

FUR2-01



A COMMON DEFENSE

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

Version 1

Round 1

by J. Allan Fawcett

RPGA HQ reviewer: Christopher Lindsay and Stephen Radney-MacFarland

The Crown Prince Thrommel has been laid to rest, but months of struggling are finally over as the Blight has been lifted. Sad and happy times unite as King Belvor IV calls for a celebration to raise the spirits of the people of Furyondy. An adventure for characters level 1-8.

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

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA® are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2002 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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

PREPARATION

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

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

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

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

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

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

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

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and non-player character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

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

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

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

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at playing at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard two-round Regional adventure set in Furyondy. All characters playing in region pay one Time Unit per round to participate in the adventure. Adventures' Standard Upkeep costs 12 gp per round. Rich Upkeep costs 50 gp per round, and Luxury Upkeep costs 100 gp per round. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

A Common Defense is set in the nation of Furyondy, in the city of Chendl. It revolves around the on-going tension between Furyondy and Iuz. The War College described in the text of the Warmaster prestige class, which is detailed on *Sword and Fist* builder book pages 37 – 38, also figures prominently in the second round of the adventure. The college is the training place for the nation's Warmasters who often oversee troop movements and preparations for the war against Iuz.

As proclaimed by King Belvor IV, the nation of Furyondy is in a never-ending war against Iuz. Many of the open hostilities have ended and there have not been forays into occupied lands since the end of the Great Northern Crusade (CY589) three years ago. Still, the people of Furyondy prepare for war and know that sooner or later,

one side or the other, could raise banners and take arms against the other.

Many of the nation's more militant factions believe the time for action has long since past, and the payment of Iuz for his evils are well overdue. During this adventure the characters are caught up in two closely related plots, both of which deal with the defense of Chendl, and the noble heroes of House Fealson. The first plot deals with the mission to build a magical shield whose construction began in FUR1-01 Deep Pearl.

The characters are drawn to the city of Chendl during a festival and have an opportunity to experience the splendor of the city. They are also drawn into a series of events that culminates in the search for a hidden agent of Iuz. This agent was allowed to slip through the borders by orders of members of the Noble Council so that he could be taken once he reached Chendl, where the king's mages could protect him. While working on this plot, the characters actions bring them to the attention of Lord Fealson who enlists their assistance with another more insidious plot involving the College of Warmasters (Round Two).

A high-level summary of the encounters is provided here for the benefit of the DM.

- **Character Introduction** – The characters have gathered in a tavern in the city of Chendl when they learn of a pending tournament. Many men of noble birth have traveled to the city in hopes of winning either the joust or melee, to win admission to either the Knights of the Hart or the War College.
- **The Tourney** – Although the characters are unable to actually participate in the tourney (none are of noble birth with station to obtain sponsorship), they are able to view and enjoy the competition. There are several unsavory characters in the area including pickpockets, muggers, and worse. DMs should allow the characters plenty of time to explore the tourney.
- **Robbery Gone Wrong** – Just before the joust finals, the characters witness a robbery turn horribly wrong. The robber is caught in the act and strikes his victim, wounding him terribly before trying to slip through the crowd to make his escape. It is up to the characters to decide to watch or help, but a local lord notices heroic characters that lend a hand.
- **In Defense of Chendl** – Pisenten, a member of the Council of Four, approaches the characters. Almost a year ago, in the adventure Deep Pearl, a plan to build a mystic shield for Chendl was launched. Now, another item can be recovered to add to the list of components required for the spell. The characters must track down a known agent of Iuz, a Yuan Ti that was allowed to enter the city for this purpose. He must be captured alive since the magical link between the agent and his master via his magical slavery collar, provides the Chendl mages some of Iuz's essence, which is required for the spell.
- **Fallen Captain** – Pisenten asks the characters to investigate Telanthor's estate, the fallen warrior from the battle of Grabford. There, the characters find fallen

bodies of the household and a few clues to the nature of the agent of Iuz they are up against.

- **Scene of a Crime** – When the characters arrive at the house of Sarason, one of the agent's targets, they find the place has been disturbed but is fairly empty of people. The characters must complete a quick search where they find the fallen Sarason and the agent of Iuz. The ensuing combat takes place in the following encounter.
- **Showdown** – The characters, upon discovering the agent Blackmomb, attempt to capture him. He uses his considerable powers to attempt to escape or kill as many of the characters as possible!
- **Fealson's Test** – Due their heroic, or at least honest and noble, actions (hopefully), the characters can earn the respect of Pisenten and her friend Lord Fealson. Fealson is an old man and alumni of the war college. He senses something is amiss in the war college and seeks to learn more about the events. Acting on Pisenten's recommendation, he proposes the characters act as his nephew's retinue (and his eyes and ears) when he enters the college in two days time. The tale of the war college takes place in round two of the tournament.

INTRODUCTION

The past few months have seen some troubling events for the nation of Furyondy. Recently, Prince Thrommel's body was placed to rest leaving the nation without an heir to assume the throne. The horrid blight has taken its toll on the morale of the populace and on the royal coffers. With the blight finally removed, hope is once again springing back, but economic hardship is still a part of everyday life.

To alleviate some of the trouble and bring joy back to the people of Chendl, King Belvor has proclaimed a day of tournament in his fair city. While only those of noble station may compete in the events, people from all walks of life have gathered to enjoy the spectacle and pageantry of the tourney. Rumors abound that the real purpose of the tourney is to identify an heir to the throne, but many feel that is idle chatter.

Knights, nobles, merchants and adventuresome spirits such as yourselves have come from around the country and made their way to Chendl.

Arriving late in the evening before the big day, you had difficulty finding space at one of the local inns. Despite the late hour, there are still several patrons enjoying flagons of ale around a roaring fire. Their conversations are somewhat loud and seem to focus on whom they think will win the various events of the tourney.

Allow the characters time to interact and introduce one another. The adventure introduction assumes that all of the characters begin the adventure in the common room on a local inn, the Rusty Pommel. This inn is one of the cheapest in the city, hence its available rooms. The place is not the nicest of inns, but its innkeeper, a dwarf named Mundo Steelslinger, keeps the place fairly clean.

When the adventure begins, it is very late in the evening and patrons are starting to make their way back

to their homes or rooms. Some of the common folk in the inn are talking about the upcoming joust on the morrow and how they intend to wake early to get a choice spot on the rail to watch the event. Unfortunately, these gentlemen are so deep in their cups they may sleep through the entire event!

Mundo Steelslinger: Male dwarf Ftr3.

Patrons:

Hedon: Male human Com1.

Glefar: Male human Com1.

Ricci: Male human Com1.

Inn staff:

Youva (Cook): Female human Com1.

Vena (Serving Girl): Female human Com1.

If the characters wish to learn more about the events planned for the tourney, they can chat with any of the figures in the inn. The major events planned for the tourney include a joust and a melee; both with blunted weapons but still dangerous. They also learn that all of the combat events are restricted to knights and nobles, with many of the prizes being invitations to petition for membership to the Knights of the Hart or seek entry into the War College of Furyondy. There are also going to be several wandering minstrels and probably hundreds of merchants serving food, drinks, and selling their wares.

If asked about who they think will fare well in any of the events, the commoners are unsure. In fact, they only know one or two of the contestants, but they do believe that young Lord Jacen Fealson will fare well in the joust. The young lord is the eldest son of Lord Fealson who is a very popular noble in Chendl and a minor member of the House of Lords, one of the lesser ruling bodies in the kingdom.

After the characters have had a chance to meet one another and learn about the tourney, it is time for them to turn in. Hopefully, the characters have made friends and planned to attend some of the events.

ENCOUNTER 1: THE TOURNEY

This encounter consists of a set of descriptive text for the sub-encounters that can take place the day of the tourney, including a description of the joust, the melee, several merchants, and a minstrel. The encounter concludes near the end of a full day of revelry when the characters are able to witness a pickpocket gone horribly wrong.

This botched attempt at lifting a merchants coin purse turns bloody as the thief strikes a vicious blow before attempting to flee from the area. The characters are in a position to intervene if they desire, and thus court a favor from Lord Fealson.

The timeline of the tourney is very well planned, as most things are in Furyondy. The joust runs throughout the bulk of the day with over 100 participants riding in the event. The finals of the joust, the highlight of the day, are set to occur right before the main feast. The bulk of matches occur during the early morning and afternoon, with the final four participants receiving a break for a few hours after qualifying for the final event. The melee, another popular spectacle, is scheduled for late morning and lasts for about 15 minutes while the 20 combatants bludgeon each other into submission. Minstrels, merchants, jugglers, and other common amusements can be found throughout the day, nearly wherever the characters turn.

TOURNEY TIMELINE

Morning	Merriment begins
Mid-morning	Joust begins.
Late morning	Melee begins.
High Sun	Lunch feast
Early afternoon	Joust resumes.
Mid-afternoon	Finalists announced
Late afternoon	Joust finals.
Early evening	Burglary gone wrong
	Main feast begins.

CHARACTERS AS ENTERTAINERS

During the day of revelry, many of the merchants, nobles, and other elite of the city are found wandering the event, taking in the sites. Some characters, especially bards, may wish to take this opportunity to ply their trade to make a few extra coins. The mood of the tourney is very positive and these characters can expect a moderate amount of success based on their skill rolls. Each character with the Perform skill, or Tumble if 5+ ranks are present (tough audience), may make up to three checks during the course of the day. However, each performance requires at least one full hour of time to gather and milk any given audience. The reward for these performances is outlined below:

DC	Performance
10	Routine (essentially begging) 1d4 cp
15	Enjoyable 1d4 sp
20	Great 1d10 sp
25	Memorable 1d2 gp
30	Extraordinary 1d6 gp

GENERAL MERRIMENT

The overall atmosphere of the tourney is jovial. For a few silver sheridans (included in the characters lifestyle cost) the characters are able to buy the occasional mug of ale or leg of turkey. They are able to find merchants of all sorts selling items from the standard equipment lists in the *Player's Handbook* for only 115% of the standard price. These high prices are due to the recent food shortages and inflation that is gripping the land, not the overall quality of the items, although the merchants certainly try

and tell them otherwise. None of the items the characters may purchase are magic or require certificates.

Minstrels abound on tourney day, and the characters find any number of the singers willing to tell a tale or sing a love song or ballad for a few silver Sheridan. Characters that have befriended other bards may even be able to find the halfling bards, Kipen Winnegar and Jendrix from FUR1-08 *Bring on the Knight* performing to some of the more wealthy members of society.

Rumors and gossip abound at an event of this nature, and through talking with all sorts of people, the characters may hear the following rumors (roll 1d12):

1. The tourney is a way to raise money for the rebuilding of the Kingdom.
2. The King hopes to identify many new warriors among his people so he can conscript them into the army!
3. The clerical leaders bullied Belvor into holding this tourney to celebrate the removal of the blight.
4. Old Wicked has sent his own demon spawn to fight in the melee!
5. Belvor is looking to identify a noble warrior to select as an heir since Thrommel is lost.
6. The King is far too ill and may be on his deathbed and thus cannot attend the tourney.
7. Sir Hartere is favored to win the joust.
8. Shield Landers are incredible fighters and are hoping to win support for their quest to regain their lands from Old Wicked
9. Large festivals bring the best and worst in our land, keep your purse strings tight.
10. There is a dark and evil knight moving through the countryside, if he appears, he will certainly win the joust.
11. Count Artur Jakarta of Crystalreach is here to garner support of the southern lords for more funds and troops.
12. Old Wicked will surely attack in the north while so many of our champions are busy here in the south. This tourney is folly!

GAMBLING

Always a popular side event at tournaments such as this one, the characters may wish to make (or lose) a few extra coins by placing side bets on the outcomes of various contests such as the joust and the melee. While gambling is not illegal in Furyondy, the kingdom elite engages in sportsman's wagers, but do not make these bets with common folk (i.e. the characters).

Characters are able to find other folk willing to bet on events readily enough. They may find people willing to bet up to 5 golden wheatsheaves on any single event, but if they lose too much they seek others to wager with. Characters are unable to find others, with the exception of each other perhaps, willing to risk higher stakes. Details on gambling on each of the major events are provided in those sections of the adventure.

THE MELEE

One of the favorite events of any tourney day is the melee. This event allows many nobles and knights the chance to test their martial skills using dull weapons against fellow warriors from around the kingdom. Like the joust, the contestants in this battle have been carefully chosen by the King's men to allow the various noble houses and the Knights of the Hart opportunity to display their skill and honor.

The list of melee participants is established ahead of the event, and it is not possible for characters to enroll in the battle. All of the contestants are either members of noble houses (with large donations to the champions purse) or knights with places of honor. While the characters are not able to actively fight in the melee, they can watch the spectacle and even gamble a bit if they choose.

The melee begins when the jousters break for lunch, and starts with the formal announcement of the combatants. Each of the noble houses is represented, either by a member of their family or by a sponsored champion. There are also a couple of Knights of the Hart and even a Warmaster involved in the battle. Characters that watch closely notice that the skill of the participants is considerable given the pace and furious nature of the blows.

The average level of warrior in the melee is 8th level, and there are no characters of less than 6th level involved. You should describe the battle accordingly since these combatants have multiple attacks, high attack modifiers, and multiple combat oriented feats and skills. The battle is quite the spectacle, and the characters should be amazed at the skill and durability of the participants.

Once all of the participants have entered the area, a large dirt field approximately 50 yards on a side, a great horn is sounded and the battle begins. Combatants are judged out of the melee when they are either knocked unconscious, driven from the field of battle, or yield. The battle runs for nearly 15 minutes before the final victor is determined.

Gambling at the Melee

In order to determine who wins any given individual contest, assume the characters have a 50% chance of guessing the victor. Clever characters that wish to "size up" the contestants before wagering, may attempt a Sense Motive check (DC 28) to make a combat prediction. Success in this check gives the character a 70% chance of choosing the victor. If the characters wish to wager against larger odds, they may pick a fighter before the battles start and wager up to 5:1 odds on their fighter. To determine if they selected the correct warrior, simply roll 1d20 to determine which fighter is the winner. Any character that matches that number has chosen the correct warrior and receives 5 times their wager, up to a total of 25 gp.

The final winner of the melee is Krygon, an unheralded warrior from the County of Crystalreach. Krygon is a well-built man who favors chain armor and a

double-bladed sword over the traditional heavy armor and weapons of most contestants. He is a former Shield Lander and is the champion of Count Artur Jakartai.

◆ **Krygon:** Male human Ftr9.

THE JOUST

Located on a large courtyard and tournament ground, this event is the main draw of the tourney. Knights and nobles from around the kingdom have petitioned to take part in this event. There are 100 riders on the "lists" who are there by invitation only. The competition is for very skilled riders and the king's men who are overseeing the event do not allow, under any circumstance, any interference in the event. Likewise, it is impossible for the characters to get a mounted rider anywhere near the field to "jump into the competition".

Gambling at the Joust

In order to determine who wins any given match/wager assume the characters have a 50% chance of guessing the victor. Clever characters that wish to "size up" the contestants before wagering, may attempt a Sense Motive check (DC 28) to make a combat prediction. Success in this check gives the character a 70% chance of choosing the victor. For simplicity, when resolving a contest each gambler rolls 1d20. The highest roll wins the match. The only exception to this rule, are those matches when the finalists, listed below, are riding. Characters who make a successful combat prediction get a +4 competence bonus to their check.

If the characters are exceptionally pushy in their attempts to participate, DMs should provide plenty of warnings that the Knights of the Hart and clerics of Heironious who are watching and judging the event take a dim view of any misbehavior. The joust is a regal affair that is as much about the pomp and circumstance of the event as it is about the skill of the riders. The first rounds of the joust take place throughout the morning, and breaks for lunch. This allows the crowd to move toward the melee while riders rest, repair gear, and tend to their horses before the afternoon competition. Many of the riders in the morning lists are not terribly skilled and are often heckled by the rowdy crowd.

The afternoon joust has seen the wheat separated from the chaff and is much more of a competition than the morning. The quality of riders as well as the fanfare of each match increases throughout the day. Around mid-afternoon, the afternoon matches conclude and the finalists are announced. The four finalists in the joust are:

◆ **Sir Rendell de Poulet:** Male human Pal7.

Sir Rendell rides a white mare and wears the sigil of a golden eagle. His first appearance was in FUR1-08 Bring on the Knight.

◆ **Lord Jacen Fealson:** Male human Ftr8.

Lord Jacen rides a chestnut stallion and wears the colors of House Fealson, bright blue with silver etching.

◆ **Sir Hartere Le Bouef:** Male human Ftr9.

Sir Hartere rides a black stallion and wears ornate black plate armor trimmed with gold. His first appearance was in FUR1-08 Bring on the Knight.

◆ **Sir Alfen Caladon:** Male human Pal10.

Sir Alfen rides a gray stallion and bears the coat of arms of a Knight of the Hart.

The final matches of the joust occur just before the main feast. At the semi-finals, amid great pomp and circumstance, Lord Jacen Fealson unhorses Sir Rendell. Sir Caladon unhorses Sir Hartere. The final match pits Lord Jacen Fealson against Sir Caladon. Caladon wins the match, but only after six passes where each rider nearly unhorses the other. The crowd is in near hysterics over the quality of the match and a wild cheer for all participants erupts when Sir Caladon receives the Champion's Wreath.

When the match is over, General Gallantren rewards the winners. General Gallantren is King Belvor's chief military advisor and a respected member of the Knights of the Hart. In his early 40s, he is a well-muscled man with dark hair and eyes.

Following the final match, a large well-muscled man rises from the King's pavilion and the loud crowd falls to a hush of whispers. The man is General Gallantren one of the King's most trusted military advisors.

"Well fought Sir Caladon! It seems that the Knights of the Hart have defended their honor in this tourney, despite some passionate challenges. Sir Jacen Fealson, you rode with skill and desire, making this one of the most memorable tourneys. What cause did you ride for?"

The young Lord Fealson is still dusting himself off when addressed and seems a bit surprised that although defeated, the General is honoring him.

"Sir, my cause was that of my country. I wished to prove myself in the eyes of the King's men so that I could earn a place at the home of the Warmasters. I wish to hone my skill and blade to take up the fight against our ancient enemy!"

The crowd explodes in cheers and you see a smile cross the face of the general. "Your words and deeds demonstrate your commitment and honor, you have my recommendation to the College. Enjoy the next two days of rest before reporting, you are going to need your sleep! Now, in the name of King Belvor IV, I invite you to the feast halls where we celebrate our victories and remember those who have fallen for our freedom."

As the crowd begins to break up and head toward the massive tents set for the feast, you can see the four joust finalists on the field. Sir Rendell and Lord Fealson are smiling eagerly while Sir Hartere tromps off the field in disgust. Sir Caladon, the champion of the day, bids farewell to the younger men before joining a fellow knight on his way to the tents.

As the joust is ending and the crowd masses toward the tents for the feast, a robbery turns ugly. Proceed to Encounter 2: Robbery Gone Wrong.

ENCOUNTER 2: ROBBERY GONE WRONG

This encounter takes place not far from the jousting field and shortly after the awards has been provided to the winners. When the encounter begins, the main crowd is moving away from the field toward a large pavilion where massive tents have been set up to accommodate the large crowds expected to partake in the feast. There are only a few tables set up and guards make sure that these places of honor are reserved for the nobility and honored guests. The food is plentiful and good, and the King's staff intends to feed all that have attended the event. Drinking is another matter however, and characters that wish more than one flagon of ale, have to purchase them for 1 silver sheridan each.

As the crowd begins to move away from the field, two muggers ply their trade on a servant of a wealthy noble. When the man resists, the thieves get violent, striking the man down as he attempts to defend himself. In the ensuing chaos, one of the thieves' crossbows misfires and sends a bolt straight for one of the characters. The crossbow bolt is not aimed at the character so its chances of hitting are somewhat limited. Determine which character is the target randomly, and roll to hit (1d20). The character is hit from a flank (+2) and caught flatfooted by the attack (no Dexterity modifier to AC) unless they posses a class ability (i.e., uncanny dodge) to avoid this effect.

✓**Misfired Crossbow Bolt (Poisoned):** +0 ranged (1d8 plus poison/19-20); **Poison:** Fort save (DC 14) negates; Initial and Secondary (1d6 temporary Con).

Have the characters make a Listen check (DC 18) and a Spot check (DC 12) to notice the muggers attacking the servant. If the crossbow bolt hit add a +2 circumstance bonus and add a +2 circumstance bonus to the Spot check, if the Listen check is successful. Once the characters detect the scene, use the following description:

Turning to face the source of the crossbow bolt you see a pair of figures over the fallen body of another. One of the men is looking directly at you and the other is busy searching the fallen man's body. As you make eye contact, the men turn and flee through the crowd, going in two different directions!

The thieves are over 60 feet away when the characters first notice them. Their first instinct is to preserve themselves by separating and fleeing into the crowd.

Creatures: The fallen man is a servant who wears the blue and silver colors of House Fealson. A successful Knowledge (nobility and royalty) check (DC 10) allows a character to recognize this. He has been struck with a poison blade, the same poison that is on the crossbow, and the combination of the dagger wound and Constitution loss has claimed his life. There is nothing the characters can do for him. A successful Heal check

(DC 15) allows a character to identify that the wound was infected with poison.

APL 2 (EL 2)

✓**Gutnick & Caster:** Male human Rog1; hp 7 each; see Appendix I.

APL 4 (EL 4)

✓**Gutnick & Caster:** Male human Rog2; hp 12 each; see Appendix I.

APL 6 (EL 6)

✓**Gutnick & Caster:** Male human Rog4; hp 22 each; see Appendix I.

APL 8 (EL 8)

✓**Gutnick & Caster:** Male human Rog4/Ftr2; hp 36 each; see Appendix I.

Tactics: The thieves' first priority is to escape with the treasure they took from the servant. They immediately separate and run away from the characters at their full movement rate. The thieves' run in two different directions, forcing the characters to either split up or only track one of them, and they also attempt to lose themselves in the crowd at the first opportunity. They only use of their tanglefoot bags as a last resort. Each of the thieves has a Hide skill with which they will hastily use to attempt to elude pursuers. They also have Bluff to use to attempt to cause diversions allowing them to hide from the characters.

Use opposed Spot or Wilderness Lore/Track checks for the characters to keep track of the thieves' movements. If the thieves are able to avoid being spotted by the characters in any given round, they have escaped. If this occurs, the characters have to use significant magic to resume the chase! These thieves should lead the characters on a merry chase throughout the area. If forced to fight, each of these thieves also have a few tricks up their sleeves, including tanglefoot bags, which they hurl at pursuing characters.

Treasure: The treasure available from this encounter consists of the thieves' possessions, and the coin purse from the servant, which should be returned to Lord Fealson.

Development: Whether or not the characters actually manage to capture the thieves is not the critical development aspect of this encounter. Instead, the important development element is how the characters deal with the fallen member of House Fealson. If they make a huge spectacle of themselves (screaming for help for example), it is unlikely that Lord Fealson asks them for assistance later in the adventure. Such an approach causes quite a stir, and disrupts the main feast. If however, they discretely notified the Lord or the city watch, the appropriate officials deal with the matter swiftly and

quietly. Crimes are not that uncommon in Chendl, and certainly not something to raise a general alarm about.

When the characters have caught one or both of the thieves, a powerful political figure emerges from the shadows and addresses the heroes, proceed to Encounter 3.

ENCOUNTER 3: DEFENSE OF CHENDL

As order slowly returns to the chaotic scene caused by the thieves, members of the city watch begin to take the criminals away quietly trying to avoid drawing undue attention to the scene.

From the shadows emerges a figure dressed in dark blue robes, embroidered with the heraldry of the King. The slender figure waits as the guards nod toward her as they take their leave. The slender figure reaches up and draws back the hood of her robe revealing a striking beauty with raven hair and ice blue eyes.

"Well met friends, it seems that in some small way our kingdom is indebted to you for your service. Allow me to introduce myself; my name is Pisenten, member of the Council of Four and advisor to his majesty, King Belvor IV. I am wondering, if you have it within you to truly earn the favor of the king this night?"

Pisenten is the resident wizard and sits on the Council of Four, the elite mages that advise the King on arcane matters. Occasionally, these agents have been known to take actions of their own design for the good of the kingdom. One such plan the mages have, involves developing a mystic shield to protect the city. This shield requires several unique spell components, the first of which was recovered in FUR1-01 Deep Pearl. Now, another one of the components has become available and Pisenten is determined to obtain it.

She has orchestrated a plan to allow an agent of Iuz to sneak through the cities defenses. This agent is wearing one of Iuz's infamous slavery collars, and if captured alive can provide a way to steal some of Old Wicked's essence by reversing the collar. She is hoping that the characters can assist her by capturing the agent. She is afraid that if she takes direct actions, it may draw too much attention and perhaps drive the agent underground.

She does not reveal her entire plan, and those characters that succeed in an opposed Sense Motive/Bluff check realize that she is hiding something. If pressed on this, she is very impressed by the characters cleverness, but she still does not reveal everything. She simply informs the character that not all of the King's secrets are easily shared and that they will know all that they need to know to aid the kingdom.

Depending on how the characters react to her offer, she considers involving them in her plan. When the characters first begin to speak with her, she is fairly guarded as she attempts to learn more about the characters, relying on her high Sense Motive skill rather than her spells. If asked about the reward she is offering,

she is disappointed in the lack of understanding the heroes are demonstrating. She has already offered all of the reward she intends to offer, the favor of the kingdom and more specifically her favor. Once she is convinced of the characters honor, she reveals the following.

Pisenten: Female human Wiz12. (Sense motive +10, Bluff +10)

"Hmmm, well it seems that our fates on this night are entwined and that your service to you country may have just begun. I hope you are well rested for this night promises you little opportunity to relax.

An agent of our sworn enemy has entered the city this very night. Making its way from the northern provinces, it has come to Chendl, using the cover of the tourney to hide itself. It seeks to take revenge for the actions of our most noble heroes and their families.

I have learned through my contacts in the watch that the agent has already struck once, taking the life of the entire house of Telanthor. Captain Telanthor served during the retaking of Grabford over two years ago. I have dispatched a message to the guards to keep the home secured until I arrive.

I would have you travel to the home of Telanthor, under my authority, and learn what you can of this agent. It is imperative that it be taken alive so that it can be questioned and the truth of its mission discovered. If it passes out of this mortal realm, Old Wicked will bar us from that which we need.

There are two others who may also be in danger this night who need our protection. The first is Lord Fealson and the other is Captain Sarason. Lord Fealson and I have been friends for many years and given his son's victory in the tourney today, he would not be alarmed by my "congratulatory" visit. I would also have you look to Sarason's home when you are done at Telanthor's estate.

Telanthor's home lies between where we stand and Sarason's lands. It is unlikely that the agent will be able to track down Sarason or Fealson before you and I arrive at our destinations. It is important that you do not tarry long at Telanthor's, for the agent may travel more quickly than I give it credit, and we must be prepared.

If the agent moves against Lord Fealson I am sure that I will be able to protect him. Your job will be to make sure that no harm comes to Sarason, and that the agent is captured alive at all costs."

If the characters are willing to assist Pisenten in her mission, then they may set off to the homes of Telanthor and Sarason. If they are unwilling to help her, the mission is over. Pisenten can also provide the following information and assistance:

- She provides each character with a small signet made of ice with her personal mark to authenticate the characters work for her. The signets are small and are carved to show the sign of the king surrounded by waves, and hold their form for 24 hours before melting. This allows the characters to influence the guards later in the adventure. The signets radiate enchantment if detected.

- Telanthon was a hero of the battle of Grabford and lived with his wife and son here in Chendl for the past couple of years.
- The agent is some type of humanoid, but she is unsure of its exact nature. She believes that the agent is male and possesses some powerful inherent magical abilities, and may even be a half-fiend.
- Sarason is an old man who never remarried following his wife's death. His wife and family were killed in the siege of Grabford (when it fell to Iuz) and after retaking the city he retired to live in Chendl.
- If the characters need her, they may reach her at Lord Fealson's estate anytime during the evening. She provides directions if they ask for them. Assume the characters know the locations of all the homes they need to visit.
- The agent must be taken alive; the characters must do everything possible to ensure that he is not killed. A dead agent is of no value to her.

Pisenten does not wish to mince words with the characters. She believes that though they have some time, undue delays would pose an unnecessary risk to those they are trying to protect.

Once the characters have agreed to aid her and have received the signets, they are on their own. The characters are then faced with a choice of investigating Telanthon's estate or trying to reach Sarason before Blackmomb. If they investigate Telanthon's proceed to Encounter 4: Fallen Captain. If the proceed directly to Sarason's, proceed to Encounter 5: Scene of the Crime.

If the characters wish to use divination magic such as an augury to seek insight into which path they should take, they may also learn additional information. The use of an augury spell, if successful, may indicate the search is to their benefit (Weal), since the knowledge of the enemy can help save lives (their own) and Sarason is already lost. More powerful divination can reveal the following: *"Time is of the essence but most are already lost. To search the home of the fallen captain is to the weal of your quest, if you look closely in a private place."*

ENCOUNTER 4: FALLEN CAPTAIN

Following directions that Pisenten provides, the characters have no trouble making their way through the city to Telanthon's estate. The home is large, but overly so, and there are a group of soldiers in the King's livery (rather unusual) guarding the entrance to the estate. If the characters approach them, the guards move to block their entry.

"Hold please. I regret to inform you that Captain Telanthon is not available to receive guests at this time. Please return in two days time and perhaps he will be able to see you then."

The soldiers are polite and dignified, consistent with their training. Their job is to prevent unwanted entry into the house before Pisenten arrives. If the characters show the signets, the soldiers part and allow them to pass without question. Otherwise, the guards are resolute in their duty to protect the house and do not allow the characters to pass.

When the characters begin to make their way to the home, one of the guards makes the short walk with them toward the front door and provides them with a key to the home.

"Please understand that Captain Telanthon was one of us. A finer captain you could not hope for. Since you come with the Lady's sign you are to be trusted, but know this, if you defile this place or his property, there is not a soldier in the lands that will not hesitate to hunt you down."

"You will find the bodies of the Captain and his wife in their master bedroom on the eastern side of the house. The body of their son can be found in his bedroom as well, next to the master bedroom. We have tried to disturb nothing so that the wizards will be able to search without any interference."

If questioned about the captain or his family, the guard can provide a little bit more information:

- The captain served in the Great Northern Crusade and retired shortly after the retaking of Grabford.
- He has been married for several years, taking his bride two days before the Crusade began.
- His only child, a son, is also dead and was only about a year old. Telanthon wanted to be around to raise his son and they waited until he returned from the war before having children.
- His wife, Shellenia, was the daughter of a blacksmith and often was found helping "Cuthbert's lot" (the poor) with coins or loaves of bread. She was weakened by the birth of their son, but she still tried to pitch in whenever she was up to it.

THE HOUSE

Captain Telanthon's home is well appointed and fairly large, suitable for a retired war hero of his station. Characters that perform an inspection of the outside of the home, making a successful Search or Wilderness Lore check (DC 10) find no signs of unusual tracks or signs of forced entry. The locks on the doors are intact as well and a careful inspection, making a successful Open Lock check (DC 15) or a successful Search check (DC 20) reveals that there are no signs of interference with the lock that would have been caused by picking it. The roof of the house is also free of tracks or signs of forced entry.

A detect magic or detect evil spell reveals no lingering auras and no signs of magic or evil around the outside of the home. The assassin used his alternate form to enter the home through the privy and managed to bite each victim with his venomous bite. Characters that search the

bodies carefully may find the tell tale marks of the tiny viper bites.

The majority of the house is completely undisturbed, but does show signs of being well lived in. There are no signs of a struggle of any type. Toys can be found in the larger living areas and an open book on military history lies near a comfortable looking chair in the study. The house is appointed with some objects of art and wealth such as silver candlesticks, crystal goblets, etc. These items are in plain sight, which not only may tempt less than scrupulous characters, but also should provide a clue that profit was not the motive behind these killings. Any character foolish enough to pocket items of value from this home is in for a harsh reward.

See the Treasure Summary at the end of the adventure.

There are three areas of the house that prove the most interesting for the heroes. These areas include the nursery (where the dead child is found), the master bedroom (where the Captain and his wife are found), and the privy (where signs of the intruder lead).

THE NURSERY

The door to this room is ajar and the smells of talcum powder and clean linens dominate the air. The wooden floor creaks softly as you enter and see the simply decorated room. A modest crib, a changing table, dresser, and a rocking chair are the only furniture present. In the crib, a small figure with golden hair appears to be sleeping quietly. As you watch him, you realize that the child is not breathing and that his sleep is eternal.

The characters may wish to take a look for tracks in the room, however the search is difficult. The wooden floor is well dusted and does not tend to leave tracks. A successful Track check (DC 20) or a successful Search check (DC 25) reveals a small slick of brown material (feces) near one of the legs of the crib. This is the only sign, other than the dead baby, of Blackmomb's passing.

Characters that uncover and inspect the body see the body of a beautiful young boy of about a year old. Curly golden hair lies matted on one side from the bed and his vacant blue eyes stare off in the distance. The body is only slightly warm to the touch, indicating that he has been dead for several hours. A successful inspection with the Heal skill (DC 15) indicates that the boy appeared to die in his sleep, and eventually died of asphyxiation. Such an inspection may also reveal the bite mark located on the boy's left heel. If discovered, the mark appears as two small red dots about 1/2 inch apart. Characters with the Knowledge (nature) skill realize immediately that this is a bite mark. A successful skill check (DC 10) allows them to know that the bite is most likely from a viper, very poisonous and not native to this part of the world.

Characters that check the area for evil or magic by magical means find no signs of either within this room.

MASTER BEDROOM

The door opening in the master bedroom is ajar and reveals a large comfortable room. The hard wood floors creak softly with

age and there are a number of large rugs on the floors. The furniture includes several dressers, a mirror, a desk, and a large bed with a canopy that dominates the center of the room.

Two bodies lie upon the bed, one under the covers as if sleeping and the other fallen over the top of the first. The sweet sickening smell of blood fills the room.

The figure underneath the covers is the body of Shellenia and the figure fallen on the bed is that of Captain Telanthor. Both are quite dead. There is a large amount of blood on the bed (Telanthor's) from his slit wrists and neck. A careful search of Shellenia's body reveal tiny marks upon her heel identical to the one found on the body in the nursery. Characters that cast speak with dead do not get any useful information from her, she was bitten while sleeping and succumbed to the poison immediately. Her Constitution score was very low due to the childbirth, thus the poison drove her into a coma immediately. She has no memory other than going to be before her husband who was reading in the study below.

Telanthor's body is different from the others, and appears to have a look of anguish on his face. When the characters get a look at the Captain, read the following:

The body on the top of the bed is that of Captain Telanthor, still in his bedclothes. A look of horror is frozen upon his face and the trails of dried tears are visible on the dead man's face. Thick blood from his wrists and neck stain the sheets of the bed and the body of his wife below him.

The body of Telanthor can provide the characters a few interesting clues. The body does have the signature bite marks on the heel, from the viper identical to those on the baby and mother. In addition, deep cuts with a sharp blade were made to the wrists and neck. Telanthor bled to death and did not fully succumb to the poison effects. There are no other signs of violence in the room to indicate any type of struggle.

If the characters are able to speak with dead, Telanthor can reveal some horrid news, most of which is so filled with grief that it is not that helpful to the characters. Select from the following bits of information depending on the questions the characters ask.

- "My son, my wife, both lie dead and I am helpless. So cold, I can hardly move a muscle. The voice, it hisses laughter as the cold steel is drawn across my body. I am bleeding, and this thing, it savors my blood like nectar."
- "I saw the one who did this, a serpent he was. I felt the bite and leaped forth from bed but too late, my family were already dead. A tiny snake was in the bed and I flung it to the floor where it transformed into a man in dark robes, with scaled hands."
- "Vengeance!" it cried. As the poison from the bite sapped my strength it laughed. "Know that Iuz has a long memory," it hissed as it watched me die, and that is when I saw my lovely wife, and realized the horror that was upon us."

A search of the room may also turn up a few other interesting clues. On the desk, the characters find a partially completed letter from Captain Telanthor to Sir Lannistor at the War College. The letter is underneath an intricate paperweight made of platinum. This paperweight depicts a map of the Kingdom of Furyondy and its provinces, and is worth 300 gp. This letter is a character handout and is contained in the appendix to the adventure. The letter details the Captain's reluctant agreement to assist Lannistor in his preparations for a siege on Molag, the former capital of the Horned Society. This letter provides a clue as to some of the events to take place in the second round of the tournament.

The second clue of interest to the characters can be found on the carpet near the foot of the bed. With a successful Search or Track check (DC 17) the characters find a larger trail of brown material (feces) running along the carpet to the bedpost. If they wish to look for other signs of this material, they eventually find enough evidence to lead them to the privy.

PRIVY

Unless the characters have discovered the trails in the nursery and the master bedroom, it is unlikely that they enter this area. If they are following the trail, read the following as they enter the area.

Following the trail is difficult but not impossible, especially since you now know what you are looking for. Only small occasional spots that lead down the hall to a small room that is likely the privy mark the trail. The door to this area is also ajar and the room smells heavily of scented candles.

This room is the house privy and is fairly clean by most standards. The privy has a small direct drop to one of the many underground streams in Chendl that are often used as sewers.

On the floor of the room, the brown trail is a bit more obvious and it appears that something did come through the underground system into the home. There is also a smaller secondary trail a small speck of blood that appears to indicate that whatever it was also used this as a means of escape.

Once the characters have discovered the bodies and perhaps a few clues regarding the agent of Iuz, they have learned all that they can from the home of the fallen captain. They could continue to spend time in the home searching for valuables and can find up to 500 gold pieces worth of relatively easy items to carry. Of course, taking these things extracts a heavy toll on the thieves as documented in the Treasure Summary.

When the characters leave the home, the guards look to them to provide direction. If the characters are convinced they have learned all that they can, they may wish to have the guards alert the clerics and to perform last rites or other spellcasting. Summoning clerics takes a couple of hours and characters should realize that they do not have enough time to stand around and wait for them to arrive. Characters realize that waiting around prevents them from reaching Sarason in time.

The guards respond to any reasonable commands the characters give them, however they do not leave their post to travel with them. They do, however, send a runner to Lord Fealson's estate with any message for Pisenten the characters may wish to deliver. When their business is completed at the house, they should continue on to Sarason's home.

Development: If the characters insist of waiting for clerics, they are not able to complete the adventure. By the time the clerics arrive and the characters deal with them, Blackmomb has dealt with Sarason and moved on. The characters are forced to admit failure to Pisenten who is so disgusted with their lack of foresight, that she dismisses them from service. The entire adventure, including Round 2, is over for characters that wait for clerics.

Knowledge: If the characters learned about the trail in the privy at Telanthor's home, they may wish to know more about the sewer system of the city. A successful Knowledge (Chendl) or Knowledge (geography) check (DC15) reveals that there is no formal sewer system, but many of the larger homes have connections to the myriad of small channels that divide the city. There are no maps of these channels and there is no way to know which tunnel and channel the agent used to enter this home or Sarason's estate.

ENCOUNTER 5: DEATH IN THE AIR

As the characters make their way through the city of Chendl toward the home of Captain Sarason they see the signs of the evening revelry in full swing. Many happy citizens of the city have had more than a few tankards of ale to wash away the pain of the past few months, oblivious to the danger that surrounds them.

Unfortunately for Blackmomb, Sarason's home is not connected to the underground waterways in Chendl. When he made his way inside the home, he was forced to summon a guardian via a scroll of gate to protect his escape route, a small water grate down the street from the home.

Upon their arrival at the house, the characters see another one of the cities well appointed, but modest homes that was been rebuilt following Iuz's siege. There are no guards outside the home and there are no lights inside the building. Proceed with the following:

The city streets are filled with merry makers even this far from the main tourney tents. Travel through the crowds is slow, but you manage to push your way through toward the home of Captain Sarason.

The house is large, but not quite as large as that of Captain Trethalor. The house is dark and you see no signs of guards or servants. A low gate can be opened to gain entrance to the stone walkway leading to the front door. The home is a two level structure with several windows on both the lower and upper level.

The house may be entered through any number of entry points including the main door, a rear door, and the numerous windows. A visual inspection of the home reveals no signs of forced entry and no signs of activity within (lights, etc.). There are no city guards in the immediate vicinity and the home appears eerily vacant. If the characters take too close a look (peering in windows, climbing up walls, etc.) or attempt to enter the home the guardian of the home attacks.

Creatures: Guarding the entrance to the home is an invisible creature (Either an air elemental or an invisible stalker). The creature was given instructions to guard the home from entrance to allow Blackmomb time to kill Sarason. In addition, characters must state they are actively looking for any creatures in order to be allowed a spot check to notice the invisible creature. At APL 2, the creature becomes visible after it makes its first attack.

APL 2 (EL 5)

◆ **Large Air Elemental:** hp 60; see Monster Manual page 81.

Note: This creature had an invisibility spell cast upon it (via scroll), and remains invisible until after its first attack.

APL 4 (EL 7)

◆ **Invisible Stalker:** hp 52; see Monster Manual.

APL 6 (EL 9)

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

APL 8 (EL 11)

◆ **Invisible Stalker, Advanced:** hp 128; see Appendix I.

Tactics: If the characters try to enter the home, the creature attacks using its invisibility to catch them flat-footed. The creature is very intelligent and seeks to pick off lone characters if they attempt to case out the home.

Given the creature's flight ability, it can easily attack a character that climbs upon the home. It does not stay in one place for any length of time, seeking to strike at characters and then move off.

In a further attempt to pervert its instructions, the creature does not enter the home. If the characters manage to enter the house, the creature waits for them to leave the home before continuing its assault.

Development: Any combat that occurs outside the home has a chance of alerting Blackmomb in the house. Like most gated creatures, it resents being summoned and attempts to fight as quietly as possible, thus reducing the chance that Blackmomb is alerted. Combat outside the house is detectable with a successful Listen check (DC 15) modified by circumstances. If the characters are making an excessive amount of noise by using loud magic or screaming battle cries the DC is lowered significantly.

ENCOUNTER 6: SHOWDOWN

Inside the home, Blackmomb is already celebrating his victory, having killed Captain Sarason before the characters arrived. Blackmomb is reveling in his success by relaxing in Sarason's great hall, mocking and vandalizing the numerous trophies that are contained there.

When the characters enter the home, Blackmomb is in the hall. Unless he is aware of their presence, he is relaxing in the joy of his victory over the second Furyondy war hero.

Creatures: Blackmomb, the agent whom the characters are seeking, is located in Sarason's home.

APL 2 (EL 5)

◆ **Blackmomb:** Pureblood yuan ti; hp 27; see Monster Manual.

APL 4 (EL 7)

◆ **Blackmomb:** Pureblood yuan ti Ftr2; hp 56; see Appendix I.

APL 6 (EL 9)

◆ **Blackmomb:** Pureblood yuan ti Ftr4; hp 70; see Appendix I.

APL 8 (EL 11)

◆ **Blackmomb:** Pureblood yuan ti Ftr6; hp 84; see Appendix I.

Tactics: If Blackmomb detects the characters arrival, he attempts to escape knowing that his mission has been discovered. If an opportunity presents itself to attack a lone character, Blackmomb takes it, relishing in the joy of single combat. If confronted and his exit is blocked, he fights to the best of his ability, always looking for a route out of the home to the escape grate and the support of his summoned creature, if it still lives.

Blackmomb is a gifted warrior and enjoys single combat. He is also very intelligent and focuses his attacks on those who impede his attempt to escape. If allowed outside near the sewer grate, he changes shape and flees.

Development: Depending on the outcome of the battle, the encounter can end in several ways.

Complete Failure

If the characters are unable to prevent Blackmomb from escaping, he makes his way into the underground waterways and completes his escape. He is aware that forces of Furyondy are aware of his mission and he does not attempt to attack Lord Fealson. He uses his powers to leave Chendl, and not even Pisenten's powers are able to track him. Despite their failure, Pisenten still presents the characters to Lord Fealson.

Partial Success

If the characters fight and kill Blackmomb in the process, they have partially succeeded in their mission. They have foiled the plan of Iuz's agents, but failed to secure the required spell component for Pisenten. Lady Pisenten still sees that the characters are escorted to Lord Fealson for a final interview.

Success

If the characters are able to capture Blackmomb, when they send for Lady Pisenten, she arrives with a small entourage and a pair of golden manacles. She fastens the manacles on Blackmomb and their magic cancels his innate abilities. She then takes control over the prisoner and sees that the characters are escorted to their interview with Lord Fealson. Characters that are able to successfully capture Blackmomb will also earn Lady Pisenten's favor (see Treasure Summary).

ENCOUNTER 7: FEALSON'S TEST

Following the encounter with Blackmomb, the characters are guided by Pisenten to a small, but well appointed inn, where they meet Lord Fealson. DMs should describe their journey through the streets to the small inn based upon the spirits of Lady Pisenten. The more successful they have been, the more cordial the Royal Mage is. Once at the inn, proceed with the following:

Inside, there is a small suite of rooms that are being used by Lord Fealson. Lady Pisenten escorts you through a small and well-concealed door into an anteroom leading to a suite of rooms. There are several guards in the blue livery of House Fealson.

The guards inform you that the Lord wishes to speak with you and bids you to please wait patiently. Several guards position themselves near doors and windows and are more focused on looking out than at watching you.

The room you are in is nice, but certainly not lavish. There are comfortable chairs in a sitting area and other doors lead to sleeping chambers. Within a few minutes, you hear the rear door of the inn open and several figures are soon walking down the hallway. You can hear muted conversation in the hall as Lord Fealson enters the room.

Lord Fealson, you soon realize, is the father of Lord Jacen Fealson that fought in the joust this afternoon. One look at the older Lord and you can immediately tell where his son gets his size and strength. He is dressed in the house colors of bright blue etched with silver and his cloak is clasped with a pin with the emblem of the College of the Warmasters.

"So, you are the ones that discovered the body of my man in the street and served Lady Pisenten. Come, sit, and tell me what you may about what has happened."

Lord Eldin Fealson: Male human Ftr9/Warmaster4.

Note: Details regarding the Warmaster prestige class can be found on *Sword and Fist* page 37.

Lord Eldin Fealson is a powerful man with a commanding presence. He fought in many battles against Iuz and approaches life with the dedication of a soldier and the mind of a tactician, a gift of his warmaster training. If the characters were discrete with the thieves and successful in their quest to stop Blackmomb, he is favorably disposed to them. He thanks them for the sense they showed in not disrupting the festival since the people have had too few causes to celebrate lately. If the characters were indiscrete or unsuccessful, Fealson is upset. He is very skeptical of their story as they relate it.

Before revealing why he wishes to speak with the characters, Fealson needs to be convinced of the characters integrity and dedication to Furyondy. This requires the characters to make a successful Diplomacy check (DC 25) with the potential penalties outlined below. This should not be a simple dice roll. DMs should require the players to really roleplay during this encounter.

If the characters truly meet these criteria in the DM's judgment, they receive up to a +10 circumstance bonus to this check, which can cancel out some of penalties from earlier encounters. Other characters that are not dedicated to Furyondy or seem to lack integrity (DM judgment) have to convince Fealson otherwise. This requires an opposed Bluff/Sense Motive check to win him over.

Fealson is very shrewd and uses his Sense motive skill (+15) to determine the character's intent to the best of his ability. DMs should remember the various situation modifiers than can affect this roll.

Development: It is possible that several characters pass Fealson's test while others fail. If this occurs, there are two options. First, those members who passed the test may attempt to vouch for the others. This tactic may work allowing another Diplomacy check (DC 18) that is made using the vouching character's ability only.

If this fails, the party is forced to split up to continue on the adventure. Some characters are not allowed to continue. Fealson does not allow those he deems unworthy to continue in his service. Those "unworthy" characters are dismissed from the room and escorted by the guards out of the inn. They are not listed on the entry list for the war college. If these characters attempt to sneak in, they are caught almost immediately and thrown in jail. Those characters from other regions that attempt this feat are executed as spies, their bodies burned and their remains scattered in secret places (no raise dead or resurrection possible). In addition, any character that passes the test that attempts to aid another failing character in attempting to circumvent Fealson's requirements should be warned that this type of action violates Fealson's trust. Continuing on this path causes the assisting character to suffer the same fate as the offending character, excluding execution. In summary, if the characters fail Lord Fealson's tests, the adventure for those characters is over (complete score sheets, award partial experience, and vote).

Note: These characters are not allowed to participate in the second round of the tournament. Players must either bring secondary characters or create a new character native to Furyondy before beginning the second round of the tournament.

If the characters manage to convince Fealson of their integrity and conviction toward Furyondy ideals, he tells them more about why he truly wishes to speak with them. He reveals this information only after those “unworthy” characters have been escorted from the area.

“As I am sure you already know, hard times have befallen our kingdom. Thefts like the one you encountered and the actions of our ancient oppressor threaten our very survival. Dark times indeed...”

“Today, however, is supposed to be a happy day for the kingdom and my family in particular. I am sure by now that you heard of my son’s success in the joust. Sir Caladon is undefeated since becoming a knight, and no man has lasted more than two passes against him. My son has won a place of honor and will be attending the War College in two days. I myself attended the college and hold their teachings in high regard.”

“I believe that the fingers of our ancient enemy have reached deep into our lands, perhaps even the college itself. What better place to target than the home of our future war leaders? My son and I are far too well known to avoid drawing attention to ourselves if we began an inquiry, but you have the advantage of being relatively unknown in our lands. At least your reputations have not grown so great as to draw the eyes of our enemies, yet...”

“Therefore, In addition to the service that you have already provided me, I would like to hire you as attendants for my son. His acceptance to the college was not entirely anticipated, so it will take me some time to get appropriate servants, at least a week, no more than a fortnight. In the interim, I will pay you a generous attendant wage of 2 sheridans per day and additional payment will be made available if you learn uncover anything of interest at the college. Your days will be hard and filled with work in the kitchens, armory, and attending to my son, but you will have time enough to keep your eyes and ears open on my behalf. You must not allow my son to know that you are more than you appear to be, which are his attendants. You must carefully guard your skills and secondary purpose from him. Are you interested in serving your kingdom?”

As he makes his offer to the characters, Fealson produces a small pouch of gemstones. There are 6 gemstones worth 50 gp each.

CONCLUSION

The first round of the adventure ends with Lord Fealson’s proposal to the characters. Further questioning of the Lord and the characters final answer are resolved in the opening encounters of Round 2.

DMs should break at this point of the adventure to complete the first round paperwork including voting,

awarding treasure, completing certificates, and awarding experience.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 2: Robbery Gone Wrong

Defeat the thieves.

APL 2	30 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 5: Death in the Air

Defeat the air elemental/invisible stalker.

APL 2	120 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Encounter 6: Showdown

Defeat Blackmomb

APL 2	120 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Conclusion

Dealing with the thieves in Encounter 2 discreetly and taking Blackmomb alive.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	810 XP
APL 8	1020 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minute per every 5 enemies, and if the characters cannot

take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

TREASURE KEY:

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

Encounter 2: Robbery Gone Wrong

Defeat the thieves and strip them of their gear.

APL 2: L: 22 gp; C: 0 gp; M: 0

APL 4: L: 22 gp; C: 0 gp; M: 0

APL 6: L: 22 gp; C: 0 gp; M: 0

APL 8: L: 22 gp; C: 0 gp; M: 0

Encounter 6: Showdown

Defeat Blackmomb and strip him of his gear and magic items.

APL 2: L: 50 gp; C: 0 gp; M: 0

APL 4: L: 10 gp; C: 0 gp; M: +1 two-bladed sword (Value 705 gp per character)

APL 6: L: 0 gp; C: 0 gp; M: +1 two-bladed sword (Value 705 gp per character); +1 chain shirt (Value 125 gp per character)

APL 8: L: 0 gp; C: 0 gp; M: +1 two-bladed sword (Value 240 gp per character); +1 chain shirt (Value 125 gp per character); bag of tricks (gray) (Value 90 gp per character)

Total Possible Treasure

APL 2: 72 gp

APL 4: 737 gp

APL 6: 832 gp

APL 8: 962 gp

Favor of Lady Pisenten

In exchange for the services rendered to Lady Pisenten on a dark night in Chendl, the hero has earned the Lady's favor. Each character is given a small charm with her symbol, the shield of Furyondy on a background of waves. Characters may use her this favor to call in influence with any number of organizations in Chendl. This favor is an influence point with any formal church, the Noble Council, the Knightly Conclave, or the Council of Mages.

Animosity of the Furyondy Military

Characters that earn this certificate have committed a crime against some of Furyondy's heroes, Captain Sarason or Telanthor. These characters must show this certificate to any judge at any Furyondy regional or adapted scenario. The characters have become infamous among the active military and militia, including the Knights of the Hart. Characters with this certificate are forbidden from joining the Knights, the military, or any other meta-organization of high standing.

APPENDIX I: NPCS

ENCOUNTER 2: ROBBERY GONE WRONG

APL 2 (EL 2)

Gutnick & Caster: Male human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+1; hp 7 each; Init +7; Spd 30 ft; AC 15 (touch 13, flat-footed 12); Atk +3 melee (1d6/19-20, short sword) or +3 ranged (1d8/19-20 plus poison, light crossbow); SA Sneak attack, poison; AL NE; SV Fort +1, Ref +5, Will +0; Str 10, Dex 16, Con 12, Int 10, Wis 10, Cha 12.

Skills and Feats: Balance +6, Bluff +4, Climb +3, Disable Device +3, Hide +6, Innuendo +3, Listen +3, Move Silently +6, Open Lock +6, Pick pockets +6, Search +3, Spot +3; Improved Initiative, Weapon Finesse (short sword)

Possessions: leather armor, short sword, light crossbow, 10 bolts (2 are poisoned), dagger, tanglefoot bag.

Poison: Fort save (DC 14) negates; Initial and Secondary (1d6 temporary Con).

APL 4 (EL 4)

Gutnick & Caster: Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+2; hp 12 each; Init +7; Spd 30 ft; AC 15 (touch 13, flat-footed 12); Atk +4 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20 plus poison, light crossbow); SA Sneak attack, poison; SQ Evasion; AL NE; SV Fort +1, Ref +6, Will +0; Str 10, Dex 16, Con 12, Int 10, Wis 10, Cha 12.

Skills and Feats: Balance +6, Bluff +5, Climb +4, Disable Device +4, Hide +6, Innuendo +4, Listen +4, Move Silently +7, Open Lock +6, Pick pockets +7, Search +4, Spot +4; Improved Initiative, Weapon Finesse (short sword)

Possessions: leather armor, short sword, light crossbow, 10 bolts (2 are poisoned), dagger, tanglefoot bag.

Poison: Fort save (DC 14) negates; Initial and Secondary (1d6 temporary Con).

APL 6 (EL 6)

Gutnick & Caster: Male human Rog4; CR 4; Medium-size humanoid (human); HD 4d6+4; hp 22 each; Init +7; Spd 30 ft; AC 15 (touch 13, flat-footed 12); Atk +6 melee (1d6/19-20, short sword) or +6 ranged (1d8/19-20 plus poison, light crossbow); SA Sneak attack, poison; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +7, Will +1; Str 10, Dex 17, Con 12, Int 10, Wis 10, Cha 12.

Skills and Feats: Balance +7, Bluff +6, Climb +6, Disable Device +6, Hide +7, Innuendo +6, Listen +6, Move Silently +8, Open Lock +7, Pick pockets +8, Search +6, Spot +6; Dodge, Improved Initiative, Weapon Finesse (short sword)

Possessions: leather armor, short sword, light crossbow, 10 bolts (2 are poisoned), dagger, tanglefoot bag.

Poison: Fort save (DC 14) negates; Initial and Secondary (1d6 temporary Con).

APL 8 (EL 8)

Gutnick & Caster: Male human Rog4/Ftr2; CR 6; Medium-size humanoid (human); HD 4d6+2d10+6; hp 36 each; Init +7; Spd 30 ft; AC 15 (touch 13, flat-footed 12); Atk +9 melee (1d6/19-20, short sword) or +8 ranged (1d8/19-20 plus poison, light crossbow); SA Sneak attack, poison; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +5, Ref +7, Will +1; Str 10, Dex 17, Con 12, Int 10, Wis 10, Cha 12.

Skills and Feats: Balance +7, Bluff +6, Climb +6, Disable Device +6, Hide +7, Innuendo +6, Jump +6, Listen +6, Move Silently +8, Open Lock +7, Pick pockets +8, Search +6, Spot +6; Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Finesse (short sword), Weapon Focus (short sword).

Possessions: leather armor, short sword, light crossbow, 10 bolts (2 are poisoned), dagger, tanglefoot bag.

Poison: Fort save (DC 14) negates; Initial and Secondary (1d6 temporary Con).

ENCOUNTER 5: DEATH IN THE AIR

APL 6 (EL 9)

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

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

APL 8 (EL 11)

Invisible Stalker, Advanced: CR 11; Huge elemental (air); HD 16d8+64; hp 128; Init +7; Spd 30 ft., fly 30 ft. (perfect); AC 18 (touch 11, flat-footed 15), Atk +21/+16/+11 melee (2d8+8, slam); Face/Reach 5 ft. by 5 ft./10 ft.; SQ Elemental, natural invisibility, improved tracking; AL N; SV: Fort +9, Ref +13 Wil +7; Str 26, Dex 17, Con 18, Int 14, Wis 15, Cha 11.

Skills and Feats: Listen +15, Move Silently +19, Search +15, Spot +17; Combat Reflexes, Fly-By Attack, Improved Initiative, Power Attack, Weapon Focus (slam)

ENCOUNTER 6: SHOWDOWN

APL 4 (EL 7)

Blackmomb: Pureblood yuan ti Ftr2; CR 7; Medium-size monstrous humanoid; HD 6d8+2d10+8; hp 56; Init +7; Spd 30 ft; AC 18 (touch 13, flat-footed 15); Atk +11/+11/+6 (1d8+4/19-20, two-bladed sword); SA Spell-like abilities, psionics; SR 16; AL CE, SV Fort +6, Ref +8, Will +9; Str 16, Dex 16, Con 12, Wis 18, Int 18, Cha 16.

Skills and Feats: Climb +7, Concentration +9, Disguise +3*, Hide +7*, Jump +7, Knowledge (arcane) +9, Knowledge (religion) +9, Listen +15, Ride +7, Spot +15; Alertness, Ambidexterity, Blind-Fight, Dodge, Exotic Weapon Proficiency (two-bladed sword), Expertise, Improved Initiative, Two-Weapon Fighting.

Possessions: +1/+1 two-bladed sword, chain shirt.

Spell-Like Abilities: (Human-headed) 1/day—*animal trance, cause fear, deeper darkness, entangle, neutralize poison, suggestion, and polymorph other*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 13 + spell level).

Psionics (Sp): All yuan-ti can produce the following effects at will.

Detect Poison: As the spell cast by a 6th-level sorcerer.

Alternate Form: The yuan-ti can assume the form of a Tiny to Large viper (see the Snake entry in Appendix 1: Animals). This ability is similar to a *shapechange* spell cast by a 19th-level sorcerer but allows only viper forms. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

Chameleon Power: The yuan-ti can change the coloration of itself and its equipment to match its surroundings.

Produce Acid: The yuan-ti can exude acid from its body, dealing 1d6 points of damage to anything it touches. The acid becomes inert when it leaves the yuan-ti's body.

Aversion: The yuan-ti creates a compulsion effect targeting one creature within 30 feet. The subject must succeed at a Will save (DC 17) or gain an aversion to snakes for 10 minutes. Affected subjects must stay at least 20 feet from any snake or yuan-ti, alive or dead; if already within 20 feet, they move away. A subject can overcome the compulsion by succeeding at another DC 17 Will save, but still suffers deep anxiety. This causes a -4 reduction to Dexterity until the effect wears off or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as cast by a 16th-level sorcerer.

Poison (Ex): Halfbloods and abominations with snake heads only—bite, Fortitude save (DC 17); initial and secondary damage 1d6 temporary Constitution.

Skills: *Yuan-ti using chameleon power, receive a +8 circumstance bonus to Hide checks. *A pureblood gains a +5 racial bonus to Disguise checks when impersonating a human.

APL 6 (EL 9)

Blackmomb: Pureblood yuan ti Ftr4; CR 9; Medium-size monstrous humanoid; HD 6d8+4d10+10; hp 70; Init +7 (+3 Dex, Improved Initiative); Spd 30 ft; AC 19 (touch 13, flat-footed 16); Atk +13/+13/+8/+3 (1d8+4/19-20, two-bladed sword); SA Spell-like abilities, psionics; SR 16; AL CE, SV Fort +7, Ref +9, Will +10; Str 16, Dex 17, Con 12, Wis 18, Int 18, Cha 16.

Skills and Feats: Climb +10, Concentration +9, Disguise +3*, Hide +7*, Jump +10, Knowledge (arcane) +9, Knowledge (religion) +9, Listen +15, Ride +10, Spot +15; Alertness, Ambidexterity, Blind-Fight, Dodge, Exotic Weapon Proficiency (two-bladed sword), Expertise, Improved Initiative, Mobility, Spring Attack, Two-Weapon Fighting.

Possessions: +1/+1 two-bladed sword, +1 chain shirt.

Spell-Like Abilities: (Human-headed) 1/day—*animal trance, cause fear, deeper darkness, entangle, neutralize poison, suggestion, and polymorph other*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 13 + spell level).

Psionics (Sp): All yuan-ti can produce the following effects at will.

Detect Poison: As the spell cast by a 6th-level sorcerer.

Alternate Form: The yuan-ti can assume the form of a Tiny to Large viper (see the Snake entry in Appendix 1: Animals). This ability is similar to a *shapechange* spell cast by a 19th-level sorcerer but allows only viper forms. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

Chameleon Power: The yuan-ti can change the coloration of itself and its equipment to match its surroundings.

Produce Acid: The yuan-ti can exude acid from its body, dealing 1d6 points of damage to anything it touches. The acid becomes inert when it leaves the yuan-ti's body.

Aversion: The yuan-ti creates a compulsion effect targeting one creature within 30 feet. The subject must succeed at a Will save (DC 17) or gain an aversion to snakes for 10 minutes. Affected subjects must stay at least 20 feet from any snake or yuan-ti, alive or dead; if already within 20 feet, they move away. A subject can overcome the compulsion by succeeding at another DC 17 Will save, but still suffers deep anxiety. This causes a -4 reduction to Dexterity until the effect wears off or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as cast by a 16th-level sorcerer.

Poison (Ex): Halfbloods and abominations with snake heads only—bite, Fortitude save (DC 17); initial and secondary damage 1d6 temporary Constitution.

Skills: *Yuan-ti using chameleon power, receive a +8 circumstance bonus to Hide checks. *A pureblood gains a +5 racial bonus to Disguise checks when impersonating a human.

APL 8 (EL 11)

Blackmomb: Pureblood yuan ti Ftr6; CR 11; Medium-size monstrous humanoid; HD 6d8+6d10+12; hp 84; Init +7; Spd 30 ft; AC 19 (touch 13, flat-footed 16); Atk +15/+15/+10/+5 (1d8+6/19-20, two-bladed sword); SA Spell-like abilities, psionics; SR 16; AL CE, SV Fort +8, Ref +10, Will +11; Str 16, Dex 17, Con 12, Wis 18, Int 18, Cha 16.

Skills and Feats: Climb +12, Concentration +12, Disguise +3*, Hide +7*, Jump +12, Knowledge (arcane) +9, Knowledge (religion) +9, Listen +15, Ride +12, Spot +15; Alertness, Ambidexterity, Blind-Fight, Dodge, Exotic Weapon Proficiency (two-bladed sword), Expertise, Improved Initiative, Mobility, Spring Attack, Two-Weapon Fighting, Weapon Specialization (two-bladed sword), Whirlwind Attack.

Possessions: +1/+1 two-bladed sword, +1 chain shirt, bag of tricks (gray).

Spell-Like Abilities: (Human-headed) 1/day—*animal trance*, *cause fear*, *deeper darkness*, *entangle*, *neutralize poison*, *suggestion*, and *polymorph other*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 13 + spell level).

Psionics (Sp): All yuan-ti can produce the following effects at will.

Detect Poison: As the spell cast by a 6th-level sorcerer.

Alternate Form: The yuan-ti can assume the form of a Tiny to Large viper (see the Snake entry in Appendix 1: Animals). This ability is similar to a *shapechange* spell cast by a 19th-level sorcerer but allows only viper forms. If the yuan-ti has a poisonous bite of its own, it uses its own or the viper's poison, whichever is more potent.

Chameleon Power: The yuan-ti can change the coloration of itself and its equipment to match its surroundings.

Produce Acid: The yuan-ti can exude acid from its body, dealing 1d6 points of damage to anything it touches. The acid becomes inert when it leaves the yuan-ti's body.

Aversion: The yuan-ti creates a compulsion effect targeting one creature within 30 feet. The subject must succeed at a Will save (DC 17) or gain an aversion to snakes for 10 minutes. Affected subjects must stay at least 20 feet from any snake or yuan-ti, alive or dead; if already within 20 feet, they move away. A subject can overcome the compulsion by succeeding at another DC 17 Will save, but still suffers deep anxiety. This causes a -4 reduction to Dexterity until the effect wears off or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as cast by a 16th-level sorcerer.

Poison (Ex): Halfbloods and abominations with snake heads only—bite, Fortitude save (DC 17); initial and secondary damage 1d6 temporary Constitution.

Skills: *Yuan-ti using chameleon power, receive a +8 circumstance bonus to Hide checks. *A pureblood gains a +5 racial bonus to Disguise checks when impersonating a human.

APPENDIX 2: REGIONAL NOTATIONS

NOTE TO DMS AND EVENT ORGANIZERS

Citizenship:

Unlike other two round scenarios, this event has a special twist at the end of the adventure when the characters loyalty to Furyondy is tested. It is very possible that some characters that participate in the first round will be unable to continue, since their benefactor will have tested their loyalty.

At the end of the first round, the game organizer should review which tables and characters failed the test and thus cannot continue into Round 2. Players whose characters fail the test have the option of creating new characters with a home region of Furyondy, however given the difficulty of the adventure organizers may have to spread the new characters across multiple tables. If required, DMs and gameday organizers should adjust the players at tables to make sure the groups are fit to continue. It may be required to shuffle players and tables around so that all tables meet the minimum table requirements.

NPC SPELLCASTING

The availability of divine spellcasting aid varies by location. If there is not a sufficiently high level spellcaster in the character's area, he or she may journey, or have others carry the body if he is incapable of travel, to an area with a higher-level caster. In such circumstances, if the trip takes longer than 4 days, one Time Unit must be spent in addition to the costs below. Each traveler who makes this journey must pay the Time Unit cost. Unless specifically stated in the scenario, characters are able to find clerics capable of casting 1st and 2nd levels spells without having to spend TUs in travel. Higher level spells are available within modules or by traveling to one of the churches outlined below (in which case travel time must be calculated if required to reach a temple).

This adventure occurs in Chendl and the Fairwain Province Clerics of the following faith and levels are available for purchasing spells: Heironeous (15th), Pholtus (12th), Pelor (12th), Istus (10th), Rao (14th), Delleb (10th), St. Cuthbert (14th), Kord (9th), Allitur (11th), and Trithereon (13th)

Spell	Cost	Infl.	Cost
Cure minor wounds	5 gp	0	5 gp
Cure light wounds	10 gp	0	10 gp
Endure elements	10 gp	0	10 gp
Goodberry	60 gp	0	60 gp
Cure moderate wounds	60 gp	0	60 gp
Gentle repose	60.02 gp	0	60.02 gp,
Lesser restoration	60 gp	0	60 gp
Cure serious wounds	150 gp	1	250 gp
Dispel magic	150 gp	1	250 gp
Remove blind/deafness	150 gp	1	250 gp
Remove curse	150 gp	1	250 gp
Remove disease	150 gp	1	250 gp
Cure critical wounds	280 gp	1	380 gp
Neutralize poison	280 gp	1	380 gp
Restoration	380 gp	1	480 gp
Break enchantment	450 gp	2	650 gp
Healing circle	450 gp	2	650 gp
Raise dead	950 gp	2	1150 gp
Greater dispelling	660 gp	5	N/A
Heal	660 gp	5	N/A

PLAYERS HANDOUT

Telanthor's Letter

Sir Lannistor,

The battles of the Great Crusade seem like only yesterday, the events at Grabford continue to haunt my dreams even to this day. Thank you for your kind thoughts and words regarding Shella's health, despite the difficult birth, she is doing better each day. I fear she may never be as strong as she once was, but she lives, she laughs, and for once, I am at peace.

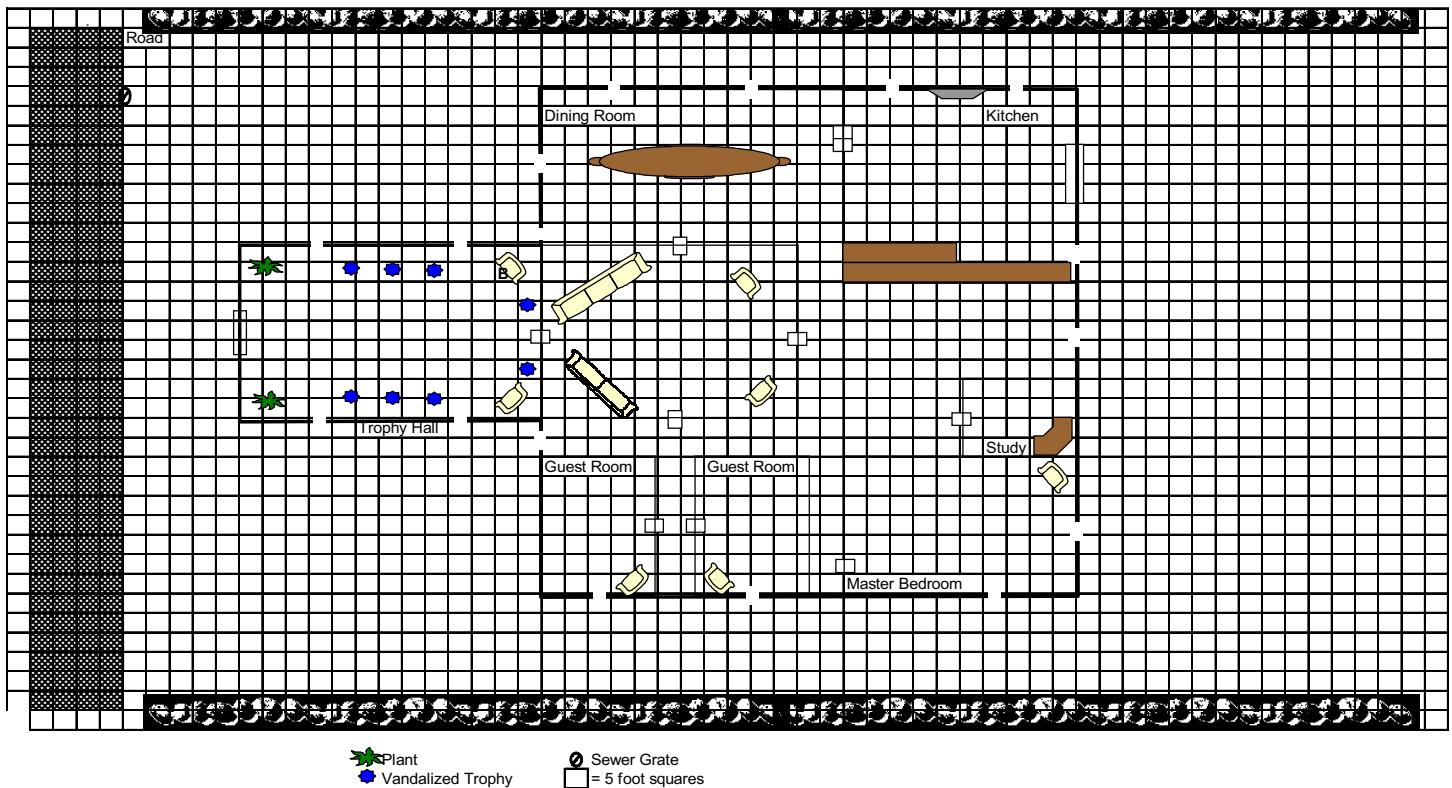
It is for this reason I must say no to your request for my aid in your quest. I will help to the extent that I may, perhaps by teaching students at the War College and sharing what I know of Molag and her defenses. It was many years ago when as a foolish boy, I scouted that land to try and prove my metal. My survival was due to pure fool's luck, nothing more.

Take care of your new charges. I know at first you were unhappy to be removed from the front to run the college, but that school is one of the few places that can ensure our safety from Old Wicked. I trust not the spells of mages and clerics. I know that when our day comes, it will be force of arms that wins the day for the forces of light.

May Hieronius Guide
You as Always,

Captain Telanthon

CAPTAIN SARASON'S HOME



CRITICAL EVENT SUMMARY

Common Defense – Round One

The following events may be important to future adventures planned in Furyondy. DMs should circle the appropriate response to the following questions or fill in the information as appropriate and submit it with the scoring materials. This form should be used only during the convention at which the adventure debuts.

1. What happened to Blackmomb? (Circle One) Escaped Killed Captured
2. Did any of the characters earn the animosity of the Furyondy army? If so, list them here:
 - a) _____
 - b) _____
 - c) _____
 - d) _____

4. Did any characters die in the event Yes or No
4b If so, complete the following:

Player & character Name	Cause	Status

5. How many players participated in the event? 3 4 5 6

6. At which APL was the event played? 2 4 6 8

FUR2-OI



A COMMON DEFENSE

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

Version 1.1

Round 2

by J. Allan Fawcett

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

Standing on a hill like a sentinel overlooking Chendl is a large white mansion; the War College of Furyondy. Trouble with Old Wicked continues to arise and there are strange events taking place where the Warmasters of the realm are trained! An adventure for characters level 1-8.

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

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA® are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2002 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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

PREPARATION

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

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

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

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

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

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

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

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and non-player character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

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

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

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

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at playing at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard two-round Regional adventure set in Furyondy. All characters playing in region pay one Time Unit per round to participate in the adventure. Adventures' Standard Upkeep costs 12 gp per round. Rich Upkeep costs 50 gp per round, and Luxury Upkeep costs 100 gp per round. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

A Common Defense is set in the nation of Furyondy, in the city of Chendl. It revolves around the on-going tension between Furyondy and Iuz. The War College described in the text of the Warmaster prestige class, which is detailed on *Sword and Fist* builder book pages 37 – 38, also figures prominently in the second round of the adventure. The college is the training place for the nation's Warmasters who often oversee troop movements and preparations for the war against Iuz.

As proclaimed by King Belvor IV, the nation of Furyondy is in a never-ending war against Iuz. Many of the open hostilities have ended and there have not been forays into occupied lands since the end of the Great Northern Crusade (CY589) three years ago. Still, the people of Furyondy prepare for war and know that sooner or later, one side or the other, could raise banners and take arms against the other.

Many of the nation's more militant factions believe the time for action has long since past, and the payment of Iuz for his evils are well overdue. During this adventure the characters are caught up in two closely related plots, both of which deal with the defense of Chendl, and the noble heroes of House Fealson. The first plot deals with the mission to build a magical shield whose construction began in FUR1-01 Deep Pearl.

In the first round, the characters were drawn to the city of Chendl during a festival and have an opportunity to experience the splendor of the city. They were also drawn into a series of events that culminates in the search for a hidden agent of Iuz. This agent was allowed to slip through the borders by orders of members of the Mage Council so that it could be captured once it reached Chendl. While working on this plot, the characters actions bring them to the attention of Lord Fealson who enlisted their assistance with another more insidious plot involving the College of Warmasters.

In this round, the characters act as agents of Lord Fealson, entering the Warmasters' College as young Lord Fealson's retinue. At the Warmaster College, Sir Rayvelis Lanistor, has decided inspire his fellow Furyondan citizen to take actions against Iuz. Sir Lanistor is a member of the Knights of the Hart and served with many of his kin during the crusade. Of his three brothers and six cousins, he is the only survivor. He was reassigned to the war college following the battles of Grabford (CY588), where he has anxiously driven a new breed of warrior to take the fight to Iuz. All he lacks now is a command from his liege, King Belvor, to once again ride into battle. Sir Lanistor has devised a plan to spur the aging King into action.

Unfortunately for Sir Lanistor, the arms of Iuz are long. Following the crusade, Old Wicked had sent several agents deep into Furyondy to spy on his enemies. One such agent, Glaristan, also teaches at the college and intends to use Lanistor's drive for vengeance as a way to close the college and weaken Furyondy.

During this adventure, the characters are drawn to the college where they find themselves immersed in a subtle battle that determines the fate of the college. A summary of the encounters is presented below.

Character Introduction – A summary of the first round of the adventure and setting the stage for Round 2. The characters gather for their journey to the College of the Warmasters

Meeting with Fealson – Picking up from the last round, the characters are involved in their interview with Lord Fealson, the father of one of the joust participants. After coming to an agreement, the characters are sent home to rest before their next adventure begins.

Arrival at The College – The characters enter the college and see first hand how the warmasters are trained. They are forced to maintain their disguises as servants to Fealson's nephew as they investigate the college.

A Day at School – Shortly after their arrival, Sir Lanistor sets his plan in motion and the characters find themselves quite busy!

Misfire – One of Lanistor's initial moves is to set up a "near miss" accident during ballista training. Unfortunately, Glaristan has increased the danger and Lord Fealson's nephew is caught in the middle. The resulting injury shocks Lanistor who thought it would be a scare tactic, but it frees the characters from their squire duties to begin their investigations. Spenthal, a cleric of Heironous arrives to tend his wounds, and is also available to talk to the characters.

Investigations – During the down time, the characters may move about the college and inquire about the various characters and events at the college. They learn bits of information regarding Sir Lanistor, Glaristan, and Spenthal. These clues add to the mystery regarding the events at the college.

Mock Seige – In this encounter some of the students are involved in a war simulation. This mock battle involves a miniature scale river crossing and the siege of a well-defended guard wall. Characters hear the commanders screaming about how well Molag is defended. Lanistor plays the role of the defender while Glaristan plays the aggressor. During the battle, several students under Glaristan command are seriously wounded by a trapped wall and are tended by Spenthal.

Fear Cuts Deeper – After the game, several rumors spring up regarding the college and many begin to feel the place is cursed. After the evening meal, the spirit of Lord Dedalen, a student who died in an accident rises as an undead and attacks.

Infestation – in an attempt to increase the sense of curse, Glaristan has charmed a kitchen servant to add a vial of pods into the evening stews without being noticed. These pods are actually a nasty magically resistant parasite that renders many of the students terribly ill, thus adding to the sense of curse over the place.

The characters may fall victim to these creatures. Spenthal is struck terribly ill and dies from the creatures, which may later be identified as one of Iuz's torturer's favorite weapons. Following the release of the parasites and the death of Spenthal, Lanistor quarantines the college.

Too Late! – if the characters head to Glaristan's chambers, they will find the body of the Master of Arms lying dead on the floor. The blade is obviously one of Sir Lanistor's as it bears his families crest. The body is actually that of the one of Spenthal's acolytes polymorphed by Glaristan.

Confrontation – The characters may learn that Lanistor and Glaristan argued publicly about what is to be done before Lanistor confined his drill instructor to quarters. Glaristan then plants evidence (seed pods) in Lanistor's chambers and seeks to make his escape.

Epilogue – Unless the characters prevent Glaristan from escaping and putting his final twist in action, Sir Lanistor is arrested for treason. As the last of his line, a great house falls and Furyondy is left considerably weaker. The college closes its doors for at least one year from the death of "Glaristan" and reopens only if King Belvor sees need of it again.

INTRODUCTION

The past few months have seen some troubling events for the nation of Furyondy. The funeral of Thrommel and the Blight has weighed against the strong spirit of Furyondy. Despite dwindling coffers, King Belvor proclaimed a festival to raise the spirits of his people, but even this event was not free from trials.

After some dangerous services for one of the Royal Mages, Lady Pisenten, you have been introduced to one of Furyondy's war masters, Lord Fealson.

This round begins with the assumption that the characters have passed Fealson's test during the Conclusion of the first round. The deal proposed to the heroes, was to accompany his son to the College of the Warmasters and keep their eyes open for signs of Old Wicked's treachery.

ENCOUNTER 1: FEALSON'S OFFER

Once the characters accept the offer, Fealson is willing to answer more questions about the college and their roles. Providing directions, he instructs the characters to arrive at his manor home in Chendl at dawn in two days time. He will see that if any characters require tending by clerics it is taken care of during their rest.

Fealson also requires that the heroes come prepared to disguise themselves as retainers for the young lord. At the manor home, they meet young Lord Jacen and are introduced by their chosen role. Lord Fealson strongly suggests they have their story straight before they arrive! If specifically asked other questions, Fealson can provide the following additional information:

- The others (characters that failed the test) that were asked to leave should not be involved in this business. If they attempt to enter the college they do so without any sponsorship, and could be imprisoned or worse.
- The servant Kujan that was killed by the rogues in Round 1 is one of many men who support the house. He was his son's personal servant and will be greatly missed.
- Each student at the college is allowed attendants. These servants provide basic services at the college as well as assist the trainee with maintaining weapons, repairing armor, etc. Each of the characters should be prepared to give a different skill when they appear at the college gates with young Lord Jacen. At least one of them should function as a manservant and another as a squire.
- Attendants are assigned various tasks by the housemaster, but are allowed to stay together, if gender permits, in common rooms as well as take meals together in the servant areas.

- The current head of the college is a Knight of the Hart, Sir Lanistor. Fiercely loyal, he is a militant man who drives his students with visions of conquest to drive back our old enemy.
- The master of arms is a veteran of the Great Northern Crusade named Glaristan. A phenomenal teacher, he is a moderating influence on the impressionable students.
- The spiritual leader of the college is a man named Spenthal. He is a devout cleric of Heironorous that tries to install a sense of righteousness among the students.

Development: The characters have a full day of preparation time before they are instructed to arrive at Fealson's manor home. As mentioned earlier, Lord Fealson makes arrangements for characters that require healing to be tended by clerics, healing wounds only. They may also take this time to rest, purchase equipment or disguises, and work on their cover story.

Note: Other than young Lord Fealson's squire, no characters are allowed to wear armor and weapons within the college. They are able to smuggle them into the college easily enough, but do not have them readily available for many of the encounters that occur within the college.

ENCOUNTER 2: THE WAR COLLEGE

Two days after their meeting with Lord Fealson, the characters are expected to return to the manor home shortly after dawn. When they arrive, Lord Fealson greets them and goes over each of their stories and garb to make sure it is appropriate. DMs should have each character explain their role and disguise and make any appropriate skill rolls (Disguise, Bluff, etc.).

Fealson nods approvingly at clever work, and provides helpful, if not a bit strong, criticism to anyone missing the mark. If any of the "unworthy" characters are present (those who failed the test in Round 1), he has a squad (4) of his household guards move to detain them. If the character resists, other guards arrive within two rounds. Fealson requires the remaining characters to explain and they must make a successful Diplomacy check (DC 25) or he cancels the deal and sends the characters on their way. Under no circumstances can he be convinced to allow characters he deemed unworthy to participate in this necessary ruse. He simply cannot expose the college to such a risk.

 **House Guards:** Male human War5.

Once he is convinced of the character's disguises, he has his son brought forth.

With a clap of his hands and a shrill whistle, the household staff of Lord Fealson whips into action. The fantastic chestnut horse

from the joust is brought forward and servants are finishing loading a simple cart with belongings and foodstuffs for the college.

From the house the young Lord Fealson emerges looking resplendent in a fine traveling cloak, polished leather boots, and fine clothes in the Fealson blue and silver. He quickly mounts his steed and looks back over the family estate before turning to his father.

"Well father, the time has come for me to follow in your footsteps. A bit earlier than I am sure you expected, eh? I grieve the loss of my servant Kujan, but who are these folk you have asked to attend me? I would have their names and skills made known to me."

The young Lord looks over you expectantly as Lord Fealson gestures for you to introduce yourselves."

The characters should note that young Lord Jacen is not being exceptionally rude to them, but he is of noble birth and the characters are masquerading as servants. He treats them well, but does not allow them to forget who is the noble and who are the servants.

Lord Jacen is not suspecting any type of ruse and is more interested in what roles the attendants will play, thus no bluff roles are required. He is especially interested in who his manservant and his squire are, he cares much less about the rest of the attendants.

When the household staff has finished loading the wagons, the troop sets off for the war college. The ride is uneventful and takes only an hour or so to navigate through the streets of Chendl to the countryside where the college is found. As they approach, read the following description:

The journey to the college takes only an hour or so and soon the massive white mansion is ahead of you. Set upon a large hill overlooking the city, the white buildings of the complex appear to be more of an estate than a college of war. As you get closer, the purpose of the complex becomes more evident and you begin to see riding fields, siege engines, and other signs of warcraft built for the students.

A large gate opens into the complex and Lord Jacen leads you toward the guards. The young lord proclaims, "Lord Jacen Fealson and attendants have arrived and bids welcome to the masters of the war college."

He continues to ride to the gate and then announces each one of his servants. A small scribe at the gate is taking the names of the servants.

Across the courtyard you see three well muscled figures dressed in armor and carrying weapons. The first man has bright golden hair, the second has short-cropped brown hair, and the third has a long black ponytail and wears the symbol of Heironous.

Development: If any characters are present, who are not accounted for on the scribe's list provided in advance by Lord Fealson, they are questioned and detained as a matter of standard procedure. Lord Fealson is contacted and when the ruse is discovered, the offending character is either jailed, if a Furyondy citizen or ally, for 3 months (14 TUs), or executed as spies if from a non-allied nation.

Weapons & Armor at the College: Only the character that is acting as Lord Fealson's squire is able to wear weapons and armor without question. Other characters are able to carry daggers or knives, or perhaps a staff. Smuggling weapons and armor into the college is not difficult, but the college guards or featured NPCs, Spenthar, Fealson, or Glaristan, attempt to detain characters that don weapons and armor.

Once inside the college, the housemaster, Lauradal barks commands to each of them directing them to their quarters fairly rapidly. The characters acting as Lord Jacen's manservant and squire are given a room near his quarters, though they are expected to tend to Lord Jacen first, while the others are all given quarters in a bunkhouse.

ENCOUNTER 3: A DAY AT SCHOOL

After the characters arrive at the college, they are quickly separated. Those characters acting as Lord Jacen's manservant and squire are with the young lord from start. Lord Jacen is demanding, but not unpleasant in his commands. He misses Kujan, his personal servant that was killed, and can be hard on his surrogate servants. He orders his servants to attend to his belongings and unpack his goods, but he personally takes charge of his arms and armor. After Lord Jacen is settled, he dismisses his servants to their quarters and takes a tour of the college.

The other characters are also assigned to their duties after they are settled. Characters are given accommodations in the bunkhouses appropriate for their gender. The characters can expect their first day to be fairly light, predominately focused on getting the new servants oriented to the college, its grounds. Characters may spend several hours working in the kitchens, smithy, or laundry, depending on their skills. The meals are common but hearty fair, consisting of meat stews, breads, cheese, with weak ale and water to wash things down.

Assume that by the end of the first day, all of the characters are familiar with the general layout of the college and the location of the other characters living quarters.

The college is a secure environment and there are members of the college militia who provide guards for the college. They patrol the grounds in pairs and question any characters they catch outside of the bunkhouses after hours. There is no formal curfew at the college, although the patrols begin to stop people after dark. If spotted, the characters should be able to bluff their way past the guards with little trouble at first, however each subsequent time the characters are caught, add a +4 circumstance bonus to the guard's Sense Motive check. (+2 under normal circumstances)

College Guards: Male human Ftr2. (Listen +2, Sense Motive +2, Spot +4)

The following morning, the characters are all roused at sunrise to begin a new day. Characters acting as craftsmen or kitchen workers are roused and put to work in their specific trades, while Lord Jacen's squire and manservant attend the young lord, preparing him for his first day of training.

The next encounter takes place during the first day of training. Some of the characters are watching the exercise, while Lord Jacen's squire and manservant are nearby when the accident occurs.

ENCOUNTER 4: MISFIRE!

The morning hours are filled with hard work by many of the characters. In the main courtyard of the college, Glaristan and Sir Lanister are conducting military drills. The two men move among the warmasters in training. There are 20 students at the college at this time, in various stages of their training. Glaristan drives the men hard while Lanister moves among them trying to inspire them with tales of taking the battle to the forces of Old Wicked.

The men are practicing using ballista at moderate range. The goal of the morning exercises are focused not only on the accuracy of shots, but more importantly the speed with which the four-man crew can reload the weapon. Each crew consists of two students and their squires. Lord Jacen is teamed with another young lord, Dedalen, who hails from Crystalreach. Many of the nobles personal servants are allowed a few moments rest, knowing that when the exercise is over, they must tend their young lords.

 **Dedalen:** Male human Pal.

Near midday, the housemaster allows the crews to take a break for their hard labor. One tradition at the college is to allow the servants an opportunity to rest in under the shade of a tree overlooking the courtyard where the warmasters are training. This will allow all of the characters to be either in the area, or in a place to observe the characters reactions, when one of the ballista misfires.

In keeping with tradition, the servants have been given a rest following morning chores. The morning chores have been completed and the crews have been allowed to relax for a few minutes under the shade of a large oak.

In the courtyard below, the students work hard with their squires to operate massive ballista that hurl spears toward piles of hay bails on the far end of the courtyard.

Moving through the ranks of the crews are Sir Lansitor and Glaristan. Glaristan moves about the crews with a vengeance yelling commands and whipping errant hands with a short crop. Sir Lanistor moves more slowly among the crews with his golden hair shining in the midday sun.

Unknown to anyone, Sir Lanistor has weakened the beams of one of the ballistae, the one Lord Jacen is manning. It is his intention, that the weapon breaks harmlessly, and that he can use this sabotage to begin his

quest to win support for his crusade aimed at Molag. Unknown to Lanistor, Glaristan has even furthered weakened the bow making the weapon even more dangerous.

DMs should ask the character acting as Lord Jacen's squire to make a Spot check (DC 20). If successful, the character notices the breaking bow of the ballista and has an improved chance to avoid its effect (+4 circumstance bonus on reflex save). The weapon breaks when the character acting as Fealson's squire is gathering more ammunition for the weapon, allowing the character a chance to avoid the damage from the breaking weapon.

APL 2 (EL 1)

→ **Sabotaged Ballista:** CR 1; no attack roll required (1d6); Ref save (DC 18) for half damage.

APL 4 (EL 3)

→ **Sabotaged Ballista:** CR 3; no attack roll required (3d6); Ref save (DC 20) for half damage.

APL 6 (EL 5)

→ **Sabotaged Ballista:** CR 5; no attack roll required (5d6); Ref save (DC 22) for half damage.

APL 8 (EL 7)

→ **Sabotaged Ballista:** CR 7; no attack roll required (7d6); Ref save (DC 24) for half damage.

When the ballista explodes, parts of the machine go flying in several directions. Several of the NPCs are critically wounded or killed. Read the following description:

The sound of splitting wood and the breaking of the high-tension wires of one of the ballista fills the air. An explosion of bits of wire and metal fills the area surrounding the ballista manned by Lord Jacen and Lord Dedalen.

The wire whips forward like a bolt of lightning and Lord Dedalen is frozen in place. The wire seems to pass by him without making contact then his head falls from his shoulders and the young lord slumps to the ground, decapitated. His squire doesn't fare much better as he disappears in a swarm of broken wood and blood.

Pieces of wood slam into Lord Jacen as well and a scream of pain echoes through the area. A large piece of wood lies buried deep within the Lord's midsection while another has cut a deep gash across his right arm.

What happens next depends on the characters actions. Lord Dedalen and his squire are beyond all hope of aid. The young lord is badly wounded, having failed his saving throw. He is bleeding profusely from his midsection and his arm is flayed open to the bone and requires a long period of recovery. The status of the squire depends on their saving throw.

Sir Lanistor looks upon the scene with shock and horror on his face, unable to act for a few moments (2

rounds). He then travels to the site of the accident and tries to assist to the best of his ability. Glaristan responds much more quickly with a look of grim determination. Glaristan rushes to the scene, screaming for Spenthal, who arrives on the scene after a few moments. When he arrives, Spenthal dismisses any who are not obviously proficient healers and sets about tending to the wounds of those he can help. Spenthal is very suspicious of characters that display magical healing powers and may seek them out later in the adventure.

Spenthal is a powerful cleric, and tends to Lord Jacen first before seeing to the character's wounds. He is able to cast several healing spells including 3 cure light wounds, 2 cure moderate wounds, and 1 cure serious wounds. Lord Jacen succumbs to the pain of his wounds shortly after Spenthal's arrival and falls unconscious.

Spenthal: Male human Clr8 (Heironeous).

Following the incident in the courtyard, Sir Lanistor declares an end to the day's exercises. The "working" characters have a lighter workload for the day. The characters that act as Lord Jacen's squire and manservant are excused from their duties while Jacen is in the care of Spenthal. The young lord suffered quite a wound and has lost a lot of blood. Spenthal tells Jacen's servants that the young lord will survive, but must stay in the college infirmary for several days while he slowly regains his strength.

Spenthal allows Lord Jacen's squire and manservant to see him, but no others are allowed in. The young lord is ashen faced, and his arm is held tight in a sling. He is very melancholy and he tells his servants to leave him alone for a few days. If he needs them, he will send word through Spenthal.

Development: If any of the characters used any healing powers, Spenthal tracks them down after he has tended to his patients. He is very curious about how servants of a young lord could have come to possess potentially significant healing powers.

Characters have the option of telling Spenthal whatever story they desire, though Spenthal has a fairly high Sense Motive skill (+8), and may see through the bluff attempts of the characters. If the characters tell Spenthal that they are here to look after Lord Jacen on orders from his father, Spenthal accepts that story and does not question them further. He also does not question the characters further if the divine spellcaster is a cleric of one of the good faiths (Heironeous, Trithereon, Mayhienne, Pelor, Rao). If they are a cleric of a darker god, such as Wee Jas, they are detained unless they reveal their employer's identity.

ENCOUNTER 5: INVESTIGATIONS

Following the tragic day in the courtyard, the mood at the college is much more subdued, Sir Lanistor declares a day

of mourning at the college and all work is ceased and no classes or exercises are conducted. This break in the action provides the characters the opportunity to move about the college with relative freedom. There are several places and options available to learn more about the college and the people who are running the place.

These investigations should take place throughout the day immediately following the accident. The next day, Lanistor calls for classes to resume and the students practice a siege (see Encounter 6). If the characters wish to investigate the quarters of any of the featured NPCs. Spenthal, Lanistor, or Glaristan, DMs should alert the characters that such an investigation is not a lawful event, and if they are caught, they could face severe penalties and dishonor Lord Fealson. Lanistor's and Spenthal's quarters are described below, while Glaristan's quarters are outlined in Encounter 9. As the characters investigate, reveal the information below:

The Ballista: Characters that wish to investigate the remains of the ballista are able to learn that the machine was removed from the courtyard and taken for scrap. The few salvageable parts were taken to the armory where they will eventually be used in the construction of another ballista.

The scrap wood is piled up near the kitchens where it will eventually be chopped up and used for the fires. If the characters examine the remains closely they may be able to learn the following:

- The wood around the point of break shows signs of an odd stain. The stain goes through the wood unlike a typical finish. Rubbing the wood reveals a residue of dark syrup-like substance. Characters with the Alchemy skill can analyze this substance with a successful skill check (DC 25), assuming they have the proper alchemical equipment available to them. Otherwise, in order to analyze the substance, the character is required to raid the kitchen for the needed pots, candles (for heating), and other basic supplies. There is no associated cost for them since the characters can pilfer much from the college's kitchen and larder. If successful, the check reveals that the substance is an extract of wyvern blood, a caustic substance of alchemical origin.
- If detected, the wood does not radiate magic or evil.

Sir Lanistor

Characters who want to learn more about the master of the college, Sir Lanistor may talk to several people throughout the college as well as researching his family history in the library. Lanistor is too busy and occupied throughout the day to meet with the characters if they attempt to search him out.

Have each character that wishes to research Lanistor, describe how they intend to research him and then make a Gather Information skill check. DMs should apply appropriate circumstance bonuses or penalties (up to +/-

2) and consult the following chart, revealing the information as appropriate:

- (DC 5) Sir Lanistor is a Knight of the Hart, and is fiercely loyal to Furyondy. He is a militant man who drives his students with visions of conquest to drive back our old enemy. He has been at the college for 4 years, on royal appointment.
- (DC 15) He is the only surviving member of a proud and noble family that dates back hundreds of years. His brothers and cousins were also in the military and were killed in the wars with Old Wicked.
- (DC 20) Lanistor has approached His Majesty on several occasions and been unsuccessful in his attempts to obtain a command to call arms to conquer Molag, the former capital of the Horned Society.
- (DC 25+) Lanistor has never taken a wife, and refuses to take one until Old Wicked is destroyed. There are whispers that he is so obsessed with his goal that he has been driven insane.

Sir Lanistor's Quarters: Lanistor's quarters are easy to find and are a suite of rooms in the main mansion within the college compound. Although not formally guarded, there are always a number of servants and pages in and around the suite. If the characters wish to enter and search the area, they must find a way to bypass these servants without raising undue alarm. There are many ways to bypass the servants including the clever use of spells like *charm*, *sleep*, or through skills such as *bluff*.

Inside Lanistor's quarters, the characters find a suite of rooms, where the master of the college plans the training and oversees the management of the college. The suite consists of a large sitting room, a private study, and a bedroom. If the characters bluff their way into the area, they are told to wait in the sitting area.

While there is nothing of real value to the characters in the area, the characters may find some interesting things in Lanistor's private study. The study is locked with an average lock (Open locks, DC25) and only Lanistor and his personal servant Uljanor, carry keys. If the characters find a way into the study, they see the following:

The inside of Lanistor's study is incredibly well organized, but dedicated to a single purpose. The walls of the study are covered with several rough maps of the city and surrounding area of Molag, the former capital of the Horned Society. There are notes on copies of the maps reflecting the river currents and likely placements of troops and siege engines.

A map of Molag and description of the surrounding area is provided in the Player Handout section of the adventure.

Development: If Lanistor is somehow made aware the characters searched his chamber, he has them detained. Then, he questions them thoroughly and expels them from the college, thus ending the adventure for them.

Glaristan

Characters who want to learn more about the master of arms, Glaristan, have a bit of trouble learning much of value. The only real source of information about his background are the other students and servants at the college. Have each character describe how they intend to research him and then make a Gather Information skill check. DMs should apply appropriate circumstance bonuses or penalties (up to +/-2) and consult the following chart, revealing the information only if their method of gathering information is appropriate:

- (DC 5) Glaristan is a veteran of the Great Northern Crusade who became a teacher at the college. He is a phenomenal instructor and a moderating influence on the impressionable students. He is a follower of Mayaheine.
- (DC 15) Glaristan has been with the college for a little over three years. He came from the Furyondy military and did not know Lanistor prior to coming the college.
- (DC 20) He does not talk about his family much, just that they were simple folk from the northern provinces. Odds favor they died in the war, fueling Glaristan's desire to fight.
- (DC 25+) Although no one is able to confirm it, there is a belief among many of the students that Glaristan was once taken captive by forces of Iuz, and was able to escape by killing several guards barehanded.

If the characters wish to track down the master of arms to speak with him, he is not difficult to find. Throughout the day Glaristan sees to cleaning up the courtyard and planning for the following day's activities. He has a brief meeting with Lanistor early in the day, and then moves about the compound.

Glaristan does not want to mince words with the characters, and he is very suspicious of being questioned by household servants or squires. If asked about the ballista, he shrugs and tells them that he does not want to dwell on dark times. He tells them where to find the weapon's remains near the kitchen woodpile.

Characters that wish to use the Sense Motive skill to try and determine if Glaristan is hiding anything may attempt a skill check (DC 25). If successful, the characters get a hunch that Glaristan is either hiding something or under the effect of some type of enchantment. For further details on Glaristan, see his statistics in the NPC section of the adventure.

Characters that wish to search Glaristan's quarters are able to find his chambers easily. The rooms are typically locked when the weapon master is not inside, however the lock can be opened by a successful Open Lock skill check (DC 20). Characters of good or lawful alignments realize that entering the room without permission is a violation of their alignments. In addition, all characters realize that unlawful entry to a private chamber could result in severe penalties, including imprisonment and

betraying Lord Fealson's trust. If characters enter the chambers, there is a guard patrol that passes every 10 minutes and may spot or hear the character's intrusion. Characters who are caught are interrogated and expelled from the college, the adventure is over for these heroes. A description of Glaristan's chambers can be found in Encounter 9 later in the adventure.

College Guards: Male human Ftr2. (Listen +2, Sense Motive +2, Spot +4)

Development: Glaristan pretends to be mortified if the characters seem to suspect Lanistor, but can be "won" over to their way of thinking. This is a clever ruse by Glaristan since it is in his best interest to foster a sense of distrust among the students, while not overtly supporting such thinking. Use of the Sense Motive skill (opposed check) could reveal that Glaristan may reveal that he has something to gain if Lanistor is removed.

Spenthal

Characters that wish to learn more about Spenthal may either talk with fellow students or servants, or remember him from activities at the church of Heironeous. Characters may attempt a Gather Information skill check to see what they can discover about the cleric.

- (DC 5) The voice of spirituality at the college has always been a cleric of Heironeous. Spenthal has only been with the college for about a year.
- (DC 15) Prior to joining the college, Spenthal served at the main church in Chendl, distinguishing himself as a wise and devout follower of the nation's religion.
- (DC 20) Spenthal can be very biased, and tends to look down on other faiths, especially those of Trithereon, who try and bolster their ranks by converting those loyal to Heironeous.
- (DC 25+) Some believe that Spenthal was sent to the college to help keep Lanistor's desire for conquest in check, to avoid embarrassing the King.

Characters that wish to track the cleric down have little difficulty finding him during the day. He spends the bulk of the morning tending to the wounds of Lord Fealson, and his character squire if needed. During the afternoon hours, he tends to the fallen bodies of Lord Dedalen and his squire. There is nothing much he can do for them, but he cleans the bodies and performs last rights before their families arrives to take their bodies for burial.

If the characters wish to speak to him, they find the cleric fairly approachable, though busy with his duties. Spenthal is fairly suspicious of the characters, especially if they demonstrated their healing talents. Spenthal knows most of the information regarding Lanistor and Glaristan, including all information listed in the tables above at DC 20 and below. He is an ardent believer in Lanistor and Glaristan's dedication to the nation. He doesn't know anything new about the incident in the courtyard and he believes it is an accident. If the characters continue to

question him, his suspicion increase and he eventually asks the characters to leave and reports them to Lanistor.

Spenthal is dedicated to Heironeous, Furyondy, and the college of the Warmasters, in that order. If the characters give him reason to suspect them in any wrong doing, he reports to Lanistor. DMs should remember that Spenthal has a high Sense Motive skill (+8).

Spenthal's Quarters: Spenthal's quarters are located behind the hall of worship for Heironeous at the college. His chamber is seldom locked since he trusts the people within the college. Any lawful good characters or those who venerate Heironeous should feel incredibly uncomfortable sneaking in to this area.

His room is simple and decorated with tasteful artifacts and art, most of which depict the history of Furyondy and the influence of Heironeous and his followers. If the characters ransack the place (Search, DC 25), they find a well-hidden compartment in the wall of the room. If opened, the characters find a moderate size silver coffer covered with carvings. These carvings are obviously signs of Heironeous. A successful Knowledge (religion) check (DC 10) is required to recognize them. The box is trapped with a *glyph of warding*. Finding the glyph requires a successful Search check (DC 28) by a rogue, to discover. This glyph is programmed to go off if anyone other than a character of good alignment opens the box. A successful Spellcraft check (DC 13) reveals the type of glyph as described below.

Inside the box, the characters find a set of potion bottles (Spenthal's cache of healing magic – described in the NPC description). Taking these items is considered theft, and the characters aren't allowed to keep them.

Trap:

ALL APLS

Glyph of Warding (Blast - sound): CR 4; 5 ft. radius around the box (4d8); Search (DC 28); Disable Device (DC 28); Ref save (DC 16) for half damage.

Development: In addition to functioning as a powerful trap, the sound blast also functions as an excellent alarm. A pair of college guards arrives in one minute (10 rounds) to investigate. If the characters are caught in the area, bluffing their way out of this will be exceptionally difficult, requiring a successful Bluff check (DC 30) to succeed. A failed result has the characters taken into custody and brought before Sir Lanistor. After a thorough investigation of their motivations, Lanistor concludes that the characters do not pose a threat to Furyondy, but expels them from the college. This ends the adventure for the characters.

College Guards: Male human Ftr2. (Listen +2, Sense Motive +2, Spot +4)

ENCOUNTER 6: MOCK SIEGE

The day after the ballista misfires, Sir Lanistor again resumes the routine of training at the college. The characters that are acting as Fealson's servants are sent about their duties during the day. Many servants are involved in setting up the courtyard for today's exercise. The characters serving as Fealson's manservant and squire are free from duty this day, and may continue their investigation.

The preparation of the courtyard involves many of the college's staff, including Lanistor, Glaristan, and several craftsmen. If the characters explore the developing battlefield, they may discover the signs of weakness in the walls (see below). If the characters are not craftspeople that are supposed to be in the area, many of the NPCs ask them to leave the area. Persistent characters are escorted out of the area.

In the late morning, the servants are again given their morning break and gather on the hill overlooking the courtyard, which has undergone quite a transformation throughout the morning hours. When the characters get a good look at the courtyard, read the following description:

The courtyard of the war college has been transformed from its range yesterday, to a miniature version of a battlefield. A large path is marked off and covered in blue glass, intended to represent a river. The far side of the courtyard is partitioned off behind large walls and a massive gate.

The courtyard has been configured during the morning hours to represent the city of Molag, the former capital of the Horned Society. During the afternoon exercise, Lanistor leads the students at the college in a mock siege of the city. The goal of the exercise is to understand what tactics may be used against the forces of Furyondy, as well as the number of troops required to take the city from the forces of evil.

Unknown to Lanistor, the metal used for the main gate was treated the night before, with an application of wyvren blood extract to weaken it. The tampering can only be detected by a character actively searching the area. If the characters examined the remains of the ballistae, they may recognize the sap-like extract on the metal. Finding the extract on the metal requires a successful Search check (DC 20). If the characters did not examine the ballista, this treatment may be noticeable, but only a successful Craft (weaponsmith), Knowledge (engineering), or Profession (soldier) skill check (DC 20) reveals that this stain is unusual. If the characters inform either Lanistor or Glaristan about the weakened gate, the exercise is canceled and another tragedy averted.

If the characters do not notice the weakened metal, the morning exercise begins with Lanistor announcing the exercise.

The figure of Sir Lanistor climbs above the newly constructed gates at the end of the courtyard and addresses the assembled students and onlookers.

"Good morning students. Today while we mourn the accident of yesterday, we look to the future. This courtyard has been changed to portray the city of our ancient enemy, Molag. As many of you know, this city was once the capital of the Horned Society, and is now the gate through which our forces must pass to take the battle to Old Wicked."

The blue glass represents the Veng and the gates upon which I stand are the main gates of the Stonewall road. These gates must fall if the city is to be ours. Today, Glaristan will play the role of Warmaster and I will defend these gates against invasion.

Come let us see how well our students have learned the trade of war. We will be using blunt weapons and bags of flour to represent the siege weapons of our enemies. Let today's exercise tell us about what dangers we may face when our troops finally march against Molag".

The troops under Glaristan's command are dressed in bright tunics and begin to take their places on the far side of the courtyard, preparing to "sail the Veng". Lanistor's troops are wearing black tunics and helmets with mock fangs, to portray the fiendish forces of Molag. When both sides are in position, Glaristan and Lanistor salute and the battle begins...

DMs should describe the mock battle as a serious military exercise. The troops begin to move up the mock river very slowly, representing the difficulty sailing up the river. Part way along their journey, the defenders of the Molag sound an alarm as the boats are seen and a few moments later small bags of flour begin to fly from small catapults behind the city walls. Whenever a group of soldiers is sprayed with flour, they scream in mock pain and sit in place, signifying where their boat sank and their descent to the watery grave. The forces of Furyondy take a severe beating en route to Molag, and less than half their numbers reach the land to attack the city gates.

When the gates are assaulted, the troops show excellent discipline and tactics. In very short order, the main gates are being assaulted. At this point, the weakened metal gives way collapsing upon many of the students and dumping Lanistor to the courtyard floor under a pile of rubble. When this occurs, read the following:

As the greatly reduced Furyondy troops begin their assault on the main gates you can hear the voices of Glaristan and Lanistor shouting encouragement to their troops. As the first troops hit the gate, the metal collapses burying many of the college students and dumping Sir Lanistor to the ground underneath a pile of rubble.

The exercise immediately ends and the students immediately begin to try and rescue their buried comrades. Glaristan takes command of the situation and sees to rescuing the students. Spenthar arrives soon after being summoned, to tend to the wounded. Characters are free to pitch in to the rescue effort, and their assistance is greatly appreciated by the students and faculty at the college.

With another major accident occurring at the college, Glaristan declares an end to the day's exercise.

The students dig out their fellows and discover that three students were killed in the collapse (Elam, Poiton, and Wexen). Sir Lanistor is wounded, but not bad. His leg was badly jammed and he walks with a limp for a few days, but a bit of minor magic (provided by Spentharr) restores any hit point damage he suffered.

Development: If the characters wish to investigate the scene of the accident, they may be able to find signs of the sabotaged metal with a successful Search check (DC 20). If detected, characters know immediately that this substance is the same as the substance on the ballista wood. If detected for the first time, the wood reveals a residue of the dark syrup-like substance. Characters with the Alchemy skill can analyze this substance with a successful skill check (DC 25), assuming they have the proper alchemical equipment available to them. Otherwise, in order to analyze the substance, the character is required to raid the kitchen for the needed pots, candles (for heating), and other basic supplies. There is no associated cost for them since the characters can pilfer much from the college's kitchen and larder. If successful, the check reveals that the substance is an extract of wyvren blood, a caustic substance of alchemical origin.

When the scene of the accident is cleared, Lanistor and Glaristan send the college inhabitants back to their rooms and duties, calling an end to the day's activities. The characters are able to continue their investigations as outlined above.

"Students. There is something amiss here and the leaders of the school need time to discuss things, and plan a course of action. Each of you should take the remainder of the day, rest, relax and meditate if you wish. We will see you in the common hall for the evening meal in a few hours. Let today be a day where servants and students are equal, everyone shall dine together this evening."

ENCOUNTER 7: FEAR CUTS DEEPER

Following the tragic events of the past two days, the mood at the college is exceptionally glum. The characters are relieved from their household duties and young Lord Fealson is still laid up in the college infirmary.

The afternoon after the mock siege passes fairly quickly and very few of the college inhabitants come to the evening meal. The meal is prepared by a collection of the oldest college workers, one of which is charmed by Glaristan into planting some seedpods that take effect later in the adventure. Paranoid characters that wish to watch the food preparation are kicked out of the kitchen unless they happen to be assigned to the kitchen as part of their regular duties. Given the hustle in the kitchen, characters are unable to notice that anything is amiss in the kitchen unless they happen to encounter Glenna, a charmed cook, and sense the enchantment placed upon her with a successful Sense Motive check (DC 25). It is very unlikely they encounter this cook, let alone notice

the unusual pods she places in the stew. Noticing the pods requires a successful Spot check (DC 35). If detected, the characters note the pods are unusual, but she insists they are spiced peas from Verbobonc if questioned.

When the characters come to the dinner hall, there are only a few other students in the area, and some servants huddling around the hearth talking in quiet voices. Most of the conversations in the hall focus on the recent events and the growing belief that the college has been cursed. Many of the servants have overheard Lanistor talking about the gods being upset at the college and King for their lack of activity fighting Iuz.

Development: DMs need to keep track of which characters, if any, eat dinner in the hall. Those characters are subject to the effects of the parasites in Encounter 8 below.

When the crowd begins to die down and there are only a few of the students remaining, the spirit of Lord Dedalen rises and enters the chamber, attacking all who reside inside. The spirit is incredibly angry at its untimely death and his inability to take the war to Iuz.

It attacks NPCs or characters without preference. It rises from the center of the room, near the hearth, and lashes out at the nearest creature. DMs should remember that creatures slain by either of these powerful creatures rise as spawn in 1d4 rounds. DMs should also remember that the characters are likely without significant weapons or armor when they are in the dining hall.

Creatures: There are a number of other servants in the dining hall when the creature arises from the floor.

The type of creature that faces the characters depends on the APL of the party.

APL 2 (EL 3)

↗Shadow: hp 25; see Monster Manual page.

APL 4 (EL 5)

↗Shadow, Advanced: hp 72; see Appendix I.

APL 6 (EL 7)

↗Spectre: hp 60, see Monster Manual page.

APL 8 (EL 9)

↗Spectre, Advanced: hp 110; see Appendix I.

Tactics: The dining hall is a large chamber nearly 50 feet wide and over 120 feet long. The large hearth is in the center of the room and there are several doors leading out of the room. The undead continues to attack any creature in the area and pursues the last living being fleeing out of the room.

When an alarm is raised, Spentharr is the first to arrive (in 10 rounds). Lanistor and Glaristan arrive 10 rounds after Spentharr. The NPCs arrive with full armor

and equipment and attack the undead to the best of their ability, including turning the creature.

Development: Immediately after the battle, Spenthal orders a curfew for the college, and the other leaders support his decision. If any of the characters were drained by the spectre, Spenthal tells them that he is able to cast a single restoration spell the following morning. Due to the infestation, however, Spenthal is unable to fulfill his promise (unless the characters are able to stop the infestation).

If the characters actively fought the creatures, Spenthal also seeks them out once the curfew is enforced. Spenthal is very concerned about the recent events and may have building suspicions regarding the characters. He sends a group of guards to bring them to the college church. He admits them after casting a *zone of truth* spell that lasts for 8 minutes. A successful Will save (DC 16) negates the effects for any given character, though creatures failing the save are aware of the spell effect which prohibits them from telling any deliberate or intentional lie once they start speaking.

Spenthal is very concerned about the recent events and interrogates the characters regarding their presence at the college. Spenthal has only been at the college for a short time, and trusts both Lanistor and Glaristan. He does not condone any unlawful actions, though he maintains any confidence that the characters place with him if they reveal their true mission and the suspicions of Lord Fealson.

When he is convinced that the characters do not mean any harm, he has the guards escort them to their chambers for the night.

ENCOUNTER 8: INFESTATION!

The following morning, many of the members of the college have fallen victim to the dangerous parasites released into the stew the proceeding night. These creatures are very dangerous and fully described in the Appendix 2: New Monster.

Development: Unfortunately for the characters, Spenthal dined before they arrived and has fallen victim to the parasites. He will be very low on hit points (he has 11 remaining) and has exhausted his allotment of spells in an attempt to cure his malady. Being unable to rest, he has also not been able to pray for additional spells. If the characters seek him out, they find him confined to bed and in agony. He is totally unaware of what is happening, but suspects that there is a true evildoer behind the recent events, and begs the characters to discover the threat before the college is ruined. He also tells the characters that he sent his acolyte (Teliton) to seek Lanistor's and Glaristan's assistance. Read the following:

"There is evil loose here at the college. Lanistor is driven for the good of the kingdom, so I cannot believe he is at fault. Glaristan was once a prisoner during the wars, so perhaps he has been

corrupted by evil. He has been so good with the troops, so I cannot believe that he is doing this of his own free will. I have sent my acolyte, Teliton to his chambers to seek his aide and counsel.

Spenthal continues to weaken from the infestation unless a character is able to cast a *remove disease* that is able to overcome the parasites spell resistance (SR 18) or locate the dangerous antidote carried by Glaristan. Spenthal dies from the infestation in 4 hours, modified by any hit points the characters are able to restore through healing magic.

Characters that wish to seek an audience with Sir Lanistor or Glaristan have difficulty doing so. When they make their way to either NPCs chambers, they encounter two servants talking loudly in the hall.

"Never have I heard the two of them argue like that before, I thought they would come to blows. Sir Lanistor was so angry at Glaristan's refusal to agree to quarantine the school that he has ordered the Master of Arms confined to quarters.

If the characters ask the servants about the argument they overheard, they tell the characters the following:

- They overheard Glaristan and Lanistor arguing early this morning over the recent events. Lanistor was very concerned regarding the recent events and wanted to close the school. Glaristan felt that by closing the school, they have given in to the evil that lies within the school. Lanistor grew exceptionally angry at Glaristan's insistence and eventually relieved him of his position at the school and confined him to quarters.
- Glaristan was furious at Lanistor's order, but voluntarily complied with the order.
- Lansitor has recently imposed quarantine on the school and no one is allowed to leave without his permission.
- Glaristan and Lanistor dined together last night to discuss the recent accidents. Both men were seen leaving Lanistor's study late in the night to retire to their own quarters.

If the characters seek Glaristan proceed to Encounter 9. If they seek out Sir Lanistor proceed to Encounter 10.

ENCOUNTER 9: TOO LATE

If the characters make their way to Glaristan's quarters, they do not encounter any guards around the room. Glaristan has recently vacated his quarters and made his way to Lanistor's chambers to complete his plot. In order for the characters to stop the plot, they must uncover Glaristan's new identity and prevent him from ruining Lanistor's reputation and escaping. If the characters do not uncover Glaristan's ruse, the odds are against them solving the overall mystery at the college.

The door to Glaristan's chambers is unlocked but closed. When the characters open the door, use the following description:

The door to Glaristan's chamber swings open easily enough revealing a simple pair of rooms that the weapon master of the war college calls home. The first room is a simple sitting area with a large chair, a couch, and small desk covered with papers. The second smaller room is a bedroom with a small wardrobe and a bed. The rich smell of fresh blood lies heavy in the air.

When the characters search the sitting room, they find little of value. The desk contains a series of papers and outlines for the students training regimens and plans for future exercises. There are also notes regarding each of the student's strengths and weaknesses in both combat and tactics. These plans could be used either for a lesson plan, or perhaps a more insidious purpose of planning their downfall...

The main item of interest in the room is the body sitting on the floor of the sitting room. The body appears to be that of Glaristan, a middle-aged man dressed in a chain shirt and wearing the surcoat with the war college insignia. A deep wound penetrates the rib cage and another deep cut has been drawn across the throat, accounting for the volume of blood on the floor. The body is actually the body of Teliton, the acolyte sent by Spenthal to talk to Glaristan. Glaristan killed the acolyte after poisoning him with a cup of wine.

Characters that search the body may discover a few clues that can reveal the nature of the plot at hand. A successful Search check (DC 5) reveals a fine dagger. The dagger is of exquisite workmanship and bears the family crest of the Lanistors engraved on the pommel. Characters that make a successful Search check (DC 25) on the body, discover a small holy symbol of Heironeous on a silver chain. Characters may have discovered earlier that Glaristan is supposed to be a follower of Mayaheine, and may be puzzled by the presence of this symbol.

In addition, several magical spells may reveal additional information. A *detect magic* spell reveals a moderate strength lingering aura that dissipates in another 20 minutes. A successful Spellcraft check (DC 19) reveals the aura is a transmutation effect. A *speak with dead* spell can reveal the most interesting information depending on the questions asked. When revealing information from the corpse, DMs need to keep in mind that the body in front of them is actually Teliton, and the characters most likely waste questions figuring out who they are talking with. The spirit of Teliton can only answer direct questions posed to him and does not know that he was transformed into Glaristan's likeness. Characters can only ask 1 question per 2 caster levels, so they must be careful in what questions they ask.

Teliton knows that he was sent to speak with Glaristan in the morning after Spenthal fell ill. Glariston, who informed him that he was under house arrest, and could not leave his chambers until otherwise notified by Lanistor, received Teliton. The two drank wine while they chatted, and then his memory began to fog. The last thing

he remembers is seeing the form of Glaristan stepping over him.

Development: If the characters are entering these rooms during their initial investigations, then Teliton has not yet been sent and is still alive, and can be found at the church.

Hidden in an exceptionally well-hidden loose stone in the ceiling, is a small hiding place. A successful Search check (DC 40) is required to find it. If the characters discover this space before Encounter 8, they find small seed pods that resemble peas (the burrowers). After the events of Encounter 8, this area is empty.

ENCOUNTER 10: KNIGHT FALL

If the characters make their way to Lanistor's quarters after the infestation, they are on their way to the final encounter of the adventure. DMs need to keep in mind the sequence of events that are taking place at the college. Unless the characters have discovered the clues on the body within Glaristan's chambers, they are unaware of the plot unfolding before them.

Shortly after dealing with Teliton, Glaristan assumes his identity by using a *change self* spell. He then moves through the college to reach Lanistor's chambers, while Lanistor is off to visit the ailing Spenthal. Once inside Lanistor's chambers, Glaristan plants a small box filled with seedpods of the parasites for the characters to discover. A successful Search check (DC 10) is required to find them. He is hoping that there is enough suspicion surrounding Lanistor that the characters search his chambers, find the last piece of damning information, and ensure his downfall.

When the characters arrive at Lanistor's chamber, they see the disguised Glaristan/Teliton leaving Lanistor's chambers. If the characters have not picked up on the ruse, Glaristan/Teliton likely walks right past them. If questioned, Glaristan/Teliton confesses that he has not been able to find Glaristan yet, and came to Lanistor's chamber looking for him, noting that Lanistor is also not in his chambers. He claims to have been at Glaristan's chambers a few minutes ago, but unable to find the weapons master. He then takes his leave of the characters to seek Glaristan in other parts of the college. In reality he uses this opportunity to sneak away and make good his escape.

If the characters are alerted to the ruse and confront him, Glaristan/Teliton attempts to bluff his way out of the situation and avoid conflict. If successful, he escapes and the adventure ends. If unsuccessful, he eventually tries to separate from the main group of heroes before bringing his spells and fighting skills to bear to make his escape.

APL 2 (EL 4)

Glaristan: Male human Ftr2/Sor2; hp 26; see Appendix I.

APL 4 (EL 6)

Glaristan: Male human Ftr3/Sor3; hp 37; see Appendix I.

APL 6 (EL 8)

Glaristan: Male human Ftr4/Sor4; hp 48; see Appendix I.

APL 8 (EL 10)

Glaristan: Male human Ftr6/Sor4; hp 62; see Appendix I.

CONCLUSION

FAILURE

If the characters did not catch on to the deception of Glaristan, the adventure ends on a dark note. The body of “Glaristan” is found and Sir Lanistor is arrested. When his room is searched, the seedpods are discovered and he is taken into custody. The noble knight falls from grace and the honor of the Lanistor line collapses. Furyondy loses one of its great heroes. His Majesty, King Belvor IV orders the college of Warmasters closed until further notice. This essentially bans the prestige class of the Warmaster for a period of time within the Furyondy region.

With the closing of the college, Lord Fealson is extremely upset. He thanks the heroes for their attempt and provides them a modest reward for their services. (1/2 the amount listed on the Treasure Summary).

SUCCESS

If the characters discovered the deception and were able to confront Glaristan, then the Lanistor honor is preserved. Even if the clever agent escapes, the college remains open and the fervor to take the battle to Iuz gains support in the Royal Court.

The characters also earn the respect of Lord Fealson who rewards them for their efforts. (Full amount listed on the Treasure Summary). They also earn a point of honor with the college.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 4: Misfire!

Figure out that the ballista was sabotaged.

APL 2	20 XP
APL 4	40 XP
APL 6	60 XP
APL 8	80 XP

Encounter 5: Investigations

Investigate successfully without getting expelled from the college.

APL 2	20 XP
APL 4	40 XP
APL 6	60 XP
APL 8	80 XP

Encounter 6: Mock Siege

Preventing the accident.

APL 2	20 XP
APL 4	40 XP
APL 6	60 XP
APL 8	80 XP

Encounter 7: Fear Cuts Deeper

Defeat the undead.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 10: Knight Fall

Defeat Glaristan

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Total Possible Experience

APL 2	270 XP
APL 4	470 XP
APL 6	630 XP
APL 8	820 XP

TREASURE SUMMARY

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

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

body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

TREASURE KEY:

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

Encounter 10: Knight Fall

Defeat Glaristan and strip him of his gear and magic items.

APL 2: L: 42 gp; C: 35 gp; M: *scroll of sleep* and *scroll of spider climb* (Value 5 gp per character); *potion of blur* (Value 30 gp per character).

APL 4: L: 42 gp; C: 35 gp; M: *scroll of sleep* and *scroll of spider climb* (Value 5 gp per character); *scroll of dimension door* (Value 70 gp per character); *potions of cure light wounds and jump* (Value 10 gp per character); *potion of blur* (Value 30 gp per character).

APL 6: L: 42 gp; C: 35 gp; M: *scroll of sleep* and *scroll of spider climb* (Value 5 gp per character); *scroll of dimension door* (Value 70 gp per character); *scroll of improved invisibility* (Value 70 gp per character); *potions of cure light wounds and jump* (Value 10 gp per character); *potion of blur* (Value 30 gp per character).

APL 8: L: 42 gp; C: 35 gp; M: *scroll of sleep* and *scroll of spider climb* (Value 5 gp per character); *scroll of dimension door* (Value 70 gp per character); *scroll of improved invisibility* (Value 70 gp per character); *scroll of Bigby's interposing hand* (Value 113 gp per character); *potions of cure light wounds and jump* (Value 10 gp per character); *potion of blur* (Value 30 gp per character).

Conclusion

Lord Fealson's Reward.

APL 2: L: 0 gp; C: 200 gp; M: 0

APL 4: L: 0 gp; C: 400 gp; M: 0

APL 6: L: 0 gp; C: 600 gp; M: 0

APL 8: L: 0 gp; C: 800 gp; M: 0

Total Possible Treasure

APL 2: 312 gp

APL 4: 592 gp

APL 6: 862 gp

APL 8: 1175 gp

Favor of the Warmasters – For services rendered at the War College of Furyondy, the character named above has earned a place of honor. Based upon the recommendation by Lord Fealson, this certificate entitles the character to earn levels in the Warmaster prestige class and join the meta-game organization as described in the Furyondy meta-game handbook.

APPENDIX I: NPCS

NON-TIERED NPCS

Sir Lanistor: Male human Ftr9/Warmaster4; HD 13d10+39; hp 141; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft., AC 28 (touch 14, flat-footed 27); Atk +20/+15/+10 melee (1d8+8/19-20, x3, battleaxe); SQ Brotherhood, leadership bonus +2, battle cry, tower, rally troops; AL NG; SV Fort +13, Ref +6, Will +5; Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 16.

Skills and Feats: Climb +12, Diplomacy +11, Intimidate +9, Ride +14, Sense motive +10; Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Hold the Line, Improved Critical (battleaxe), Improved Initiative, Leadership, Power attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: +2 full plate armor, +2 large steel shield, +2 battleaxe, ring of protection +3, potion of cure critical wounds.

Spenthal: Male human Clr8 (Heironeous); HD 8d8+16; hp 59; Init +0; Spd 30 ft.; AC 18 (touch 10, flat-footed 18); Atk +9/+4 (1d8+2/19-20, long sword); SA Spells, turn undead; AL LG; SV Fort +8, Ref +4, Will +9; Str 13, Dex 11, Con 15, Int 13, Wis 17, Cha 16.

Skills and Feats: Concentration +13, Diplomacy +9, Heal +9, Knowledge (religion) +9, Knowledge (history) +3, Sense motive +8, Spellcraft +7; Cleave, Combat Casting, Lightning Reflexes, Power Attack.

Spells Prepared (6/5+1/4+1/4+1/2+1; base DC = 13 + spell level): 0 – detect magic, detect poison, guidance, light, mending, read magic, virtue; 1st – command, detect chaos, detect evil, divine favor, magic weapon*, protection from evil; 2nd – aid*, bull’s strength, consecrate, delay poison, hold person; 3rd – dispel magic, locate object, magic circle against evil*, negative plane protection, prayer; 4th – death ward, divine power*, neutralize poison.

*Domain spell. Domains: Good (Casts good spells at +1 caster level); War (Free Martial Weapon Proficiency and Free Weapon Focus with his deity’s favored weapon – long sword).

Possessions: +1 chain shirt, +1 large steel shield, +1 long sword, potion of cure critical wounds, potion of cure serious wounds, potion of neutralize poison, 4 potions of cure light wounds.

Lord Jacen Fealson: Male human Ftr6; HD 6d10+12; hp 52; Init +1 (Dex); Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Atk +12/+7 (1d8+7/x3, battleaxe); AL LG; SV Fort +7, Ref +3, Will +3; Str 16, Dex 12, Con 14, Int 12, Wis 12, Cha 13.

Skills and Feats: Craft (weaponmaking) +5, Diplomacy +5, Handle Animal +5, Knowledge (geography) +2, Knowledge (history) +3, Ride +9, Sense motive +4; Cleave, Leadership, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: full plate armor, large steel shield, +2 battleaxe.

ENCOUNTER 7: FEAR CUTS DEEPER

APL 4 (EL 5)

Shadow, Advanced: CR 5; Medium-size undead; HD 9d12; hp 72; Spd 30 ft., fly 40 ft. (good); AC 13 (touch 12, flat-footed 11); Atk +6 melee (1d6 temporary strength, incorporeal touch); SA Strength damage, create spawn; SQ Undead, incorporeal, +2 turn resistance; AL LE; SV Fort +3, Ref +5, Will +7; Str –, Dex 14, Con –, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +11, Intuit direction +8, Listen +10, Spot +10; Dodge, Mobility.

APL 8 (EL 9)

Spectre, Advanced: CR 9; Medium-size undead; HD 13d12; hp 110; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft., fly 80 ft. (good); AC 15 (touch 13, flat-footed 12); Atk +9 melee (1d8 and energy drain, incorporeal touch); SA Energy drain, create spawn; SQ Undead, incorporeal, +2 turn resistance, unnatural aura, sunlight powerlessness; AL LE; SV Fort +4, Ref +7, Will +10; Str –, Dex 16, Con –, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +15, Intimidate +14, Intuit direction +12, Listen +15, Search +12, Spot +15; Alertness, Blind-fight, Combat Reflexes, Fly-By Attack, Improved Initiative.

ENCOUNTER 10: KNIGHT FALL

APL 2 (EL 4)

Claristan: Male human Ftr2/Sor2; CR 4; HD 2d10+2d4+4; hp 26; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk: +7 melee (1d8+2/19-20, longsword); SA Spells; AL CN; SV Fort +4, Ref +1, Will +5; Str 14, Dex 12, Con 13, Int 15, Wis 15, Cha 16.

Skills and Feats: Bluff +6, Concentration +6, Disguise +5, Knowledge (arcana) +7, Listen +4, Ride +6, Spellcraft +7, Spot +4; Alertness, Blind-Fight, Combat Casting, Expertise, Weapon Focus (long sword).

Spells Known (6/5; base DC = 13 + spell level): 0 – daze, detect magic, flare, ghost sound, prestidigitation; 1st – change self, charm person.

Note: 20% chance of arcane spell failure (armor).

Possessions: chain shirt, masterwork longsword, scroll of sleep, scroll of spider climb, potion of blur, 35 gp.

APL 4 (EL 6)

Claristan: Male human Ftr3/Sor3; CR 6; HD 3d10+3d4+6; hp 37; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk: +8 melee (1d8+2/19-20, longsword); SA Spells; AL CN; SV Fort +5, Ref +3, Will +6; Str 14, Dex 12, Con 13, Int 15, Wis 15, Cha 16.

Skills and Feats: Bluff +7, Concentration +7, Disguise +7, Knowledge (arcana) +8, Listen +4, Ride +7, Spellcraft +8, Spot +4; Alertness, Blind-Fight, Combat Casting, Dodge, Expertise, Weapon Focus (long sword).

Spells Known (6/6; base DC = 13 + spell level): 0 – daze, detect magic, flare, ghost sound, prestidigitation; 1st – change self, charm person, color spray.

Note: 20% chance of arcane spell failure (armor).

Possessions: chain shirt, masterwork longsword, scroll of sleep, scroll of spider climb, scroll of dimension door, potion of blur, potion of jump, potion of cure light wounds, 35 gp.

APL 6 (EL 8)

Glaristan: Male human Ftr4/Sor4; CR 8; HD 4d10+4d4+8; hp 48; Init +1 (Dex); Spd 30 ft; AC 15 (touch 11, flat-footed 14); Atk: +10/+5 melee (1d8+4/19-20, longsword); SA Spells; AL CN; SV Fort +6, Ref +3, Will +8; Str 14, Dex 12, Con 13, Int 15, Wis 16, Cha 16.

Skills and Feats: Bluff +7, Concentration +12, Disguise +7, Knowledge (arcana) +8, Listen +4, Ride +12, Spellcraft +8, Spot +4; Alertness, Blind-Fight, Combat Casting, Dodge, Expertise, Weapon Focus (long sword), Weapon Specialization (long sword).

Spells Known (6/7/4; base DC = 13 + spell level): 0 – daze, detect magic, flare, ghost sound, prestidigitation, ray of frost; 1st – change self, charm person, color spray; 2nd – invisibility.

Note: 20% chance of arcane spell failure (armor).

Possessions: chain shirt, masterwork longsword, scroll of sleep, scroll of spider climb, scroll of dimension door, scroll of improved invisibility, potion of blur, potion of jump, potion of cure light wounds, 35 gp.

APL 8 (EL 10)

Glaristan: Male human Ftr6/Sor4; CR 10; HD 6d10+4d4+10; hp 62; Init +1 (Dex); Spd 30 ft; AC 15 (touch 11, flat-footed 14); Atk: +12/+7 melee (1d8+4/19-20, longsword); SA Spells; AL CN; SV Fort +7, Ref +4, Will +9; Str 14, Dex 12, Con 13, Int 15, Wis 16, Cha 16.

Skills and Feats: Bluff +8, Concentration +12, Disguise +8, Knowledge (arcana) +8, Listen +6, Ride +12, Spellcraft +8, Spot +5; Alertness, Blind-Fight, Combat Casting, Dodge, Expertise, Mobility, Spring Attack, Weapon Focus (long sword), Weapon Specialization (long sword).

Spells Known (6/7/4; base DC = 13 + spell level): 0 – daze, detect magic, flare, ghost sound, prestidigitation, ray of frost; 1st – change self, charm person, color spray; 2nd – invisibility.

Note: 20% chance of arcane spell failure (armor).

Possessions: chain shirt, masterwork longsword, scroll of sleep, scroll of spider climb, scroll of dimension door, scroll of improved invisibility, scroll of Bigby's interposing hand, potion of blur, potion of jump, potion of cure light wounds, 35 gp.

APPENDIX 2: NEW MONSTER

Old Wicked's Burrowers

Fine Vermin (Parasite)

Hit Dice: 1/16d8 (1 hp)

Initiative: +0

Speed: 5 ft.

AC: 10 (seed pod)

Attacks: (see below)

Damage: 1d6 per hour after ingestion; 1 point of temporary Constitution every 3 hours after ingestion.

Face/Reach: 1/24th ft. by 1/24th ft./0 ft.

Special Qualities: SR 18, Cold and Fire Resistance (10)

Saves: Fort +2, Ref +1, Wil +0

Abilities: Str 1, Dex 13, Con 11, Int –, Wis 10, Cha 4

Skills: Climb +5

Climate/Terrain: Living host; otherwise they lay dormant in a pod (underground)

Organization: Colony (hundreds of pods per field)

Challenge Rating: 1

Treasure: None

Alignment: Neutral

Advancement: –

Burrowers are a very dangerous form of subterranean parasite that grows in underground fields similar to pea plants, and is often mistaken for a food source. If eaten, they are quite tasteless but very deadly. Due to their heat and cold resistance, cooking the pods is unlikely to kill these creatures. Any character that eats burrower pods needs to make a successful Fortitude saving throw (DC 18) or become a host for this parasite. A successful save indicates the character's innate resistance has prevented the creatures from gaining a foothold.

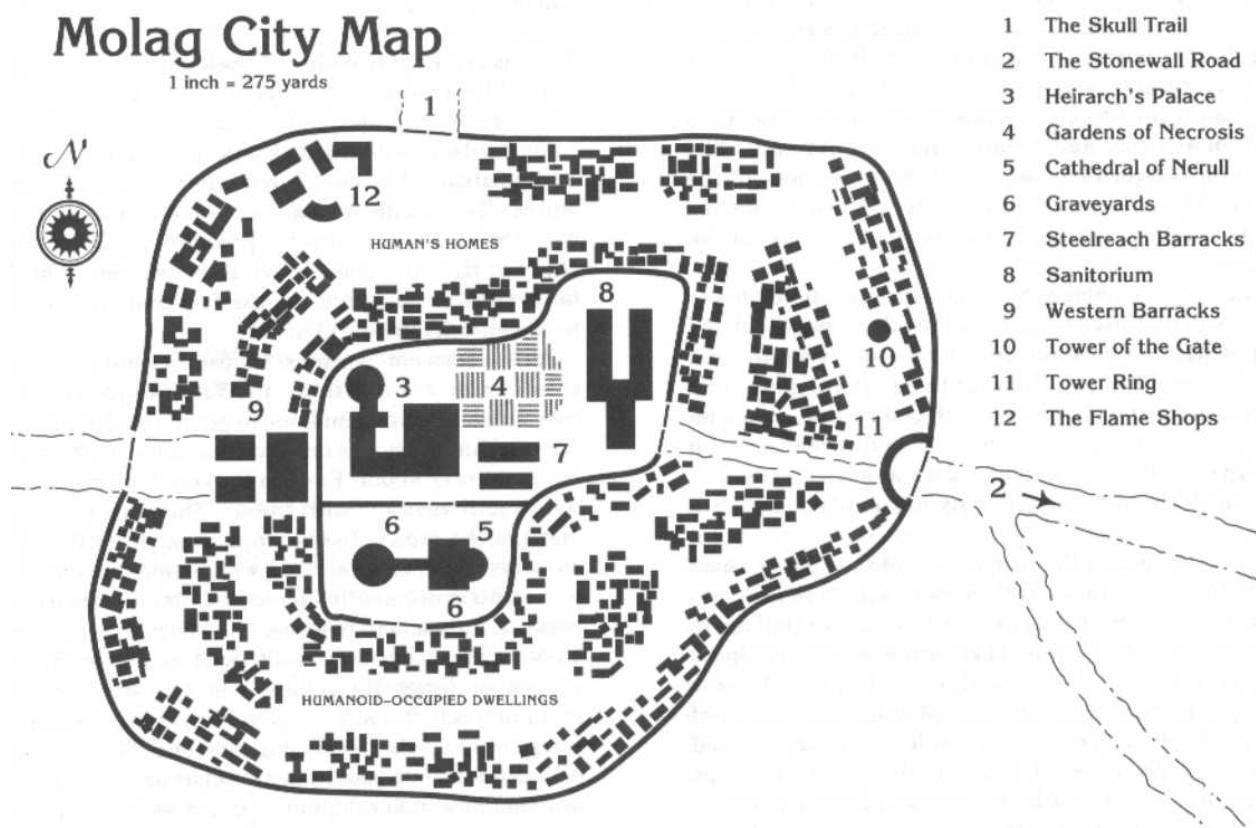
If the burrowers take hold, the infestation can only be cured by a *remove disease* spell that overcomes the innate spell resistance (SR 18) of these creatures. Because they are creatures (vermin), a paladin's Divine Health ability does not make her immune to infestation.

The parasites take 6 hours to fully mature. Once the creatures mature, victims are wracked with intense stomach pain as the parasites begin to eat their way through the host's stomach and spread throughout the body. Characters afflicted by these parasites suffer a –6 circumstance penalty to all attack rolls, damage rolls, saving throws, and skill checks during the infestation. Victims cannot cast spells unless they succeed in a Concentration check (DC 25) due to the damage and pain the creatures inflict. Every hour, the worms continue their migration and inflict 1d6 points of damage to the host. Every three hours, the worms inflict 1 point of temporary Constitution damage.

The natural cure for this parasitic infestation is drinking an herbal brew made from Hemlock, which carries its own inherent danger. Hemlock is a natural poison and the brew can be quite deadly. Characters drinking the brew are required to make a successful Fortitude saving throw (DC 17) or suffer 1d6 temporary Constitution damage (Initial) and 1d6 temporary Constitution damage (Secondary). The parasites act very quickly and inflict intense pain, making them a favorite of the torturers of Iuz, who often cast healing spells to prolong the victim's suffering.

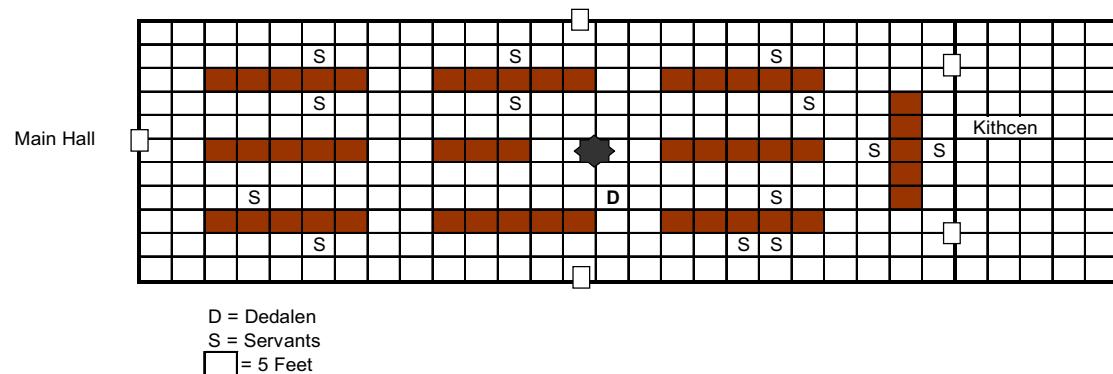
APPENDIX 3: MAP OF MOLAG

The following map is for DM background information only. The original map and other supporting information can be found in *Iuz the Evil*, copyright TSR, 1993.



APPENDIX FOUR: DINING HALL MAP

War College Dining Hall



APPENDIX 5: WARMMASTER (SWORD AND FIST)

On a green hill outside the Furyondan capital of Chendl sprawls a vast, white mansion surrounded by stables and fortifications. Most civilian passersby deem it the home of some wealthy lord, but a practiced military eye notes that many of the walls and catapults face each other, not any outward threat. Also, military officers across the world recognize the mansion as a hallowed training grounds: The Furyondan College of War.

Graduates of the College of War – called warmasters – have served Furyondy's military for generations, providing most of the army's high-ranking generals. Receiving an assignment to train at the College of War is the best assignment a young officer can hope for, and those who excel in the harsh training there become a formidable presence on the battlefield.

Warmasters are generally drawn from the ranks of standing armies, so fighters predominate at the College of War. But the appointment process has a political aspect (as does everything else in Furyondy), so civilian “heroes of the realm” sometimes find themselves training to become warmasters. Clerics and paladins of Heironeous and St. Cuthbert are common, but other classes are rare (every class at the College of War has at least a few wizards and rangers, however). Would-be warmasters are most often human, although every race is represented at the College of War.

NPC warmasters are usually found at the head of an army, either on the march or defending a castle at a strategically important site. Most are eager to lend a hand to fellow warmasters; the college's alumni form a loose “old soldier's network.” Sometimes the bonds of comradeship even stretch across battle lines, although warmasters stress loyalty as a primary virtue.

This prestige class may not be suitable for all campaigns, due to the responsibilities that warmasters have thrust on them and the complexities involved in maintaining a keep or castle. As in all things, your DM decides on the viability of this class in your game.

Hit Die: d10.

The Warmaster

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Brotherhood, Leadership bonus +1
2 nd	+2	+3	+0	+0	Battle cry
3 rd	+3	+3	+1	+1	Direct troops, Leadership bonus +2
4 th	+4	+4	+1	+1	Tower, rally troops
5 th	+5	+4	+1	+1	Hard march, Leadership bonus +3
6 th	+6	+5	+2	+2	Keep
7 th	+7	+5	+2	+2	Battle standard, Leadership bonus +4
8 th	+8	+6	+2	+2	Castle
9 th	+9	+6	+3	+3	Die for your country, Leadership bonus +5
10 th	+10	+7	+3	+3	Huge castle

Requirements

Base Attack Bonus: +7

Diplomacy: 5 ranks

Alignment: Any nonchaotic, nonevil.

Feats: Leadership (found in the DUNGEON MASTER'S GUIDE), Martial Weapon Proficiency, Weapon Specialization.

Class Skills

The warmaster's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis). See Player's Handbook, Chapter 4, for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

Brotherhood: Warmasters are a fraternal organization, and members are generally willing to lend a hand to their fellows. You gain a +4 competence bonus to Diplomacy checks made to influence other warmasters. This is a two-way street: You are expected to treat other warmasters honorably and charitably.

Leadership Bonus: War-masters earn bonuses to their leadership level (character level + Cha bonus), enabling them to attract more powerful cohorts and followers when they use the Leadership feat upon earning a new level.

Battle Cry: When your shout rings across the battlefield, it lifts the spirits of your allies. This ability functions as the bard's inspire courage ability, found on page 28 of the Player's Handbook. This bonus lasts a number of rounds equal to your Charisma bonus, and you can shout a battle cry once per day for every level of warmaster you have attained.

Direct Troops: As a full-round action, you can give compelling directions. You can bestow a +2 competence bonus on either attacks or skill checks to all allies within 30 feet. This bonus lasts a number of rounds equal to your Charisma bonus.

Tower: An organization affiliated with you (the army or an important lord, for example) has offered to build you a tower in a mutually agreeable location. As long as you uphold the ideals of the organization involved, you can manage the affairs of the tower as you wish, although you are responsible for up-keep costs. A tower is a round or square, three-level building made of stone.

Rally Troops: Your presence is enough to grant any allies within 30 feet a second saving throw against fear and charm effects that they have already succumbed to. Even if they fail the second saving throw, any fear effects are less severe: panicked characters are only frightened, frightened characters are only shaken, and shaken characters are unaffected.

Hard March: You can exhort your troops to march faster. Anyone traveling with you gains a +4 morale bonus to Constitution checks required for making a forced march or any other task requiring extended exertion. Animals are not affected.

Keep: As "Tower" above. A keep is a fortified stone building with fifteen to twenty-five rooms.

Battle Standard: The mere sight of your coat of arms or other heraldic display is enough to turn the tide of battle. Allies within 30 feet of your standard gain the effects of both Battle Cry and Rally Troops (above) as long as the standard is within range and held by you. If your standard is captured in battle, all allies within range aware of its loss suffer a -1 morale penalty to attacks and damage until it is recovered in addition to losing the benefits described above.

Castle: As "Tower" above. A castle is a keep (also above) surrounded by a 15-foot-high stone wall with four towers. The wall is 10^{*} thick.

Die for Your Country: Your presence inspires your troops to make the ultimate sacrifice for your cause. Any allies within 30 feet of you can continue to fight while disabled or dying without penalty. They continue until they reach -10 hit points.

Huge Castle: As "Tower" above. This large complex has numerous associated buildings (stables, a forge, granaries, etc.), and an elaborate 20-foot-high, 10-foot-thick wall creating bailey and courtyard areas. The wall has six towers.

APPENDIX 6: HOLD THE LINE (SWORD AND FIST)

Hold the Line [General]

You are trained in defensive techniques against charging opponents.

Prerequisites: Base attack bonus +2, Combat Reflexes.

Benefit: You may make an attack of opportunity against an opponent who charges you when he enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

APPENDIX 7: REGIONAL NOTATIONS

NOTE TO DMS & GAMEDAY ORGANIZERS

Citizenship:

Unlike other two round scenarios, this event has a special twist at the end of the adventure when the characters loyalty to Furyondy is tested. It is very possible that some characters that participate in the first round will be unable to continue, since their benefactor will have tested their loyalty.

At the end of the first round, the game organizer should review which tables and characters failed the test and thus cannot continue into Round 2. Players whose characters fail the test have the option of creating new characters with a home region of Furyondy, however given the difficulty of the adventure organizers may have to spread the new characters across multiple tables. If required, DMs and gameday organizers should adjust the players at tables to make sure the groups are fit to continue. It may be required to shuffle players and tables around so that all tables meet the minimum table requirements.

NPC SPELLCASTING

The availability of divine spellcasting aid varies by location. If there is not a sufficiently high level spellcaster in the character's area, he or she may journey, or have others carry the body if he is incapable of travel, to an area with a higher-level caster. In such circumstances, if the trip takes longer than 4 days, one Time Unit must be spent in addition to the costs below. Each traveler who makes this journey must pay the Time Unit cost. Unless specifically stated in the scenario, characters are able to find clerics capable of casting 1st and 2nd levels spells without having to spend TUs in travel. Higher level spells are available within modules or by traveling to one of the churches outlined below (in which case travel time must be calculated if required to reach a temple).

This adventure occurs in Chendl and the Fairwain Province Clerics of the following faith and levels are available for purchasing spells: Heironeous (15th), Pholtus (12th), Pelor (12th), Istus (10th), Rao (14th), Delleb (10th), St. Cuthbert (14th), Kord (9th), Allitur (11th), and Trithereon (13th)

Spell	Cost	Infl.	Cost
Cure minor wounds	5 gp	0	5 gp
Cure light wounds	10 gp	0	10 gp
Endure elements	10 gp	0	10 gp
Goodberry	60 gp	0	60 gp
Cure moderate wounds	60 gp	0	60 gp
Gentle repose	60.02 gp	0	60.02 gp,
Lesser restoration	60 gp	0	60 gp
Cure serious wounds	150 gp	1	250 gp
Dispel magic	150 gp	1	250 gp
Remove blind/deafness	150 gp	1	250 gp
Remove curse	150 gp	1	250 gp
Remove disease	150 gp	1	250 gp
Cure critical wounds	280 gp	1	380 gp
Neutralize poison	280 gp	1	380 gp
Restoration	380 gp	1	480 gp
Break enchantment	450 gp	2	650 gp
Healing circle	450 gp	2	650 gp
Raise dead	950 gp	2	1150 gp
Greater dispelling	660 gp	5	N/A
Heal	660 gp	5	N/A

CRITICAL EVENT SUMMARY

Common Defense – Round Two

The following events may be important to future adventures planned in Furyondy. DMs should circle the appropriate response to the following questions or fill in the information as appropriate and submit it with the scoring materials. This form should be used only during the convention at which the adventure debuts. In addition, DMs may email these results to Spartanallan@yahoo.com

- What happened to Glaristan? (Circle One) Escaped Killed Captured
3. Where the characters able to save Spenthal? (Circle One) Yes No
4. Did the characters uncover the treachery and prevent Lanistor from being tried for treason?
4. Did any characters die in the event Yes or No
4b If so, complete the following:

Player & character Name	Cause	Status

5. How many players participated in the event? 3 4 5 6

6. At which APL was the event played? 2 4 6 8

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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