

PAL3-03

Shield of Faith

A One-Round D&D LIVING GREYHAWK[®] Theocracy of the Pale Regional Adventure

Version 0.1

Round 1

by Donovan Hicks

The Shield of Blinding Light has been found in the war torn nation of Tenh. Both the Church of the One True Path and the followers of Pelor treasure this ancient relic. Can you successfully obtain the Shield for the Church of the One True Path and return it to its rightful place in the hands of the Champion of Pholtus?

Part I of the Champion of the Pale series.

This is an adventure set in the Theocracy of the Pale for character levels 1-10.

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

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Introduction

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

Preparation

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

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

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

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and

gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

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

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

Scoring

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting.

This method is used when the players want to know who played the “best” amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

Living Greyhawk Levels of Play

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

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

adventure. Round to the nearest whole number.

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

By following these four steps, you will have determined the APL.

Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the

APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not

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

attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Theocracy of the Pale. Characters native to the Theocracy of the Pale pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Adventure Summary and Background

In ancient times there was a great paladin of Pholtus, Corin Malthesun, who, legend says carried a shield which shone as brightly as the sun itself. The Shield of the Blinding Light was lost when this mighty paladin never returned from a quest to defeat a demon that was plaguing the Great Kingdom. The shield was recently recovered from a dungeon in the Bluff Hills by a group of adventurers who were unable to use the shield. Being adventurers of little faith, they sold the shield.

The Shield of the Blinding Light, also known as the Sun Shield by those who worship Pelor, has come into the possession of a merchant in the occupied territory of Tenh. The merchant has agreed to sell the shield to the Church of the One True Path or the Church of Pelor depending on who can make the most convincing claim of previous ownership to her. The merchant, Nelissa Surian, is a Baklunish woman who follows the god Mouqoi and is more interested in selling this unique item than in which church obtains it. Nelissa will be persuaded by arguments as to which church has the largest claim to the shield but the selling price will always be the same.

The Church has already negotiated with Nelissa for the shield and now needs to send envoys to meet her and discuss the Church's claim to the shield. The PC's will be hired by either the conservative or progressive faction of the church depending on where they themselves fall within this debate of how best to follow the will of

Pholtus. The DM should ask the PC's whether they side with the conservatives or the progressives before starting the adventure. The PC's will be approached by an agent of one side or the other and can be hired individually by both sides.

The party should then proceed on their journey to the town of Lighton. Along the way they will have to stay the first night near the village of Spiral, where agents of the opposing faction will attempt to stop them from succeeding.

The second night will be spend in the town of Atherstone and the third night on the road between Lighton. Between Atherstone and Lighton the party will be attacked by bandits seeking to steal their gold and belongings.

Once in Lighton, the party will meet an agent of Nelissa who will lead them out to meet with her.

The meeting with Nelissa will be one of argument and debate between the followers of Pelor and the party (the followers of Pholtus). Once one side or the other has obtained the shield it will be time for the party to return home.

Along the way back to Lighton, the party will either be attacked by the forces of luz or find the bodies of the Pelorites. The shield will either have to be protected from the forces of luz or recovered from these evil forces at this point.

Once the shield has been protected from the forces of luz, the party will be able to journey back to the town of Wintershiven in relative safety. Upon their arrival here, an agent of Milamber representing the interests of the Theocrat himself will approach them. The party will have to decide how to proceed at this point and thus determine who the Shield of the Blinding Light will end up in the hands of.

Introduction

You have journeyed to Wintershiven, hoping for a brief respite from all of your recent adventures and journeys throughout the Pale and beyond. You are looking forward to once again seeing the capitol of the Pale.

You have taken a room at your favorite inn and tavern and are looking forward to a night of drinking and talking with old and new friends alike. You have heard many rumors of the political struggle going on in the Pale between the Conservatives and the

Progressives, both trying to gain favor with the people and the Theocrat. You have heard the talk and have thought of how the Pale might be run in the future. Should the Conservatives gain control the Pale will return to a time where the inquisition is in full force. Heretics and heathens will all be put to the torch or tossed into New Dawn Camps for re-education. In this way, they believe, the Pale could become strong again, with the heretics rooted out of the Pale. Faithful Pholtans would once again be strong within the Pale and never again could the persecutions of ancient days be perpetrated against those loyal to the One True Path.

On the other hand, should the Progressives gain control some restrictions might be relaxed a bit. The inquisition would be used only to root out true heretics. Non-Believers might still be allowed to practice their blasphemous religions in private as long as they did not try to spread their beliefs to others. Our nation could gain strength from the diversity of the demi-humans and non-believers, but at the same time it would not be united as one nation under Pholtus. In truth it could become a nation divided at its heart.

You cease your musings as the discussion between the companions sharing your table grows a bit heated over the politics in the Pale.

Encounter One: Politics in the Pale

You sit in the Pious Pilgrim enjoying a round of drinks with old and new friends alike. You and your friends have been discussing the politics of the Pale and recent occurrences. As you finish off your latest round of drinks a bard begins to recite the tale of Corin Malthesun.

Once in the days of the Great Kingdom, there was a mighty paladin of Pholtus by the name of Corin Malthesun. A holy warrior with purpose, Corin slay many a demon and villain who sought to harm the good peoples of Oerth. Corin's last quest was one to slay a demoness who lived within the mountains to the north west of this very city. This

demoness killed the innocent for sport and would send out her minions to bring her all the mortals they could gather. She would then torture these poor souls until she grew bored with them, at which time she would kill them and devour their hearts. Corin came and journeyed into the mountains to battle this foul beast but was never heard from again. He carried with him a shield of amazing power, blessed by Pholtus himself, the Shield of the Blinding Light and a weapon of great power, the Star of Morning.

Corin journeyed into the mountains and he came upon the demoness devouring the remains of a young woman. The brave paladin charged forth and met the creature in battle. The battle raged for a full day and a half they say with great magics being spent by the creature in an attempt to fell the mighty hero. In the end his shield and armor protected him, while the Star of Morning grievously wounded the demoness. The beast then fled deeper into the mountains seeking to escape Corin. Corin followed though, seeing his chance to finish this menace once and for all. The night came while Corin hunted though and the beast used the darkness to its advantage. The body of Corin was found mutilated near the village of Millet's Mine the next morning. His arms and armor were all missing. It is said when the arms and armor are returned to the Church of the One True Path a new champion will once again rise to challenge evil in the name of Pholtus.

As the bard finishes the tale, the party is approached by either Father Teldon, an agent of Saryn Reddick (if they are Progressives) or Sister Rhianna, an agent of Zacktinerim (if they are Conservatives). If the party has professed favoritism towards neither side, then have them approached by whatever side you, as the judge prefer. Both agents will inform the party that the Shield of the Blinding Light has been found and their services are required to go meet with the merchant Nelissa and present the Church of the One True Path's claim on the shield to her. The Church of the One True Path will give them proper documents describing the history of the Shield of the Blinding Light from its creation until its loss with the death of Corin Malthesun. The history lists those who have been known to wield the shield in the past and includes a list of

many great heroes of both Pelor and Pholtus. More have been Pholtans than Pelorites and the document clearly describes with detail the method in which the Church of Pholtus created the shield in ancient times. It describes the spells used to create the shield as well as the ceremony used to instill it with power given by Pholtus himself. The party will also be given a mark of credit from the Church for Nelissa as payment for the shield should the party actually prove the Church's claim to it.

Father Teldon: Male Human Clr6.

Sister Rhianna: Female Human Clr6.

Tactics: The following exemplifies the reasons that Saryn and Zacktinerim both would like to obtain the Shield of the Blinding Light for the Church of the One True Path. Judges should make sure they are familiar with the current political climate of the Pale as well as the views of the Progressive Party and the Conservative Party to get the right attitudes of both sides. Progressives are in favor of a relaxing of the Inquisition, they believe in converting heathens not burning them at the stake. Progressives even believe heretics can be taught the errors of their ways and should thus be sent to New Dawn Camps and not immediately put to the torch. Progressives also think demi-humans are an asset to the Pale and should be taught the power of the Blinding Light and not ostracized. Conservatives on the other hand, think the Pale has become too soft on heretics and heathens. Heretics should put to the torch if they do not immediately confess the error of their ways. Heathens should be thrown into a New Dawn Camp and taught the power of the Blinding Light and to follow the One True Path, failing this they should be put to the torch as well. Conservatives think Demi-humans have their place in society but it should not be above those who believe in the power of Pholtus in favor of their own savage deities.

Saryn Reddick seeks to gain the shield to present to the Council of Nine as a gift to be given to the next champion deemed worth by the Church to carry it. She wishes to ensure the favor of the Theocrat and the Church for both herself and the Progressive Party by being the one to return the shield. Saryn believes it is necessary for the Progressive Party to gain a stronger standing with both the Theocrat and the

Church or else the Pale may return to a time of darkness where non-humans are treated as second class citizens and heathens are actually being burned beside heretics instead of taught the truth of Pholtus. Father Teldon will espouse the ideals of the Progressive Party to the PC's in an effort to convince them of the importance of recovering the shield for Saryn Reddick. Father Teldon will ask the party to bring the shield back to him at the Church.

Zacktinerim wants the shield more to show up Saryn than anything else. The fact her party, the Conservative Party could gain some influence from this is only secondary to Zacktinerim. Zacktinerim wishes to prove to the council she can handle affairs better than Saryn. Zacktinerim's agent will play upon the fears of Conservatives by talking of how heathens, including the non-Pholtan demi-humans, take the jobs of hardworking Pholtans without singing the praises of the Blinding Light. The agent will attempt to place blame for all of the evils to befall the Pale in recent memory at the feet of the Progressives and their policy of open acceptance of heathens and demi-humans. The judge should play up the attitude of Sister Rhianna to reflect these views and the overall views of the conservative party and thus the importance of the Conservatives gaining the shield for the Church. Sister Rhianna will ask the party to bring the shield to her at the Inn of the Blinding Light in the merchant district.

Neither agent will offer any reward, hoping the party will do this as a favor to the Church. If any member of the party asks for monetary payment, they will be offered 200 gp each and they will only receive monetary rewards and not be eligible to receive any of the other rewards available at the end of the scenario.

Encounter Two: The Dirty Side of Politics

You have been journeying for a whole day towards your meeting with the merchant Nelissa's agent in the town of Lighton. The sun has been hot overhead throughout the day and as the sun sets finally you see ahead the lights of Spiral, perhaps the farmhouse ahead could provide you with some shelter for the night.

The party can set up camp for the night just off the road. They can, also, proceed to the farmhouse where the kind farmer, Martin, and his wife, Henny, will provide them with a meal and then allow them to sleep in the barn nearby. In any event, shortly after the party has turned in for the night (one hour after the first watch begins if watches are being used) they will be attacked by monks from the Order of the Blinding Light. The monks were sent by Zacktinerim if the party is working for Saryn Reddick and by Malvern Fenn if they are working for Zacktinerim. Malvern Fenn has become involved because he realizes the lengths Zacktinerim will go to oppose Saryn even if she does not. If the party is working for a mix of the two, Zacktinerim will have sent the monks in a fit of rage at any members working for Saryn.

APL 2 (EL 3)

Monks of Pholtus: (4) Male Human Mnk1; hp 9
(See Appendix for Encounter Two)

APL 4 (EL 5)

Monks of Pholtus: (3) Male Human Mnk2; hp 15
(See Appendix for Encounter Two)

Cleric of Pholtus: (1) Male Human Clr 2; hp 17
(See Appendix for Encounter Two)

APL 6 (EL 8)

Monks of Pholtus: (3) Male Human Mnk 4; hp 28
(See Appendix for Encounter Two)

Cleric of Pholtus: (1) Male Human Clr 4; hp 31
(See Appendix for Encounter Two)

APL 8 (EL 11)

Monks of Pholtus: (3) Male Human Mnk 7; hp 46
(See Appendix for Encounter Two)

Cleric of Pholtus: (1) Male Human Clr 7; hp 52
(See Appendix for Encounter Two)

APL 10 (EL 13)

Monks of Pholtus: (3) Male Human Mnk 9; hp 53
(See Appendix for Encounter Two)

Cleric of Pholtus: (1) Male Human Clr 9; hp 62
(See Appendix for Encounter Two)

Tactics: The monks and clerics will work cooperatively to subdue the party in the most expeditious manner possible. Where possible, the monks will have drunk their *potion of cat's grace* and the cleric will have drunk his *potion of blur* before moving to attack the party. The cleric will also cast *bless* on the group before they attack. All members of the group will use stealth to approach with the cleric using his silence spell to cover the noise of his armor if possible. Once engaged the monks will try to use their stunning attacks against the party to subdue them quickly. The cleric will use those spells that he has memorized as silent spells first and try to position himself as close to spellcasters as possible to prohibit the use of their spells. Where possible, the cleric will attack spellcasters to subdue them with his morningstar to keep them from using their spells while his silence is still in effect. Once the need for the silence is done, the cleric will dismiss the spell and use his other spells as necessary. If the party kills a member of this assault squad, the group will not hesitate to use deadly force on any party member not striking to subdue. If the party continues to kill members of the assault squad, the cleric will seek to escape and notify his superiors of the violent nature of the party.

If the group of monks succeeds they will take the documents proving the Church's claim and the Mark of Credit. See Map 1 for a detail of the barn.

Development: If the party kills any members of this assault squad, the judge should have them arrested by the town guard of Wintershiven upon their return before they make contact with anyone. The party will be charged with the murder of the monks and the cleric. The DM should note whether any of the assault squad escaped or not and can be used as a witness against the party. Any PC found guilty of the murder of members of this assault squad will be jailed for no less than 4 TU in the New Dawn Camp at Tristor. The penalty has been reduced to 4 TU through the intervention of Malimber who has taken the shield directly to the Theocrat. He has spoken to the courts on behalf of the PC's due to the extenuating circumstances of the politics which the party became caught up in. Judges should make sure

the party understands the group is attacking to subdue for this reason.

Encounter Three: The Bandits of Tenh

You have been traveling for almost three days now. Last night you got to sleep in a nice warm bed at the Inn of the Bloody Fields in Atherstone. As rain clouds start to gather over your head in the late afternoon, it doesn't look like you will be so lucky tonight. Your mind drifts back to the hot bowl of venison and the warm bread you had last night at the Inn. Oh yes, the food was good and the drink was just the right temperature after two days on the road. Suddenly your mind is snapped back to reality by a figure yelling for you to stop and drop your weapons up ahead.

One of the bandits is standing in the road in front of the party at this point and has yelled for the party to halt in a position between his friends who are hiding in the limbs of nearby trees. The bandit standing in the road will demand the party drop all their belongings on the ground here and return to Atherstone if they wish to live to see the sun set. All but the one bandit will be hiding in trees near the road. They will have used their *potions of hiding* to help with their hides and where possible will have drunk a *potion of spider climb* as well to help with moving around in the trees. All of the bandits in the tree limbs are considered to have 75% concealment while in the trees. If the party refuses to drop their goods, the bandits in the trees will open fire with their bows, aiming at whoever looks to be the nastiest melee fighter first and then spellcasters.

APL 2 (EL 2)

Bandits of the Tenh: (4) Male Humans War1; hp 9 (See Appendix for Encounter three)

APL 4 (EL 4)

Bandits of the Tenh: (6) Male Humans Rog1; hp 7 (See Appendix for Encounter three)

APL 6 (EL 7)

Bandits of the Tenh: (6) Male Humans Rog2; hp 12 (See Appendix for Encounter three)

APL 8 (EL 10)

Bandits of the Tenh: (6) Male Humans Rog5; hp 27 (See Appendix for Encounter three)

APL 10 (EL 12)

Bandits of the Tenh: (6) Male Humans Rog7; hp 34 (See Appendix for Encounter three)

Encounter Four: Lighton and Nelissa

Finally, after four days of travel you have arrived in the town of Lighton. Tension in this town is very high and the forces of the Faithful Flan can be seen everywhere. You were able to get directions to the Blissful Respite Tavern with ease from a guardsman when you entered town. You enter the tavern and notice a small group of what looks like clerics, although they display no holy symbols, huddled in a corner. As you glance around the room looking for Vedrin a short, wiry man approaches you from the bar. "I am Vedrin, your guide into the nearby wilds," he announces as he reaches out his hand to take yours.

Vedrin will question the party before giving them any more information. He isn't sure who he's looking for from the Church here, but is very discreet in his questioning the party about why they're here. Mostly he talks as if he is just a humble guide to adventurers coming into Lighton. Once the party is able to allay his fears as to who they are he instructs them they will leave at first light to go meet Nelissa about four hours outside of town. He also introduces them to the four people huddled in the corner: Selwyn Tolmath, Mikas Corwal, Anya Wellish, and Parvo Niallin. These are the Pelorites but will not readily admit it as long as they are in Lighton. They are faithful to their god, but are not ready to become martyrs just for traversing Pale territory. Selwyn is their leader.

The dawn comes early considering the rigors of the last few days of travel and the warm comfort of your bed this morning.

After an early breakfast you have met Vedrin and the four from the tavern ready to journey out to meet with Nelissa. Your journey is whether uneventful and Vedrin leads you to a quiet copse of trees just off the road about half a day west of Lighton. Once there, you wait only a short time before a woman of obviously Baklunish descent steps out from the trees. The woman has green eyes and raven black hair. She greets you with a smile as she directs two burly retainers to set down a large flat crate. "I am Nelissa Surian, a merchant of some renown in the Flanaess. Have you prepared your rightful claims to the magnificent item I have for sale here," she motions towards the crate as she finishes speaking.

At this point, Mikas steps forward and speaks, "We of the Church of Pellor lay claim to the shield by simple right of ownership, though Corwin Malthesun was not a paladin of Pellor, his predecessor Tomas Sindrel was. Tomas carried the Sun Shield against undead for years before he was slain by a vampire in the lands of Iuz. Surely, that Corwin removed the shield from the lair of this vampire after its defeat does not entitle the Church of the One True Path to the shield." Tomas's monologue drones out in your ears after a time as he continues trying to hammer home the previous ownership of Tomas and his father before him. As he finishes, Nelissa looks at you to see what you have to say.

At this time the party should attempt to convince Nelissa of the Church of the One True Path's claim to the shield. If the party still has the documents from Father Teldon or Sister Rhianna these will add a +5 to their diplomacy check to convince Nelissa of the Church of the One True Path's claim but they still have to speak on the Church's behalf. A bard may make a bardic knowledge check DC 20 to see if he knows any more of the history of the shield which will help the party to make the Church's claim. If the bard succeeds, the primary negotiator of the party will gain a +2 circumstance bonus to his diplomacy check to make the Church's claim. In any case the diplomacy check DC for convincing Nelissa of the Church of the One True Path's claim is 20. In addition to the shield, the party will also receive a journal from Nelissa. It is the journal of Corin Malthesun. The party may try to read it

if they choose to but it is written in Celestial. Corin also wrote a curse into the first page and anyone reading the journal will have to make a Will save DC 17 or be cursed to glow as if under the permanent effects of a *faerie fire* spell.

Vedrin: Male human Rgr3.

Selwyn Tolmath: Male human Clr6.

Mikas Corwal: Male human Pal7.

Anya Wellish: Female half-elf Pal6.

Parvo Niallin: Male human Clr5.

Nelissa Surian: Female human Exp10.

Nelissa's Retainers: (2) Male human War8.

Treasure: *Shield of the Blinding Light.* (A full description of the shield is given at the end of this scenario).

Development: Should the PC's attempt to take the *Shield of the Blinding Light* by force, Nelissa and everyone else will fight them. If the PC's ask to see the shield, Nelissa will of course open the crate. Even before she pulls back the black velvet cloth covering the shield, light can be seen seeping through the cloth. You should use the description of the *Shield of the Blinding Light* in the appendix to describe the shield to the PC's. If the party fails to prove the Church of the One True Path's claim to Nelissa you should proceed to description two for encounter five instead of description one.

Encounter Five

Description One:

As you make your way back to Lighton with the Church's prize, you stop to rest for a moment. The afternoon sun is hot and you can't wait to get back to the tavern and a nice drink. You look around a moment and wonder what powers this shield has besides the glow of light you saw emanating from it when Nelissa removed the cloth coverings from it. As you start back on your way again, you notice a young woman stumble over the rise of a nearby hill. She sees you and

begins to run towards you only to stumble and fall. Behind her comes a large warrior dressed in black armor with a large shield emblazoned with the unholy symbol of luz. He notices you as he comes over the hill and yells out behind him, "the girl can wait, we've found those who carry the shield of their faith."

The other three warriors will come up to the top of the hill as well as the second cleric. The girl is the first cleric with *change self* cast upon himself. In the first round the "girl" will get up and run towards the party, trying to get behind them if possible. She will stop if someone offers her safety, though, only to turn against them at the first opportunity.

Description Two:

As you make your way back to Lighton without the Church's prize, you wonder how long it will take you to get over your failure. The afternoon sun is hot and you can't wait to get back and drown your sorrows in a tankard of ale. You come up over the next hill and before you is a sight of carnage. You see below you several bodies. You approach cautiously and realize four of the bodies are those of the Pelorites. One gasps and dies just as you reach the bodies. The other bodies all wear black armor and laying near them are shields emblazoned with the unholy symbol of luz.

It should be obvious the forces of luz set upon the Pelorites. If the PC's search, they will find the shield is not here. The tracks of the forces of luz are easy to follow and head back west towards uncontrolled territory. If the party tracks the forces of luz, they will first notice them at a distance of 200 ft. The forces described below are all that remains of the force that attacked the Pelorites. They will notice the party at 200 ft. as well, as they are being wary of forces of the Pale coming upon them.

APL 2 (EL 4)

Warriors of luz: (4) Male human Ftr1; hp 12 (See Appendix for Encounter five)

Clerics of luz: (2) Male human Clr1; hp 10 (See Appendix for Encounter five)

APL 4 (EL 7)

Warriors of luz: (4) Male human Ftr2; hp 20 (See Appendix for Encounter five)

Clerics of luz: (2) Male human Clr2; hp 17 (See Appendix for Encounter five)

APL 6 (EL 9)

Warriors of luz: (4) Male human Ftr4; hp 36 (See Appendix for Encounter five)

Clerics of luz: (2) Male human Clr4; hp 31 (See Appendix for Encounter five)

APL 8 (EL 11)

Warriors of luz: (4) Male human Ftr6; hp 52 (See Appendix for Encounter five)

Clerics of luz: (2) Male human Clr6; hp 45 (See Appendix for Encounter five)

APL 10 (EL 13)

Warriors of luz: (4) Male human Ftr8; hp 64 (See Appendix for Encounter five)

Clerics of luz: (2) Male human Clr8; hp 55 (See Appendix for Encounter five)

Tactics: The warriors will be 120 ft. from the party when they first come over the hill. The "girl" will be 100 ft. from the party when she falls.

The warriors will use their bows first, which are already drawn and ready as they come over the hill. The second cleric will use his crossbow or a spell first. The first cleric will attempt to maneuver into a position behind as many of the party as possible before revealing himself. These tactics are only for if the party has obtained the shield from Nelissa. The first cleric has a *rod of silence* that he will use if silence is cast upon him.

Treasure: *Rod of lesser silence* (5400 gp).

Encounter Six

You have journeyed long and hard back to Wintershiven by horseback no less. Once you arrived in Lighton you were able to obtain passage with a merchant caravan as guards and journeyed back to Wintershiven in only two days. As you leave the merchant caravan and head towards your meeting point to turn over the shield, you hear a quiet whisper from a nearby alley. You look

towards the alleyway and see a young well-dressed woman. She is motioning for you to come towards her.

The woman is Minea, an agent of Milamber. Milamber has learned of the political game going on between the Progressives and Conservatives over the shield and wishes to intervene. Minea will not offer to give the party any reward in return for the shield; Milamber hopes the party will turn the shield over to him for the good of the Pale. She will explain how if the shield is given to her, Milamber can pass the shield directly to the Theocrat and thus prevent either faction from gaining more influence than the other within the Pale. Milamber believes this will allow the current balance of power within the Pale to remain unchanged and show both factions they cannot circumvent the will of Pholtus or the needs of the Pale for their own gains.

Minea is peaceful and Milamber's offer is one without strings. If the party refuses they will be allowed to continue on and meet their previous contacts. If the party threatens or attacks Minea she will call for the town guard and have the party arrested. The party will be released shortly afterwards if Minea has not been harmed.

Minea: Female human Sor6.

Development: If Minea is harmed by the actions of the party, they will have to answer to the authorities for attacking an unarmed woman in the street. The penalty for harming Minea can range from a simple fine and penance given at the Church for minor injury to lifetime imprisonment for killing her. Should the party actually kill Minea, the judge should take their character sheets and present them to the Triad for determination of length of imprisonment for the murder of an innocent woman.

Encounter Seven

You have arrived at the designated meeting point to turn the shield over to your employer. They are overjoyed with your loyalty to the Pale. The agent of your employer asks if you have anything else to report as they open the crate and examine the shield within.

The agents will once again spout political rhetoric in line with their faction. Father Teldon will praise the party for having prevented the

Pale from falling upon dark times again where even the innocent are sometimes put to the torch. He will praise Pholtus for their safe return and thank them for their service. If they surrender the journal of Corin Malthesun to Father Teldon he will thank the party for the return of such an incredible piece of Church history. Father Teldon will promise to contact the party again should Saryn Reddick have any more need for them in service to the Church.

Sister Rhianna will thank the party for preventing the Pale from being dragged closer towards heathenism like so many other nations. She praises them and Pholtus for seeing the rightness of supporting the conservative cause. If the party surrenders the journal of Corin Malthesun to Sister Rhianna she will thank the party for the return of such a incredible piece of Church history, which surely will help support the beliefs of the conservative faction. Sister Rhianna then sends the party on their way with their just rewards.

Father Teldon: Male Human Clr6.

Sister Rhianna: Female Human Clr6.

Development: The judge should note at this point to whom the shield and journal were returned. This information needs to be forwarded to the writer at rincewindtheweary@yahoo.com.

Conclusion

If the party returns the shield and the journal to their original contact, they will be rewarded with access to the armory of the Prelatal Army where they can buy silver weapons at the cost of 8gp times the weight of the weapon plus the weapon's regular cost. Father Teldon or Sister Rhianna will also provide access to the libraries of the Church of the One True Path where a player can unlock a spell from the builder book, Defenders of the Faith. This only applies if the party has not been jailed for murder. If they have been jailed for murder all of their non-monetary rewards are used up in the form of the influence used to get their sentences reduced or commuted.

If the party returns the shield and the journal to Minea, they will be rewarded with what Father Teldon or Sister Rhianna would have rewarded

them with as well as access to the libraries of the Arcanist's Guild to unlock a spell from the builder book, Tome and Blood. A PC will only be able to unlock one spell; he will not be able to unlock a spell from each builder book. Having aided Milamber just allows access to the libraries of the Arcanist Guild so there are more possibilities.

If the shield was given to either Father Teldon or Sister Rhianna, within a week the appropriate patroness will hand over the shield to the Theocrat in a public ceremony. If the shield was handed over to Minea, the shield will be handed over to the Theocrat in secret and the news of its recovery by the Theocrat will spread throughout the Pale. The party will eventually learn the journal of Corin Malthesun contains a full account of his life from the time he first swore service to Pholtus up until the day after his first encounter with the demoness. What other secrets may be garnered from the journal the party will have to wait to find out.

The End

Experience Point Summary

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

Encounter Two

Defeating the monks and cleric of Pholtus

APL 2 -- 90 xp

APL 4 -- 150 xp

APL 6 -- 240 xp

APL 8 -- 330 xp

APL 10 -- 390 xp

Encounter Three

Defeating the bandits of the Tenh

APL 2 -- 60 xp

APL 4 -- 120 xp

APL 6 -- 210 xp

APL 8 -- 300 xp

APL 10 -- 360 xp

Encounter Five

Defeating the forces of luz

APL 2 -- 120 xp

APL 4 -- 210 xp

APL 6 -- 270 xp

APL 8 -- 330 xp

APL 10 -- 390 xp

Story Award

Party returns the shield and keeps from being arrested for murder.

APL 2 -- 30 xp

APL 4 -- 60 xp

APL 6 -- 90 xp

APL 8 -- 120xp

APL 10 -- 150 xp

Discretionary role-playing award

APL 2 -- 30 xp

APL 4 -- 60 xp

APL 6 -- 90 xp

APL 8 -- 120 xp

APL 10 -- 150 xp

Total possible experience:

APL 2 -- 330 xp

APL 4 -- 600 xp

APL 6 -- 900 xp

APL 8 -- 1200xp

APL 10 -- 1440

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about

the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Encounter Two

Defeating the monks and cleric of Pholtus.

APL 2 -- 107 gp

APL 4 -- 867 gp

APL 6 -- 1964 gp

APL 8 -- 4169 gp

APL 10 -- 4169 gp

Encounter Three

Defeating the bandits of Tenh.

APL 2 -- 37 gp

APL 4 -- 768 gp

APL 6 -- 768 gp

APL 8 -- 768 gp

APL 10 -- 768 gp

Encounter Five

Defeating the forces of Iuz.

APL 2 -- 2635 gp

APL 4 -- 2000 gp

APL 6 -- 2850 gp

APL 8 -- 5650 gp

APL 10 -- 5650 gp

Adventure Maximums

APL 2 -- 200 gp

APL 4 -- 400 gp

APL 6 -- 600 gp

APL 8 -- 1200 gp

APL 10 -- 1750 gp

Special

Rod of lesser silence: The user can cast up to three spells per day without verbal components as though using the Silent Spell feat. The spells may be of up to 3rd level. Caster Level: 17th. Prerequisites: Craft Rod, Silent Spell; Market Price: 5,400 gp.

Access to the libraries of the Church of the One True Path: This allows the character to choose any one spell of first to third level from the builder book, Defenders of the Faith.

Or

Access to the libraries of the Arcanist's Guild: This allows the character to choose any one spell of first to third level from the builder book, Tome and Blood.

Access to the armory of the Prelatal Army: This allows the character to buy any single weapon made of silver. The player is required to pay the cost of the weapon plus 8 gp times the weight of the item to obtain the silver weapon.

Or

The character may upgrade a single magical weapon by up to a +2 enchantment. The character is required to pay all costs associated with the upgrade of the weapon.

Appendix: NPC Statistics

APL 2

Encounter Two: (EL 3)

Monks of Pholtus: (4) Male Human Mnk 1; CR 1; Medium Humanoid (Human); HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 13 (touch 13, flat-footed 12) [Dex +1, Wis +2]; Atk +2 unarmed strike (1d6+2 points of damage) or +3 nunchaku (1d6+2 points of damage); SA Unarmed Strike, Stunning Attack 1/day; SQ Evasion; AL LN; SV Fort +3, Ref +3, Will +4; Str 14, Dex 13, Con 12, Int 10, Wis 15, Cha 8. Height 5 ft. 9 in.

Skills and Feats: Hide +5, Jump +6, Move Silently +5, Tumble +5; Dodge, Mobility.

Possessions: masterwork nunchaku, 2 *potions of cure light wounds*, and 1 *potion of cat's grace*.

Physical Description: All of the monks are wearing the robes of a monk belonging to the Order of Pholtus.

Encounter Three: (EL 2)

Bandits of the Tenh: (4) Male Humans War1; CR 1/2; Medium Humanoids (Human); HD 1d8+1, hp 9; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [Dex +2, studded leather +3]; Atk +2 short sword (1d6+1 points of damage) or +3 composite short bow (1d6 points of damage); AL NE; SV Fort +3, Ref +2, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +5, Hide +4, Jump +5, Move Silently +4; Point Blank Shot, Precise Shot.

Possessions: short sword, studded leather armor, composite short bow, 20 arrows, and 1 *potion of hiding*.

Encounter 5: (EL 4)

Warriors of luz: (4) Male human Ftr1; CR 1; Medium humanoid (human); 1d10+2; hp 12; Init +5; Spd 20 ft.; AC 18 (touch 10, flat-footed 16) [Dex +1, splint mail +6, large steel shield +2]; Atk +5 long sword (1d8+2 points of damage) or +2 composite longbow (1d8 points of damage) AL CE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -3, Jump -3; Improved Initiative, Power Attack, Weapon Focus: Long Sword.

Possessions: splint mail, large metal shield, masterwork long sword, composite longbow, 20 arrows, and 1 *potion of cure moderate wounds*.

Physical Description: The armor of these warriors is all in black and their shields are emblazoned with the unholy symbol of luz.

Clerics of luz: (2) Male human Clr1; CR 1; Medium humanoid (human); 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15) [Dex -1, splint mail +6]; Atk +2 great sword (2d6+1 points of damage, Crit 19-20) or -1 light crossbow (1d8 points of damage); SQ Rebuke Undead, Cleric Spells; AL CE; SV Fort +4, Ref -1, Will +4; Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +6, Disguise +5, Spellcraft +4; Combat Casting, Martial Weapon Proficiency: Great Sword.

Possessions: splint mail, masterwork greatsword, light crossbow, 10 bolts, and a scroll of *protection from elements*. One cleric also has a *meta-magic rod of lesser silence*.

Physical Description: These clerics are armored in black with the unholy symbol of luz emblazoned across their chests. Their own unholy symbols are prominently displayed.

Spells Prepared (3/3, base DC = 12 + spell level): 0-*resistance* (3); 1st-*change self**, *bane* (*doom* for second cleric), *cause fear*.

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

APL 4

Encounter 1: (EL 5)

Monks of Pholtus: (3) Male Human Mnk 2; CR 2; Medium Humanoid (Human); HD 2d8+2; hp 15; Init +1; Spd 30 ft.; AC 13 (touch 13, flat-footed 12) [Dex +1, Wis +2]; Atk +3 unarmed strike (1d6+2 points of damage) or +4 nunchaku (1d6+2 points of damage); SA Unarmed Strike, Stunning Attack 2/day; SQ Evasion, Deflect Arrows; AL LN; SV Fort +4, Ref +4, Will +5; Str 14, Dex 13, Con 12, Int 10, Wis 15, Cha 8. Height 5 ft. 9 in.

Skills and Feats: Hide +6, Jump +7, Move Silently +6, Tumble +6; Dodge, Mobility.

Possessions: masterwork nunchaku, 2 *potions of cure light wounds*, 1 *potion of cat's grace*, and 1 *potion of heroism*.

Physical Description: All of the monks are wearing the robes of a monk belonging to the Order of Pholtus.

Cleric of Pholtus: (1) Male Human Clr 2; CR 2; Medium Humanoid (Human); HD 2d8+4; hp 17; Init -1; Spd 20 ft.; AC 18 (touch 9, flat-footed 17) [Dex -1, half plate +7, large metal shield +2]; Atk +3 morningstar (1d8+1 points of damage); SQ Turn Undead; AL LN; SV Fort +5, Ref -1, Will +5; Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +7, Spellcraft +5; Combat Casting, Scribe Scroll.

Possessions: masterwork morningstar, half plate armor, 3 scrolls of *cure light wounds*, and 1 *potion of blur*.

Physical Description: This cleric is dressed in the purple and gold robes of a cleric of Pholtus. His holy symbol of Pholtus is prominently displayed.

Spells Prepared (4/4 base DC = 12 + spell level): *0-resistance* (2), *guidance* (2); 1st-*protection from chaos**, *bless*, *cause fear*, *sanctuary*.

*Domain spell. *Domains:* Law (Cast law spells at +1 caster level;); Sun (Greater turning 1/day in place of a normal turning.).

Encounter 3: (EL 4)

Bandits of the Tenh: (6) Male Humans Rog1; CR 1; Medium Humanoids (Human); HD 1d6+1, hp 7; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [Dex +2, studded leather +3]; Atk +2 short sword (1d6+1 points of damage) or +4 composite short bow (1d6+1 points of damage); SA Sneak Attack (+1d6 points of damage); AL NE; SV Fort +1, Ref +4, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +6, Climb +6, Hide +6, Jump +5, Listen +4, Move Silently +6, Search +6, Spot +4, Tumble +6, Use Magic Device +3; Improved Initiative, Point Blank Shot.

Possessions: masterwork short sword, masterwork studded leather armor, Masterwork mighty [Str 12] composite short bow, 20 arrows, 2 *potions of cure light wounds*, 1 *potion of hiding*, 1 *potion of sneak*, and 2 *potions of spider climb*.

Encounter 5: (EL 7)

Warriors of luz: (4) Male human Ftr2; CR 2; Medium humanoid (human); 2d10+4; hp 20; Init +5; Spd 20 ft.; AC 19 (touch 10, flat-footed 17) [Dex +1, half-plate +7, large steel shield +2]; Atk +6 long sword (1d8+2 points of damage) or +4 composite longbow (1d8+2 points of damage) AL CE; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -2, Jump -2; Cleave, Improved Initiative, Power Attack, Weapon Focus: Long Sword.

Possessions: half-plate, large metal shield, masterwork long sword, mighty [Str 14] masterwork composite longbow, 20 arrows, 1 *potion of cure moderate wounds*, and 1 *potion of endurance*.

Physical Description: The armor of these warriors is all in black and their shields are emblazoned with the unholy symbol of luz.

Clerics of luz: (2) Male human Clr2; CR 2; Medium humanoid (human); 2d8+4; hp 17; Init -1; Spd 20 ft.; AC 16 (touch 9, flat-footed 16) [Dex -1, half-plate +7]; Atk +3 great sword (2d6+1 points of damage, Crit 19-20) or +0 light crossbow (1d8 points of damage); SQ Rebuke Undead, Cleric Spells; AL CE; SV Fort +5, Ref -1, Will +5; Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12. *Skills and Feats:* Concentration

+7, Disguise +6, Spellcraft +5; Combat Casting, Martial Weapon Proficiency: Great Sword.

Possessions: half-plate, masterwork greatsword, light crossbow, 10 bolts, a scroll of *protection from elements*, 3 scrolls of *cure light wounds*, and 1 *potion of blur*. One cleric also has a *meta-magic rod of lesser silence*.

Physical Description: These clerics are armored in black with the unholy symbol of luz emblazoned across their chests. Their own unholy symbols are prominently displayed.

Spells Prepared (4/4, base DC = 12 + spell level): 0-*resistance* (2), *guidance* (2); 1st-*change self**, *bane* (doom for second cleric), *cause fear*, *protection from good*.

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

APL 6

Encounter 1: (EL 8)

Monks of Pholtus: (3) Male Human Mnk 4; CR 4; Medium Humanoid (Human); HD 4d8+4; hp 28; Init +2; Spd 40 ft.; AC 14 (touch 14, flat-footed 12) [Dex +2, Wis +2]; Atk +6 unarmed strike (1d8+2 points of damage) or +6 nunchaku (1d6+3 points of damage); SA Unarmed Strike, Stunning Attack 4/day; SQ Evasion, Deflect Arrows, Still Mind, Slow Fall (20 ft.); AL LN; SV Fort +5, Ref +5, Will +6; Str 14, Dex 14, Con 12, Int 10, Wis 15, Cha 8. Height 5 ft. 9 in.

Skills and Feats: Hide +9, Jump +9, Move Silently +9, Tumble +9; Dodge, Mobility, Weapon Focus: Unarmed Strike.

Possessions: +1 nunchaku, 1 *potion of cat's grace*, and 1 *potion of cure moderate wounds*.

Physical Description: All of the monks are wearing the robes of a monk belonging to the Order of Pholtus.

Cleric of Pholtus: (1) Male Human Clr 4; CR 4; Medium Humanoid (Human); HD 4d8+8; hp 31; Init -1; Spd 20 ft.; AC 19 (touch 9, flat-footed 17) [Dex -1, full plate +8, large metal shield +2]; Atk +5 morningstar (1d8+1 points of damage); SQ Turn Undead; AL LN; SV Fort +6, Ref +0, Will +7; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +9, Spellcraft +7; Combat casting, Scribe scroll, Silent spell.

Possessions: masterwork morningstar, full plate armor, 5 scrolls of *cure light wounds*, 1 *potion of blur*, 1 *potion of fly*, and 1 *potion of levitate*.

Physical Description: This cleric is dressed in the purple and gold robes of a cleric of Pholtus. His holy symbol of Pholtus is prominently displayed.

Spells Prepared (5/5/4 base DC = 13 + spell level): 0-resistance (3), *guidance* (2); 1st-*protection from chaos**, *bless*, *cause fear*, *sanctuary*, *shield of faith*; 2nd- *heat metal**, *cause fear* (silent spell), *hold person*, *silence*.

*Domain spell. *Domains:* Law (Cast law spells at +1 caster level.); Sun (Greater turning 1/day in place of a normal turning.).

Encounter 3: (EL 7)

Bandits of the Tenh: (6) Male Humans Rog2; CR 2; Medium Humanoids (Human); HD 2d6+2, hp 12; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [Dex +2, studded leather +3]; Atk +3 short sword (1d6+1 points of damage) or +5 composite short bow (1d6+1 points of damage); SA Sneak Attack (+1d6 points of damage); SQ Rogue Evasion; AL NE; SV Fort +1, Ref +5, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +7, Climb +9, Hide +7, Jump +8, Listen +5, Move Silently +7, Search +7, Spot +5, Tumble +7, Use Magic Device +4; Improved Initiative, Point Blank Shot.

Possessions: masterwork short sword, masterwork studded leather armor, mighty [Str 12] masterwork composite short bow, 20 arrows, 2 *potions of cure light wounds*, 1 *potion of hiding*, 1 *potion of sneak*, and 2 *potions of spider climb*.

Encounter 5: (EL 9)

Warriors of luz: (4) Male human Ftr4; CR 4; Medium humanoid (human); 4d10+8; hp 36; Init +5; Spd 20 ft.; AC 21 (touch 11, flat-footed 18) [Dex +1, full plate +8, large steel shield +2]; Atk +9 long sword (1d8+5 points of damage) or +6 composite longbow (1d8+3 points of damage) AL CE; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +2, Jump +2; Cleave, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus: Long Sword, Weapon Specialization: Long Sword.

Possessions: full plate, large metal shield, masterwork long sword, mighty [Str 16] masterwork composite longbow, 20 arrows, 1 *potion of cure moderate wounds*, and 1 *potion of endurance*.

Physical Description: The armor of these warriors is all in black and their shields are emblazoned with the unholy symbol of luz.

Clerics of luz: (2) Male human Clr4; CR 4; Medium humanoid (human); 4d8+8; hp 31; Init -1; Spd 20 ft.; AC 17 (touch 9, flat-footed 17) [Dex -1, full plate +8]; Atk +5 great sword (2d6+1 points of damage, Crit 19-20) or +2 light crossbow (1d8 points of damage); SQ Rebuke Undead, Cleric Spells; AL CE; SV Fort +6, Ref

+0, Will +7; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12. *Skills and Feats:* Concentration +9, Disguise +8, Spellcraft +7; Combat Casting, Martial Weapon Proficiency: Great Sword, Scribe Scroll.

Possessions: full plate, masterwork greatsword, light crossbow, 10 bolts, 5 scrolls of *cure light wounds*, 1 *potion of blur*, 1 *potion of levitate*, and 1 *potion of fly*. One cleric also has a *meta-magic rod of lesser silence*.

Physical Description: These clerics are armored in black with the unholy symbol of luz emblazoned across their chests. Their own unholy symbols are prominently displayed.

Spells Prepared (5/5/4, base DC = 13 + spell level): 0-*resistance* (2), *guidance* (3); 1st-*change self**, *bane* (doom for second cleric), *cause fear*, *protection from good*, *deathwatch*; 2nd-*invisibility**, *death knell*, *silence* (*bull's strength* for second cleric), *sound burst*.

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

APL 8

Encounter 1: (EL 11)

Monks of Pholtus: (3) Male Human Mnk 7; CR 7; Medium Humanoid (Human); HD 7d8+7; hp 46; Init +2; Spd 50 ft.; AC 17 (touch 17, flat-footed 15) [Dex +2, Wis +2, Monk's AC bonus +1, Bracers of armor +1, Ring of protection +1]; Atk +8/+5 unarmed strike (1d8+2 points of damage) or +8/+5 nunchaku (1d6+3 points of damage); SA Unarmed Strike, Stunning Attack 7/day; SQ Evasion, Deflect Arrows, Still Mind, Slow Fall (30 ft.), Purity of Body, Improved Trip, Wholeness of Body, Leap of the Clouds; AL LN; SV Fort +7, Ref +8, Will +8; Str 14, Dex 14, Con 12, Int 10, Wis 15, Cha 8. Height 5 ft. 9 in.

Skills and Feats: Hide +12, Jump +12, Move Silently +12, Tumble +12; Dodge, Mobility, Spring Attack, Weapon Focus: Unarmed Strike.

Possessions: +1 nunchaku, +1 bracers of armor, +1 ring of protection, +1 cloak of protection, and 1 potion of cure moderate wounds.

Physical Description: All of the monks are wearing the robes of a monk belonging to the Order of Pholtus.

Cleric of Pholtus: (1) Male Human Clr 7; CR 7; Medium Humanoid (Human); HD 7d8+14; hp 52; Init -1; Spd 20 ft.; AC 20 (touch 9, flat-footed 18) [Dex -1, +1 full plate +9, large metal shield +2]; Atk +7 morningstar (1d8+1 points of damage); SQ Turn Undead; AL LN; SV Fort +8, Ref +2, Will +9; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +11, Spellcraft +9; Brew potion, Combat Casting, Scribe Scroll, Silent Spell.

Possessions: masterwork morningstar, +1 full plate armor, 1 scroll of neutralize poison, 1 scroll of raise dead, +1 cloak of resistance, wand of cure light wounds, and 1 potion of levitate.

Physical Description: This cleric is dressed in the purple and gold robes of a cleric of Pholtus. His holy symbol of Pholtus is prominently displayed.

Spells Prepared (6/6/5/4/2 base DC = 13 + spell level): 0-resistance (3), guidance (3); 1st-protection from chaos*, bless, cause fear, doom, sanctuary, shield of faith; 2nd- heat metal*, bane (silent spell), cause fear (silent spell), hold

person, silence; 3rd- searing light*, dispel magic (2), hold person (silent spell); 4th- fire shield*, divine power.

*Domain spell. *Domains:* Law (Cast law spells at +1 caster level;); Sun (Greater turning 1/day in place of a normal turning.).

Encounter 3: (EL 10)

Bandits of the Tenh: (6) Male Humans Rog5; CR 5; Medium Humanoids (Human); HD 5d6+5, hp 27; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [Dex +3, studded leather +3, buckler +1]; Atk +5 short sword (1d6+1 points of damage) or +8 composite short bow (1d6+1 points of damage); SA Sneak Attack (+3d6 points of damage); SQ Rogue Evasion, Uncanny Dodge; AL NE; SV Fort +1, Ref +5, Will +0; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8. Height # ft. # in.

Skills and Feats: Appraise +10, Climb +11, Hide +11, Jump +10, Listen +8, Move Silently +11, Search +10, Spot +8, Tumble +11, Use Magic Device +7; Improved Initiative, Point Blank Shot, Shield Proficiency.

Possessions: masterwork short sword, masterwork studded leather armor, mighty [Str 12] masterwork composite short bow, 20 arrows, +1 cloak of resistance, 6 potions of cure light wounds, 1 potion of sneak, and 2 potions of neutralize poison.

Encounter 5: (EL 11)

Warriors of Iuz: (4) Male human Ftr6; CR 6; Medium humanoid (human); 6d10+12; hp 52; Init +5; Spd 20 ft.; AC 22 (touch 10, flat-footed 19) [Dex +1, +1 full plate +9, large steel shield +2]; Atk +11/+6 long sword (1d8+5 points of damage) or +8/+3 composite longbow (1d8+3 points of damage) AL CE; SV Fort +8, Ref +4, Will +4; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Jump +5; Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Point Blank Shot, Power Attack, Weapon Focus: Long Sword, Weapon Specialization: Long Sword.

Possessions: +1 full plate, large metal shield, masterwork long sword, mighty [Str 16] masterwork composite longbow, 20 arrows, +1

cloak of resistance, 1 *potion of cure moderate wounds*, and 1 *potion of endurance*.

Physical Description: The armor of these warriors is all in black and their shields are emblazoned with the unholy symbol of luz.

Clerics of luz: (2) Male human Clr6; CR 6; Medium humanoid (human); 6d8+12; hp 45; Init -1; Spd 20 ft.; AC 18 (touch 9, flat-footed 18) [Dex -1, +1 *full plate* +9]; Atk +7 great sword (2d6+1 points of damage, Crit 19-20) or +3 light crossbow (1d8 points of damage); SQ Rebuke Undead, Cleric Spells; AL CE; SV Fort +8, Ref +2, Will +9; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12. *Skills and Feats:* Concentration +11, Disguise +10, Spellcraft +9; Combat Casting, Martial Weapon Proficiency: Great Sword, Scribe Scroll, Weapon Focus: Greatsword.

Possessions: +1 *full plate*, masterwork greatsword, light crossbow, 10 bolts, +1 *cloak of resistance*, 5 scrolls of *cure light wounds*, 1 scroll of *silence*, 1 *potion of blur*, 1 *potion of levitate*, and 1 *potion of fly*. One cleric also has a *meta-magic rod of lesser silence*.

Physical Description: These clerics are armored in black with the unholy symbol of luz emblazoned across their chests. Their own unholy symbols are prominently displayed.

Spells Prepared (5/5/5/4, base DC = 13 + spell level): 0-*resistance* (2), *guidance* (2); 1st-*change self**, *bane* (doom for second cleric), *cause fear*, *protection from good*, *deathwatch*; 2nd-*invisibility**, *death knell*, *enthrall* (hold person for second cleric), (silence (*bull's strength* for second cleric), *sound burst*; 3rd-*magic circle against good**, *bestow curse*, *blindness*, *dispel magic*.

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

APL 10

Encounter 1: (EL 13)

Monks of Pholtus: (3) Male Human Mnk 9; CR 9; Medium Humanoid (Human); HD 9d8+9; hp 53; Init +2; Spd 50 ft.; AC 19 (touch 17, flat-footed 14) [Dex +2, Wis +3, Monk's AC bonus +1, Bracers of armor +1, Ring of protection +1, Amulet of Natural Armor +1]; Atk +9/+6 unarmed strike (1d10+2 points of damage) or +9/+6 nunchaku (1d6+3 points of damage); SA Unarmed Strike, Stunning Attack 7/day; SQ Improved Evasion, Deflect Arrows, Still Mind, Slow Fall (50 ft.), Purity of Body, Improved Trip, Wholeness of Body, Leap of the Clouds; AL LN; SV Fort +8, Ref +9, Will +10; Str 14, Dex 14, Con 12, Int 10, Wis 16, Cha 8. Height 5 ft. 9 in.

Skills and Feats: Hide +13, Jump +13, Move Silently +13, Tumble +13; Dodge, Improved Critical (unarmed strike), Mobility, Spring Attack, Weapon Focus: Unarmed Strike.

Possessions: +1 nunchaku, +1 bracers of armor, +1 ring of protection, +1 cloak of protection, +1 amulet of natural armor, 1 potion of heroism and 1 potion of cure moderate wounds.

Physical Description: All of the monks are wearing the robes of a monk belonging to the Order of Pholtus.

Cleric of Pholtus: (1) Male Human Clr 9; CR 9; Medium Humanoid (Human); HD 9d8+18; hp 62; Init -1; Spd 20 ft.; AC 22 (touch 10, flat-footed 20) [Dex -1, +1 full plate +9, +1 large metal shield +3]; Atk +8/+3 morningstar (1d8+1 points of damage); SQ Turn Undead; AL LN; SV Fort +9, Ref +3, Will +10; Str 13, Dex 8, Con 14, Int 10, Wis 17, Cha 12.

Skills and Feats: Concentration +12, Spellcraft +14; Brew potion, Combat Casting, Scribe Scroll, Silent Spell, Subdual Substitution.

Possessions: masterwork morningstar, +1 full plate armor, +1 large metal shield, ring of protection +1, 1 scroll of ethereal jaunt, 1 scroll of raise dead, +1 cloak of resistance, wand of hold person, 1 potion of spider climb, and 1 potion of fly.

Physical Description: This cleric is dressed in the purple and gold robes of a cleric of Pholtus. His holy symbol of Pholtus is prominently displayed.

Shield of Faith

Spells Prepared (6/6/5/4/2 base DC = 13 + spell level): 0-*resistance* (3), *guidance* (3); 1st-*protection from chaos**, *bless*, *cause fear*, *doom*, *sanctuary*, *shield of faith*; 2nd- *heat metal**, *bane* (silent spell), *cause fear* (silent spell), *hold person*(2), *silence*; 3rd- *searing light**, *dispel magic*, *hold person* (silent spell); 4th- *fire shield**, *divine power*; 5th - *Flame Strike** (subdual spell), *Healing Circle*.

*Domain spell. **Domains:** Law (Cast law spells at +1 caster level;); Sun (Greater turning 1/day in place of a normal turning.).

Encounter 3: (EL 12)

Bandits of the Tenh: (6) Male Humans Rog7; CR 7; Medium Humanoids (Human); HD 7d6+7; hp 34; Init +7; Spd 30 ft.; AC 19 (touch 13, flat-footed 17) [Dex +3, +1 studded leather +4, +1 buckler +2]; Atk +7 short sword (1d6+1 points of damage) or +10 composite short bow (1d6+1 points of damage); SA Sneak Attack (+3d6 points of damage); SQ Rogue Evasion, Uncanny Dodge; AL NE; SV Fort +2, Ref +6, Will +1; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +12, Climb +13, Hide +13, Jump +12, Listen +12, Move Silently +13, Search +12, Spot +12, Tumble +13, Use Magic Device +9; Improved Initiative, Point Blank Shot, Precise Shot, Shield Proficiency.

Possessions: masterwork short sword, +1 masterwork studded leather armor, mighty [Str 12] masterwork composite short bow, 20 arrows, +1 cloak of resistance, 6 potions of cure light wounds, 1 potion of sneak, and 2 potions of neutralize poison.

Encounter 5: (EL 13)

Warriors of Iuz: (4) Male human Ftr8; CR 8; Medium humanoid (human); 8d10+16; hp 64; Init +5; Spd 20 ft.; AC 23 (touch 10, flat-footed 20) [Dex +1, +1 full plate +9, +1 large steel shield +3]; Atk +13/+8 long sword (1d8+6 points of damage) or +11/+6 composite longbow (1d8+4 points of damage) AL CE; SV Fort +9, Ref +4, Will +4; Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +8, Jump +8; Cleave, Combat Reflexes, Great Cleave, Improved Critical (Long Sword), Improved

Initiative, Point Blank Shot, Power Attack, Weapon Focus: Long Sword, Weapon Specialization: Long Sword.

Possessions: +1 full plate, +1 large metal shield, +1 long sword, mighty [Str 16] masterwork composite longbow, 25 +1 arrows, +1 cloak of resistance, 1 potion of cure moderate wounds, and 1 potion of endurance.

Physical Description: The armor of these warriors is all in black and their shields are emblazoned with the unholy symbol of luz.

Clerics of luz: (2) Male human Clr8; CR 8; Medium humanoid (human); 8d8+16; hp 55; Init -1; Spd 20 ft.; AC 18 (touch 9, flat-footed 18) [Dex -1, +1 full plate +9]; Atk +9/+3 great sword (2d6+1 points of damage, Crit 19-20) or +5 light crossbow (1d8 points of damage); SQ Rebuke Undead, Cleric Spells; AL CE; SV Fort +9, Ref +2, Will +10; Str 13, Dex 8, Con 14, Int 10, Wis 17, Cha 12. *Skills and Feats:* Concentration +13, Disguise +12, Spellcraft +11; Combat Casting, Martial Weapon Proficiency: Great Sword, Scribe Scroll, Weapon Focus: Greatsword.

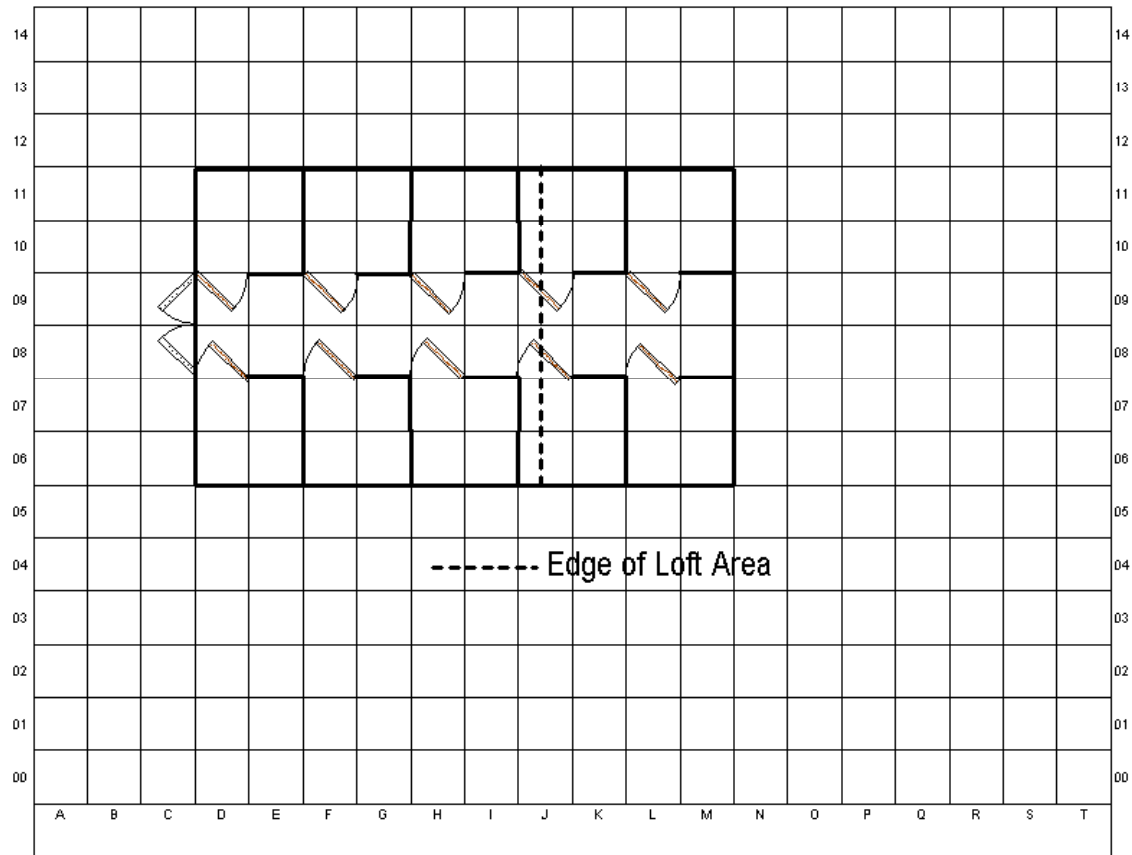
Possessions: +1 full plate, masterwork greatsword, light crossbow, 10 bolts, +1 cloak of resistance, 5 scrolls of cure light wounds, 1 scroll of silence, 1 potion of blur, 1 potion of levitate, and 1 potion of fly. One cleric also has a meta-magic rod of lesser silence.

Physical Description: These clerics are armored in black with the unholy symbol of luz emblazoned across their chests. Their own unholy symbols are prominently displayed.

Spells Prepared (5/5/5/4, base DC = 13 + spell level): 0-resistance (2), guidance (2); 1st-change self*, bane (doom for second cleric), cause fear, protection from good, deathwatch; 2nd-invisibility*, death knell, enthrall (hold person for second cleric), (silence (bull's strength for second cleric), sound burst; 3rd-magic circle against good*, bestow curse, blindness, dispel magic.

*Domain spell. *Domains:* Evil (Cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

MAP 1



Shield of Faith

The Shield of Faith is a medium sized steel shield, circular in design. It has upon it an image of the sun which radiates out from a raised circle in the center of the shield forming a raised star design on the shield. The shield is made of mithril and gold. The center circle is gold in coloration while rays are silver with golden edges. The background of the shield is a fiery red in color. The shield acts as a +3 *shield of blinding*. The shield grants the permanent power of a *shield of law* spell to the wielder. In the hands of a paladin or cleric of a lawful non-evil deity the shield grants the power of greater turning to the wielder 3 times a day. Also in the hands of a paladin or cleric of a lawful non-evil deity the shield can call forth a *searing light* as the spell cast by a 10th level cleric twice a day. Five times a day the shield may be used to call forth a *sunbeam* and a *sunburst* as per the spells of the same name. The shield has a permanent *daylight* spell emanating from it's raised sun and all spells originate from the center piece of the sun.