat-footed 16

HP 95 (10 HD)

Fort +10 **Will** +3

Melee +1 *greataxe* +14/+9 (1d12+5/x3)

Grp +17

Abilities Str 16, Con 14

Skills Climb +10, Jump +10

When not raging, Dehzbah has the following changed statistics:

AC 22, touch 12, flat-footed 22

HP 95 (10 HD)

Fort +10 **Will** +3

Melee +1 *adamantine weakening greatsword*

+24/+19/+14 (2d6+14/17-20 and -4 Str on a critical hit)

Grp +17

Abilities Str 19, Con 15

Skills Climb +17, Jump +17

5: MAN-RIPPER

DEHZBAH

CR 13

Female human barbarian 5/fighter 8

CE Medium humanoid (human)

Init +6; **Senses** Listen +17, Spot +1

Languages Common, Flan

AC 20, touch 10, flat-footed 20; improved uncanny dodge, uncanny dodge, +1 against traps (+2 Dex, +8 armor, +2 natural, -2 rage)

hp 150 (13 HD)

Resist half damage from effects specific to evil creatures (*darksoul protection*)

Immune *magic missiles (brooch of shielding)*

Fort +15, **Ref** +6 (+7 against traps), **Will** +7

Speed 30 ft. in breastplate (6 squares), base speed 40 ft.

Melee +1 *adamantine weakening greatsword* +26/+21/+16 (2d6+16/17-20 and -4 Str on a critical hit)

Base Atk +13; **Grp** +21

Atk Options Improved Bull Rush, Improved Grapple, Improved Unarmed Strike, Power Attack, rage 2/day (7 rounds)

Combat Gear 2 *potions of cure serious wounds*

Abilities Str 23, Dex 14, Con 19, Int 10, Wis 12, Cha 14

Feats Cleave, Combat Reflexes^B, Great Cleave^B, Improved Bull Rush, Improved Critical (greatsword), Melee Weapon Mastery (slashing)^B, Improved Initiative, Instantaneous Rage, Power Attack, Weapon Focus (greatsword)^B, Weapon Specialization (greatsword)^B

Skills Climb +19, Intimidate +17, Jump +19, Listen +17

Possessions combat gear plus +3 *breastplate of darksoul protection* (see Appendix 2), *amulet of natural armor* +2, +1 *adamantine weakening greatsword* (in locked gauntlet) (see Appendix 2), *dagger*, *brooch of shielding*, fur cloak, fur clothing

Buff spells cast on Dehzbah by a cleric 13: *shield of faith* (+4 deflection bonus to AC), *entropic shield* (20% miss chance against ranged attacks), *bull's strength* (+4 Str), *shield other* (Dehzbah effectively takes half damage from all attacks as the cleric stands outside the building and heals himself each round), and *spell immunity (hold person, lightning bolt, and scorching ray)*.

3: CAVE OF CAPTIVITY**ERILAES****CR 12**

Female human (Flan) sorcerer 1/abjurer 11
 CE Medium humanoid (human)
Init +5 (roll twice and take the better roll for this combat); **Senses** Listen +2, Spot +2
Languages Abyssal, Cold Tongue, Common, Flan, empathic link

AC 11, touch 11, flat-footed 11
 (+1 Dex)

hp 60 (12 HD)

Fort +10, **Ref** +11, **Will** +12

Speed 30 ft. (6 squares)

Melee mwk dagger +5 (1d4-1/19-20)

Melee touch +4 (varies by spell)

Ranged touch +6 (varies by spell)

Base Atk +5; **Grp** +4

Combat Gear 2 *potions of cure serious wounds*, *scroll of dimension door*, *scroll of teleport*, *wand of magic missile* (9th)

Wizard Spells Prepared (CL 11th, CL 13th abjuration spell)

6th—*disintegrate* (DC 20), *greater dispel magic*

5th—*reciprocal gyre* (DC 19) (2), *quickened shield*, *telekinesis* (DC 19), *quickened true strike*

4th—*dimension door*, *enervation*, *greater invisibility*, *lesser globe of invulnerability*, *stoneskin*

3rd—*dispel magic*, *fly*, *magic circle against good*, *protection from energy* (2), *vampiric touch*

2nd—*blur* (2), *false life*, *Melf's acid arrow*, *resist energy* (2)

1st—*alarm*[†], *comprehend languages*, *mage armor* (2), *shield*, *true strike* (2)

0—*acid splash*, *mage hand*, *mending*, *read magic*, *resistance*

Sorcerer Spells Known (CL 1st):

1st (4/day)—*disguise self*, *ray of enfeeblement*

0 (5/day)—*daze*, *detect magic*, *ghost sound*, *prestidigitation*

† Already cast

Abilities Str 8, Dex 12, Con 14, Int 18 (20), Wis 10, Cha 13

SQ raven familiar, share spells

Feats Alertness^B (if familiar within 5 ft.), Combat Casting, Craft Wondrous Item^B, Danger Sense, Great Fortitude, Insightful Reflexes, Improved Initiative, Lays of the Northern Adepts, Quicken Spell, Scribe Scroll^B.

Skills Appraise +8, Concentration +17 (+21 casting defensively), Decipher Script +8, Knowledge (arcana) +20, Knowledge (history) +15, Knowledge (the planes) +14, Spellcraft +22 (+24 abjuration, +17 enchantment or evocation), Tumble +8

Possessions combat gear plus masterwork dagger, *cloak of resistance* +3, *headband of intellect* +2, spell component pouch, spellbook, 4 uses of material component for *stoneskin*

Spellbook (enchantment and evocation prohibited schools) spells prepared plus 0—all *Player's Handbook* spells

Power-Up Suite: *Mage armor* should be up throughout the day, as well as *false life* for most her waking hours. Eri-laes casts the following spells on herself if time permits in this order: *greater invisibility* and *quickened shield*, *magic circle against good*, *stoneskin*, *protection from energy (electricity)*, *resist energy (fire)*, *blur*, *mage hand*

RAVEN FAMILIAR (ERILAES)**CR 0**

Tiny magical beast

N Animal (raven)

Init +2; **Senses** Listen +5, Spot +7

Languages Common, Flan, empathic link

AC 20, touch 12, flat-footed 20

(+2 Dex, +2 size, +6 natural armor adjustment (familiar))

hp 30 (12 HD)

Resist Improved Evasion; SR 17

Fort +3, **Ref** +5, **Will** +11

Speed 10 ft. (2 squares); fly 40 ft. (average) (8 squares)

Melee 2 claws +4 (1d2-5)

Melee touch -5 (varies by spell)

Base Atk +0; **Grp** -13

Abilities Str 1, Dex 15, Con 10, Int 11, Wis 14, Cha 6

SQ familiar, share spells, empathic link, speak with master, speak with animals of its kind (birds)

Feats Alertness, Weapon Finesse.

Skills Listen +5, Spot +7

NOTE Stays with Eri-laes during combat

STONEHOLDER BARBARIAN**CR 10**

Female human (Flan) barbarian 10

NE Medium humanoid (human)

Init +5; **Senses** Listen +10, Spot +0

Languages Common, Flan

AC 18, touch 10, flat-footed 18; Dodge, Mobility, improved uncanny dodge, uncanny dodge, +3 against traps

(+2 Dex, +7 armor, +1 natural, -2 rage)

hp 114 (10 HD); DR 2/—

Fort +10, **Ref** +5 (+8 against traps), **Will** +6

Speed 30 ft. in breastplate (6 squares), base speed 40 ft., Spring Attack

Melee +1 *greataxe* +16/+11 (1d12+7/x3)

Ranged +1 *heavy crossbow* +12 (1d10+1/19-20)

Base Atk +10; **Grp** +15

Atk Options Power Attack, rage 3/day (6 rounds)

Combat Gear *potion of cure moderate wounds*

Abilities Str 21, Dex 14, Con 17, Int 10, Wis 12, Cha 8

Feats Cleave, Dodge, Mobility, Power Attack, Spring Attack

Skills Climb +15, Handle Animal +14, Jump +16, Listen +14, Survival +14

Possessions combat gear plus +2 *breastplate*, +1 *amulet of natural armor*, +1 *greataxe*, dagger, +1 *heavy crossbow*, 20 bolts, fur cloak, fur clothing

When not raging, the Stoneholder Barbarian has the following changed statistics:

AC 20, touch 12, flat-footed 20
HP 94 (10 HD)
Fort +8 **Will** +4
Melee +1 *greataxe* +14/+9 (1d12+5/x3)
Grp +13
Abilities Str 17, Con 13
Skills Climb +13, Jump +14

4: HOUSE OF STONE

ORGRAIN

CR 12

Male human (Flan) barbarian 1/fighter 11
LE Medium humanoid (human)
Init +5; **Senses** Listen +12, Spot +0
Languages Common, Flan

AC 15, touch 9, flat-footed 14; Dodge, Mobility (+1 Dex, +5 armor, +1 natural, -2 rage)
hp 138 (1d12+4 and 11d10+44 HD)
Fort +13, **Ref** +4, **Will** +5

Speed 30 ft. in breastplate (6 squares), base speed 40 ft., Spring Attack

Melee +1 *greataxe* +18/+13 (1d12+7/x3) or
Melee unarmed strike +17/+12 (1d3+5)
Ranged +1 *heavy crossbow* +13 (1d10+1/19-20)
Base Atk +12; **Grp** +21

Atk Options Combat Expertise, Improved Grapple, Improved Trip, Improved Unarmed Strike, Power Attack, Stunning Fist 3/day (DC 16), rage 1/day (7 rounds)

Combat Gear *counterstrike bracers*

Abilities Str 21, Dex 13, Con 18, Int 13, Wis 10, Cha 8
Feats Cleave^B, Combat Expertise^B, Dodge, Improved Bull Rush, Improved Grapple^B, Improved Initiative^B, Improved Trip, Improved Unarmed Strike^B, Mobility, Power Attack, Spring Attack^B, Stunning Fist
Skills Climb +13, Handle Animal +10, Intimidate +10, Jump +13, Listen +12, Survival +4

Possessions combat gear plus +3 *breastplate*, +2 *amulet of natural armor*, +1 *greataxe*, dagger, +1 *heavy crossbow*, 20 bolts, fur cloak, fur clothing

When not raging, Ograin has the following changed statistics:

AC 17, touch 11, flat-footed 16
HP 114 (12 HD)
Fort +11 **Will** +3
Melee +1 *greataxe* +16/+11 (1d12+5/x3)
Melee unarmed strike +15/+10 (1d3+3)
Grp +19
Abilities Str 17, Con 14
Skills Climb +11, Jump +11

5: MAN-RIPPER (DEHZBAH)

DEHZBAH

CR 13

Female human barbarian 5/fighter 8

CE Medium humanoid (human)
Init +6; **Senses** Listen +17, Spot +1
Languages Common, Flan

AC 20, touch 10, flat-footed 20; improved uncanny dodge, uncanny dodge, +1 against traps (+2 Dex, +8 armor, +2 natural, -2 rage)

hp 150 (13 HD)

Resist half damage from effects specific to evil creatures (*darksoul protection*)

Immune *magic missiles* (*brooch of shielding*)

Fort +14, **Ref** +5 (+6 against traps), **Will** +6

Speed 30 ft. in breastplate (6 squares), base speed 40 ft.

Melee +1 *adamantine weakening greatsword* +26/+21/+16 (2d6+16/17-20 and -4 Str on a critical hit) OR

Base Atk +13; **Grp** +21

Atk Options Improved Bull Rush, Improved Grapple, Improved Unarmed Strike, Power Attack, rage 2/day (7 rounds)

Combat Gear 2 *potions of cure serious wounds*

Abilities Str 23, Dex 14, Con 19, Int 10, Wis 12, Cha 14

Feats Cleave, Combat Reflexes^B, Great Cleave^B, Improved Bull Rush, Improved Critical (greatsword), Melee Weapon Mastery (slashing)^B, Improved Initiative, Instantaneous Rage, Power Attack, Weapon Focus (greatsword)^B, Weapon Specialization (greatsword)^B

Skills Climb +19, Intimidate +18, Jump +19, Listen +17

Possessions combat gear plus +3 *breastplate of darksoul protection*, *amulet of natural armor* +2, +1 *adamantine weakening greatsword* (in locked gauntlet), dagger, *brooch of shielding*, fur cloak, fur clothing

Buff spells cast on Dehzbah by a Cleric 13 *shield of faith* (+4 deflection bonus to AC), *entropic shield* (20% miss chance against ranged attacks), *bull's strength* (+4 Str), *shield other* (Dehzbah effectively takes half damage from all attacks as the cleric stands outside the building and heals himself each round), and *spell immunity* (*hold person*, *lightning bolt*, and *scorching ray*).

When not raging, Dehzbah has the following changed statistics:

AC 22, touch 12, flat-footed 22

HP 124 (13 HD)

Fort +12 **Will** +4

Melee +1 *adamantine weakening greatsword* +24/+19/+14 (2d6+14/17-20 and -4 Str on a critical hit)

Grp +19

Abilities Str 19, Con 15

Skills Climb +17, Jump +17

STONEHOLDER ROGUE

CR 11

Male human rogue 11
CE Medium humanoid (human)
Init +4; **Senses** Listen +14, Spot +14

Languages Cold Tongue, Common, Flan

AC 19, touch 15, flat-footed 19; improved uncanny dodge, uncanny dodge, +3 against traps (+4 Dex, +4 armor, +1 deflection)

hp 58 (11 HD)

Resist evasion

Fort +4, **Ref** +11 (+14 against traps), **Will** +3

Speed 30 ft. (6 squares)

Melee +1 *rapier* +13 (1d6+1/18-20)

Melee *whip of webs* +9/+4 (1d3+1)

Reach 5 ft. (15 ft. with *whip of webs*)

Base Atk +8; **Grp** +9 (+18 to break grapple)

Atk Options Combat Expertise, Improved Disarm, Improved Faint, sneak attack +6d6 (plus crippling strike)

Combat Gear *vanisher cloak* (1 charge remaining today)

Abilities Str 12, Dex (19), Con 13, Int 14, Wis 10, Cha 8
SQ trapfinding

Feats Combat Expertise, Dodge, Improved Disarm, Improved Feint, Weapon Finesse

Skills Balance +20, Bluff +13, Decipher Script +16, Disable Device +18, Disguise +13, Escape Artist +18, Gather Information +13, Jump +17, Listen +14, Spot +14, Tumble +20

Possessions combat gear plus +2 *leather armor*, +1 *rapier*, *whip of webs*, *ring of protection* +1, *gloves of Dexterity* +2, silk cloak, adventurer's clothing, masterwork thieves' tools

1/day—*shout* (DC 14)

Abilities Str 23, Dex 14, Con 24, Int 6, Wis 12, Cha 10
SQ *tanar'ri* traits

Feats Improved Critical (*ranseur*), Improved Natural Attack (gore), Multiattack, Power Attack, Weapon Focus (*ranseur*)

Skills Climb +23, Intimidate +17, Jump +23, Listen +18, Spot +18, Swim +23

Possessions Huge +1 *ranseur*

Blood Frenzy (Ex) A *bulezau* that takes damage in combat can fly into a frenzy in the following round, attacking madly until either it or its opponent is dead. It gains +2 Strength and Constitution, and it takes a -2 penalty to Armor Class. A *bulezau* cannot end its frenzy voluntarily.

Powerful Charge (Ex) A *bulezau* typically begins a battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allows the *bulezau* to make a single gore attack with a +2 attack bonus that deals 4d6+9 points of damage.

Summon *Tanar'ri* (Sp) Once per day, a *bulezau* can attempt to summon 1d6 *dretches* or 1d4 *rutterkin* [see *Fiendish Codex I: Hordes of the Abyss*] with a 50% chance of success. This ability is the equivalent of a 3rd-level spell (CL 10th).

Wield Oversized Weapon (Ex) A *bulezau* is skilled at wielding weapons one size category larger than itself and does not take any penalties when fighting with such weapons.

5: MANRIPPER (MARKAZRAK'NASH'FIN)

ADVANCED 14 HD BULEZAU CR 11

CE Large outsider (chaotic, evil, extraplanar, *tanar'ri*)

Init +2; **Senses** darkvision 60 ft.; Listen +14, Spot +14

Languages Abyssal, Common; telepathy 30 ft.

AC 21, touch 11, flat-footed 19
(-1 size, +2 Dex, +10 natural)

hp 165 (14 HD); DR 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 20

Fort +16, **Ref** +11, **Will** +10

Speed 30 ft. (6 squares)

Melee* Huge +1 *ranseur* +17/+12 (3d6+21/19-20/x3)
and

tail +13 (1d8+7) or

Melee* gore +15 (3d6+10) and

2 claws +13 (1d6+7) and

tail +13 (1d8+7)

*Include 4-point Power Attack

Space 10 ft.; **Reach** 10 ft. (20 ft. with *ranseur*)

Base Atk +14; **Grp** +24

Atk Options Power Attack, blood frenzy, powerful charge, wield oversized weapon

Special Actions *summon tanar'ri*

Spell-Like Abilities (CL 14th):

At will—*command* (DC 11), *greater teleport* (self plus 50 pounds of objects only), *see invisibility*, *solid fog*, *telekinesis*

3/day—*fear* (DC 14)

3: CAVE OF CAPTIVITY**ERILAES****CR 14**Female human (Flan) sorcerer 1/abjurer 13
CE Medium humanoid (human)**Init** +5 (roll twice and take the better roll for this combat); **Senses** Listen +2, Spot +2**Languages** Abyssal Cold Tongue, Common, Flan, empathic link**AC** 16, touch 11, flat-footed 15
(+1 Dex, +5 armor)**hp** 70 (14 HD)**SR** 18**Fort** +12, **Ref** +12, **Will** +14**Speed** 30 ft. (6 squares)**Melee** +1 dagger +6 (1d4/19-20)**Melee touch** +5 (varies by spell)**Ranged touch** +7 (varies by spell)**Base Atk** +6; **Grp** +5**Combat Gear** 2 *potions of cure serious wounds*, *scroll of dimension door*, *scroll of teleport*, *wand of magic missile* (9th)**Wizard Spells Prepared** (CL 13th, CL 15th abjuration spells for dispelling)7th—*finger of death* (DC 22), *spell turning*6th—*disintegrate* (DC 21), *greater dispel magic*, *mass bear's endurance*5th—*dismissal* (DC 20), *nightmare* (DC 20), *reciprocal gyre* (DC 20), *telekinesis* (DC 20), *quicken true strike*4th—*dimension door*, *enervation*, *Evard's black tentacles*, *greater invisibility*, *stoneskin* (2)3rd—*dispel magic*, *fly*, *haste*, *magic circle against good*, *protection from energy*, *vampiric touch*2nd—*blur* (2), *false life*, *Melf's acid arrow*, *resist energy* (2)1st—*alarm*[†], *comprehend languages*, *mage armor* (2), *reduce person* (DC 16), *shield*, *true strike*0—*acid splash*, *mage hand*, *mending*, *read magic*, *resistance***Sorcerer Spells Known** (CL 1st):1st (4/day)—*disguise self*, *ray of enfeeblement*0 (5/day)—*daze*, *detect magic*, *ghost sound*, *prestidigitation*

† Already cast

Abilities Str 8, Dex 12, Con 14, Int 18 (20), Wis 10, Cha 13**SQ** raven familiar share spells**Feats** Alertness^B (if familiar within 5 ft.), Combat Casting, Craft Wondrous Item^B, Danger Sense, Great Fortitude, Insightful Reflexes, Improved Initiative, Lays of the Northern Adepts, Quicken Spell, Scribe Scroll^B.**Skills** Appraise +8, Concentration +19 (+23 casting defensively), Decipher Script +9, Knowledge (arcana) +22, Knowledge (history) +16, Knowledge (the planes) +16, Spellcraft +24 (+26 abjuration, +19 enchantment or evocation), Tumble +9**Possessions** combat gear plus +1 *dagger*, *robe of the archmagi (black)*, *headband of intellect* +2, spell component pouch, spellbook, 4 uses of material component for *stoneskin***Spellbook** (enchantment and evocation prohibited schools) spells prepared plus 0—all *Player's Handbook* spells**Power-Up Suite:** *Mage armor* should be up throughout the day, as well as *false life* for most her waking hours. Eri-laes casts the following spells on herself if time permits in this order: *greater invisibility*, *magic circle against good*, *shield*, *stoneskin*, *spell turning*, *protection from energy (electricity)*, *resist energy (fire)*, *blur*, *mage hand*.**RAVEN FAMILIAR (ERILAES) CR 0**

Tiny magical beast

N Animal (raven)

Init +2; **Senses** Listen +5, Spot +7**Languages** Common, Flan, empathic link**AC** 21, touch 12, flat-footed 21

(+2 Dex, +2 size, +7 natural armor adjustment (familiar))

hp 35 (14 HD)**Resist** Improved Evasion; SR 19**Fort** +4, **Ref** +6, **Will** +12**Speed** 10 ft. (2 squares); fly 40 ft. (average) (8 squares)**Melee** 2 claws +4 (1d2-5)**Melee touch** -5 (varies by spell)**Base Atk** +0; **Grp** -13**Abilities** Str 1, Dex 15, Con 10, Int 12, Wis 14, Cha 6**SQ** familiar, share spells, empathic link, speak with master, speak with animals of its kind (birds), familiar can scry on familiar**Feats** Alertness, Weapon Finesse.**Skills** Listen +5, Spot +7 **NOTE** Stays with Eri-laes during combat**STONEHOLDER BARBARIAN CR 12**

Male human (Flan) barbarian 12

NE Medium humanoid (human)

Init +5; **Senses** Listen +10, Spot +0**Languages** Common, Flan**AC** 19, touch 10, flat-footed 19; Dodge, Mobility, improved uncanny dodge, uncanny dodge, +4 against traps

(+2 Dex, +7 armor, +2 natural, -2 rage)

hp 159 (12 HD); DR 2/—**Fort** +11, **Ref** +6 (+10 against traps), **Will** +7**Speed** 30 ft. in breastplate (6 squares), base speed 40 ft., Spring Attack**Melee** +1 *greataxe* +16/+11 (1d12+7/x3)**Ranged** +1 *heavy crossbow* +12 (1d10+1/19-20)**Base Atk** +12; **Grp** +18**Atk Options** Cleave, Improved Sunder, Power Attack, greater rage 4/day (7 rounds)**Combat Gear** *potion of cure moderate wounds*

Abilities Str 22, Dex 14, Con 17, Int 10, Wis 12, Cha 8
Feats Cleave, Dodge, Improved Sunder, Mobility, Power Attack, Spring Attack
Skills Climb +18, Handle Animal +16, Jump +18, Listen +16, Survival +16
Possessions combat gear plus +2 *breastplate*, +2 *amulet of natural armor*, +1 *greataxe*, dagger, +1 *heavy crossbow*, 20 bolts, fur cloak, fur clothing

When not raging, the Stoneholder Barbarian has the following changed statistics:

AC 21, touch 12, flat-footed 21
HP 123 (12 HD)
Fort +9 **Will** +5
Melee +1 *greataxe* +14/+9 (1d12+5/x3)
Grp +16
Abilities Str 18, Con 13
Skills Climb +16, Jump +16

ADVANCED 14 HD VROCKS CR 13

CE Large outsider (chaotic, extraplanar, evil, tanar'ri)
Init +2; **Senses** darkvision 60 ft.; Listen +26, Spot +26
Languages Abyssal, Common; telepathy 100 ft.

AC 22, touch 11, flat-footed 20
(-1 size, +2 Dex, +11 natural)
Miss Chance *mirror image* (1d4+5 images)
hp 168 (14 HD); DR 10/good
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 17
Fort +16, **Ref** +11, **Will** +12

Speed 30 ft. (6 squares), fly 50 ft. (average)
Melee 2 claws each +20 (3d6+7) and bite +18 (1d8+3) and 2 talons each +18 (1d6+3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +14; **Grp** +25

Atk Options Cleave, Combat Reflexes, Power Attack

Special Actions dance of ruin, spores, stunning screech

Spell-Like Abilities (CL 16th):

At will—*mirror image*, *telekinesis* (DC 18), *greater teleport* (self +50 pounds of objects only)
1/day—*heroism*

Abilities Str 24, Dex 15, Con 25, Int 14, Wis 16, Cha 16

Feats Cleave, Combat Reflexes, Improved Natural Attack (claw), Multiattack, Power Attack

Skills Concentration +22, Diplomacy +5, Hide +13, Intimidate +18, Knowledge (religion) +17, Listen +26, Move Silently +17, Search +17, Sense Motive +18, Spellcraft +17, Spot +26, Survival +3 (+5 following tracks)

Dance of Ruin (Su) To use this ability, a group of at least three vrock must join hands in a circle, dancing wildly and chanting. At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 18 half). Stunning, paralyzing, or slaying one of the vrock stops the dance. The save DC is Charisma-based.

Spores (Ex) A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

Stunning Screech (Su) Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 24 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

4: HOUSE OF STONE

ORGRAIN

CR 14

Male human (Flan) barbarian 1/fighter 13

LE Medium humanoid (human)

Init +5; **Senses** Listen +14, Spot +0

Languages Common, Flan

AC 15, touch 9, flat-footed 14; Dodge, Mobility (+1 Dex, +5 armor, +1 natural, -2 rage)

hp 160 (14 HD)

Fort +15, **Ref** +6, **Will** +7

Speed 30 ft. in breastplate (6 squares), base speed 40 ft., Spring Attack

Melee +2 *greataxe* +22/+17/+12 (1d12+8/19-20/x3) or

Melee unarmed strike +20/+15/+10 (1d3+5)

Ranged +1 *heavy crossbow* +15 (1d10+1/19-20)

Base Atk +14; **Grp** +24

Atk Options Combat Expertise, Improved Grapple, Improved Trip, Improved Unarmed Strike, Power Attack, Stunning Fist 3/day (DC 17), rage 1/day (7 rounds)

Combat Gear *belt of one mighty blow*, *boots of the battle charger*, *counterstrike bracers*

Abilities Str 23, Dex 13, Con 18, Int 13, Wis 10, Cha 8

Feats Cleave^B, Combat Expertise^B, Dodge, Improved Bull Rush, Improved Critical (*greataxe*)^B, Improved Grapple^B, Improved Initiative^B, Improved Trip, Improved Unarmed Strike^B, Mobility, Power Attack, Spring Attack^B, Stunning Fist

Skills Climb +15, Handle Animal +11, Intimidate +10, Jump +16, Listen +14, Survival +4

Possessions combat gear plus +3 *breastplate*, +2 *amulet of natural armor*, *ring of protection* +2, +2 *greataxe*, dagger, +1 *heavy crossbow*, 20 bolts, *cloak of resistance* +1, *gauntlets of ogre power*, fur cloak, fur clothing

When not raging, Ograin has the following changed statistics:

AC 17, touch 11, flat-footed 16

HP 132 (14 HD)

Fort +13 **Will** +5

Melee +2 *greataxe* +20/+15/+10 (1d12+6/x3)

Melee unarmed strike +18/+13/+8 (1d3+3)

Grp +22

Abilities Str 19, Con 14

Skills Climb +13, Jump +14

5: MAN-RIPPER (DEHZBAH)

DEHZBAH

CR 15

Female human barbarian 5/fighter 10

CE Medium humanoid (human)

Init +8; **Senses** Listen +19, Spot +1

Languages Common, Flan

AC 20, touch 10, flat-footed 20; improved uncanny dodge, uncanny dodge, +1 against traps (+2 Dex, +8 armor, +2 natural, -2 rage)

hp 172 (15 HD)

Resist half damage from effects specific to evil creatures (*darksoul protection*)

Immune *magic missiles (brooch of shielding)*

Fort +15, **Ref** +6 (+7 against traps), **Will** +9

Speed 30 ft. in breastplate (6 squares), base speed 40 ft.

Melee +1 *adamantine weakening mantichore greatsword* +29/+24/+19 (2d6+15/17-20 and -4 Str on a critical hit) or

Ranged 1or 6 mantichore spikes each +18 (1d6+1, 20 feet range)

Base Atk +15; **Grp** +27

Atk Options Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Instantaneous Rage, Power Attack, rage 2/day (7 rounds)

Combat Gear *anklet of translocation, belt of battle, 2 potions of cure serious wounds*

Abilities Str 23, Dex 14, Con 19, Int 10, Wis 12, Cha 14

Feats Cleave, Combat Reflexes^B, Great Cleave^B, Greater Weapon Focus (greatsword)^B, Improved Bull Rush, Improved Critical (greatsword), Melee Weapon Mastery (slashing)^B, Improved Initiative, Instantaneous Rage, Iron Will, Power Attack, Weapon Focus (greatsword)^B, Weapon Specialization (greatsword)^B

Skills Climb +19, Intimidate +20, Jump +21, Listen +19

Possessions combat gear plus +3 *breastplate of darksoul protection*, *amulet of natural armor* +2, *ring of protection* +2, +1 *adamantine weakening mantichore greatsword* (in locked gauntlet), dagger, *brooch of shielding*, fur cloak, fur clothing

Buff spells cast on Dehzbah by a cleric 13 *shield of faith* (+4 deflection bonus to AC), *entropic shield* (20% miss chance versus ranged attacks), *bull's strength* (+4 Str), *shield other* (Dehzbah effectively takes half damage from all attacks as the cleric stands outside the building and heals himself each round), and *spell immunity (hold person, lightning bolt, and scorching ray)*.

When not raging, Dehzbah has the following changed statistics:

AC 22, touch 12, flat-footed 22

HP 142 (15 HD)

Fort +13 **Will** +7

Melee +1 *adamantine weakening mantichore greatsword* +27/+22/+17 (2d6+13/17-20 and -4 Str on a critical hit)

Grp +25

Abilities Str 19, Con 15

Skills Climb +17, Jump +19

STONEHOLDER ROGUE

CR 11

Male human rogue 11

CE Medium humanoid (human)

Init +4; **Senses** Listen +14, Spot +14

Languages Cold Tongue, Common, Flan

AC 19, touch 15, flat-footed 19; improved uncanny dodge, uncanny dodge, +3 against traps (+4 Dex, +4 armor, +1 deflection)

hp 58 (11 HD)

Resist evasion

Fort +4, **Ref** +11 (+14 against traps), **Will** +3

Speed 30 ft. (6 squares)

Melee +1 *rapier* +13 (1d6+1/18-20)

Melee *whip of webs* +9/+4 (1d3+1)

Reach 5 ft. (15 ft. with *whip of webs*)

Base Atk +8; **Grp** +9 (+18 to break grapple)

Atk Options Combat Expertise, Improved Disarm, Improved Faint, sneak attack +6d6 (plus crippling strike)

Combat Gear *vanisher cloak* (1 charge remaining today)

Abilities Str 12, Dex (19), Con 13, Int 14, Wis 10, Cha 8

SQ trapfinding

Feats Combat Expertise, Dodge, Improved Disarm, Improved Feint, Weapon Finesse

Skills Balance +20, Bluff +13, Decipher Script +16, Disable Device +18, Disguise +13, Escape Artist +18, Gather Information +13, Jump +17, Listen +14, Spot +14, Tumble +20

Possessions combat gear plus +2 *leather armor*, +1 *rapier*, *whip of webs*, *ring of protection* +1, *gloves of Dexterity* +2, silk cloak, adventurer's clothing, masterwork thieves' tools

STONEHOLDER BARBARIAN CR 10

Male human (Flan) barbarian 10
 NE Medium humanoid (human)
Init +5; **Senses** Listen +10, Spot +0
Languages Common, Flan

AC 18, touch 10, flat-footed 18; Dodge, Mobility, improved uncanny dodge, uncanny dodge, +3 against traps
 (+2 Dex, +7 armor, +1 natural, -2 rage)

hp 114 (10 HD); DR 2/—

Fort +10, **Ref** +5 (+8 against traps), **Will** +6

Speed 30 ft. in breastplate (6 squares), base speed 40 ft., Spring Attack

Melee +1 *greataxe* +16/+11 (1d12+7/x3)

Ranged +1 *heavy crossbow* +12 (1d10+1/19-20)

Base Atk +10; **Grp** +15

Atk Options Power Attack, rage 3/day (6 rounds)

Combat Gear *potion of cure moderate wounds*

Abilities Str 21, Dex 14, Con 17, Int 10, Wis 12, Cha 8

Feats Cleave, Dodge, Mobility, Power Attack, Spring Attack

Skills Climb +15, Handle Animal +14, Jump +16, Listen +14, Survival +14

Possessions combat gear plus +2 *breastplate*, +1 *amulet of natural armor*, +1 *greataxe*, dagger, +1 *heavy crossbow*, 20 bolts, fur cloak, fur clothing

When not raging, the Stoneholder Barbarian has the following changed statistics:

AC 20, touch 12, flat-footed 20

HP 94 (10 HD)

Fort +8 **Will** +4

Melee +1 *greataxe* +14/+9 (1d12+5/x3)

Grp +13

Abilities Str 17, Con 13

Skills Climb +13, Jump +14

5: MANRIPPER (MARKAZRAK'NASH'FIN)**MARKAZRAK'NASH'FIN CR 15**

CE Large Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)
Init +0; **Senses** darkvision 60 ft., *true seeing*; Listen +34, Spot +34
Languages Common; telepathy 100 ft.

AC 27, touch 8, flat-footed 27
 (-2 size, +0 Dex, +19 natural)

hp 199 (14d8+140 HD); DR 10/good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 21

Fort +19, **Ref** +9, **Will** +12

Speed 40 ft. (8 squares)

Melee 2 pincers each +21 (3d8+11) and 2 claws each +19 (1d6+6) and bite +19 (1d8+6)

Space 15 ft.; **Reach** 15 ft.

Base Atk +14; **Grp** +33

Atk Options Power Attack

Special Actions Improved grab

Spell-Like Abilities (CL 18th):

At will—*chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic*, *mirror image*, *reverse gravity* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 19)

1/day—*power word stun*, *summon demon*

1/month—fulfill a mortal humanoid's wish

Abilities Str 32, Dex 10, Con 31, Int 16, Wis 16, Cha 20

Feats Cleave, Great Cleave, Improved Natural Attack (pincers), Multiattack, Persuasive, Power Attack

Skills Bluff +36, Concentration +31, Diplomacy +9, Disguise+5 (+7 acting), Intimidate +28, Knowledge (religion) +22, Knowledge (arcana) +14, Listen +30, Move Silently +22, Search +22, Sense Motive +22, Spellcraft +24, Spot +30, Survival +3 (+5 following tracks)

Improved Grab (Ex) To use this ability, a glabrezu must hit a Large or smaller opponent with a pincer attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Summon Demon (Sp) Once per day a glabrezu can attempt to summon 4d10 dretches or 1d2 vrocks with a 50% chance of success, or another glabrezu with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

True Seeing (Su) Glabrezu continuously use *true seeing* as the spell (caster level 22nd)

ADVANCED 14 HD BULEZAU CR 11

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)
Init +2; **Senses** darkvision 60 ft.; Listen +14, Spot +14
Languages Abyssal, Common; telepathy 30 ft.

AC 21, touch 11, flat-footed 19

(-1 size, +2 Dex, +10 natural)

hp 165 (14 HD); DR 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 20

Fort +16, **Ref** +11, **Will** +10

Speed 30 ft. (6 squares)

Melee* Huge +1 *ranseur* +17/+12 (3d6+21/19-20/x3) and tail +13 (1d8+7) or

Melee* gore +15 (3d6+10) and

2 claws +13 (1d6+7) and

tail +13 (1d8+7)

*Include 4-point Power Attack

Space 10 ft.; **Reach** 10 ft. (20 ft. with ranseur)

Base Atk +14; **Grp** +24

Atk Options Power Attack, blood frenzy, powerful charge, wield oversized weapon

Special Actions *summon tanar'ri*

Spell-Like Abilities (CL 14th):

At will—*command* (DC 11), *greater teleport* (self plus 50 pounds of objects only), *see invisibility*, *solid fog*, *telekinesis*

3/day—*fear* (DC 14)

1/day—*shout* (DC 14)

Abilities Str 23, Dex 14, Con 24, Int 6, Wis 12, Cha 10

SQ tanar'ri traits

Feats Improved Critical (ranseur), Improved Natural Attack (gore), Multiattack, Power Attack, Weapon Focus (ranseur)

Skills Climb +23, Intimidate +17, Jump +23, Listen +18, Spot +18, Swim +23

Possessions Huge +1 *ranseur*

Blood Frenzy (Ex) A bulezau that takes damage in combat can fly into a frenzy in the following round, attacking madly until either it or its opponent is dead. It gains +2 Strength and Constitution, and it takes a -2 penalty to Armor Class. A bulezau cannot end its frenzy voluntarily.

Powerful Charge (Ex) A bulezau typically begins a battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allows the bulezau to make a single gore attack with a +2 attack bonus that deals 4d6+9 points of damage.

Summon *Tanar'ri* (Sp) Once per day, a bulezau can attempt to summon 1d6 dretches or 1d4 rutterkin [see *Fiendish Codex I: Hordes of the Abyss*] with a 50% chance of success. This ability is the equivalent of a 3rd-level spell (CL 10th).

Wield Oversized Weapon (Ex) A bulezau is skilled at wielding weapons one size category larger than itself and does not take any penalties when fighting with such weapons.

APPENDIX 2: NEW RULES ITEMS

FEATS

Danger Sense [General]

You are one twitchy individual.

Prerequisite: Improved Initiative.

Benefit: Once per day, you can reroll an initiative check you have just made. You use the better of your two rolls. You must decide to reroll before the round starts.

Source: *Complete Adventurer*

Insightful Reflexes [General]

Your keen intellect allows you an uncanny knack for evading dangerous effects.

Benefit: You add your Intelligence modifier (instead of your Dexterity modifier) to Reflex saves.

Source: *Complete Adventurer*

Instantaneous Rage

You activate your rage instantly.

Benefit: Your rage begins at any time you wish, even when it's not your turn or when you're surprised. You can activate your rage as a free action in response to another's action. Thus, you can gain the benefits of rage in time to prevent or ameliorate an undesirable event. For example, you can choose to enter a rage when an enemy attacks you, or casts a spell at you (to gain the benefits of a higher Constitution or your bonus on Will saves) before you know the results of the attack. You must be aware of the attack, but you may be flat-footed.

Normal: You enter a rage only during your turn.

Source: *Complete Warrior* 102.

Lays of the Northern Adepts [General]

You know the poems of ancient Ur-Flan sorcerers. These poems contain lost secrets that strengthen your protective magic.

Regions: Blackmoor, Flan.

Benefit: When someone attempts to dispel your abjuration spells, the dispel check DC is 13 + the spell's caster level.

Normal: The dispel check DC to dispel any spell is 11 + the spell's caster level.

Source: *Dragon* 315

Melee Weapon Mastery

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

Benefit: When you select this feat, choose bludgeoning, piercing, or slashing. You must have Weapon Focus and Weapon Specialization with a melee weapon that deals this type of damage. When using any melee weapon that has the damage type you selected, you

gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

Special: You can select this feat more than once. Each time, you can select a new damage type. A fighter can choose Melee Weapon Mastery as one of his fighter bonus feats.

Source: *Players Handbook II* 81

MAGIC ITEMS

Anklet of Translocation

A pewter chime hangs from this simple leather ankle-band.

An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be within line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighing up to a maximum load, but you can't bring another creature with you.

An *anklet of translocation* functions two times per day.

Prerequisites: Craft Wondrous Item, *dimension door*.

Cost to Create: 700 gp, 56 XP, 2 days.

Source: *Magic Item Compendium*

Belt of Battle

This leather belt bears a platinum buckle set with three small black pearls.

A *belt of battle* helps you avoid being caught off guard in combat and allows occasional bursts of extra activity. While worn, it grants you a +2 competence bonus on initiative checks. This is a continuous effect and requires no activation.

In addition, a *belt of battle* has 3 charges, which are renewed each day at dawn. Each time you activate the belt, one of the black pearls set into its buckle turns white. The pearls return to normal when the belt's charges renew. Spending 1 or more charges grants you an extra action, which must be taken immediately (before you take any other action). Activating the belt is a swift action.

1 charge: 1 move action

2 charges: 1 standard action

3 charges: 1 full-round action

Prerequisites: Craft Wondrous Item, *haste*.

Cost to Create: 6,000 gp, 480 XP, 12 days.

Source: *Magic Item Compendium*

Belt of One Mighty Blow

The buckle of this wide leather belt is set with a single blood-red carbuncle.

Activating a *belt of one mighty blow* grants extra damage on your next melee attack made before the end of your turn. A light weapon deals an extra 1d8 points of damage, a one-handed weapon deals an extra 2d6 points

of damage, and a two-handed weapon deals an extra 3d6 points of damage.

A *belt of one mighty blow* functions once per day and is activated with a swift action.

Prerequisites: Craft Wondrous Item, *bull's strength*.

Cost to Create: 750 gp, 60 XP, 2 days.

Source: *Magic Item Compendium*

Boots of the Battle Charger

These heavy leather boots bear thick copper bands just above the ankle.

When activated, *boots of the battle charger* allow you to make a charge attack as a standard action (rather than a full-round action), though the charge only includes movement up to your speed (rather than double your speed). You must make the charge attack in the round you activate the boots, or the effect is lost. The boots are activated as a swift action.

If you also wear a magic item that grants an enhancement bonus to Dexterity score, you can move across difficult terrain and through squares occupied by allies when making a charge after activating the boots.

You can use this ability two times per day.

Prerequisites: Craft Wondrous Item, *cat's grace*, *longstrider*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

Source: *Magic Item Compendium*

Counterstrike Bracers

Each of these steel bracers bears the image of a stacked pair of daggers pointed in opposite directions.

Counterstrike bracers allow you to answer an unsuccessful melee attack against you with an unexpected riposte. You can activate the bracers immediately after an enemy has missed you with a melee attack. Doing this grants you a free attack of opportunity against that enemy (even if you have already used up your allotted attacks of opportunity for the round). You must activate the bracers before your enemy takes any other attacks or actions.

This ability functions two times per day and is an immediate action to activate.

Prerequisites: Craft Wondrous Item, *haste*.

Cost to Create: 1,250 gp, 100 XP, 3 days.

Source: *Magic Item Compendium*

Darksoul Protection Armor Enhancement

+1 bonus

The wearer of this armor, if of evil alignment, takes only half damage from spells or effects that cause greater damage to evil creatures, such as a *holy smite* spell, the smite evil ability of a paladin, or the extra damage dealt by a holy weapon.

Faint abjuration [Evil]; CL 7th; Craft Magic Arms and Armor, *protection from good*.

Source: *Book of Vile Darkness*

Manticore Greatsword

This greatsword has a wavy blade and an oversized hilt adorned with six spikes.

Manticore greatswords were designed to mimic the spike-throwing ability of their namesake creature. Such a weapon functions as a +1 *greatsword*. When you activate this weapon, you can launch either one (a standard action) or all six spikes (a full-round action) from its hilt as a ranged attack that provokes attacks of opportunity. Treat the spikes as thrown weapons. Each spike deals 1d6 points of piercing damage and has a range increment of 20 feet. The spikes have an enhancement bonus equal to that of the weapon, and are treated as being made of the same material and having the same alignment (if any) as the weapon. The spikes crumble to dust 1 round after they are launched from the weapon. A *manticore greatsword* regenerates any thrown spikes at dawn each day.

Prerequisites: Craft Magic Arms and Armor, *magic missile*.

Cost to Create: 2,500 gp (plus 350 gp for masterwork greatsword), 200 XP, 5 days

Source: *Magic Item Compendium*

Vanisher Cloak

This silk cloak is seamless—a single sheet of gossamer, gray fabric.

A *vanisher cloak* allows you and nearby allies to briefly disappear from sight. A cloak has 3 charges, which are renewed each day at dawn. Spending 1 or more charges turns you (and perhaps one or more allies) invisible, as the *invisibility* spell, for 1 or more rounds.

1 charge: You become invisible for 4 rounds.

2 charges: You and up to one adjacent ally become invisible for 3 rounds.

3 charges: You and up to three adjacent allies become invisible for 2 rounds.

Prerequisites: Craft Wondrous Item, *invisibility*.

Cost to Create: 1,250 gp, 100 XP, 3 days.

Source: *Magic Item Compendium*

Weakening Weapon Enhancement

+1 bonus

Macabre ornamentation and stretched bits of leather make this weapon look as though it were made from a shriveled limb.

When you score a critical hit with a weakening weapon, the target takes a -4 penalty to its Strength score (to a minimum score of 1) for 10 minutes. Multiple strikes aren't cumulative.

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *ray of enfeeblement*.

Cost to Create: Varies.

Source: *Magic Item Compendium*

Whip of Webs

Complex strands of tightly braided spider webs have been woven together to create this unusual whip. Tiny, multilegged black shapes skitter up and down its length, hiding amid its countless knots.

When you strike a creature with this +1 *whip*, you can activate it as a free action to wrap the target in a web

of tough, leathery filaments. The creature is entangled as if by a net (*Player's Handbook* 119) for 3 rounds or until it escapes. Multiple strikes by a *whip of webs* aren't cumulative.

This ability functions three times per day.

Prerequisites: Craft Magic Arms and Armor, *web*.

Cost to Create: 3,000 gp (plus 301 gp for masterwork whip), 240 XP, 6 days.

Source: *Magic Item Compendium*

SPELLS

Reciprocal Gyre

Abjuration

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will half, then Fortitude negates; see text

Spell Resistance: No

You finger the tiny loop of wire in your hands as you complete the spell. You manipulate the magical aura of the target, creating a damaging feedback reaction, and the target explodes with white sparks.

The subject takes 1d12 points of damage per functioning spell or spell-like ability currently affecting it (maximum 25d12). In addition, any creature so affected that fails its Will save must then succeed on a Fortitude save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a *reciprocal gyre*, so spells that affect an area cannot be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items cannot be used to deal reciprocal damage, but targeted spell effects can be.

Material Component: A tiny closed loop of copper wire.

MONSTERS

Bulezau

For statistics, see Appendix 1.

The demon's flesh festers with open sores. Its tall, gaunt frame is festooned with patches of short bristles. It has the head of a large, sickly ram with massive curved horns, rheumy eyes, and froth-caked lips stretched over thin, needlelike fangs. Its snakelike tail writhes, the tip a twisted tangle of metallic spines. Despite its emaciated form, the best wields a great ranseur far too large for its size, and with unnerving grace.

Bulezau demons are the heavy infantry of the Abyss, potent and powerful melee specialists who delight in rending flesh and spilling blood.

Strategy and Tactics

A bulezau excels in melee combat. Always under the effect of *see invisibility*, a bulezau usually begins combat

with a *shout* directed at the densest cluster of enemies. It prefers to engage foes in areas where its victims have nowhere to run; if it attacks in an open area, a bulezau typically uses *solid fog* to block easy escape routes.

A bulezau starts melee combat with a charge, following up in succeeding rounds with full attacks, using the reach of its Huge +1 *ranseur*. It uses the Power Attack feat as a matter of course (already reflected in its statistics). Against targets that get inside of this reach, it switches to its claw, gore, and tail attacks, dropping its *ranseur*. It generally saves uses of its *fear* spell-like ability for desperate situations, since it prefers to keep its enemies within reach of its weapons.

Ecology

Rumor holds that the first bulezaus were created by Baphomet, who sought to create a powerful army of warriors to crush Yeenoghu's forces. Unfortunately, Baphomet's creations proved too bestial in their nature to control on a large scale. He eventually grew tired of losing favored generals to their uprisings and released the demons into the Abyss, where they flourished.

Environment: Bulezaus are found most often on the layers of the Abyss dedicated to war. They can also be found on any layer ruled by a particularly warlike demon lord, such as Baphomet, Kostchtchie, or Yeenoghu.

Typical Physical Characteristics: An average bulezau stands just over 8 feet tall and weighs 250 pounds. Although a bulezau appears diseased and sickly, its appearance is deceiving, masking its strength and ferocity.

Society

Bulezaus are quarrelsome, bullying creatures. When not fighting against others, they fight among themselves. Demonic commanders of bulezau units often post powerful demons nearby with orders to attack any bulezau that starts a fight—the threat of sure death is one of the few things that can keep a group of bulezaus in line for any length of time. When not at war, bulezau bands quickly fall apart into bloody chaos.

Typical Treasure

Most bulezaus own a Huge +1 *ranseur*. Others wield Huge spears, tridents, or morningstars of similar magical enhancement. Aside from this, a bulezau owns treasure standard for a creature of its CR.

Standard Treasure: Huge +1 *ranseur*, oil of keen edge, potion of haste, 2 potions of cure moderate wounds, 100 gp.

Bulezau Lore

Characters with ranks in Knowledge (the planes) can learn more about bulezaus. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

DC 15: Bulezaus serve as the heavy infantry of the Abyss and are notoriously difficult to control.

DC 20: A bulezau can wield oversized weapons. Its weapon of choice is the *ranseur*.

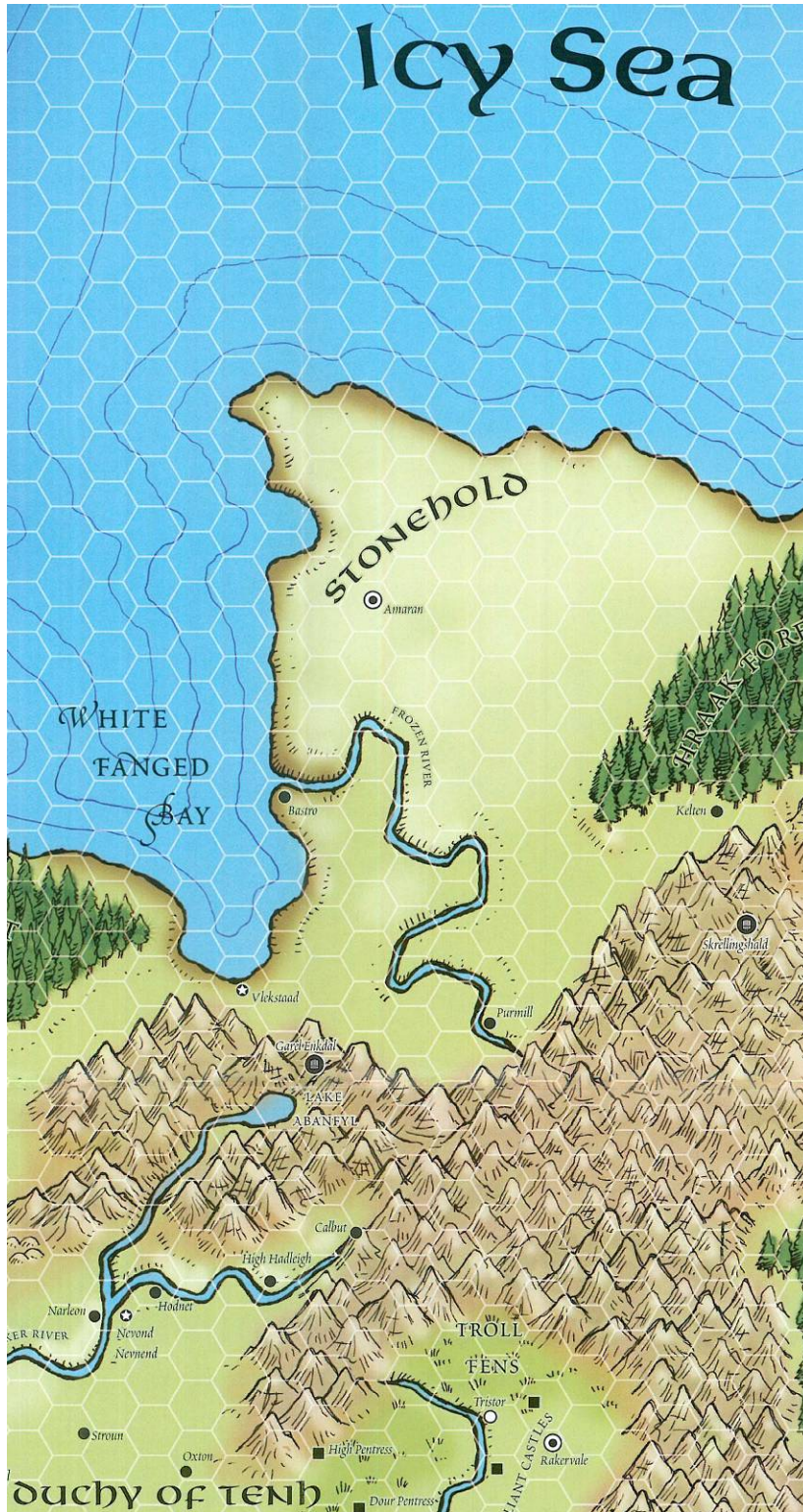
DC 25: Bulezaus enjoy charging and using their horns to gore their opponents.

DC 30: A wounded bulezau is a terror to behold. It can fly into a berserk frenzy and become much stronger and harder to slay.

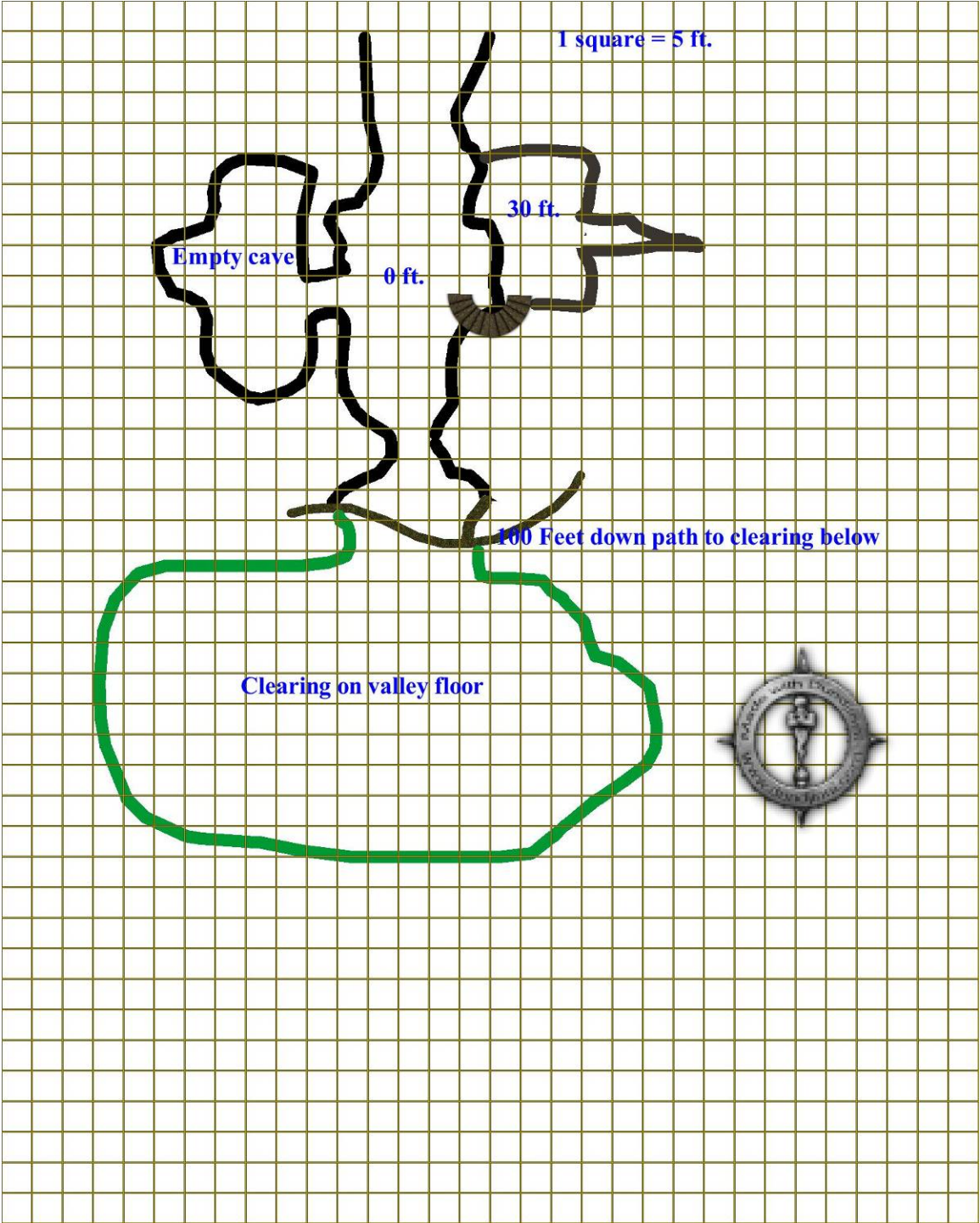
Source: *Fiendish Codex I: Hordes of the Abyss*

STONEHOLD AND THE DUCHY OF TENH

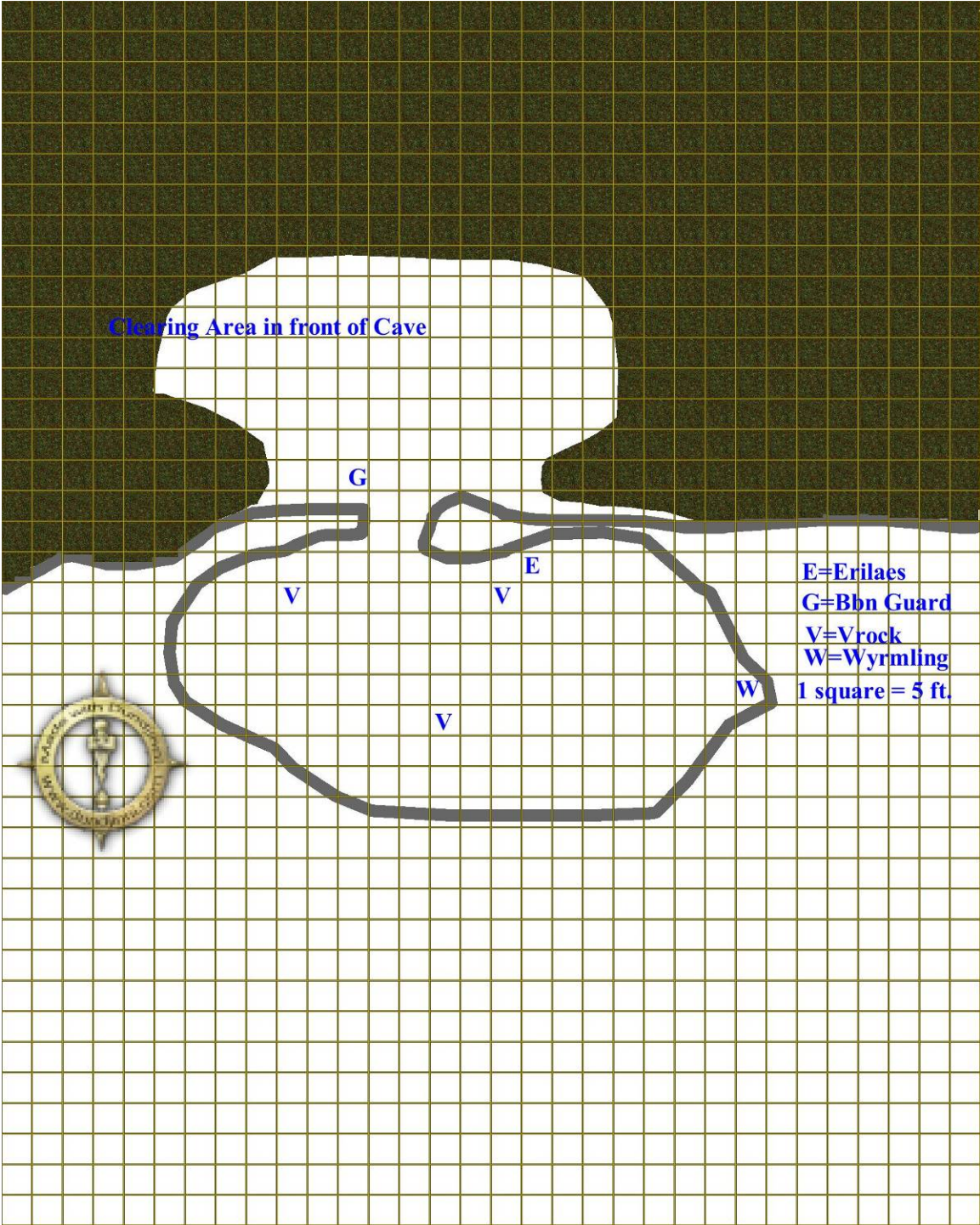
1 hex = 30 miles



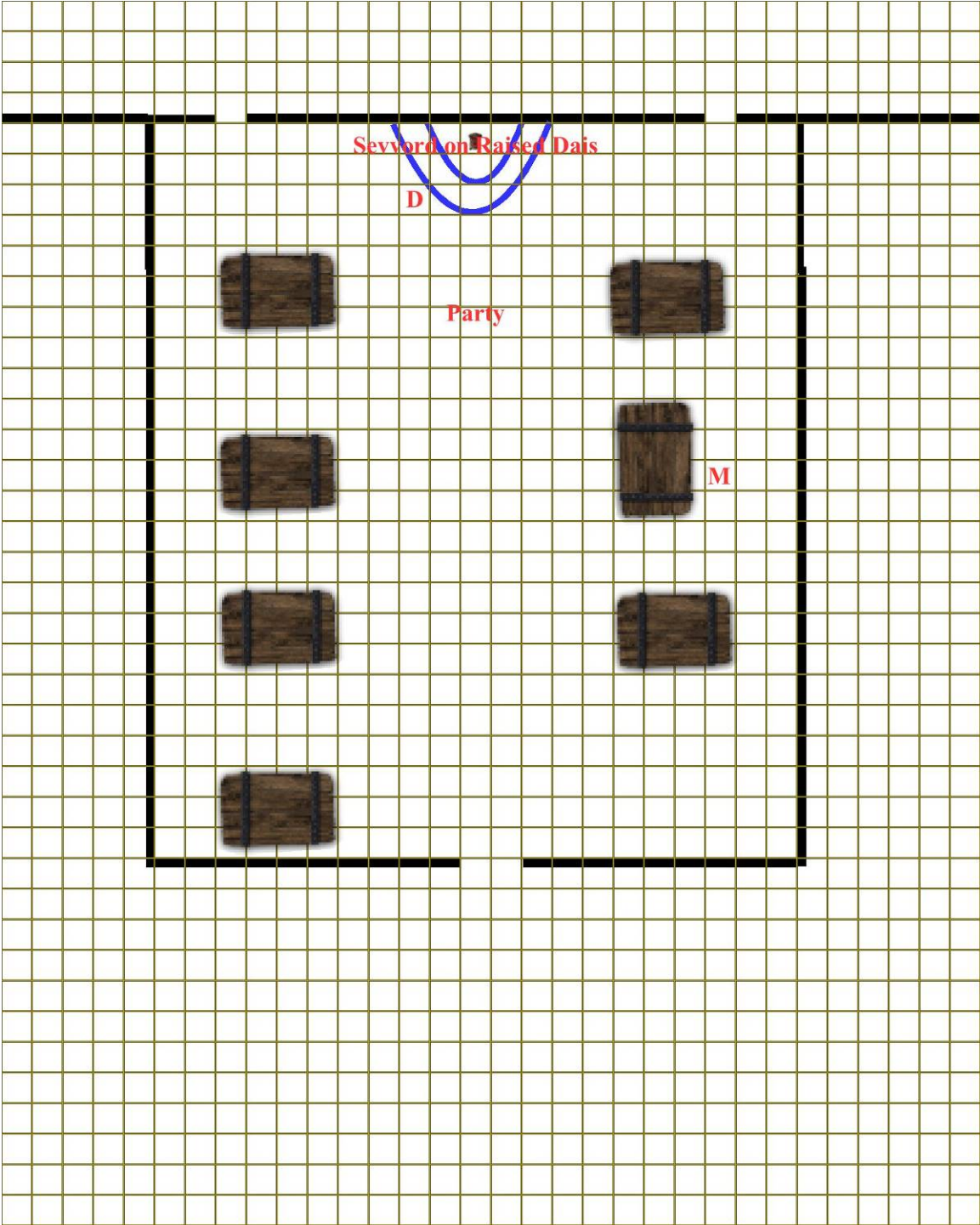
MAP 1: SHOOTING STARS



MAP 2: CAVE OF CAPTIVITY



MAP 3: MAN-RIPPER



D = Dehzbah's starting position
M = Markazrak'nash'fin's starting position
Party is roughly the area the party should start in due to where they are escorted to and surrounded by the Stonefists
1 square = 5 ft.

PLAYER HANDOUT 1: LETTER OF INVITATION

Dearest Friends,

I bid you come to the city of Calbut in the northeastern Stonelands. Once here, please go to the Sun and Stone tavern, where I will send a messenger boy for you. Amadahy and I have need of you in service to my beloved Duke Labahlah and all the people of Tenh.

We believe we have located the wyrmling that was kidnapped from Lake Abanfyl, and if we are right, you could possibly halt the plans of the fiend and his Stoneholder ally once and for all.

Go with the light,

Sister Dhariel

PLAYER HANDOUT 2: QUESTIONS AND ANSWERS

Q: How far away is this location? It is about twenty-five miles west into the Griffs from the approximate midpoint of Rockegg Pass, which is nearly two hundred miles long. Land-based travel off the pass will be slow: probably two days' worth.

Q: What do you know of the guardians of Abanfyl? They are known to be dragons now, though we are unsure of what type they are.

Q: What are the names of the guardians? We do not know their names.

Q: What kind of support can you give us? We could arrange for any typical items to be brought to you.

Q: Is this a secret mission or an official mission? This mission is endorsed by the Duke of Tenh, Labahlah and the Prelate of Tenh, Filias Farsonol.

Q: Is Amadahy aware of the laws of the Pale and the implications of those laws on her holy symbol? I am well aware of the laws of the Pale and of the Tenh.

Q: What divinations have you (or the religious leaders of the Pale or Tenh) performed? Scrying on the wyrmling always fails. Divinations about the dragon can confirm the location, but tell the PCs that he is hidden from magics. Scrying on Dehzbah or Markazrak'nashfin shows a group of warriors in a tavern in the city of Vlekstaad making plans. Divinations tell the PCs that Dehzbah plans to strike against Rhelt Sevvord I sometime within the next six weeks. Other divinations and scryings should be answered based on the other information in this adventure. Remember that the wyrmling is hidden from magic by the chains with the *anti-magic field* on it.

Also, Rhelt Sevvord I has divinations cast each day to try and determine any threats that might come during the day. Dehzbah has also had a divination cast to determine the best time for her to strike at Sevvord and what preparations she should utilize when she strikes at him.

Q: Are there any allies that we might rely upon in the area, should the need arise? The platinum mines in Rockegg Pass are under the control of the Prelatal Army of the Pale, who would grant aid to anyone requesting it as long as they are not evil or enemies of the Pale or Pholtus.

The Prelatal Army can offer any items that are normally available to the PCs up to 750 gp, including potions or scrolls that would be used for healing or working in a mine. DMs should use their discretion on what is actually available.

Q: What do you want us to do if we find the wyrmling and/or its parents? Free the wyrmling if possible, and find a way to make it safe while you then journey to Stonehold and somehow find a way inside to tell the dragons that their wyrmling is free. We believe them to be accompanying Dehzbah the Man-Ripper to overthrow her uncle. The rhelt, Sevvord, has not gone far from the city of Vlekstaad in several months.

Q: How would you propose we gain entry into Stonehold/Vlekstaad? First, avoid the notice of any roving warbands along the way: a typical Fist contain hundreds of skilled warriors and the support of skalds and battle-priests. If you do see such a group, do not be distracted by engaging it or even hurling long-range spells. We trust you to be judicious.

Strange as it may seem, open diplomacy may be the best way. If Sevvord were to know of his niece's betrayal, this could aid greatly in halting her as a threat to the Tenh and all the Flanaess. Vlekstaad is not a closed city, but its citizens are desperate and would probably accost anyone they perceive as weak. Remember their enmity for the northern Suel, Tenhas, Palites, and the forces of Old Wicked. If you cannot talk your way into an audience with the rhelt, one of you might be able to challenge the leader of the gate's guards to a duel for entry to the halls of Sevvord.

Q: I am a paladin, yet you would have me negotiate with evil rather than smite it? Sometimes, we must fight the greater evil first. That is the fiend and Dehzbah, not Stonehold. A wise paladin would understand that there must be priorities.

Q: Will we be paid? How much will we be paid? I would have thought that the favor of the Duke of Tenh and a Prelate of the Pale would have been payment enough, but as you desire gold more than to do what is right, you shall each be paid appropriately for your time.

(The payment is 200 gp x APL if the PCs force the women to give them an amount. If the PCs ask for any portion of the gold up front, they get half up front but do not receive the Favor of Tenh or the Favor of the Pale on the AR.) Characters can only receive either the Favor of Tenh or the Favor of the Pale; they cannot get both.

PLAYER HANDOUT 3: TREATY OF THE STONELANDS

Let it be known to all residents of the Stonelands, formerly known as the Duchy of Tenh and now held by the Duke of Tenh, Labahlah, and the Theocracy of the Pale, that these two nations hereby enter into a formal truce and alliance.

The following terms of agreement are hereby in effect as of this date, CY 597.

1. The Theocracy of the Pale shall hold the eastern Stonelands they have liberated in stewardship for 7 years to ensure the Faithful Flan have the proper opportunity to establish their religion within the Duchy of Tenh. At this time, all former lands of the Duchy of Tenh shall be ceded back to the Tenha people and the Duke of Tenh.
2. The Duchy of Tenh and Duke Labahlah shall build temples of Pholtus in the cities of Redspan and Nevond Nevndend with supervision from the Church of the One True Path to ensure they are up to current standards as a site for the worship of Pholtus by the Faithful Flan throughout the Duchy of Tenh.
3. The Palish liberated lands of the Tenh shall be ruled over by the appointed Prelate Filias Farsonol of the Theocracy of the Pale and the appointed representative of Duke Labahlah (Amadahy Silver Rain to begin with).
4. In the event of an attack on either nation residing in the Duchy of Tenh, each side pledges to aid the other as necessary and proper based on the threat posed to either side.
5. The Duchy of Tenh agrees to sell the Pale all its surplus food stuffs for a period of ten years at a discounted rate of 60% of market value after the end of the 7 year stewardship as a show of good faith that the Duchy of Tenh wishes to remain allied with the Theocracy of the Pale for the mutual success of both nations.
6. The Duchy of Tenh also agrees to purchase cattle and other livestock other than horses from the Theocracy of the Pale for the initial 5 years of the stewardship of eastern Tenh at market value.
7. Each side agrees that all hostilities between their people will cease immediately. All Tenha and Faithful Flan will work together to help the governments of both nations rebuild the lands of the Tenha.
8. The Theocracy of the Pale and the Duchy of Tenh agree to allow the establishment of emissaries and diplomats within each nation's capital to ensure better communications and further relations.
9. The Platinum Mines of Calbut shall remain under the stewardship of the Theocracy of the Pale during the seven years of stewardship to allow for its profits to be used to rebuild the Eastern Tenh and to pay for those resources used by the Theocracy of the Pale in liberating the eastern Duchy of Tenh. The Theocracy of the Pale agrees to give 5% of the profits to the Duchy of Tenh to aid the western Duchy of Tenh in rebuilding. The Theocracy of the Pale may deliver this in the form of livestock or other trade goods for the Duchy of Tenh. At the end of the stewardship, the control of the mines shall revert to Tenha control with 20% of the profits to be paid to the Theocracy of the Pale for another 5 years after.

Signed this day by the will of Pholtus and Beory

Duke Labahlah I of Tenh

Prelate Filias Farsonol of the Pale