

# Oracle's Heir

A One-Round D&D LIVING GREYHAWK®  
Furyondy Regional Adventure

By Karen Ellis

You are enlisted to settle a dispute between two noble cousins concerning an inheritance, and set forth to the isolated shrine of Istus in the County of Littleberg. But there are evil forces in the land and the answers you seek may not be so easy to divine. An introductory adventure for first level PCs only.

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

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## **Introduction**

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

## **Preparation**

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

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

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

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

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

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

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

characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the Dungeon Master's Guide when confronted with a trap or hazard, or the Monster Manual when confronted with a monster.

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

## **Scoring**

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

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

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

### **Living Greyhawk Levels of Play**

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's

CR of Animal	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

### **Time Units and Upkeep**

This is a standard one round Regional adventure, set in Furyondy. Characters native to Furyondy pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp

per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

## Adventure Background

Sir Oncrin has recently passed away, an old scarred warrior. A minor lord and combatant in the Greyhawk Wars, Sir Oncrin was a Knight of the Hart, and later an advisor in the Great Northern Crusade. Sir Oncrin had two daughters, who both married minor nobles. Those daughters produced children, including one son each. Sir Oncrin lived in a small manor outside of the city of Littleberg. His manor reverted to the crown on his death, but he did leave a will, and the local cleric of Heironous, Farunius, will do his best to see it honored. Sir Oncrin possessed a renowned longsword with magical powers. His will stipulated that it should go to a "worthy male descendant of the House of Oncrin." However, he has two grandsons, not one.

The younger grandson, Lord Peroska Finium is rather frivolous, spending money freely on friends and pleasure. He would very much like the sword, as it would be sure to secure him invitations to all the spring parties. For him, it is a novelty item, and he doesn't want his dull cousin Onean to get it.

Lord Onean Hynternal is older and perhaps more business savvy than his younger cousin. Lord Onean has developed a great trade relationship with elven weavers in Highfolk—he supplies high quality wool, they produce weavings and cloth, which he sells. He is practical and honorable to a fault. Lord Onean has a family of his own, with two sons and one daughter: Clansen, Blennis, and Hysop.

Since both nobles contend for the inheritance of the Oncrin sword, Cleric Farunius means to send them to the Oracle of Istus, who has been established in a rural shrine in the countryside of the County of Littleberg. In this area, it is not wholly uncommon to use the Oracle to make such decision, as Istus is politically neutral. Both grandsons have agreed to abide by the Oracle's ruling, as each believes the ruling will be in their favor. However, because the cousins have been rather contentious concerning the matter, Farunius dares not send them alone. He requires a group of individuals to serve as both guards and witnesses.

There has also been some unrelated bickering between nobles in Littleberg of late, although the contention between the cousins is well known. It is almost as if someone is purposefully stirring up arguments and fights between the nobility. Cleric Farunius and other local leaders are just beginning to notice this trend.

Meanwhile, a new Oracle of Istus has been chosen. She is a young maid of fourteen named

Lierra, who was a serving girl at the Temple of Trithereon in the city of Chendl. All of a sudden she was struck blind and has been afflicted with blackouts and nightmares. The clerics of Trithereon could not figure out what is the matter with Lierra and sent her to the temple of Pelor for care and healing.

It should also be noted that parts of this module take place in Chendl. At present, the city of Chendl has a dark, magical shield over it. In addition to blocking out the light, the shield interferes with divinatory effects. Divination spells do not work as they should, and require high Concentration Checks. If Concentration Checks fail, the caster is knocked unconscious.

## Adventure Summary

*Oracle's Heir* is an introductory adventure for first level characters. The story begins in the city of Littleberg, progresses into the countryside, and eventually ends up in the capital city of Chendl. Below is an encounter-by-encounter summary:

**Encounter 1.** Characters witness a bar fight between two drunken and incited nobles in the city of Littleberg. Hopefully, they break up the fight without killing anyone.

**Encounter 2.** Characters are approached by Farunius based on their actions during the bar fight. He offers them the job of accompanying Lord Peroska and Lord Onean to the Oracle of Istus.

**Encounter 3.** With directions from Farunius, the party and the two nobles travel through the countryside of Littleberg to locate the rural shrine of Istus.

**Encounter 4.** Having found the shrine, it is discovered that one of the Oracle's bodyguards is dead and the Oracle is herself dying. With her dying breath, she pleads for the party to find her heir. Upon her death, her second bodyguard arrives, assumes the party killed her and attacks.

**Encounter 5.** With the goal of finding the new Oracle of Istus and following the cryptic instructions of the dying Oracle, the party goes to Chendl and searches for the new Oracle.

**Encounter 6.** Due to the current magical "shield" over the city of Chendl, divination does not work as it should. The noble cousins still need their answer from the new Oracle. PCs must travel outside of the darkened city to get

the long awaited answer. However, undead creatures attack on the way out of the city.

**Preparations:** Before the game starts, make sure to collect the following Skill modifiers from all the characters: **Listen, Spot, Search.** Determine if there are any clerics of Istus or Trithereon in the party.

## Introduction

The adventure begins in the city of Littleberg.

*Full recovery from the blight has yielded good crops this harvest. The farmers from the local countryside have been bringing their produce into the growing marketplace at Littleberg. It's going to be a good year, by all indications. You have heard that there are traders looking for guards—both at the marketplace and also guarding wagon trains of goods on the roads. A sign posted in the marketplace advertising for guards gave instructions to meet at the Hollow Tree Inn that evening. The promise of pay and a decent job has drawn others. You make your way to the Hollow Tree, and find a table of other hopefuls.*

Here have the players introduce and describe themselves to each other. After introductions, move on to Encounter 1.

## Encounter 1

The Hollow Tree Inn is a middle class inn with some special attractions. The inn is a new building, with tree motifs carved into the chair backs and other surfaces. There is a common room that is 40ft X 50ft, with a bar at one end where Kimmeron, the innkeeper works. Upstairs there are rooms for rent. Prices are as found in *The Player's Handbook*, but are covered by Adventurers Standard.

The innkeeper is a handsome half elf named Kimmeron. His human wife Tilla works as a waitress, and her sister Melona is the cook. Both Kimmeron and Tilla look to be in their late 20's, while Melona is older. Rylant, the nine-year-old son of Kimmeron and Tilla, works as messenger and stable hand. Rylant is sweeping the floor near the front door of the Inn when the PCs arrive.

Kimmeron uses his Elven connections in Highfolk to import some elfish delicacies and wines. This makes his inn somewhat of a novelty in the area. Kimmeron is handsome and charming, but

can show cold disdain if he is offended. He is very protective of his wife Tilla. Tilla is a good-natured woman with a big smile and quick laugh. None of these NPC's will be involved in any combat unless their lives are directly threatened.

*You, as a group, are alone in the Inn except for a man in the corner. He is dressed all in black with hood shadowing his face. As you are enjoying your drinks and the fine stew, a small group of three men bursts through the door. Each man is richly dressed, but one appears more opulent. All the men are obviously drunk. "Oh, no, not Lord Voryoth again!" mutters the waitress, Tilla, as she puts down a mug at your table. She then hurries over to the table with the young lords to take their orders.*

*Lord Voryoth and his friends quickly grow louder and more boisterous. About ten minutes after their arrival, a second group of young nobles stumbles through the door. This group consists of a tall young man with red hair and his two friends. They find a table as far away from the first as possible. The red headed noble glares at Lord Voryoth. After ordering more drinks, he shortly grows angry and argues with his friends.*

At this point, players can attempt to find out who all these individuals are by skill checks (Knowledge – Nobility and Royalty, Knowledge – Local [Iuz border states] or Bardic Knowledge [DC 15]).

If they try to talk to someone in the Inn, Tilla will be too busy, but Kimmeron the innkeeper might provide some information. Asking any of the nobles or their friends will just draw insults and disdain. Inquiries of the man in black will also be unsuccessful. He is not interested in engaging the PCs in light conversation.

Lord Voryoth is a local minor noble, a young human who has some renown as a fencer, and has been known to draw the ire of other nobles due to his insulting sense of humor and gossiping.

The redhead is Lord Reissan, quite a hothead and a distant cousin to Baron Jemain, Grand Marshal of the County of Littleberg. Reissan has a hair-trigger temper and also has some renown as a fighter.

*Lord Voryoth also notices the new arrivals, and in a loud voice, drawls a colorful insult about*

**Baron Jemain.** *The man in black from the corner walks over to the redhead and whispers something in his ear. The redhead then jumps up, ignoring the protests of his companions. "That, sir, is unforgivable!" he bellows at Lord Voryoth and pulls out his rapier, knocking over drinks at his table. The room falls silent. Lord Voryoth slowly stands, swaying slightly. "Nay, sir, your lack of humor is unforgivable" he sneers, and pulls his rapier out as well. Tilla gives a little shriek. The two nobles charge each other.*

## **APL 2 (EL 4)**

**Lord Voryoth**, hp 18 see Appendix.

**Lord Reissan**, hp 18 see Appendix.

**Tactics:** Lord Voryoth and Lord Reissan will fight each other with rapiers. Neither is wearing obvious armor. Lord Voryoth will ignore any interference and continue to goad Lord Reissan with insults. He's just having fun. Lord Reissan, on the other hand, has lost all control. He will attack anyone who gets in his way or anyone who tries to stop him. The four noble friends will not get involved in the fight unless they perceive that someone is ganging up on their friend. They are not comfortable with this fight, but know their friends well enough that they don't want to immediately get involved. Should the players not get involved in the fight, the friends will eventually intervene to prevent one noble from killing the other. If the players are new to the region (and thus not familiar with the laws) or appear very inexperienced, the GM may opt to inform them of the local laws and remind them that in a feudal society crimes against nobles are punished more harshly than those against commoners.

The man in black will quickly slip out the door. The battling nobles will block the party's access to the door, so it is not easily possible to follow the man in black. Even if the party makes the attempt, they will not be able to follow or locate him.

Kimmeron will call out to his son Rylant in Elven to go get the constables. The boy will run out the front door. The constables will arrive in twenty rounds.

**Development:** There could be three possible outcomes.

If the PCs have subdued the nobles without killing them, the constables will take away the nobles and request that they all come to the constable's office in the morning to finish their report. In this case, go to Encounter 2A.

If the PCs have fought the nobles and ended up killing one or more of the nobles, the constables will take the remaining nobles and the players back to the constable's office. The players will be imprisoned until the cleric of Heironeous can hear the case in the morning. In this case, go to Encounter 2B.

If the PCs did nothing but observe, the constables will request that they all come to the constable's office in the morning to finish their report. In this case, go to Encounter 2A.

## **Encounter 2A**

Once the PCs indicate they are going to the constable's office, continue with the following:

*It is morning and time to meet at the constable's office. The fight last night effectively closed down the Hollow Tree Inn and scared away any possible employers. After taking your statements, the constables asked you to be seated in a back office. A few minutes later, a tall older human with a heavy black beard enters the room and stands in front of you. He is dressed in clerical robes with a silver lightning bolt on his chest. He looks at each of you and smiles. "I am Farunius, cleric of Heironeous. I am impressed with the restraint and wisdom you showed last night. I have need of such a group. Perhaps you would be interested?"*

If the party expresses interest, read the following:

*Farunius continues, "Lord Oncrin has recently passed away. I am handling the matter of his will, wherein he bequeathed his magical sword to a 'worthy male descendant of the House of Oncrin'." The cleric sighs. "Unfortunately, Lord Oncrin has two grandsons, both possible heirs. I have no idea to whom the sword should go. However, there is an Oracle of Istus who could make such a determination. Lord Oncrin's grandsons, Lord Peroska and Lord Onean, have agreed to abide by the divination*

*of the Oracle. Since the two are less than friendly, it would be best to have neutral witnesses to the Oracle's decision. I need a group of brave individuals such as you to escort Lord Peroska and Lord Onean to the Oracle, witness the divination of the Oracle on this matter, escort the nobles back to Littleberg and report to me. Are you agreeable?"*

The PCs may have some questions for Farunius before agreeing to do this task. Use the following as a guide to his responses.

- He is willing to pay up to 100 wheatsheaves (gold) each character, upon their return and report.
- The younger grandson, Lord Peroska is rather frivolous, spending money freely on friends and pleasure. He would very much like the sword probably because it would be sure to secure him invitations to all the spring parties.
- Lord Onean is older and perhaps more business savvy than his younger cousin. Lord Onean has developed a great trade relationship with elven weavers in Highfolk—he supplies high quality wool, they produce weavings and cloth, which he sells. He is practical and honorable to a fault. Lord Onean has a family of his own, with two sons and one daughter: Clansen, Blennis, and Hysop.
- Sir Oncrin was a minor lord and combatant in the Greyhawk Wars. He was a Knight of the Hart, and later an advisor in the Great Northern Crusade.
- Sir Oncrin had two daughters, who both married minor nobles. Those daughters produced children, including one son each. Sir Oncrin lived in a small manor outside of the city of Littleberg. His manor reverted to the crown on his death.
- Farunius really doesn't know much detail about the sword in question, other than it has been in the family for generations, is magically sharp and can sometimes force people to tell the truth. Farunius will not reveal where the sword is currently located, other than it is safe.
- The Oracle of Istus lives in a rural shrine in the countryside of Littleberg. Farunius will give the party a rough map to get there. The Oracle is an old cleric, given special powers of divination by the goddess Istus.

There are very few Oracles of Istus, so they are precious. Nobility has called upon the Oracles to settle disputes in the past.

- Farunius knows nothing about the man in black, but is keenly interested in what the players might know.
- There are no unusual hazards on the way. The route to the shrine goes through fields and farming communities—there should be no problems except for possible bandits spotting nobles on the road.

## Encounter 2B

This Encounter will only occur if the PCs injured one of the nobles in Encounter One.

*It is late afternoon when the constables rouse you from your cell. The fight at the Hollow Tree Inn effectively dashed any hopes of employment. The constables escort all of you to a large room and instruct you to sit on a row of benches. Off to the side of the room you see Kimmeron and waitress, Tilla from last night and the two parties of nobles who were involved in the brawl, also seated on benches. After a few minutes, three human men enter the room and sit at the head table. One is a well-dressed tradesman; the second a nobleman garbed in red; and the third a tall older human with a heavy black beard. He is dressed in clerical robes with a silver lightning bolt on his chest. He looks down at you, disapprovingly. A constable in the corner announces: "The Honorable Lord Farunius, faithful servant of Heironous, chief judge and magistrate, and judges Trader Maleck and Lord Copaneli. May justice be done."*

*Farunius turns to you and explains in a stern voice, "You have been accused of murdering (or assaulting) [name of noble] last night. This panel of judges is responsible for ascertaining your guilt and appropriate punishment. Neither are you alone in crime," he continues, glaring pointedly at the nobles seated to the side, "but that matter will be heard secondarily." Farunius turns back to you. "This panel has already interviewed the innkeeper and his wife. What do you have to say concerning your actions?"*

Allow the PCs a chance to try to explain themselves and their actions. Farunius can explain to the PCs that they have committed a Grievous or Injurious Crime in the fight against the nobles at the Hollow Tree Inn. The nobles on the side benches will deny any accusations made against them by the PCs. The constables keep order. At this time the panel of judges will confer quietly together at the table. Farunius will then call the PC(s) who did any injury.

**Farunius announces:** *"It becomes clear that we must call upon a higher power to determine truth in this matter. I can call upon the power of Heironeous to compel only truth from your mouth(s). This will add to your court fees, 100 wheatsheaves (each)."*

Farunius will cast Zone of Truth as a 4<sup>th</sup> level cleric. See the Player's Handbook. Should the statements be particularly convincing, and coincide favorably with actual events, the panel of judges will confer and acquit the PC's of the charge of murder, but charge them with lesser crimes of assault, fining the PCs 100 gp per noble of person assaulted. Any PCs arguing their case before the panel of judges should make a Diplomacy check (DC 20) with a +5 circumstance bonus for convincing arguments and roleplaying.

**Note:** If the party cannot convince the panel of judges that they did not intend to harm the nobles and did not have murder in their heart, then they shall stand accused of murder and will either be executed or sentenced to hard labor at Castle Greylode. The module is effectively over.

If the party can convince Farunius that they intended no harm and were acting in self defense or without malice, then Farunius will offer the party a chance to redeem themselves through a task:

**Farunius then says** "Lord Oncrin has passed away. I am handling the matter of his will, wherein he bequeathed his magical sword to a 'worthy male descendant of the House of Oncrin'." The cleric sighs. "Unfortunately, Lord Oncrin has two grandsons, both possible heirs. I have no idea to whom the sword should go. However, there is an Oracle of Istus who could make such a determination. Lord Oncrin's grandsons, Lord Peroska and Lord Onean, have agreed to abide by the divination of the Oracle. Since the two are less than

*friendly, it would be best to have neutral witnesses to the Oracle's decision. I need a group of strong individuals such as you to escort Lord Peroska and Lord Onean to the Oracle, witness the divination of the Oracle on this matter, escort the nobles back to Littleberg and report to me. Are you willing to attempt to redeem your actions through this task?"*

For answers to questions asked of Farunius, see above, except for payment. None will be offered if the party killed a noble in Encounter 1.

## Encounter 3

Farunius gives instructions to the characters to meet him at the Temple of Heironeous in Littleberg the next morning, at which point they and the nobles will leave to go to the Oracle's shrine. (Note that if PCs are currently incarcerated, they will not be released until the following day).

Lord Onean has offered loan of horses if the characters have none. The characters have the rest of the day to put their affairs into order or make any mundane purchases they wish. Make sure that the players keep track of any gold spent. This should not take a large amount of time.

The next morning, the characters assemble at the Temple of Heironeous, a large and dominate structure in the town. Farunius introduces Lord Peroska and Lord Onean to the characters.

*"This is Lord Onean," says the cleric, gesturing to a comfortably dressed man in his late 30s. "...and this is Lord Peroska," continues Farunius, turning to the younger, much gaudier noble. "Go with honor, " Farunius intones.*

*"Well, now" pipes up Lord Peroska, "Shall we get going?"*

Travel to the shrine should take no longer than one and a half days, following directions given to you by Farunius. The characters and the nobles will have to spend the night on the road, but should be to the shrine by the next day.

**Creatures:** The two nobles have different personalities, and will interact with characters differently.

**Lord Peroska**—he is a silly charmer, who finds the idea of traveling to an Oracle very novel. He enjoys gambling and flirting with any pretty lady. He is annoyingly cheery because he is certain that the Oracle will find in his favor.

**Lord Onean**—he is a practical businessman, and this little trip is time away from his business. He values the traditions of his family and feels that he better represents the family's honor and should get the sword. He does not mix with the characters, but will offer advice if asked or if he feels it is expedient.

Neither of the nobles will volunteer to perform any task or manual labor. No, that's what the hired help is for!

Travelers will follow a farm-to-market road into the farmlands. They will see cows, other livestock, and farmers working on harvest or tending other crops and orchards. Really boring, actually. As evening approaches, the party has some options.

- They will see a farmhouse with a barn where they can stop. The farmhouse will be full of the farmer's family. They would be very impressed with the nobles and the characters, but the barn would be the only option for characters and nobles to rest. The barn also houses a couple of large plow horses, some cows and pigs.
- If the party does not stop at the barn, they will come to a small community. The rough sign at the entrance reads Little Fork. Travelers will find a small tavern called *The Pig's Eye*. There are only three small rooms for rent in the back of the tavern. Of course, the nobles will expect — nay, demand — their own room, leaving one for the PCs. While fairly clean, it is very rustic, and food is rather limited to stew with mystery meat and rye bread. The beer is okay, however.
- If the party decides to stop at neither the barn nor *The Pig's Eye*, they will have to camp outside. The evening is a little cool, but weather is fairly stable. This is the option that the nobles will like the least.

By midday the next day, the characters and the nobles begin to come to a long, low hill. At the top of the hill is a grove of trees. A small path leads to

the top of the hill and the shrine, easily traversed by the horses.

## Encounter 4

Unless the characters decide to deviate from the pathway through the trees and into the shrine, they will see the following (see the Appendix, DM Map):

*As you pass through the tall trees on either side of the rough path, you begin to see the stone building of the shrine and the clearing in front. On the ground not far from the shrine's darkened entrance is a recently slain barefooted man. His torso bears deep, bloody slashes. On his baldhead, chest and arms are tattoos, some words in Baklunish and stylized symbols of eyes.*

Be sure to draw out the shrine and location of the dead monk. Placement of characters will become important very quickly. Make sure the players clearly indicate where they are and what they are doing. The nobles will certainly skirt the body, and head straight for the shrine.

If the characters decide to check the ground and search for attackers, they will find no one. The dirt around the slain man is churned up—obviously there was a fierce battle. PCs may wish to take time to check out the area before proceeding on. Some likely actions and their results are outlined below.

- A successful Heal check (DC 15) will allow characters to judge that the dead man has been dead for an hour or more. A more skilled healer (DC 20) can determine the wounds appear to have been made by a slashing weapon of some type — likely an axe.
- A successful Listen Check (DC 10) within twenty feet of the entrance of the shrine will hear soft moaning coming from inside the shrine.
- A successful Search check (DC 10) finds boot marks in the ground surrounding the dead man.
- For PCs with the Track feat, a successful Survival check (DC 15) tracks the boot prints into the trees, where they seem to disappear.
- PCs able to read Baklunish will identify the tattoos as praises to Istus.

The first character to enter the shrine will see the following:

**Stepping into the small structure, you immediately see an altar at the center, a small stone pedestal about 3 ft high and 2 ft square. On top of the pedestal is a small carving of a woman holding a spindle in one hand. In a depression at the feet of the small statue is burning incense, filling the shrine with a sweet smell. Behind the pedestal and statue is a heavy chair of carved wood. Slumped in the chair is a small human woman, very old, with long white hair coiled behind her head. She wears gray robes, and a fine, gauzy veil covers her whole face. She holds her side, obviously stabbed. Around the bleeding wound is a greenish fluid; most would guess it to be poison.**

If any of the characters come close to the Oracle, she will stir. She will stop anyone's attempts to heal her, and point out that she has been mortally poisoned. No one will have the ability to heal this wound. She is dying. The Oracle is obviously in great pain and having trouble breathing. Once she has the attention of one or more characters, she will state the following:

**"You must help me! My end comes now, but you must find the new Oracle of Istus. This scene plays out as was foretold; you are to do this task for me. Swear you will find the new Oracle! It is your destiny!"**

She will not continue until someone swears that they will do as she requests. She will be rather insistent, since she has very little time left. Upon someone agreeing to find the new Oracle, she continues talking:

**The Oracle's voice becomes calmer with your agreement and takes on a deeper tone. She says, "Go to the diadem, despite its tarnish. The new Oracle has exchanged her vision, and lies at the feet of retribution. Bring her home to Istus." Upon uttering this cryptic prophecy, the old Oracle gasps and dies.**

As the Oracle dies, the second monk has been walking up the path towards the shrine with a bag of bread, eggs and vegetables slung over his shoulder. This second monk is an elf male, also bare to the waist, head shaved bald, with similar tattoos over

his chest, arms and head. As he comes close enough to see the first monk dead on the ground in front of the shrine and notices the horses outside the elven monk will drop his bag and silently move forward to attack the first character he sees.

Characters making their Listen check (DC 20) will be able to take a standard action during the surprise round.

## **APL2 (EL 4)**

**Zaleck**, hp 27 see Appendix.

**Tactics:** The nobles, who do not carry weapons, will not draw the attention of the attacking monk. Prior to entering combat, Zaleck, the monk will attempt to use his *Potion of Cat's Grace*, followed by a *Potion of Shield of Faith*. Zaleck will attack the first character he sees outside the shrine. If there are no characters outside the shrine, the monk will come close enough to witness the Oracle die with characters standing about. He attacks the nearest character to him, no matter the character class. Zaleck assumes that the characters have killed the first monk and assassinated the Oracle. It was the sacred duty of the monks to protect the Oracle, and the surviving monk will attempt to kill those he perceives as murderers or die trying. He will continue to fight until the characters are subdued, he is convinced of their innocence or he is dead. If characters try to talk the monk out of fighting, they must make a Diplomacy check of DC 15. For each round of combat where Zaleck takes damage, the DC will go up by one point.

**Treasure:** MW Composite Longbow (+2), 20 arrows, *Bracers of Armor* (AC 1), *Amulet of Natural Armor +1*, 2 *Potions of Cure Light Wounds*.

APL 2: L: 26 gp; C: 0 gp; M: 258 gp

**Non-fighting Option:** If the monk can be convinced that the characters are not murderers, he will cease fighting and start attending to the Oracle's body, and then that of the other monk. Zaleck will not speak much, but if the PCs engage him in further information, he will yield the following information.

- Zaleck had just gone to the local village for supplies, leaving his "brother" monk to guard the Oracle.
- He and the other monk belong to an order called the "Eyes of Istus." It was Zaleck's

sacred calling to guard the old Oracle and attend to her needs.

- If anyone asks the monk if he noticed anything strange recently, Zaleck will volunteer the following: ***“Yesterday, a stranger came by to speak with the Oracle. He was a large knight, dressed in black, astride a black charger. The Oracle refused to see him, and he went on his way. This was not that unusual—sometimes the Oracle would refuse to see some people, as was the her right.”*** If asked, he will note that most who come to the Oracle recognize her right to refuse them, but this knight seemed quite angered. Zaleck cannot identify the knight further—the knight's face was concealed by his helm and visor. There may have been a red emblem of some sort on his chest, but the monk never saw it clearly. Zaleck had not seen the knight prior or afterwards.

If asked any questions regarding the Oracle of Istus or regarding the prophecy on finding the new Oracle, Zaleck will volunteer the following:

- All Oracles are blind, but have visions from the goddess Istus.
- While all clerics of Istus have the ability to divine the future, Oracles are particularly gifted by the goddess.
- When one Oracle dies, the goddess calls a new one.
- Nobles and others come to the Oracle to get predictions, settle disputes, see the future. (Just like the two nobles escorted by the party.)
- There is a small temple of Istus in Chendl, and the high priestess is named Cathlona.

At the end of any questions or discussion, Zaleck will write a letter to the high priestess of Istus in Chendl and give it the party to use as a letter of introduction. The living quarters in the cabin behind the Shrine has writing supplies, and the monk would go there to write the letter and return, or the characters can come with him.

**Treasure:** If the party does not kill Zaleck, they do get a letter of introduction for the Temple of Istus in Chendl, which promises a reward of 300 gp each for their efforts in the location and delivery of the new Oracle.

## Encounter 5

The players must figure out the prophecy—  
*“Go to the diadem, despite its tarnish. The new Oracle has exchanged her vision, and lies at the feet of retribution. Bring her home to Istus.”*

**First Part of the Prophecy:** *“Go to the diadem, despite its tarnish.”*

This is the capital city of Chendl, described by bards as the “Diadem of the Flanaess.” This description of Chendl is not unknown or uncommon.

The description of the diadem as “tarnished” may not be clear until they go to Chendl. A successful Knowledge – Local [Iuz border states], Knowledge – History, Knowledge – Geography or Bardic Knowledge (DC 10) will identify the reference to Chendl. If any of the characters claim Chendl as their home allow them an Intelligence check (DC 10), or give them a +2 circumstance bonus on their Knowledge check (player's choice of the two).

Chendl is about seven days ride away from the shrine of Istus. The quickest route would be to ride through the countryside to the city of Worlende (five days from the shrine), and then go up the highway to Chendl (two more days)

The next larger city is Worlende. If characters go there, and Gather Information (see Player's Handbook, p. 74) the following information could be gathered:

- DC 10: The capital city of Chendl is sometimes called the Diadem of the Flanaess.
- DC 15: There is a mysterious dome of darkness surrounding the city of Chendl.
- DC 20: There is strange goings on in that city. All is not right in Chendl.

**Second Part of the Prophecy:** *“The new Oracle has exchanged her vision...”*

This refers to the fact that while an Oracle loses her physical vision and becomes blind, she gains visions and prophecies from Istus. If the characters were able to talk to the monk at the end of Encounter 4, or they removed the veil from the dead Oracle, they will likely understand this part of the prophecy. PCs may also realize this with a successful Knowledge – Religion check (DC 30). Give clerics of Istus a +15 circumstance bonus on this check.

**Third Part of the Prophecy:** “...And lies at the feet of retribution.”

This refers to where the new Oracle was in Chendl. The new Oracle had been a servant at the Temple of Trithereon, god of individuality, liberty, retribution and self-defense. This young servant became blind and afflicted with “fits” after the old Oracle’s death and was moved to the hospice in the Temple of Pelor in Chendl. Still, the PCs must start at the Temple of Trithereon to find her. A successful Knowledge – Religion check (DC 15) will link this as a reference to Trithereon. Give clerics or certified members of the Church of Trithereon a +5 circumstance bonus to this check.

**Fourth Part of the Prophecy:** “Bring her home to Istus.”

The new Oracle of Istus should be taken to the Temple of Istus in Chendl. If this is not apparent through previous information or surmise, then a successful Knowledge (Religion) or Knowledge – Local [Iuz border states] check (DC 10) will reveal there is a Temple of Istus in Chendl. PCs may also obtain this information inside the city of Chendl with a successful Gather Information check (DC 10).

**Tactics:** The nobles with the characters are very upset that the decision leading to their inheritance has been delayed. Both are determined, however, to get this new Oracle to make the decision in the absence of the old Oracle. They will be very insistent that the party finds the new Oracle.

**Development:** Once the characters have figured out where they need to go and what to look for, they should eventually hit the road for Chendl. Travel will be unremarkable.

## Encounter Six

As they approach Chendl, read the following:

*It is afternoon, but there is darkness in the sky. As you clear past some trees lining the road, it becomes apparent why. Spanning across the beautiful city of Chendl is a thick bank of dark clouds. No shafts of light pierce the clouds. The city is in darkest shadows. Despite sun coloring the landscape in every other direction*

*you see, there is nothing but blackness covering Chendl.*

**DM’s Note** on the current state of affairs in Chendl:

- There is an area of magical darkness around the city proper. Essentially, there are clouds over the city at all times and it appears twilight even during mid-day. At night, no stars can be seen.
- The city is considered “desecrated” in terms of the effects on undead, with the exception of previously consecrated holy ground (specifically church grounds). Previously consecrated holy grounds are “cancelled out” by this effect (e.g. they are considered neither consecrated nor desecrated).
- The shield interferes with divinatory effects. There is a 75% chance any divinatory spell will be ineffective. Effective divination spells cause additional strain on the caster, requiring a Concentration check (DC 20+spell level) or the caster falls unconscious. Note that the spell is evil (strength is strong; caster level 20).
- The shield results in an effective *Dimensional Anchor* spell on the city proper.

There are other travelers on the road near Chendl. If any characters stop someone they will be told the following:

- It’s not a good idea to be out in the evening in the city of Chendl, and there is a curfew in place.
- It is dark all the time, but most business in the city have been keeping lanterns and torches lit to help with this.
- Everyone is sure that the King and his advisors will find a solution to this problem.
- There have been stories of problems, maybe even monsters in the city. No one is really sure, however.

As the characters approach the city, they fall under the darkness of the city, which does extend out from the walls a bit.

*Market stalls just outside the city have been boarded up. The stables and livestock pens seem unnaturally quiet and the area is closed down. As you approach the southern gate there*

**are two heavily armored guards, standing under torches lining the gate. One steps forward.**

**"Coming in for the night, are you?" says the guard, an older human man. "Stay in well lit areas, my lords and ladies. Curfew is at Nine Bells—that's in four hours."**

If asked, the guard can give directions to:

- The Traveler's Rest, a well-respected inn just inside the south gate. The Inn serves basic fare at a decent price.
  - Innkeeper is **Dilbos**, a large human man who takes pride in his inn. Dilbos' wife **Teena** works the kitchen and her twin sister **Malena** works the tables. Teena and Malena are halflings.
  - If the PCs arrive well before curfew, they will have no problem finding lodging and a simple evening meal. If they arrive just before or at nine bells, they will receive a hurried reception and no food, since the inn expects no business after curfew and shut down their kitchens accordingly
- Sutter's is an upper class inn and restaurant further in the city but is only for the very wealthy. Prices are three times the normal prices in the Player's Handbook. It is doubtful that the characters would get into such a ritzy place, but the nobles could probably stay there.
- The Rusty Pommel, a cheap place to stay in Chendl, is close to the soldier's barracks.
  - The Pommel offers very simple fare and **Mundo Steelslinger**, a male dwarf (Ftr 3) is the gruff innkeeper. **Veena** is the serving girl and **Youva** is the cook. Both are female humans.
  - The nobles will not agree to stay here.
  - If the PCs arrive well before curfew, they will have no problem finding lodging and a simple evening meal. If they arrive just before or at nine bells, they will receive a hurried reception and no food, since the inn expects no business after curfew and shut down their kitchens accordingly

curfew and shut down their kitchens accordingly

- The Temple of Istus. Go to Encounter 6A.
- The Temple of Trithereon. Go to Encounter 6B.

If the characters attempt to go places before curfew, keep track of the time. It will take approximately one hour per destination. If they wait until morning, they will have plenty of time. If they attempt to go to any location after nine bells, they will not be admitted, no matter what they may say.

## Encounter 6A

The Temple of Istus is located deeper into the city. It is a modest stone temple, nowhere near as opulent as the more predominant religions of Furyondy. The front lobby of the Temple is open and very well lit with braziers about the entrance. The door leads to the interior of the temple. At this door stands a monk, barefoot, bald and bare to the waist. The monk is of Baklunish descent, and has tattoos and stylized eyes over his chest, arms and head. He looks just like the monks at the shrine. To gain entrance, the characters must politely request admittance or present the letter given to them at the end of Encounter 4 if they didn't slay the monk at the shrine. If it is near or past curfew, he will not allow anyone to come into the temple interior.

As the characters enter the interior of the temple, they will see a large stone statue of a beautiful Baklunish woman, holding a spindle in one hand. At the feet of the statue is a metal brazier burning sweet incense. Off of this main room are several smaller rooms.

**Creatures:** A couple of young women are scurrying from a room holding a collection of scrolls and taking an armload of scrolls to another back room. Both of the women wear light gray robes and have a gauzy veil covering their faces. One notices the characters and stops. If the characters have no letter and have not yet found the Oracles, she says:  
**"I'm sorry, the Priestess is not seeing visitors today."**

If the characters have a letter from the shrine, and show it to the veiled woman, read the following:

**"I'm sorry, we are very busy right now. I can take your letter to the Priestess. Please wait here." And she quickly walks to the back room. After a couple of minutes, the same veiled woman returns. She bows and says, "Priestess Cathlonia bids you welcome, but is unable to come to greet you herself. She has pressing matters to research. We were all sorrowed at the passing of the Oracle. Priestess Cathlonia bids you fulfill your destiny and find the new Oracle." With that, the woman bows again and leaves.**

**If the characters arrive with Lierra the new Oracle,** whether or not they have the letter from the monk, the monk at the front will immediately let the party into the temple. The monk will run off to find the Priestess. The two lesser female clerics will stop running their errands, and immediately fall on their knees and bow in front of the new Oracle. Eventually, Priestess Cathlonia herself will come out. Read the following:

**Coming towards you is a slender Baklunish woman, dressed in fine gray robes, embroidered with silver thread and edged in small tassels. A filmy veil covers her entire face, and reveals only very general features. As she nears you and your friends, the Priestess deliberately stops in front of Lierra and prostrates herself on the stone floor at her feet. Lierra appears puzzled, and though she cannot possibly see the priestess, the girl bends down and helps the Priestess stand up again. "We bid thee welcome home, Holy Oracle," intones Priestess Cathlonia.**

**The Priestess puts her arm around the young girl and starts to lead her to the back rooms of the Temple.**

Unless the party has anything to say at this point, have the nobles pipe up and ask concerning the decision they need for their inheritance. If the Priestess is asked concerning a divination for the nobles, either by the nobles or the party, her response will depend on the time of day.

**Development:** If late afternoon or evening, Priestess Cathlonia will indicate that the new Oracle needs to rest and have some spiritual guidance. The nobles' request will be honored, but not tonight. If morning to mid afternoon, Priestess Cathlonia will ask that the party either wait for an hour or come back after an hour so that she may

give the new Oracle spiritual guidance. Once the PCs return, proceed to Encounter Seven.

## Encounter 6B

The temple of Trithereon is predominantly placed near the town's center, where the buildings are fine and rich. It is a large temple, with front courtyard. The interior chapel is very much open to the general populous.

If the characters arrive in the morning to mid afternoon, there will be a class of young boys in the courtyard of the temple receiving fighting instructions by an older human male cleric. He will not take kindly to interruptions. The characters will need to get his attention to get any assistance. If the Instructor is asked for assistance, he will answer the following:

- The hospice for the sick and afflicted is located at the temple of Pelor.
- Yes, there was a girl who just went blind in the last week. It was their serving girl Lierra.
- No, he doesn't especially know anything about an Oracle.
- He can give directions to the temple of Pelor. It is very close by, just a block away.

## Encounter 6C

Following the directions to the temple of Pelor, the PCs will arrive there very quickly. This temple is also fairly large. A large bronze sunburst emblazons the front of the building. There are a large number of torches and braziers at the entrance, as if trying to make up for the lack of sun in the gloom that covers the city.

A temple novice, a very attentive young human man in yellow robes, will approach the PCs. If the PCs inquire concerning a serving girl from the Temple of Trithereon, or otherwise identify Lierra, the young cleric will happily lead the PCs to the hospice, to the side and back of the temple.

**You are led through a small hospice, containing half a dozen curtained-off cots. You come up to a cot where a human girl of about fourteen years lies. She turns her face towards your entrance and you see her eyes are milky white; she is blind. The young cleric who led you here turns around to speak to you. "If she starts having one of her fits, please call."**

If asked the cleric will impart the following information:

- Lierra was a serving girl for the Temple of Trithereon.
- Lierra went suddenly blind about a week ago.
- Lierra has “fits” where she says she sees things, but then blacks out.
- The clerics think that Lierra has fits of insanity—though the clerics of Pelor have never seen anything like this before.

Once there are no further questions for the cleric, read the following:

***The cleric walks up to the girl and touches her hand. “Lierra, child, these people are here to see you,” says the cleric. He then departs. The girl turns your direction again.***

Lierra will not be too surprised to hear the characters’ explanations of her condition. She has already had some visions from Istus, though the current difficulty with divinatory effects has confused things. Lierra would be only too happy to accompany the characters to the Temple of Istus, for she feels that would be the right thing to do. However, Lierra was really hoping that she would eventually get her eyesight back. She will ask what the characters know about the old Oracle. Lierra is alone in the city, having come to the Temple of Trithereon with a friend during the blight to find work. Since the clerics at the Temple of Trithereon were impressed with her hard work and determination, they made a place for her here. She has been sending money back to her family at the farm. Recently things have gotten better at the farm with the end of the Blight, but Lierra doesn’t really want to go home back to the family farm.

## Encounter Seven

Lord Onean and Lord Peroska still want a decision on their inheritance. However, divination does NOT currently work well in Chendl. The best option is to go outside of the city a little distance.

Priestess Cathlonia will be less than thrilled about letting the new Oracle out of her care, but will honor the request. Cathlonia and her clerics are searching through the recorded prophecies to determine if the Temple of Istus can provide any assistance or insight to the current problems. It is

very important for the greater good that this is done and there are a lot of recorded prophecies.

Once the characters decide to venture outside of the city, they will need to collect the new Oracle and leave. On their way through the city streets, read the following:

***Despite the time of day, the city still looks as if it were darkest night. Torches and lanterns line the major streets, but traffic is very light. For a city the size of Chendl, the streets are pretty bare as not too many citizens venture forth. As you turn down a street, off to the left you hear a faint cry. It seems to be coming from a darkened alleyway off the main road. As with many alleys there are no lamps or torches.***

With a successful Listen check (DC 10), the PC hears someone crying for help down the alleyway. Those with better ears (Listen DC 15) note that it sounds like a very panicked child.

If the party goes down the alley to investigate, they will most likely need a light source, as it gets pitch black once they move twenty feet away from the main street (or forty feet for characters with low-light vision). The child in distress is eighty feet down the alleyway, where it dead-ends in a tangle of broken carts and boxes. With a light source or darkvision, the characters will see the following:

***Six zombies mill about a pile of broken debris. A small boy has wedged himself under all the trash and is crying for help. The zombies are trying to get to the boy, and are slowly working out that they need to remove the broken wood.***

As the party comes within forty feet, the zombies notice they have company.

## APL2 (EL 5)

**Zombies (6):** hp 16, see *Monster Manual*.

**Tactics:** The zombie closest to the boy will likely continue to try to dig in the debris to the boy until he is otherwise distracted. Getting attacked by a character would work. The zombies appear to have been human, with makeshift clubs from the wooden debris in the alley. Two of the zombies appear to be garbed in the ragged remains of rich robes. Remember that at present this area is

considered desecrated (EL+1 to reflect this); see the PHB for particulars of this spell.

**Treasure:** On one of the more wealthy looking zombies, the characters will locate a gold ring set with three small sapphires (1,000 gp). On another, they will find a belt of silver links (250 gp).

APL 2: L: 104 gp; C: 0 gp; M: 0 gp

## Conclusion

The party must ride outside the influence of the darkness covering the city of Chendl. Read the following:

*Finally, sunlight shines down around you. The air seems lighter somehow. With help, Lierra sits down on a tree stump near the side of the road. Lord Onean and Peroska stand in front of her. "Which of us is to get our grandfather's sword, Lady Oracle?" asks Lord Onean. For a minute, Lierra is silent. Then, she gasps, and seems to watch an invisible scene play out in front of her. Finally, she turns toward the lords. "It was so clear," she says softly, amazed, "as if I was right there. A young man named Clansen, leading other knights against darkest evil, will wield this sword. The cost will be great, but truth will win." Lierra crumples, exhausted.*

The party should then return Lierra back to the Temple of Istus in Chendl. The nobles will be dismayed to learn that young Clansen, Lord Onean's son, will get the sword. Lord Onean appears pleased about the decision, but a bit concerned about the rest of the prophecy. Lord Peroska will complain for a bit.

Upon returning Lierra to the Temple of Istus in Chendl, clerics and monk will greet the characters formally, with much deference to Lierra. Priestess Cathlona will thank the characters for serving as protectors for the new Oracle.

After a week on the road, the characters and the nobles will reach the city of Littleberg and report to Farunius on the Oracle's decision regarding the inheritance. Those who did not kill the nobles in Encounter 1 will receive 100 gp each as promised by Farunius.

## The End

## Experience Point Summary

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

### Encounter One

Subdue nobles without killing them.  
APL2 120 xp.

### Encounter Four

Defeat the Zaleck the monk.  
APL2 90 xp

OR

Successfully negotiate with the Zaleck the monk.  
APL2 120 xp

### Encounter Seven

Defeat the zombies  
APL2 150 xp.

### Story Award

Find the new Oracle and take her to the Temple of Istus.  
APL2 60 xp.

### Total possible experience:

APL2 450 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

### **Encounter Four:**

A. Characters kill Zaleck the monk.

APL 2: L: 26 gp; C 0 gp; M: 258 gp

B. Characters don't kill Zaleck the monk.

APL2: L: 0 gp; C: 300 gp; M: 0 gp

### **Encounter Seven:**

APL 2: L: 104 gp; C: 0 gp; M: 0 gp

### **Conclusion:**

If the characters did not assault or kill the nobles in Encounter 1 and report Oracle's decision to Farunius.

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

### **Total Possible Treasure**

#### **Killing the Monk:**

APL 2: L: 130 gp; C: 100 gp; M: 258 gp;

total 488 gp (maximum 450 gp)

#### **Did Not Kill the Monk:**

APL 2: L: 104 gp; C: 400 gp; M: 0 gp;  
Total: 504 gp (maximum 450 gp)

### **Special**

None.

## **Items for the Adventure Record**

### **Item Access**

Standard for Introductory Modules.

## DM AID #1

# Monster Appendix

### **Encounter 1:**

**Noble Fighters:** Male Human Ftr 2; CR: 2; HD 2d10+2; hp 18; Init +0; Spd 30 ft; AC 10 (touch 10, flat-footed 10); BA/G +2/+4; Atk +6 melee (1d6+2/18-20, MW rapier) or +4 melee (1d4+2/19-20, dagger); Full Atk +6 melee (1d6+2/18-20, MW rapier) or +4 melee (1d4+2/19-20, dagger); SQ drunk, -4 Dex; AL CG; SV Fort +4, Ref +0, Will +0; Str 14, Dex 14 (10), Con 12, Int 12, Wis 10, Chr 14.

*Skills and Feats:* Appraise +2, Diplomacy +3, Intimidate +5, Knowledge(Local) +2, Knowledge (Nobility & Royalty) +3, Ride +5; Combat Reflexes, Dodge, Quick Draw, Weapon Focus.

*Possessions:* MW Rapier, dagger.

### **Encounter 4:**

**Zaleck the Monk:** Male Elf Mnk 4; CR: 4; HD 4d6+4; hp 27; Init +3; Spd 40 ft; AC 17 (touch 15, flat-footed 14) (+2 Bracers of AC, +2 dex); BA/G +3/+5; Atk +5 melee (1d8+2 unarmed strike) or +7 ranged (1d8+2/x3 MW composite longbow (+2 Str)); Full Atk +5 melee (1d8+2 unarmed strike) or +3/+3 melee (1d8+2/1d8+2 flurry of blows) or +7 ranged (1d8+2/x3 MW composite longbow (+2 Str)); SA flurry of blows, unarmed strike, stunning fist, ki strike; SQ AC Bonus, Combat Reflexes, Evasion, Fast Movement, Still Mind, Slow Fall; AL LN; SV Fort +5, Ref +7, Will +6; Str 14, Dex 16, Con 12, Int 10, Wis 14; Chr 10.

*Skills and Feats:* Balance +11, Jump +10, Sense Motive +3, Swim +8, Tumble +12; Power Attack, Cleave.

*Possessions:* MW Composite Longbow (+2), 20 arrows, *Bracers of Armor+1*, *Amulet of Natural Armor +1*, 2 potions *Cure Light Wounds*, 1 potion *Shield of Faith +2*, 1 potion *of Cat's Grace*.

# DM Map: Shrine of Istus (on top of a wooded hill)

