

PAL5-03

Strata

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

Version 1.0

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All citizens of the Pale know their place, but not all are content. In the foothill city of Landrigard, hearts can be as hard as stone, as dark as coal, or as brilliant as a diamond. And when a crisis squeezes these stones, the blood of Oeridians, Flan, and dwarves stains the streets. An investigative urban adventure for APLs 6 to 12. Part of the Heritage series, best enjoyed if you have played PAL4-02 *Stirring the Waters* and PAL4-06 *Strands of Gloom*.

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 record-keeping 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.

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

Playing the Game

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

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 judge) 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 judge 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 bold italics. 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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 discussed in the Preparation section above 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. Nevertheless, if a character has the Mounted

Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- 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 and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken

any nonlethal damage or ability score damage, the DC increases to 12.

	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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Theocracy of the Pale. Characters native to the Pale pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches

and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Pale Holy Day

Some player characters may wish to give or attend services in-game on Pholtan holy days. For adventures set in the Theocracy of the Pale, a member of the Church of the One True Path may ask the judge at the beginning of an Adventure to determine how many days it is until the next Pholtan Holy day. This is accomplished by rolling a d8, rerolling if the result is 8. If a 7 is rolled, the first day of the adventure is a Pholtan Holy Day. Otherwise, the die result indicates the number of days until the next Pholtan Holy Day. Due to the special nature of the Theocracy of the Pale, on Holy Days, Judges are encouraged (but not required) to work-in a brief scene involving Pholtan worship, possibly including a brief 1-2 minute sermon by a PC if he or she is at least fifth level and the judge believes that there is time available.

Special Rules for the Pale

It is illegal for adventurers to display a human holy symbol other than that of Pholtus in the Pale as of September 1, 2005. Even before that time, Judges should begin to discourage the display of non-Pholtan holy symbols by having Priests of the Church of the One True Path or other authorities of the Pale question their wearing of the holy symbols of false deities.

After September 1, 2005, PCs displaying the holy symbol of any human deity other than that of Pholtus should be fined 200 gp and their holy symbol should be confiscated for destruction by the Palish authorities. This action should take place as soon as any Palish authorities notice the holy symbol. This may leave a non-Pholtan cleric without his holy symbol for the adventure as non-Pholtan holy symbols may not be purchased in the Pale without a Gather Information check DC 25 to locate a merchant who can sell him one.

Non-human PCs are exempt from this law when displaying their racial deities' holy symbol(s). Non-humans are heathens beyond redemption and do not matter in the greater scheme of Pholtus. If they can be brought to the light of Pholtus, this is good and perhaps they can be redeemed, but if they do not, it is of no consequence. Non-humans wearing the holy symbols of a human deity are treated the same as a human wearing a non-Pholtan holy symbol.

Adventure Background

The Theocracy of the Pale, established 350 years ago as a haven for Pholtus-worshipping Oeridians fleeing the Great Kingdom, has always been a stratified society with the Pholtans at the top. The native Flan populace has been largely converted to Pholtus, though paganism persists in the worship of Beory and various agricultural gods. Demihumans are rare, only slightly more prevalent at the edges of the nation, where mountains, hills, and forests allow a connection to larger populations of dwarves, gnomes, and elves.

Some of the Pale's enemies try to exploit this division; among those enemies is a group that consider themselves the heirs to the ancient rulers of the land—the infamous and wicked Ur-Flan. Devotees or even distant descendants of the Ur-Flan, these cultists hope to sunder the Pale in order to reclaim command in the name of the powers of old. They trace their power to an alliance with a shadow dragon wyrm in ages past; present-day sorceresses are the legacy of this alliance.

Previous Scenarios

This storyline has been building over several scenarios and special events. Summaries are provided for the players in Player's Handout #1.

Most players do not recognize the link between PAL4-06 *Strands of Gloom* and the rest of this storyline.

The researcher in that scenario, a man named Muirig ("MYOO-rig"), has been working for the Ur-Flan cult. He came from the Dim Forest—far to the west, in the Grand Duchy of Geoff—to breed powerful creatures of darkness to use against the Pale. His wife, Gwenfar, a shadowdancer, accompanied him. He left a specially prepared stone in the hobgoblin base, which stored the excess positive energy from turning attempts and has fueled his newest research on undead.

The Immediate Past

The core of the Ur-Flan cult has been active in Landrigard, sowing chaos in the already divided population. An abandoned cluster of dwarven halls under the city serves as the cult's lair. Led by a vain young sorceress named Caelarah, the cult venerates Falazure, the Night Dragon, and has been cultivating alliances with creatures from the Plane of Shadow. Elthorn, the missing son of the sheriff of Bronzebrook, was brainwashed years ago to become a member of the cult. They hold the young druid Balach prisoner, hoping to learn from him the secrets of the ancient Scars of Nerull.

The sage, Muirig, has moved from his lab under the hobgoblins' base in the Gamboge Forest and set up with the cultists in Landrigard. He has continued his research, and his greatest breakthroughs have come in enhancing the abilities of undead shadows (translating in game terms to advancement, new feats, and the Evolved Undead template). His wife stalks about the city with her shadow companion to get information on targets for the cultists and possible new recruits.

The populace of Landrigard provides a ready setting for chaos and discontent. Slimy doom, brought in by a Tenha refugee, has erupted among the poorer district (largely Flan) and is throwing the city into a panic. The disease has already infected many Flan, and the Oeridians try to keep it from infecting the rest of the city. Clerics and other healers are fighting the disease, although magic such as *remove disease* tends to go first to wealthy citizens, who can actually pay for the casting. Many Oeridian citizens are content to let the disease run its course among the Flan, so long as they themselves aren't put at risk. They want to close and quarantine the workers' district, and a few hysterical citizens extend their paranoia to the dwarves and halflings in the city.

The inequitable relations between Oeridians and Flan are epitomized in the person of Dorbrenn Plandarn. A prominent businessman, he attends church and tithes devoutly but is caught up in self-righteousness to recognize his own evil. He thrives by oppressing his workers, who are mostly Flan. He considers them pagans, needing harsh discipline to gain the proper respect for Pholtus. His business practices, though inhumane and Scrooge-like, are not technically against current Palish law. He has secluded himself away in his house for now, but the Ur-Flan cultists have infiltrated Plandarn's workers and they are inflaming the anger of the father of

a sick Flan girl who works in one of Plandarn's businesses.

The undead shadows, strengthened by the sage's research and the sorceress's magic, have been preying on the already-weak Flan. After all, a little Strength drain or a few dead people can be easily missed in the ravages of the disease.

Adventure Summary

Introduction: It is winter and Landrigard is drab in grey stone, white snowdrifts, and the dark bulky forms of Palites in cold-weather gear. Candles shine from windows at night. The presence of disease has raised fear and mistrust in many citizens. The PCs may be here to try to help settle the tensions or may be drawn by rumors of the early and deep freezes from the "Winters In the Pale" plotline.

This scenario has a defined beginning and end, but the investigation in the middle may take the PCs through a variety of places or events.

Encounter 1: Shadows at a hospice in the workers' district. The PCs see the hard situation of the residents but meet some sympathetic helpers. They fight some shadows preying on the diseased residents and learn there are sinister plots afoot in the city.

Encounter 2 (multiple paths): The investigation and other locations in the city.

A: the Flan workers' district: Gather Information checks here can help the PCs get clues about what is happening.

B: angry father whom the cultists are encouraging to attack Dorbrenn Plandarn.

C: the Oeridian "High City": Gather Information checks help here, too, but the people here tend to be more insular and patronizing.

D: the house of Dorbrenn Plandarn. The PCs might meet and talk with him, perhaps even showing him the error of his ways.

E: dwarf district ("the dwarrens" or "dwur-home"): They keep to themselves in a tight-knit community. Koreth Orcsplitter I (introduced in PAL2-01 *Drawing from Life*) is visiting Landrigard from Ogburg and attracts an eager audience when he tells tales from a thousand years ago.

Encounter 3: lantern archon: This archon, named Aru, has been called to Oerth by an agent sympathetic to the PCs and the cause of Good. It guides lost people around the city and can even lead the PCs to the cult's lair. This should be a humorous interlude and a cute contrast to the will-o'-wisp encounter in *Stirring the Waters*.

Encounter 4: The lair of the cultists, an abandoned group of dwarf-halls under the workers' district and

connecting to Underdark tunnels. It is dark but feels more comforting than the stark brightness above. The cult also shares the complex with a cloaker or two. The climactic battle against the cult takes place down here.

Encounter 5: After the PCs defeat the cultists and their leaders, an altar allows the PCs to give up or more deeply embrace their "Infused with Ur-Flan Energies" condition (from PAL4-02 *Stirring the Waters*).

Conclusion: The heroes have stopped the Ur-Flan cult. With their help, the disease will be quelled, but relations in the city will still be rough.

If the PCs fail or do nothing, the cultists wreak terror on the city with an ever-growing army of shadows and the disease claims more victims. Perhaps only occupation by the Prelatal Army or a full Inquisition can root out the evil.

Cast of Characters

Muirig ("MYOO-rig"): the sage; a male human expert. Mostly-Flan human in his thirties. This researcher from the Dim Forest in Geoff is fascinated by the Plane of Shadow. He has a perverse addiction to Strength-drain, which partly explains his area of study and his attraction to his wife. (At APL 6-8, to explain his lower level, he has been energy-drained during a research accident.)

Gwenfar: Muirig's wife; a female human ranger/shadowdancer and an expert in scouting and intelligence. Her shadow companion obliges her husband's strange addiction, since he knows he cannot become its spawn. (At APL 6-8, the PCs do not encounter her but rather her student, a similar woman named Astrid.)

Caelarah ("kay-LAH-rah"): the leader of the cult in Landrigard; a female human sorceress. She is a mentor-figure to the newly inducted girls, a ruthless corruptor, and a charismatic leader to the desperate townsfolk who have joined the cult.

Elthorn/"Irthos": the cult's champion; a male human (Flan-Oeridian) shadow-dragon disciple. He is also the son of Vadic, the sheriff of Bronzebrook. He was taken away by a Pholtan priest (actually an Ur-Flan cultist) six years ago for unlawfully using arcane magic and was later brainwashed. He is now known as "Irthos", which means "secret" in Draconic. He has also been masquerading as "Brother Telios" when negotiating on behalf of the sage Muirig. Corrupted by lies but not evil by nature, he can be redeemed by merciful PCs.

Dorbrenn Plandarn: male human (Oeridian) expert. He is sanctimonious and hypocritical, considering himself a devout Pholtan. Well-regarded by the Church and by the Oeridian community, he owns a few businesses in town—mining interest, laundry, provisioner—as well as some boarding-houses in the Flan district.

Anneka (“ANN-eh-kuh”) and Burrell (“buh-RELL”): caregivers to some diseased citizens in the workers’ district. Anneka is a cleric of Atroa, while Burrell is a paladin of Pholtus.

Traohan (rhymes with “now on”): the concerned father; a male human (Flan) warrior from a nearby village. His daughter Pendra works for Dorbrenn under miserable conditions. The cultists are fanning his rage, spurring him to revenge against Dorbrenn, but he is just a dupe.

Koreth Orcsplitter I: A dwarf who was in suspended animation for 1,000 years, he plays the role of “wise old counselor” to PCs who listen. He can tell about the races uniting to face a common foe, and he has hints about old enemies and places of mystery.

Balach: apprentice to the exiled druid Taraya; male human (Flan) druid, age 20. Now a prisoner of the cultists. They have been trying to get information from him about the Scars of Nerull, but he does not know anything more.

Preparation for Play

Note which of the PCs played PAL4-02 *Stirring the Waters* and received the condition “Infused with Ur-Flan Energies”, as well as which played PAL4-06 *Strands of Gloom*.

Timetable for Running the Scenario

To keep within a four-hour convention slot, you will need to be disciplined. The following timetable can help you in pacing. If you have longer than a four-hour slot to play, adjust accordingly.

0:00-0:15...Introduction

0:15-1:15...Encounter One (roleplaying, combat)

1:15-2:15...Encounter Two (investigation)

2:15-2:30...Encounter Three (roleplaying)

2:30-3:45...Encounter Four (two combats)

3:45-3:50...Encounter Five (dilemma)

3:50-4:00...Conclusion

This scenario shows off a few areas of Landrigard, but it cannot be a complete guide to the city. If you have more time to play and are comfortable making up more encounters, you can do so. Otherwise, be prepared to keep the PCs on track.

Introduction

This scenario takes place in Landrigard, the smallest of the nine cities of the Pale (excluding the cities in Pale-occupied Tenh) and one of the cities lying near the Rakers. As of CY 595, Landrigard has a population of about 9,000. Information about Landrigard is provided in

Appendix Five. For more information about the Pale, find the Pale Gazetteer online at www.theocracyofthepale.com.

Landrigard includes an Oeridian “high city” (including upper-class residences and the cathedral), an intermingled industrial and lower-class district for the laborers and servants, and districts for the halflings and for the dwarves, the latter extending into and under the local hills or crags. Most of the streets are built on a grid to make it easy for carts and wagon full of ore and stone to be moved about, but the grid warps around the hill of the High City.

The dwarves and halflings are not integrated with the humans, and many humans in Landrigard harbor prejudices. PAL2-01 *Drawing from Life* took place in Ogburg (south of Landrigard and generally more liberal), but two visiting members of Landrigard’s Church Militant harassed the young dwarf Koreth Orcsplitter XII, who was looking for adventurers to help him on his quest.

The Pale is predominantly lawful neutral, but lawful good and even lawful evil are common in the Pale (according to the *Living Greyhawk Gazetteer*). Indiscriminate paladins will get bogged down, or dressed down by priests, if they try to prosecute everyone who registers under *detect evil*.

Throughout this scenario, little read-aloud text has been provided. Use the guidelines and your imagination to give an evocative description that is appropriate to the time of day and the action of the PCs.

It is early Readying (real-world February) and winter still holds Landrigard fast. Unnatural cold and damaging frosts have been afflicting the cities of the eastern Pale.

Landrigard has not known a winter like this in many years. Eltison, Rakervale, Ogburg: the eastern cities of the Pale buckle under the weight of the season like the birch groves glistening with ice.

The month is Readying, but the citizens of the Pale can tell spring is far from ready to arrive. Snow lies thick on the streets; chill winds creep down from the Rakers. Roofs bear mantles of white, with sparse patches of slate or thatch or green copper showing through where the snow has melted or fallen. The sky gleams a deep blue overhead, and every night the hungry sky devours whatever heat the buildings have hoarded during the sun’s too-brief visit.

In other years, the bulky forms of warmly dressed citizens would punctuate the stone-paved streets; age, build, or gender would be hidden in layer upon layer of wool and furs. This year, however, the streets are nearly vacant. More than winter grips Landrigard.

Disease has come, finding ready prey in bodies weak from cold and hunger. The government—

which is to say, the Church of the One True Path—has mobilized to fight the disease and prevent unrest. Churches and meeting-halls house the sick and their tireless caretakers. Despite the efforts of the Church to educate the citizens and stem the panic, ignorance and superstition fester, driving wedges between neighbors. Fear and anger make the citizens point fingers at each other, at foreigners and refugees, at themselves for any failures along the One True Path, at spooks and specters. The dwarves of the city have withdrawn deeper into their enclave, while the crowded Flan district has been especially hard-hit. A lack both of funds and of hardy volunteers compounds the problem.

Word of Landrigard's trouble has reached the other cities of the Pale and kept many intended travellers away. Still, where there is unrest, there may be a need for heroes. At a few hospices, for example, some patients have been deteriorating mysteriously.

Slimy Doom

Review the rules for diseases in the *Dungeon Master's Guide*, page 292. Information about slimy doom is included here for convenience.

"Slimy Doom: Victim turns into infectious goo from the inside out. This disease can cause permanent ability drain."

Transmitted by contact; Fort save DC 14, incubation 1 day; damage 1d6 Con (and when damaged, character must succeed on another saving throw or 1 point of damage is permanent drain instead).

Touching someone with the disease puts a PC at risk of contracting it, so the player must roll a saving throw. The *Dungeon Master's Guide* also suggests, "You can roll these Fortitude saving throws for the player so that he doesn't know whether the disease has taken hold."

The Hook(s)

News of a virulent disease would probably keep many PCs away, but every PC wants something badly enough to risk entering a diseased city. Ask the players to come up with a reason or use one of these hooks:

- PCs in the Church of the One True Path or other Pholtan meta-orgs are asked to help counteract the suffering caused by the disease in the city, especially in the crowded Flan districts. Even if the PC is not a healer, he can help maintain order.
- PCs in the Coven of White Light receive a brief message from a senior member advising the PC to go to Landrigard; the presence of an old foe of the Coven is suspected.
- PCs that have earned the Coven's favor and own a Silver Dragon Brooch get a message one day advising the PC to go to Landrigard. "Friend: you must brave the pall over Landrigard. We believe that the Chaos hides an enemy to you and the rest of the Pale."
- PCs that met Koreth Orcsplitter in PAL2-01 *Drawing from Life* get a letter from Grinda Orcsplitter, wife of Koreth XII. She writes that old Koreth I is visiting Landrigard but is loath to travel back to Ogburg until the harsh winter passes; he hopes the PC will visit him despite the timing. (If a PC uses this hook, though, be sure to direct them to Encounter One somehow, either before or after meeting Koreth in Encounter Two-E.)
- A PC's relative or close friend lives in town and has fallen ill. This person is being treated in the hospice presented in Encounter One.
- PCs with business inclinations have come to make a deal in Landrigard, only to learn that their contact is in the early stages of infection but willing to talk from his sickbed in the hospice.
- A mercenary PC has been hired by a wealthy citizen in Landrigard as a guard or investigator, since the disease is bad for business.

The PCs are assumed to have met each other, at an inn, church, square, and so on. Allow the players to describe their characters to each other here and to you.

The most likely hook points toward the mysterious problems in the Flan district, which is covered in Encounter One.

Encounter One: Haunted Hospice

This encounter covers the convalescent house (hospice), where two healers tend a dozen diseased citizens. It is typical of a few hospices in the worker's district; if the players insist on going to a different one, the situation is basically the same. The caregiver(s) might be an expert (NPC class) and/or a novice Pholtan cleric rather than a pagan cleric and a Pholtan paladin.

In this district, warehouses and workshops mingle with the boarding-houses of the workers. Such buildings rise to three or four stories, to maximize the number of people occupying a given plot of land. As with all cities in the Pale, churches or other meeting-halls are scattered throughout the district. By night, candles burn in many windows, though the streets themselves lie dark below. Small gardens of potted plants huddle in some doorways or hang from windowsills, but ice and snow have smothered those withered forms.

The Hospice

Map #1 shows the layout of this building and the adjacent square. The building has a peaked roof.

“Whatever you’re delivering, set it down on the right and I’ll be with you shortly!” calls a woman from the back of the room. “And please keep the curtain shut behind you!”

A dozen beds, all of them occupied, fill the center of this meeting-hall, now converted to a hospice. Along the right wall, light streams in through south-facing clerestory windows, smudged and streaked with hastily wiped grime. The scent of herbs fills the room, masking a fainter odor of illness.

Two people are tending the patients here. There are twelve patients, mostly Flan and generally those of weaker constitution (the elderly or children).

Anneka: Female human Clr1 (Atroa); hp 10; see Appendix One.

- **Description:** Anneka (“ANN-eh-kuh”) is an Oeridian woman in her late thirties. She is thin, with a high forehead, some grey among her auburn hair, and warm brown eyes. Her voice has a soothing tone. She wears a white robe.
- **Personality and Motivation:** Anneka normally resides in a farming village outside the city but has volunteered to help as she can. She serves Atroa, goddess of spring and renewal, but of course does not advertise this.

Burrell: Male human Pal3 (Pholtus); hp 25; see Appendix One.

- **Description:** Burrell (“buh-RELL”) is of mixed (mostly Oeridian) descent. He is in his mid-twenties. He has short curly brown hair, hazel eyes, and freckles. He also wears a white robe. With the stress of this work, he has not shaved in a couple of days and he rubs his stubby chin while talking.
- **Personality and Motivation:** Burrell is a young paladin assigned by the Church to help here. He would prefer a more active type of duty, but this assignment is something of a punishment from his superiors, who think he needs to learn the personal-relations side of paladinhood. Since he is immune to disease, though, he is an ideal caregiver.

Patients (11): Male or female human Com1 or Exp1; hp 2 each. Average stats Fort -1, Ref +0, Will +0; Str 6-10, Con 8. Alignments: 8 LN, 1 LG, 1 NG, 1 N.

Pendra: Female human Com1; hp 2; AL LG. Pendra is 17 years old and is a patient here too. See Encounter Two-A for information about her and her father.

Anneka and Burrell welcome help from PCs that do not appear to be obvious troublemakers. PCs may have spells to spare, skills to assist, performances to lift the spirits of the patients, and so on.

The two have been doing all they could for the past week—their Heal checks can substitute for the patients’ Fortitude saves—but a few of the patients are deteriorating anyway. These patients have complained of a painful ache waking them in the night, but no one has seen anything strange. The two tried to stay awake two nights ago, but all this gained them was fatigue in the morning.

What’s Going On Here

The deterioration among the patients is caused by a gang of shadows, enhanced by the research of Muirig. They have been attacking by night. They have avoided the more populous and better-defended locations in the city, instead targeting hospices like this one.

A Heal check (DC 18) reveals that some patients are pale and weak from Strength damage. Slimy doom affects Constitution, not Strength, which the PCs know on another Heal check (DC 10) or by simply asking Anneka or Burrell.

If the players suspect the work of shadows, a Knowledge (religion) check (DC 13) confirms that shadows drain Strength. You might also give them false clues about Strength-damaging poisons, other diseases, or other monsters. PCs that played PAL4-06 *Strands of Gloom* may remember fighting shadows or umbral creatures in the forest near the city of Stradsett.

Anneka and Burrell admit that they do not have the funds to pay for all the things they would like, such as a *consecrate* spell. Only a few churches in the city are *hallowed*. And many citizens in town don’t even care what bad things might happen in this district, as long as they don’t have to hear about it.

If the PCs talk with some of the patients or decide to leave the hospice for a few hours, you can start advancing the investigation, using some of the role-playing guidelines from Encounter Two.

The Shadows Strike

Creatures: Half an hour before midnight, the gang of shadows returns, along with the ranger (Gwenfar or her student Astrid). At each APL, a competent cleric can probably turn some but not all of the shadows.

The EL is raised to account for a nighttime attack.

APL 6 (EL 9)

Astrid (APL 6 version): Female human Rgr6; hp 39; see Appendix One.

Turn-Resistant 6-HD Advanced Shadow (1): hp 42; see Appendix One.

Shadows (2): hp 21 each; see *Monster Manual* page 221.

Tiny Viper Snake Familiar: hp 2; see Appendix One. This is the familiar of one of the novice sorceresses (see Encounter Four). It lies in one of Astrid's pouches and has total cover from attacks.

APL 8 (EL 11)

Astrid (APL 8 version): Female human Rgr7/Shd1; hp 50; see Appendix One.

Turn-Resistant 9-HD Advanced Shadow (1): hp 63; see Appendix One.

6-HD Advanced Shadows (2): hp 42 each; see Appendix One.

Tiny Viper Snake Familiar: hp 2; see Appendix One. This is the familiar of one of the novice sorceresses (see Encounter Four). It lies in one of Astrid's pouches and has total cover from attacks.

APL 10 (EL 13)

Gwenfar (APL 10 version): Female human Rgr7/Shd3; hp 60; see Appendix One.

Shadow Companion: hp 19; see *Monster Manual* page 221. As the companion of a shadowdancer, this shadow may not be turned and cannot create spawn.

Turn-Resistant 9-HD Advanced Shadows (2): hp 63 each; see Appendix One.

6-HD Advanced Shadows (2): hp 42 each; see Appendix One.

APL 12 (EL 15)

Gwenfar (APL 12 version): Female human Rgr7/Shd5; hp 70; see Appendix One. She has used 10 ft. of her shadow jump ability today.

Shadow Companion: hp 19; see *Monster Manual* page 221. As the companion of a shadowdancer, this shadow may not be turned and cannot create spawn.

Super-Shadows (Elite, Twice-Evolved, Turn-Resistant, 9-HD Advanced Shadows) (2): hp 63 each; see Appendix One.

6-HD Advanced Shadows (2): hp 42 each; see Appendix One.

Setup/Tactics: Use Map #1 for this encounter. At night, the building is normally lit by candles.

The PCs should be careful not to hurt any patients during the fight. The patients do not block movement. Consider the square at the foot of each bed to be clear, but Medium PCs must squeeze to occupy the head of the bed.

Anneka and Burrell:

- Unless the PCs ask for something different, Anneka stays up on watch until midnight while Burrell sleeps in the building's northern addition.
- In combat, Anneka can cast *protection from evil* or a spontaneous *cure* on a PC that needs it, but she doesn't turn undead unless the PCs insist; she doesn't want to display her pagan holy symbol.
- Once awakened, Burrell grabs his sword and shield and stands in to protect the patients.

Shadows (APL 6-10):

- Approach: The shadows enter through the south wall. They cannot be heard but might be seen; make Hide checks for them when they enter.
- Surprise round: If undetected, they touch a sleeping victim (determined randomly, including PCs only if sleeping near the south wall), as they were ordered to do. If attacked first, they fight back.
- First and following rounds: Attack awake PCs. They are not smart enough to pick targets that look weak (like Small PCs), but they retaliate against those that hurt them, such as arcanists using *magic missile*.
- Troubleshooting: If all of the PCs are protected by *death ward* or seem impossible to touch, the shadows get flustered and switch to attacking the patients in the hope of making a few spawn.

Super-shadows (APL 12 only):

- Approach and surprise round: as for normal shadows above.
- First round: One activates its *haste* while the other drops a *confusion* spell on as many targets as possible.
- Second round: Each does what the other did the previous round.
- Third and following rounds: Attack.

The ranger (Astrid or Gwenfar):

- Approach: She approaches from the plaza, taking 10 on her Hide and Move Silently checks; Listen checks inside the building are at -10 because of the walls. Her shadow companion is with her at APL 10-12.
- Surprise round: open the front door and step inside.
- First round (APL 10-12): If undetected, make a *silent image* of herself or of another shadow across the room, to distract the PCs.
- Following rounds: She attacks using Spring Attack (with Hide in Plain Sight during the move at APL 8-12), but she full-attacks if a target looks easy to drop

in a round. Her favored enemies are humans and animals.

- **Fleeing:** Unless she is killed quickly, the ranger's escape should be all but assured. Once she is reduced below half of her starting hit points, she turns to flee. When she decides to flee, or when she has been *held* or the like, she also silently calls the base for help (through the empathic link of the familiar at APL 6-8, or telepathically to Muirig at APL 10-12) and may be brought back via a *bracelet of friends* the next round on her initiative count. She has been warned that *dimensional anchors* (green rays) will foil the *bracelet*; if anchored, she just waits until the effect wears off before giving the signal.

If the PCs want to flee this combat, let them. The shadows and the ranger do not pursue. A few of the patients will be killed and turned into shadow spawn, but the gang calls off the attack and returns to the lair when the neighborhood is alerted to the ruckus.

Treasure: The shadows have no treasure. The ranger does, but most parties will not get it from her here. See the Treasure section at the end of the scenario for the listing of her items.

Troubleshooting: The ranger is included in the EL of the final fight, too, so if the PCs kill her here, they simply have an easier time later. She does not miraculously come back to life or have a twin sister there.

The ranger refuses to talk unless magically compelled. It is possible, though unlikely, for the PCs to get her to give up the location or layout of the cult's hideout. In this case, you can skip to Encounter Three, and you can run the role-playing in Encounter Two at the end of the adventure if the players want.

Development: The PCs can rest the next day, but you should begin the investigation of Encounter Two as they start talking with people around town.

The Church's Response

If the PCs tell the Church that there are undead preying on the citizens, the Church takes notice.

Lesser restoration cast by an NPC (60 gp each) and *scrolls* or *potions of lesser restoration* (150 or 300 gp each) are made available to PCs, to remove any Strength damage. The cost of spellcasting may be taken up by treasure gained over the cap for the APL.

An abbot (Clr5) fills an empty 2nd-level spell slot with *consecrate* and casts it on the hospice for the night. A squad of five Church Militant (Clr1/Ftr1) is stationed there, and other Church Militant members are distributed from their posts to check out other hospices in the Flan district.

Encounter Two: Revealing The Layers

The city is a big place, with clues as well as unrelated sidetracks; this scenario cannot cover everything. Several relevant scenes are presented below, along with ideas for getting from one to another. Expect to adjust things to fit what the PCs want to do.

Ultimately, the investigation should get the PCs from the hospice to the cult's lair. If you improvise well or have other ideas for encounters in the city, then by all means make up new encounters to occupy the PCs and to advance the plot. Gather Information checks and roleplaying should help advance the investigation. If the PCs find out about the cult's lair quickly but they seem to want more investigation, then find a way to stretch it out based on the time you have available.

Divination—School Spells

Scrying: Most of the lair of the cultists (Rooms 5-14), as described in Encounter Four, is under the effects of a permanent *Mordenkainen's private sanctum* (CL 16th). Attempts to scry on Astrid/Gwenfar or another member of the cult fail unless the target is outside the *sanctum*; allow a 5% chance for the target to be outside the *sanctum* during the scrying attempt.

Divination: Depending on the question asked, typical responses might be along the lines of "To find enemies of the Light, begin in the humble places and descend further," "Deception travels on dark wings from the past," or "A stranger might not be your enemy, even when he looks like one." (This third point relates to the lantern archon, which some PCs might mistake for a will-o'-wisp.)

Scene A: Workers' District

This district is described in the beginning of Encounter One.

Among the boarding houses, workshops (or sweatshops), and foundries, several people know things that can help the PCs.

How to get here:

- 1) The PCs talk with some of the patients at the hospice and go see where they work or live.
- 2) The PCs go to a tavern. Not many people are there, but they might still be helpful.

What can be learned:

The residents have a range of viewpoints. Some have lost hope and believe that they have brought this ruin on themselves through lack of faith in Pholtus. Others are angry at the injustice and the greed of the Oeridians. Still

others just lash out at the PCs because the PCs are different and don't belong here.

Successful Gather Information checks reveal the following information. Some of these refer to Aru, the lantern archon in Encounter Three. Others refer to the cultists of Falazure, trying to recruit among the working class. If you have time in the slot, roleplay these a little, so you aren't just reading.

- DC 5: "Lots of new folks have been coming in from the farms to find work in town."
- DC 8: "I don't like it in the city. My cousin told me gold's been found in the hills east of here. We're heading out as soon as the snow clears and we'll come back rich in fall."
- DC 9: "We're dying here while the rich folks just pay a priest to keep themselves from being sick. I asked this priest on the street last week—Telios, he said his name was—to come cure my cousin and he said I must not be praying hard enough. Can you believe that?"
- DC 10: "A few of the guys have been going down to the dwarrens some days after work. There's this really old dwarf telling stories from a hundred years ago, I think. Me? No, I haven't gone."
- DC 12: "Maybe I had too much to drink, but I could've sworn I saw a man walking down the street last night carrying a lantern... only there wasn't any man, just the light."
- DC 15: "I've been to hear that old dwarf myself. Orc-chopper or something. Talks about how it was a thousand years ago, when there wasn't even a Theocracy of the Pale here but just Flan and dwarves! I wonder if the Church minds what he's saying." This NPC can give directions to the house where Koreth Orcsplitter is staying.
- DC 18: "In the last couple of weeks, not only have some of those new guys in town disappeared but some of the old-timers too. Just gone."
- DC 20: "I saw a light last night too! The glow woke me up. I couldn't get a good look, out through the little gap in the shutters, but I didn't see anyone carrying that light. A few seconds later, though, I think I heard a man yelp like he'd been shot with an arrow."
- DC 22: (ranting) "It wasn't like this for our ancestors, I'll bet. A healer would have helped everyone according to need, not wealth. But the Church is trying to put us Flan down."
- DC 25: "A floating light last night? It saved my life. I was hurrying home from a friend's place when two men tried to jump me. One hit me in the mouth—see this bruise?—and the other pulled a knife, but

then this light floated up behind him and zapped him! They ran off and the light showed me the way home."

- DC 30: "I just moved here a couple of weeks ago and still don't really know my way around. Last week, I took a wrong turn and wound up on a street with a bunch of boarded-up buildings. A couple of people were pulling the boards away and sneaking in, it looked like. They were Flan like me and I figured they didn't have anyplace else to stay, so I haven't told anyone about them. They didn't seem to see me." This person can give directions to the building, which contains the entrance to the cultists' lair.

Scene B: A Father's Rage

This scene introduces Traohan (rhymes with "now on"), the father of a young woman being treated in the hospice. His 17-year-old daughter, Pendra (see Encounter One), left their small village to find work in the city because the farm was failing. She works in a laundry business, cleaning garments for a local foundry. The Ur-Flan cultists are trying to push Traohan into attacking his daughter's employer, a wealthy Oeridian man, to foment further chaos in the city.

How to get here:

- 1) Traohan bumps into the PCs on the street and starts yelling at him/her to watch where they are going. He is clearly distraught at more than simply being bumped into.
- 2) Traohan comes to the hospice or to a boarding-house where the PCs are, to see his daughter.
- 3) The PCs see him ducking into an alley and picking through some boxes and barrels, suspiciously looking for something.

Who and what are involved:

Traohan: Male human (Flan) Com1/War2; AL LN.

- **Description:** Traohan is in his early forties. He has a broad nose, curly hair with a bald spot, and a slight paunch but thickly muscled limbs. He serves in the militia of his village.
- **Personality and Motivation:** Stubborn, concerned, angry. Sometimes doesn't finish sentences while talking with the PCs because of the anger welling inside him. He wants his daughter to get better and come back home to their village; he wants to stop the man who he believes is responsible for his daughter living under such bad conditions.

The PCs can see (Sense Motive, DC 10) he is distraught. He is thinking destructive thoughts but has yet not committed to a violent course. With a successful Diplomacy check (DC 15), he tells his story.

Traohan and his wife decided that they wanted Pendra at home again, so he came to Landrigard to get her. This morning, a man at the local tavern heard him asking about Pendra and said he had seen Pendra living in a run-down boarding-house near the river and didn't seem to be doing well. The man insinuated that Pendra's circumstances were the fault of her employer, Dorbrenn Plandarn, a greedy and hypocritical Oeridian. If Traohan felt like taking matters into his own hands, the man said, he would find something to help him in a red barrel along a particular alley a few blocks away.

Pendra and some of her fellow workers live under shabby conditions and are sometimes docked pay or severely scolded by their shift-boss for minor infractions at work, but she fears losing the income, bad as it is. She feebly protests that things are not as bad as they seem.

Talking with Pendra's coworkers can reveal some of the information provided in Scene A.

Confronting the shift-boss and trying to shut down the business, which would probably be satisfying for the PCs but illegal, are not in the scope of this scenario. You can improvise if the players pursue it and you have time.

At the alley mentioned, the red barrel contains a cloth-wrapped bundle including a map of the Plandarn house, a schedule of deliveries that Plandarn is expecting in the next days, a finely made arrow, and a note saying, "One shot for swift justice." This package was placed by one of the Ur-Flan cultists and is a deception. The map and the schedule are right, but the arrow is bogus. It radiates magic, but only from a *Nystul's magic aura* on it (CL 1st): strong necromancy, as if it were a *slaying arrow*. The chaos from a botched assassination attempt would serve the cult's ends.

The Law's Response

If the PCs tell the Church or the town watch about the injustices in Dorbrenn Plandarn's business practices, they are told that Plandarn is a well-regarded citizen and gracious benefactor.

A priest or watch captain takes the map of his house (and anything else the PCs give over) as evidence and promises to look into the matter. The PCs may investigate officially if they are members of the Church and have ranks in Profession (lawyer) or a similar skill.

You might choose to place another citizen at the local guard house, telling about the floating light he saw (as for a Gather Information DC 25 under Scene A). The members of the watch do not believe his story.

If the PCs turn in Traohan as a conspirator to murder, then he is terribly angry and feels betrayed. He is held for questioning.

Scene C: High City

The wealthier citizens live in this part of town. They include merchants, successful craftsmen, and the multitude of people that make up the theocratic bureaucracy. Strong laws and the financial resources to enforce them give this place a feeling of security or oppressiveness, depending on one's point of view.

The buildings here reflect their owners' greater prosperity. They are built better, with stone walls and slate or copper roofs. They are also spaced more widely, allowing better circulation of air and sunlight. The churches have fine decoration and stained glass, and the Mountain Dawn Cathedral is a work of splendor. See Appendix Five for more.

How to get here:

- 1) The PCs want to make contacts in this part of the city.
- 2) The PCs go to a church or office of the Theocracy.

What can be learned:

As in the workers' district, the Oeridian citizens represent a variety of viewpoints. In an inland city like Landrigard, the stereotypical citizen is xenophobic and zealous, suspicious of outsiders and scornful toward the Flan. But everywhere are exceptions.

Successful Gather Information checks reveal the following information. If you have time in the slot, roleplay these a little, so you aren't just reading.

- DC 10: (A mean-spirited member of the Church Militant who appeared in PAL2-01 *Drawing from Life*) "At least those dirt-picking dwarves are staying in their holes through this crisis, like good little gophers. As far as I'm concerned, they can sit around listening to that old Orcsplitter's stories until the day of reckoning. If he pokes his head out and causes trouble like his grandkid did down in Ogburg three years ago, Captain Viligant won't be around to save him. Er, Pholtus rest her soul."
- DC 12: "A priest told me to stay out of the workers' district and the dwarrens, because just breathing the air there will give you the disease. Brother Telios, I think his name was. He must be from one of the churches across town, since I hadn't seen him around here before."
- DC 15: "Times like these bring out the best and worst. Good men like Master Plandarn are already sending money to Tenh to rebuild the churches and schools, and now they are helping pay for the healers in the city. But those greedy Flan act like it's never enough."
- DC 20: "We are bringing this on ourselves. If we could actually use our wealth and power to care for all citizens, not just those who praise Pholtus the loudest, we would be a truly great nation."

- DC 25: “I had business down in the workers’ quarter yesterday evening. The lamplighters haven’t been working but I thought I saw a lantern glowing down the street. When I looked closer, I saw that it wasn’t a lantern; just a floating light. Magic, demon, whatever it was, I wasn’t about to fool with it. I came home as fast as I could.”

Scene D: The Plandarn House

This scene covers the household and person of Dorbrenn Plandarn. It is intended as a roleplaying scene and is not critical to the plot, so if the players want to turn it into a fight or an exercise in sneaking around the house, you will have to make something up on the fly.

How to get here:

1) The PCs hear about the unjust business owner from Pendra, Traohan, or other workers in the lower district.

Who and what are involved:

Various people in the High City can provide directions to the Plandarn house. At your discretion, you may ask the PCs for Diplomacy or Bluff checks, depending on their intentions, when asking for directions of a typically suspicious citizen.

A fence of iron, with columns of stone every few paces, stands along the street. Its gate is closed. Beyond, this house is made of granite from the Rakers, with some simple but impeccable carving around the doors and windows. Green-aged copper gutters and rainspouts peek through from under the covering of snow. In the shallow yard between street and house, a flagpole flies the heraldry of the Theocracy of the Pale.

Master Plandarn, fearful of the slimy doom, has sequestered himself in his house and will meet with only the most important of visitors. The PCs will probably deal with his guards (six human Ftr1, one human Ftr4) and servants. Good Diplomacy or Bluff checks will allow the PCs access to the house itself, and only a very high check (DC 26, 22 for Pholtan clerics or paladins) will allow them a five-minute visit with the master of the house, at opposite ends of a long table in his parlor, with four guards watching.

The PCs could also try sneaking into the house, especially if they have the map and information left by the cultists for Traohan.

Dorbrenn Plandarn: Male human (Oeridian) Exp7; AL LE; Diplomacy +16, Sense Motive +16; Negotiator, Skill Focus (Sense Motive).

- **Description:** He is a tall and slender Oeridian man, age 55. He has straight salt-and-pepper hair with a receding hairline; his face is clean-shaven with hollow cheeks. He wears a white woolen tunic and breeches and a purple housecoat, with an heirloom

dagger (faintly magical) at his belt and a small silver symbol of Pholtus around his neck.

- **Personality:** He has an aristocratic air but is self-consciously humble in bearing; he is gracious to fellow Palites, or at least to Oeridians who follow Pholtus. He focuses on the inflexibility and self-righteousness in Pholtan teachings, ignoring the good. His bigotry is evident in subtle comments about his workers, “decent people like us”, etc.
- **Motivation:** He wants to live his vision of the Pholtan lifestyle, especially if he can do it by proving how weak and flawed everyone else in the world is. He punishes those employees who do not live up to his ideal of Pholtan virtue and rewards those who do his bidding.

This scene is not intended as a fight, so Dorbrenn’s full stat block is not given.

If the PCs call him out on the injustice of his activities, he has plenty of excuses for his behavior. (Even murderers believe they are good people, or at least justified in doing what they do.)

If they bluntly call him evil, he coldly concludes the audience and has the guards usher the rude PCs out of his house.

If they are so foolish as to attack him unprovoked, you may play out a fight (use the Dungeon Master’s Guide to make stats for the guards) or may simply assume that the PCs win. In any case, the PCs are now criminals. Dorbrenn is well connected, so the Palish authorities, including the Church Militant and Arcanists as needed, will eventually track down the PCs and throw them in jail for assault or worse. Consult the Pale Gazetteer for the appropriate penalties.

A true follower of Pholtus can discuss theology and philosophy with him, and even dispel some of his delusions about Pholtan doctrine. Laying out a convincing argument requires succeeding at a Knowledge (religion) check (DC 20, with a +5 bonus for a PC who is a cleric or paladin of Pholtus), and then beating him at an opposed Diplomacy check. If the PC does this, Dorbrenn will ask him or her back for further discussions in the months ahead; he will start taking steps to change his alignment from lawful evil to lawful neutral, and his business practices will change accordingly. Change begins one person at a time.

Scene E: The Dwarrens

This scene covers Landrigard’s dwarven district—sometimes called “the dwarrens” or “dwur-home”—and specifically the gathering of dwarves to listen to the tales of old Koreth Orcsplitter I, hero from a thousand years ago. He fills the role of “wise advisor”, helping to ease the minds of PCs who worry that the Pale is plotting a course for ruin.

How to get here:

- 1) The PCs know Koreth Orcsplitter I directly and he invited them to pay him a visit.
- 2) The PCs heard about Koreth's storytelling sessions from someone in the Flan district and decided to see/hear for themselves.
- 3) The PCs just want to go to a different part of town.

Who and what are involved:

The northwestern corner of the city is inhabited by the dwarves.

Where the edges of Landrigard extend into rocky hills and rougher ground, there begins the community of dwarves who have chosen to live in the Pale.

While flourishes of dwarven craft are evident elsewhere in Landrigard and in the Pale's other cities at the feet of the Rakers, dwarven districts like this one show an ages-old tradition of masonry and metalwork in true glory. The buildings here stand only a single story above ground, but more levels extend below. Subtle shades of grey and brown stone are accented with carved relief and highlights of copper, tin, and small mosaics of colored tile and semiprecious stones. The streets are about as quiet here as throughout the rest of the city, but faint sounds hint at the continuing activity of forge, hearth, and home.

The dwarves, being naturally hardy (and insular), have generally avoided the ravages of the slimy doom striking the poorer part of town. A few have fallen ill, though, and are being tended in the district's temple to the dwarven pantheon (Moradin, Berronar, et al.).

A Gather Information check can turn up some clues here, too.

- DC 5: "You must be here for old Koreth's tales! I have visited as often as I could, but one cannot put off work forever just to listen to stories." This dwarf can give directions to the house if the PCs do not already know.
- DC 10: "I have heard how badly the disease is hitting the workers' district. Only a few of us have been stricken, since we dwarves are hardier than the humans. Mother Helda is tending to an elderly kinsman of mine at the temple." If the PCs go to the temple, you will have to make up the encounter. Mother Helda is a female dwarf Clr6 (Berronar Truesilver), AL LG.
- DC 15: "Seems funny, you humans think that cold winter two years ago was a Troll Winter, but it's been a couple of decades since the last real Troll Winter. We are probably due for another one soon. You'll know it's a Troll Winter for sure this next time by

the extended lengths of the winter for years to come."

- DC 20: "My great-grandsire lived during the days when the white-robes first migrated from the south. The conservatives of present times would seem quite open-minded to those first settlers. It is all a matter of perspective."

Koreth's Audience:

In a street-level chamber, warm and cozy for the company, an audience of about two-dozen has gathered to hear the stories of this voice from the past. Everyone is keeping a forearm's distance from each other, but the atmosphere does not seem to suffer. The host family has lit some candles out of politeness for their guests who cannot see in the dark. Two humans sit near the back of the group, and a few halflings at the front. Five dwarven youths, their cheeks downy with adolescence, sit about the feet of old Koreth Orcsplitter the First.

Accompanying Koreth I in Landrigard are the wife and two children of Koreth XII. The wife's name is Grinda; the children are Koreth XIII and Gretta. The other children are residents that have been allowed a brief break from their work, since dwarves take up a trade early and spend many years in apprenticeship.

Koreth Orcsplitter I: Male dwarf; AL LG.

- **Description:** Koreth Orcsplitter is a dwarf of extreme age, far older than even his wrinkled and grayed visage suggests. He was born over 1,000 years ago but spent most of that time in suspension, as a living battery maintaining a ward against a horde of monsters. (This storyline, "Germinations", ends with PAL4-03 *All Which Is Forgotten*.) Koreth has long white hair and an equally long, cirrus-like beard. His heavily wrinkled face gives him a permanent squint and an ever-present scowl. He speaks with a scratchy voice that sounds like an echo from far away. He has a slight tremor throughout his body, particularly in his hands.
- **Personality:** Honor and personal sacrifice have defined Koreth's life. To stop a great evil a millennium ago, he volunteered to spend eternity in battle with a powerful foe. A few years ago, his descendant Koreth XII freed him from this self-imposed prison, not realizing someone would need to take his place. Koreth XII stepped up to maintain the guard.
- **Motivation:** Koreth I has been living in Ogburg with his descendant's wife and two children. His information about the "demonic forces" his people fought 1,000 years ago proved decisive in the Pale's campaign to repel the invaders when they returned. Now he wants to travel the Pale, to see what has happened over the years and to teach the current

generations of dwarves about the past. He spent a few weeks in Eltison before coming to Landrigard, but the harsh winter has deterred him from leaving until spring.

Koreth can tell tales about the situation of old—a brief lesson in Greyhawk history, as it were.

- The dwarves and elves had been here for ages, along with Flan humans. He drops a few names of dwarf clans mentioned in other Pale modules, such as Battlehammer and Highgate.
- A fearsome wizard named Keraptis used to lord over territory all the way out to the eastern waters from his tower in the mountain city (Tostenhca), but he was thrown down a couple of generations before Koreth was born. (Keraptis is also the wizard that ruled over White Plume Mountain.)
- Some of the humans in the south were depraved, utter savages, offering sacrifices to some foul patron.
- To the west, the Flan people seemed little more than simple hunters or herdsmen, but Koreth heard there was a dark legacy there too. These were the ancestors of today's Tenhas and the Rovers of the Barrens.
- The barbarian Oeridians and some Suel were just starting to move out from the West when Koreth gave himself up to guard against the invading monsters.
- It took unity among the races (dwarf, elf, and human) to defeat the rex aartuk, Koreth reminds the PCs.

Koreth is especially interested in hearing about the return of the “demons” from his age and about the *Floracon*, which was found during the same adventure that freed him from the temple under the Rakers (PAL2-01 *Drawing from Life*).

He gives advice about time and proper perspective. A thousand years have passed for him. He did not see it pass, so he doesn't have the outlook that an ancient elf would, but he asks, rhetorically, how much came and went in that time? How much more will the next 1000 years bring? Human empires rise and fall in but a few centuries. The Sulioise empire of the far west fell 1000 years ago and now there are northern barbarians, haughty nobles, and supremacist zealots scattered across the land.

Koreth has some vague memories about older dwarven settlements being located near here, but he does not know how far out from the mountains they extended. He continually mentions how different the whole region is from his youth.

If the PCs have not picked up any other clues about the actions of the lantern archon, Koreth says that he awoke last night from an unsettling dream. He went to get some water and saw a strange light floating along the street outside the house. He felt much calmer when he went back to sleep.

Concluding the Investigation

Development: Move on to Encounter Three when the PCs have enough clues to realize something is going on in the abandoned boarding-house, or at least guess that a floating light might have some answers.

Encounter Three: Follow the Lantern

In this encounter, the PCs meet the lantern archon, Aru, that has been called to Landrigard to help those in need (such as the PCs). Who has called Aru is left a mystery.

The PCs might believe that Aru is a will-o'-wisp (based on their experiences in PAL4-02 *Stirring the Waters*); this ironic similarity is intentional.

The encounter is also a way to put some comic relief into the scenario. Aru pokes fun at “cheesy” spells or feats, which do not fit the ideal of lawful goodness espoused on the plane of Celestia.

You will probably have to tailor this encounter to the party. They might go out looking for a “floating light” or it can find them, perhaps even rounding up groups of PCs that have split up despite the general wisdom not to split the party. The following is a possible way for the PCs to meet the lantern archon.

This street is dark, like most of Landrigard; the few lamps standing here have not been lighted. Above, the cold, cloudless vault glistens with stars.

A steady glow appears from around a corner down the block. It is about as bright as a torch, shedding a cool white light over the snowy, colorless streetscape. The light approaches. It is about five feet off the ground, but it is clearly not carried by anyone, nor does it have a lantern or torch to emanate from. It simply floats and glows.

Setup: The lantern archon comes around a corner 80 feet from the PCs.

If the players ask for a map, make one up for the city street. The street should be 15 feet wide, with buildings close by on each side and a few side streets or alleys, including the one that the archon has come from.

Aru pauses about forty feet from the PCs and *detects evil* in their direction.

Creature (all APLs):

Aru: Lantern archon; hp 6; see *monster Manual* page 16.

- **Description:** Aru looks like every other lantern archon: a glowing sphere of light about a foot and a half across. It is corporeal but very light in weight. It speaks in a musical, childlike voice.
- **Personality and Motivation:** Aru wants to ease the suffering in Landrigard. It enjoys talking with people, exhorting them in its childlike way to pursue honor and compassion and to avoid underhanded or “cheesy” methods—*spikes, bags of tricks*, metamagic rods, Divine Spellpower, etc. (“Some of the other archons told me that *glitterdust* is conjured from the hoards of archdevils!” “All the trees in Hades are spiky too. I would not want to swing a staff that looked evil like that!”) Be playfully pointed, but try not to offend your players if you don’t know them.
- **What It Knows:** Aru was called to Landrigard yesterday (the day the adventure began, assuming the PCs meet Aru on the second day) with a *lesser planar binding* spell by a nice old man outside town, but Aru does not know who this was. The man told Aru to help people around town, and, in particular, to lead a group matching the PCs’ description to a particular building in the workers’ quarter.

Treasure: Aru has no treasure.

Troubleshooting: If Aru finds any evil among the PCs, it asks why the PC is tainted or carries a tainted item. The other PCs may vouch for the “afflicted” PC. (Allow a Diplomacy or Bluff check if the PCs want one. No matter the result, Aru leads the PCs as it was told to do. Aru might simply step up its verbal lashing against the offending PC if it is not satisfied with what the other PCs have said.)

Development: When the PCs proceed to the entrance to the abandoned dwarf-halls, go to Encounter Four. They may want to rest, which is fine. There is another abandoned building across the street, and taverns nearby.

Encounter Four: Nest of Night

The cultists have made their base in an abandoned and partially destroyed grouping of dwarven halls, which lie under the dwarf district of Landrigard. The halls also connect to a larger network of caves. The cultists excavated a rough stairway last year, up from the halls to an uninhabited building built against the side of a hill in the Flan district.

See Map #2 for the base.

The following are some general conditions of the areas in the base.

Lighting: Most of the areas are unlighted, in keeping with the devotion to darkness and shadow. Some

of the inhabitants have darkvision anyway. Areas 5 (the audience hall) and 7 (the leaders’ common room) are lighted by candles; Area 6 (the lab) is lit by lanterns.

Ceilings: 8 feet, unless otherwise noted.

Typical Hewn Stone Walls: hardness 8; hp 540 (per 10-ft. section); Break DC 50; Climb DC 25.

Typical Unworked Stone Walls: hardness 8; hp 900 (per 10-ft. section); Break DC 65; Climb DC 15.

1. Entry

Tracks lead across the building, going both in and out.

At APL 6-10, there is a secret door (Search DC 20) at the back of this building, leading to a tunnel and stairway under the hill.

At APL 12, there is no door but simply a five-foot-thick barrier of solid masonry, since the cultists rely on dimensional travel or incorporeality to come and go. The PCs will have to chop their way in or use magic such as *blink* or *dimension door*.

2. Stairs

This area descends about 100 feet along 200 uneven steps. The surrounding stone can be seen to have layers that vary from grey granite to darker basalt, with a few veins of differing material.

These stairs are more recent than the halls and caverns below. The spoils from the excavation lie mostly in Area 3.

The temperature rises as the PCs descend, to about 55 degrees at the bottom of the stairs: far warmer than the icy streets above.

3. Fountain Room

The southern wall includes a basin, streaked with slimy green molds in the bare trickle of moisture. This slime is not connected with the slimy doom disease. Several corridors lead off from this area, but most are blocked by cave-in. A rough passage of unworked stone leads northwest to Area 4.

4. Cloak Cavern

Ceiling: 20 feet.

The passage opens into a cavern, whose rough dark walls contain reddish crystalline deposits. Another wide passage leads out ahead to the right, and a pegboard with several black cloaks and robes stands next to that passage. A faint air current stirs the cloth, bearing a faint scent of incense from beyond.

The cloaks on the rack are nonmagical, but a cloaker (or two) does live here, being outcasts from their old flock. They are not related to the Plane of Shadow, but their powers are similar enough to earn the cult’s respect and

alliance. The cloaklers attack anyone not accompanied by Caelarah, Elthorn, Muirig, Gwenfar, or Astrid.

APL 6 (EL 7)

Elite 9-HD Advanced Cloaker (1): hp 81; see Appendix One.

APL 8 (EL 9)

Elite 9-HD Advanced Cloaker (2): hp 81 each; see Appendix One.

APL 10 (EL 11)

Elite 16-HD Advanced Huge Cloaker (1): hp 176; see Appendix One.

APL 12 (EL 13)

Elite 16-HD Advanced Huge Cloaker (2): hp 176 each; see Appendix One.

Setup/Tactics: These tactics are guidelines. Cloakers are smart enough to adapt their tactics to their advantage. See the *Monster Manual* for other ideas.

One cloaker (APL 6 or 10):

- The cloaker begins on the ground at the location marked “a”.
- On hearing PCs in Area 3: Activate *dancing images* (*mirror image*) supernatural ability.
- Surprise round and as long as undetected: Create the *silent image* of an undead shadow emerging from the floor in front of a PC, to determine whether the party includes a cleric. If the cleric uses a turn-attempt, the cloaker makes the shadow disappear. It creates a new shadow the next round and repeats the ruse until the PCs realize the shadow is an illusion or they detect the cloaker.
- First round: Fly up out of reach of PCs’ weapons, trying to get most PCs within 30 feet, and use a *fear* moan.
- Second and following rounds: Alternate tail attacks with other moan effects. If only one PC is holding a light source, engulf that PC.
- Fleeing: If wounded below 10 hit points, it disengages and flies toward Area 14. It does not stop to contribute to the fight in Area 5.

Two cloaklers (APL 8 or 12):

- The cloaklers begin at the locations marked “a” and “b”.
- On hearing PCs in Area 3: Both activate *dancing images* supernatural ability.
- Surprise round and as long as undetected: The one at “b” uses the *unnerve* moan, which is subsonic and cannot be detected by normal hearing; call for a Will

save after six rounds of this. The one at “a” creates the *silent image* of an undead shadow, as described above for the single cloaker’s tactics.

- First round: Cloaker “b” continues to *unnerve*, while cloaker “a” flies up out of reach of PCs’ weapons, trying to get most PCs within 30 feet, and uses a *fear* moan.
- Second and following rounds: Cloaker “a” attacks with its tail while cloaker “b” uses other moan effects to divide the party. If only one PC is holding a light source, engulf that PC.
- Fleeing: If a cloaker is wounded below 10 hit points, it disengages and flies toward Area 14. It does not stop to contribute to the fight in Area 5.

Treasure: The cloaklers have a small hoard from past victims, which the cultists have not claimed. The treasure lies on the ground at the spot marked “b”.

APL 6 - 600 gp in coins and gems.

APL 8 - 900 gp in coins and gems.

APL 10 - 1,200 gp in coins and gems.

APL 12 - 1,800 gp in coins and gems.

5. Audience Hall

Ceiling: 25 feet at the southern end, 30 feet at the northern because the floor slopes.

This area and Areas 6-13 are under the effects of a permanent *Mordenkainen’s private sanctum* (CL 16th). The threshold of this area therefore appears to be a dark, foggy barrier, and no sound emerges from it.

The low-level cultists sleep on mats in the southeastern alcove.

The floor of this large wedge-shaped room slopes away from the foggy doorway. Two aisles extend from the door to a stage, and a ten-foot-thick column stands outside each aisle, roughly at their midpoints. The floor between the aisles is cut into broad, shallow steps about a foot tall, but there are no seats present. The room would be a fine example of dwarven craft if not for its decrepitude, most notably the extensive collapse of the corner to the right. Rubble from the collapse covers the floor in several patches.

On the stage sits a block of dark stone, purplish-brown and about four feet in each dimension. It does not have a flat bottom but looks like it was broken off of a larger piece of statuary.

Make it clear that there are no benches or pews to block movement, but there is some rubble.

The PCs probably encounter the cult’s leaders here. See “Creatures”, below, for their description.

6. Laboratory

Muirig conducts his research in this room, with a fully stocked alchemical lab.

7. Cult Leaders' Room

This room contains comfortable seats, rugs, and tapestries. Books and other amusements are here. A curtain divides the room, so Elthorn can walk to and from his room (Area 11) without disturbing the women.

A bolt-hole and stairway to Area 14 are hidden behind an *illusory wall* (CL 7th, Will save DC 16).

8-13. Living Quarters and Storage

The living quarters are furnished in varying degrees of comfort and opulence, according to the residents' taste.

8: Muirig and Gwenfar's room.

9: locked holding cell where Balach is kept, in darkness.

10: storage room, including food, alchemical items, weapons, candles, torches, oil, and ritual accoutrements for the worship of Falazure (robes, holy symbols, and incense). At APL 6-8, Astrid sleeps in here, too.

11: Elthorn's room.

12: three novice sorceresses (female human Sor1; hp 5 each; AL NE) live here. The sorceresses are Flan girls, aged 14, 16, and 17. They wear simple robes of charcoal grey trimmed in black and they have Tiny viper familiars. They hide during the fight and try to flee to Area 14 when Caelarah tells them to. They do not fight the PCs.

13: Caelarah's room. The most luxuriously appointed of the rooms.

14. Exit Tunnel

The entrance to this tunnel is 15 feet off the ground and leads to further subterranean tunnels.

The Cult

The PCs probably encounter all of the members of the cult in the audience hall, Area 5. (The EL assumes that they do.) If so, the text under "Setup" below is a likely description. Adjust as needed.

Creatures:

APL 6 (EL 9)

Caelarah (APL 6 version): Female human Sor6; hp 31; see Appendix One.

Elthorn/"Irthos" (APL 6 version): Male human Brd2/Ftr3; hp 38; see Appendix One.

Muirig (APL 6 version): Male human Exp5; hp 30; see Appendix One.

Astrid (APL 6 version): Female human Rgr6; hp 39; see Appendix One.

Shadows (2): hp 21 each; see *Monster Manual* page 221.

Cultists (4): Male or female human Com1; hp 4 each; see Appendix One.

APL 8 (EL 11)

Caelarah (APL 8 version): Female human Sor8; hp 41; see Appendix One.

Elthorn/"Irthos" (APL 8 version): Male human Brd2/Ftr4/Dragon Disciple 1 (shadow dragon); hp 55; see Appendix One.

Muirig (APL 8 version): Male human Exp7; hp 42; see Appendix One.

Astrid (APL 8 version): Female human Rgr7/Shd1; hp 50; see Appendix One.

Turn-Resistant 6-HD Advanced Shadows (2): hp 42 each; see Appendix One.

Cultists (4): Male or female human Com1; hp 4 each; see Appendix One.

APL 10 (EL 13)

Caelarah (APL 10 version): Female human Sor10; hp 51; see Appendix One.

Elthorn/"Irthos" (APL 10 version): Male human Brd2/Ftr4/Dragon Disciple 2 (shadow dragon); hp 64; see Appendix One.

Muirig (APL 10 version): Male human Exp8; hp 48; see Appendix One.

Gwenfar (APL 10 version): Female human Rgr7/Shd3; hp 60; see Appendix One.

Shadow Companion: hp 19; see *Monster Manual* page 221. As the companion of a shadowdancer, this shadow may not be turned and cannot create spawn.

Turn-Resistant 9-HD Advanced Shadows (2): hp 63 each (+9 temporary); see Appendix One. These shadows are enhanced with Caelarah's *incorporeal enhancement* spell.

Cultists (6): Male or female human Com1; hp 4 each; see Appendix One.

APL 12 (EL 15)

Caelarah (APL 12 version): Female human Sor12; hp 61; see Appendix One.

Elthorn/"Irthos" (APL 12 version): Male human Brd2/Ftr4/Dragon Disciple 4 (shadow dragon); hp 92; see Appendix One.

Muirig (APL 12 version): Male human Exp9; hp 54; see Appendix One.

Gwenfar (APL 12 version): Female human Rgr7/Shd5; hp 80; see Appendix One.

Shadow Companion: hp 19; see Monster Manual page 221. As the companion of a shadowdancer, this shadow may not be turned and cannot create spawn.

Elite Turn-Resistant 9-HD Advanced Shadows (2): hp 63 each (+9 temporary); see Appendix One. These shadows are enhanced with Caclarah's *incorporeal enhancement* spell.

Cultists (6): Male or female human Com1; hp 4 each; see Appendix One.

Setup/Tactics: If caught unaware, the leaders are in Areas 6 or 7, the cultists are holding a prayer session in the alcove of Area 5, and the shadows are floating around the altar in Area 5.

If aware of danger, the group masses in Area 5, as described individually below. Remember, no sounds leave the Mordenkainen's secure shelter.

Here is a suggestion for setting the scene and introducing Caclarah (at least a *major image* of her, with a *ventriloquism* spell) and Elthorn. You can describe the other NPCs when they emerge from hiding.

Beside the aisle stands an armored man with a large flail locked into his left gauntlet. His armor, lacquered black, is fluted and ridged to give a draconic aspect. Despite his imposing armament, his face is young—probably not more than twenty years—and handsomely blends Flan and Oeridian features.

A few other people, wearing shabby black robes and carrying morningstars, stand in a mass to the right.

Behind the altar-like stone at the focal point of the hall stands a woman, wearing an elaborate dress of smoky grey, purple, and black. Her eyes stand out bright against dark-painted lids, and her lips are similarly painted. She is not tall, but has a presence beyond her mere physical size.

"Welcome," the woman says. Her voice echoes off the stone walls of the great hall.

Since this voice is probably actually a *ventriloquism* spell, give the PCs a Will save (DC 16 at APL 6, 18 otherwise) to recognize it as false.

"From the cold light above, you enter the Night Dragon's embrace. You may already know Brother Telios." The warrior's form flickers momentarily with the glamer of a white-robed Oeridian priest, but the black-armored youth remains. "But I doubt that you came to talk."

Impatient PCs may want to attack or cast spells as soon as they see her, but they do not get any benefit in initiative. Neither the PCs nor the villains are surprised.

This can be a complicated fight. Here are some sample tactics for the first couple of rounds.

Caclarah, the sorceress:

- Location: Hiding behind pillar A.
- Long-term spell: *false life* (APL 8+).
- Before combat: Cast *mirror image*, *ventriloquism*, and *major image* (of herself standing behind the altar). Maintain concentration to make the image appear to deliver speech.
- First round: Stop concentrating. Cast a silent *blindness* on a PC that looks like an arcanist or rogue (APL 6) or a silent *slow* on a group of PCs (APL 8+).
- Second round: Gloat about the glories of the Ur-Flan. Cast another *blindness* (APL 6) or another *slow* (APL 8); cast *shadow evocation* (*ice storm* or *lightning bolt*) (APL 10-12).
- Later rounds: Use spells or wand as needed. Follow a *true strike* with *ray of enfeeblement* or *enervation* (empowered *enervation* at APL 12). At APL 12, cast a targeted *greater dispel magic* on a PC with obvious buffs (such as *death ward*).
- Fleeing: When reduced to 5 hp or less, flee (APL 6) or dimension door (APL 8+) to Area 7 to gather the novice sorceresses. Flee on foot to Area 14 (APL 6) or dimension door away with two sorceresses (APL 8-10) or all three (APL 12).

Elthorn/"Irthos", the champion:

- Location: Standing at location D.
- First round: bard song (inspire courage, in Flan and Draconic: "Tremble in the dark, my partner, my prey;/ Silent wings, keen claws: your ruin, your doom"). Muirig will probably *enlarge* him.
- Second and following rounds: Keep singing (free action) and attack in melee, using his flail to disarm, trip, or simply beat the PCs; also bite at APL 10-12. Use breath weapon (APL 12) if PCs are bunched up.
- NOTE: Elthorn can be talked out of combat, especially if the PCs mention his father. For any PCs that played PAL4-06 *Strands of Gloom*, allow an Int check (DC 12) to see the similarity between Elthorn and Vadric. A PC may gain a +5 circumstance bonus to a rushed Diplomacy check for mentioning that Vadric misses his son, that his late mother would not have approved of using his powers this way, etc. If this check beats DC 20 at APL 6-8 (DC 25 at APL 10-12 because of his deeper devotion to the cult), Elthorn is overcome with doubt and takes no more offensive actions against the PCs.
- Fleeing: Elthorn does not flee.

Muirig, the expert:

- Location: Hiding behind pillar B.
- Before combat: Activate (with Use Magic Device) *scroll of invisibility* on self.
- First round: Activate *wand of enlarge person* on Elthorn. Gloat when a PC is hit by a shadow. (“You will learn to enjoy the pain—I have...”)
- Second round: Activate other scrolls (APL 6-8) or *wand of unholy blight* (APL 10-12).
- Later rounds: Activate scrolls or wands as needed.
- Fleeing: When reduced to 5 hp or less, activate *scroll of invisibility* and flee to Area 7 and then to Area 14.

Astrid/Gwenfar, the ranger(/shadowdancer):

- Location: Hide at location C.
- Before combat: Cast *longstrider* if one is available for the day.
- First and later rounds: Attack as indicated in Encounter One, using Spring Attack or full attacking and repositioning. Try to get flank from Elthorn and/or cultists. Take down humans or animals fast.
- Fleeing: When reduced to 5 hp or less, Hide (in Plain Sight, if possible) and flee to Area 7 and then to Area 14.

Shadows:

- Location: in the floor between the two pillars.
- First and later rounds: Emerge and attack whoever is closest, unless Caclarah or Muirig says otherwise (such as “Get that pesky druid!”). If they find a PC to be under a *death ward*, they signal Caclarah or Muirig to ask for a dispelling.
- Fleeing: The shadows do not flee.

Generic cultists:

- Location: Standing at location E, in a bunch.
- First and later rounds: Give flanks to allies. Use the Aid Another action (enhanced by bard song) to aid the attacks of Elthorn or Astrid/Gwenfar. Attack PCs with low AC or those that get tripped.
- Fleeing: Any surviving generic cultists flee when both Caclarah and Elthorn have fallen or fled.

Nobody surrenders, since they know their lives are forfeit if caught.

Development: When the fight ends, the PCs have the chance to examine the altar of Area 5 more closely. See Encounter Five.

Encounter Five: The Call of Power

The altar-stone in the audience hall contains some vestiges of Ur-Flan power, looking for new living hosts.

Read or paraphrase the following:

The stone's carvings have largely been worn away, but on close inspection it resembles the head of a Flan woman with deep empty eye-sockets and a serene expression, flanked by twisting geometric motifs.

You feel a tingling on your skin, especially at the nape of your neck. Something about this stone is calling to you.

PCs that played PAL4-02 *Stirring the Waters* recognize a similarity between this altar and the carvings in the ruin in that scenario. The sensations for those PCs are stronger than those of other PCs. This stone came from a similar site in a different part of the Pale.

It is up to each PC to decide to accept or reject the offer. Give each player one of the pieces of Player's Handout #2 and ask them to write their responses in secret, so nobody knows the others' responses.

Development: Proceed to the Conclusion.

Conclusion

The following points are valid if the PCs succeeded in stopping the cultists and recovering the prisoners.

The PCs have stopped the cult of shadow and the dark duo from the Dim Forest, and have solved the mystery behind the apparent return of “Brother Telios”. At APL 6-8, the PCs do not get to fight Gwenfar, so she escapes, possibly back to Geoff, possibly to some other hiding place around the Pale.

The Church's Response

If the PCs turn any cultists in to the Church, the cultists will be executed on charges of worshipping evil powers and/or consorting with fiends.

If told about the underground passages, the Church will send a contingent of the Prelatal Army, Eighth Dawn Command, to clear the area. Clerics will seal the halls by magic, to protect Landrigard from further underground dangers.

Staying On to Fight the Disease

Each PC has the option to stay in Landrigard for an extra 1 or 2 TUs, to help treat the disease or maintain order in the city. The PC pays no Upkeep cost for these TUs. For every TU spent, the PC gets a Favor of Pholtus.

Balach Rescued

Taraya will be very happy to see Balach again, once the Church is satisfied that he is no threat. They can be reunited in the village of Bronzebrook.

Elthorn's Fate

Elthorn may be tried and executed along with the other cultists, unless the PCs intervene:

- If they turn him in to the Church but spend at least four Favors of Pholtus (those gained for this adventure are allowed), a very lenient judge will allow a long stay in a New Dawn Camp, with possible magical interventions such as *geas/quest*, *atonement*, or *mark of justice*.
- The PCs could also choose to take Elthorn away themselves and return him to his father, Vadric, in the village of Bronzebrook.

At APL 8+, Elthorn will also try to find a way (with or without the Church) to reform himself and follow a more virtuous path, despite his shadow-dragon ancestry. Perhaps one day he can find powerful magic to transform him into the disciple of a metallic dragon instead.

The End

Experience Point Summary

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

Encounter One

Defeat shadow gang and ranger

APL6 270 xp
APL8 330 xp
APL10 390 xp
APL12 450 xp

Encounter Four

Defeat cloaker(s)

APL6 210 xp
APL8 270 xp
APL10 330 xp
APL12 390 xp

Defeat the cult

APL6 270 xp
APL8 330 xp

APL10 390 xp

APL12 450 xp

Story Awards

Help someone (e.g. Traohan) during the investigation

APL6 30 xp
APL8 30 xp
APL10 30 xp
APL12 30 xp

Recover Balach

APL6 45 xp
APL8 60 xp
APL10 75 xp
APL12 90 xp

Discretionary roleplaying award

APL6 75 xp
APL8 105 xp
APL10 135 xp
APL12 165 xp

Total possible experience:

APL6 900 xp
APL8 1,125 xp
APL10 1,350 xp
APL12 1,575 xp

Treasure Summary

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

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

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

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

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

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

Encounter One:

Treasure possessed by Astrid/Gwenfar will probably be gained in Encounter Four, but it is listed here.

APL 6: L: 74 gp; C: 0 gp; M: 393 gp – *mithral shirt* (92 gp per PC), +1 *scimitar* (193 gp), *cloak of resistance* +1 (83 gp), *potion of cure moderate wounds* (25 gp).

APL 8: L: 49 gp; C: 0 gp; M: 815 gp – *mithral shirt* (92 gp per PC), +1 *scimitar* (193 gp), +1 *kukri* (192 gp), *ring of protection* +1 (167 gp), *cloak of resistance* +1 (83 gp), *potion of cure moderate wounds* (25 gp), *potion of remove blindness/deafness* (63 gp).

APL 10: L: 49 gp; C: 0 gp; M: 1,293 gp – +1 *mithral shirt* (175 gp per PC), 2 +1 *kukris* (192 gp each), *ring of protection* +1 (167 gp), *cloak of resistance* +1 (83 gp), *gloves of Dexterity* +2 (333 gp), *potion of cure moderate wounds* (25 gp), *potion of gaseous form* (63 gp), *potion of remove blindness/deafness* (63 gp).

APL 12: L: 49 gp; C: 0 gp; M: 1,938 gp – +1 *mithral shirt of silent moves* (487 gp per PC), 2 +1 *kukris* (192 gp each), *ring of protection* +1 (167 gp), *cloak of resistance* +1 (83 gp), *gloves of Dexterity* +2 (333 gp), *periapt of Wisdom* +2 (333 gp), *potion of cure moderate wounds* (25 gp), *potion of gaseous form* (63 gp), *potion of remove blindness/deafness* (63 gp).

Encounter Four - Cloakers:

APL 6: L: 0 gp; C: 100 gp; M: 0 gp.

APL 8: L: 0 gp; C: 150 gp; M: 0 gp.

APL 10: L: 0 gp; C: 200 gp; M: 0 gp.

APL 12: L: 0 gp; C: 300 gp; M: 0 gp.

Encounter Four - Cultists:

APL 6: L: 197 gp; C: 0 gp; M: 1,075 gp – *ring of protection* +1 (167 gp), *vest of resistance* +2 (333 gp), 2 *potions of cure moderate wounds* (25 gp each), *potion of remove blindness/deafness* (63 gp), *scroll of dispel magic* (31 gp), *wand of magic missile* (3rd, 10 charges) (19 gp), +1 *heavy flail* (193 gp), +1 *studded leather* (98 gp), 5 *scrolls of cure light wounds* (2 gp each), 5 *scrolls of inflict light wounds* (2 gp each), 2 *scrolls of invisibility* (13 gp each), *scroll of silence* (13 gp), *wand of enlarge person* (62 gp).

APL 8: L: 68 gp; C: 0 gp; M: 2,049 gp – *ring of protection* +1 (167 gp), *bracers of armor* +1 (83 gp), *vest of resistance* +2 (333 gp), *cloak of Charisma* +2 (333 gp), 2 *potions of cure moderate wounds* (25 gp each), *potion of remove blindness/deafness* (63 gp), *scroll of dispel magic* (31 gp), *scroll of haste* (31 gp), *wand of magic missile* (3rd, 10 charges) (19 gp), +2 *full plate* (471 gp), +1 *heavy flail* (193 gp), +1 *studded leather* (98 gp), 5 *scrolls of inflict light wounds* (2 gp each), *scroll of calm emotions* (13 gp), 3 *scrolls of cure moderate wounds* (13 gp each), *scroll of glitterdust* (13 gp), 2 *scrolls of invisibility* (13 gp each), *scroll of silence* (13 gp), *wand of enlarge person* (62 gp).

APL 10: L: 109 gp; C: 0 gp; M: 2,969 gp – *ring of protection* +1 (167 gp), *bracers of armor* +1 (83 gp), *vest of resistance* +2 (333 gp), *cloak of Charisma* +2 (333 gp), *brooch of shielding* (125 gp), 2 *potions of cure moderate wounds* (25 gp each), *potion of remove blindness/deafness* (63 gp), *scroll of see invisibility* (13 gp), *scroll of haste* (31 gp), *scroll of protection from energy* (31 gp), *wand of magic missile* (7th, 10 charges) (44 gp), +2 *full plate* (471 gp), +1 *heavy flail* (193 gp), *gauntlets of ogre power* (333 gp), +1 *studded leather* (98 gp), 5 *scrolls of inflict light wounds* (2 gp each), *scroll of bull's strength* (13 gp), *scroll of calm emotions* (13 gp), *scroll of glitterdust* (13 gp), 3 *scrolls of invisibility* (13 gp each), *scroll of silence* (13 gp), 2 *scrolls of dispel magic* (31 gp each), *wand of enlarge person* (62 gp), *wand of cure moderate wounds* (375 gp).

APL 12: L: 159 gp; C: 0 gp; M: 4,843 gp – *bracers of armor* +1 (83 gp), *ring of protection* +2 (667 gp), *vest of resistance* +2 (333 gp), *cloak of Charisma* +2 (333 gp), *brooch of shielding* (125 gp), *glove of storing* (833 gp), 2 *potions of cure moderate wounds* (25 gp each), *potion of remove blindness/deafness* (63 gp), *scroll of see invisibility* (13 gp), *scroll of haste* (31 gp), *scroll of protection from energy* (31 gp), *wand of magic missile* (7th, 10 charges) (44 gp), +2 *full plate* (471 gp), +1 *heavy flail* (193 gp), *amulet of health* +2 (333 gp), *gauntlets of ogre power* (333 gp), +1 *studded leather* (98 gp), *ring of sustenance* (208 gp), 5 *scrolls of inflict light wounds* (2 gp each), *scroll of bull's strength* (13 gp), *scroll of calm emotions* (13 gp), *scroll of glitterdust* (13 gp), 3 *scrolls of invisibility* (13 gp each), *scroll of silence* (13 gp), 2 *scrolls of dispel magic* (31 gp each), *wand of enlarge person* (62 gp), *wand of cure moderate wounds* (375 gp).

Total Possible Treasure

APL 6: L: 279 gp; C: 100 gp; M: 1,469 gp - Total: 1,848 gp (cap 900 gp)

APL 8: L: 117 gp; C: 150 gp; M: 2,864 gp - Total: 3,131 gp (cap 1,300 gp)

APL 10: L: 158 gp; C: 200 gp; M: 4,262 gp - Total: 4,620 gp (cap 2,300 gp)

APL 12: L: 208 gp; C: 300 gp; M: 6,781 gp - Total: 7,289 gp (cap 3,300 gp)

Items for the Adventure Record

Special

At least two of the following categories will not apply to the PC; cross out the items not gained.

Inner Light: For refusing the altar's offer of dark power, your inner light becomes brighter. You gain access to the feats Heroic Destiny (RD), Blinding Wrath (Polyhedron 163/Dungeon 104), Scalding Faith of the Sun (Living Greyhawk Journal 20/Dragon 306).

You may attract a lantern archon (see MM page 16) as an Improved Familiar:

<u>Familiar</u>	<u>Align</u>	<u>Arcane Spellcaster Lvl</u>
Lantern archon	LG	7th

Although the archon's Hit Dice are equal to yours, calculate the DC of its Aura of Menace as if it had only 1 HD.

Inner Darkness: You have heeded the call of the ancient powers. The following rules items are unlocked: Mindbender (prestige class, CA); Black Lore of Moil (feat, CA). Your appearance may change subtly, such as your hair or eyes darkening or a tiny rune appearing on your skin.

You may attract a shadow asp (see Fiend Folio page 152-153) as an Improved Familiar:

<u>Familiar</u>	<u>Align</u>	<u>Arcane Spellcaster Lvl</u>
Shadow asp	N	5th

Although the asp's Hit Dice are equal to yours, calculate the DC of its poison as if it had only 1 HD. The shadow asp cannot create spawn.

If you had the condition "Infused with Ur-Flan Energies" from PAL4-02, your response in this scenario yields a more intense effect.

If you played PAL4-02 with a different PC, you are allowed to remove the "Infused" condition from that PC, but you do not qualify for either enhanced effect below.

If you have not yet played PAL4-02 but later obtain the "Infused" condition with this PC, you will get one of

the enhanced effects below, according to your choice in this scenario.

Inner Light (enhanced): You have purged yourself of that unwelcome burden. Cross off "Infused with Ur-Flan Energies". If you swapped a known spell while you had the "Infused" condition, you must undo this swap and reinstate the previously known spell. Having known but eschewed the path of shadow, you now gain additional access to the feats Great Fervor (Dragon 319) and Spurn Death's Touch (Libris Mortis).

Inner Darkness (enhanced): You have embraced the touch of darkness, so it grows within you. You gain access to the feat Requiem (Libris Mortis). You also gain Regional access to the item *shadow veil* (Libris Mortis). When you decide to buy a *shadow veil*, one simply appears during the night and your gold disappears.

Favor of Pholtus: This represents influence with the Pale's Church of the One True Path. It may be used to fulfill certain meta-org requirements or otherwise affect your relation with the Church. It has no effect on the prices for NPC spellcasting. Up to two Favors of Pholtus may be gained in this scenario: one per TU spent helping fight the disease in Landrigard. The Church pays for your Upkeep during these extra TUs. Write the number of TUs spent (and Favors gained) here: ____.

Item Access

APL 6:

- *mithral shirt* (Adventure; DMG; 1,100 gp)
- *vest of resistance +2* (Adventure; CA; 4,000 gp)
- *wand of enlarge person* (Adventure; DMG; 750 gp)
- *wand of magic missile* (Adventure; 3rd level caster; DMG; 2,250 gp)

APL 8 (all of APL 6 plus the following):

- *+2 full plate* (Adventure; DMG; 5,650 gp)

APL 10 (all of APLs 6-8 plus the following):

- *wand of cure moderate wounds* (Adventure; DMG; 4,500 gp)
- *wand of magic missile* (Adventure; 7th level caster; DMG; 5,250 gp)
- *brooch of shielding* (Adventure; DMG; 1,500 gp)

APL 12 (all of APLs 6-10 plus the following):

- *+1 mithral shirt of silent moves* (Adventure; DMG; 5,850 gp)
- *ring of protection +2* (Adventure; DMG; 8,000 gp)
- *glove of storing* (Adventure; DMG; 10,000 gp)

Appendix One: NPCs (all APLs)

Note: Armor class above applies when he is not in armor. If fully armored, he has AC 16, touch 9, flat-footed 16 [+5 banded mail, +2 shield, -1 Dex].

Encounter One

Anneka: Female human Clr1 (Atroa); CR 1; Medium Humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 30 ft.; AC 10, touch 9, flat-footed 10 [+1 padded armor, -1 Dex]; Base Atk/Grp +0/+0; Atk or Full Atk +0 melee (1d4/19-20, dagger); SA turn undead 4/day; SQ —; AL NG; SV Fort +6, Ref -1, Will +4; Str 10, Dex 8, Con 14, Int 12, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Diplomacy +3, Heal +6, Knowledge (nature) +3, Knowledge (religion) +3, Listen +4, Profession (herbalist) +4, Spot +4; Alertness, Great Fortitude .

Languages: Common, Flan.

Cleric Spells Prepared (3/2+1): 0—*create water, mending, purify food and drink*; 1st—*endure elements, protection from evil**, *remove fear*.

*Domain spell. Deity: Atroa. Domains: Good (cast good spells at +1 caster level); Plant (rebuke or command plant creatures 4/day, Knowledge [nature] as class skill).

Possessions: Padded armor, dagger, 2 scrolls of cure light wounds, healer's kit, wooden holy symbol (Atroa, concealed).

Physical Description: See Encounter One.

Burrell: Male human Pal3 (Pholtus); CR 3; Medium Humanoid (human); HD 3d10+3; hp 25; Init -1; Spd 30 ft. (20 ft. in armor); AC 9, touch 9, flat-footed 9 [-1 Dex]; Base Atk/Grp +3/+5; Atk or Full Atk +6 melee (1d8+2/19-20, masterwork longsword); SA smite evil 1/day (+2 attack, +3 damage); SQ aura of courage, *detect evil*, divine grace, divine health, lay on hands (6 points/day); AL LG; SV Fort +6, Ref +4, Will +4; Str 14, Dex 8, Con 13, Int 10, Wis 12, Cha 15.

Skills and Feats: Diplomacy +6, Heal +3, Knowledge (religion) +2, Ride +5, Sense Motive +5; Endurance, Lightning Reflexes, Mounted Combat.

Languages: Common.

Possessions: Masterwork banded mail, heavy steel shield, masterwork longsword, dagger, 3 flasks holy water (+2 ranged touch attack), 2 potions of cure light wounds, wooden holy symbol (Pholtus).

Physical Description: See Encounter One.

Encounter One

Turn-Resistant 6-HD Advanced Shadow: CR 5; Medium Undead; HD 6d12; hp 42; Init +2; Spd fly 40 ft. (good); AC 14 (+1 for Dodge), touch 12 (+1 for Dodge), flat-footed 12 [+2 Dex, +2 deflection]; Base Atk/Grp +3/—; Atk or Full Atk +5 melee (1d6 Str, incorporeal touch); SA create spawn, strength damage; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance (+6 with feat), undead traits; AL CE; SV Fort +2, Ref +4, Will +6; Str —, Dex 14, Con —, Int 6, Wis 12, Cha 14.

Skills and Feats: Hide +11 (+15 in shadowy illumination, +7 in bright illumination), Listen +8, Search +5, Spot +8; Alertness, Dodge, Improved Turn Resistance (see Appendix Two).

Languages: Understands Common, but cannot speak intelligibly.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Note: This shadow is turned as if a 12-HD undead.

Astrid (APL 6 version): Female human Rgr6; CR 6; Medium Humanoid (human); HD 6d8+6; hp 39; Init +3; Spd 30 ft. (40 ft. with *longstrider*); AC 17 (+1 for Dodge), touch 13 (+1 for Dodge), flat-footed 14 [+4 armor, +3 Dex]; Base Atk/Grp +6/+8; Atk +9 melee (1d6+3/18-20, +1 *scimitar*) or +10 ranged (1d6+2/x3, masterwork composite shortbow [+2 Str bonus]); Full Atk +9/+4 melee (1d6+3/18-20, +1 *scimitar*), or +7/+2 melee (1d6+3/18-20, +1 *scimitar*) and +7/+2 melee (1d4+1/18-20, off-hand masterwork kukri), or +10/+5 ranged (1d6+2/x3, masterwork composite shortbow [+2 Str bonus]); SA —; SQ favored enemy humans +4, favored enemy animals +2, wild empathy +5, woodland stride; AL NE; SV Fort +6, Ref +8, Will +3; Str 14, Dex 17, Con 12, Int 12, Wis 12, Cha 8.

Skills and Feats: Hide +12, Knowledge (dungeoneering) +6, Knowledge (nature) +6, Knowledge (religion) +2, Listen +10, Move Silently +12, Perform (dance) +3, Spot +10, Survival +12, Tumble +6; Combat Reflexes, Dodge, Endurance^B, Improved Two-Weapon Fighting^B, Mobility, Spring Attack, Track^B, Two-Weapon Fighting^B.

Languages: Common, Flan.

Appendix One: NPCs (APL 6)

Combat Style (Ex): This ranger has selected two-weapon combat. She gains the Two-Weapon Fighting feat without the normal prerequisites.

Improved Combat Style (Ex): This ranger has selected two-weapon combat. She gains the Improved Two-Weapon Fighting feat without the normal prerequisites.

Ranger Spells Prepared (2): 1st—~~longstrider~~, ~~pass without trace~~. CL 3rd. (Both were precast one hour before this fight.)

Possessions: Mithral shirt, +1 scimitar, masterwork kukri, 2 kukris, masterwork composite shortbow (+2 Str bonus), 10 arrows, 5 silver arrows, 5 cold iron arrows, *cloak of resistance* +1, *potion of cure moderate wounds*, thunderstone.

Physical Description: Astrid is a human woman of mixed ancestry. She stands 5'5" and has a wiry build. She has tan skin, short black hair, and green eyes. She dresses in grey garb that accommodates her athletic activity.

Encounter Four – Cloaker

Elite 9-HD Advanced Cloaker: CR 7; Large Aberration; HD 9d8+36; hp 81; Init +9; Spd 10 ft., fly 40 ft. (average); AC 21, touch 14, flat-footed 16 [-1 size, +5 Dex, +7 natural]; Base Atk/Grp +6/+17; Atk +12 melee (1d6+7, tail slap); Full Atk +12 melee (1d6+7, tail slap) and +7 melee (1d4+3, bite); Space/Reach 10 ft./10 ft. (5 ft. with bite); SA moan, engulf; SQ darkvision 60 ft., shadow shift; AL CN; SV Fort +7, Ref +8, Will +9; Str 24, Dex 20, Con 19, Int 14, Wis 17, Cha 14.

Skills and Feats: Hide +13, Listen +17, Move Silently +17, Spot +17; Alertness, Combat Reflexes, Improved Initiative, Wingover.

Languages: Undercommon.

Moan (Ex): as the ability in the *Monster Manual*, page 36. The saving throws against the effects are at DC 16.

Engulf (Ex): as the ability in the *Monster Manual*, page 36.

Shadow Shift (Su): as the ability in the *Monster Manual*, page 36. The saving throws against the effects are at DC 16, and the cloaker's caster level is 9th instead of 6th.

Encounter Four – The Cult

Caelarah (APL 6 version): Female human (Flan) Sor6; CR 6; Medium Humanoid (human); HD 6d4+12; hp 31; Init +0; Spd 30 ft.; AC 11, touch 11, flat-footed 11 [+1 deflection]; Base Atk/Grp +3/+2; Atk or Full Atk +3 melee (1d4-1/19-20, masterwork dagger); SA spells; SQ raven familiar (empathic link, share spells); AL CE; SV Fort +6, Ref +4, Will +8; Str 8, Dex 10, Con 14, Int 14, Wis 12, Cha 17.

Skills and Feats: Appraise +5, Bluff +14, Concentration +11, Diplomacy +5, Intimidate +7, Knowledge (arcana) +10, Knowledge (the planes) +3, Knowledge (religion) +4, Spellcraft +13, Tumble +2; Alertness^B (when familiar is within arm's reach), Greater Spell Focus (illusion), Persuasive, Silent Spell, Spell Focus (illusion).

Languages: Common, Flan, Draconic.

Empathic Link (Su): as the ability in the *Players Handbook*, page 53.

Share Spells (Su): as the ability in the *Players Handbook*, page 53.

Sorcerer Spells Known (6/7/6/4 per day): 0—*daze* (DC 13), *detect magic*, *ghost sound* (DC 15), *message*, *prestidigitation*, *read magic*, *touch of fatigue* (DC 13); 1st—*chill touch* (+2 touch, DC 14), *ray of enfeeblement* (+3 ranged touch), *true strike*, *ventriloquism* (DC 16); 2nd—*blindness/deafness* (DC 15), *mirror image*; 3rd—*major image* (DC 18).

Possessions: Ring of protection +1, vest of resistance +2, masterwork dagger, *potion of cure moderate wounds*, *potion of remove blindness/deafness*, *scroll of dispel magic*, wand of magic missile (3rd, 10 charges), spell component pouch; bracelet of friends (one charm, keyed to Astrid).

Physical Description: Caelarah is a small Flan woman in her late twenties. She is not a classic beauty but has a commanding presence and a captivating voice. Her hair is long and wavy, her eyes nearly black. She enhances her eyelids and lips with dark paint. Her dress and cloak are of silk and velvet, in swirling patterns of deep purple, charcoal grey, and black.

Raven Familiar (APL 6 version): CR —; Tiny magical beast; HD 6; hp 15; Init +0; Spd 10 ft., fly 40 ft. (average); AC 17, touch 14, flat-footed 15 [+2 size, +2 Dex, +3 natural bonus]; Base Atk/Grp +3/-10; Atk or Full Atk +7 melee (1d2-5, claws); Space/Reach 2-1/2 ft./0 ft.; SA —; SQ deliver touch spells, empathic link, improved evasion, low-light vision, speak with master; AL CE; SV Fort +2, Ref +4, Will +6; Str 1, Dex 15, Con 10, Int 8, Wis 12, Cha 6.

Skills and Feats: Bluff +7, Concentration +9, Knowledge (arcana) +7, Knowledge (the planes) +0, Knowledge (religion) +1, Listen +5, Spellcraft +10, Spot +7, Tumble +4; Alertness, Weapon Finesse^B.

Languages: Flan.

Elthorn (APL 6 version): Male human (mixed) Brd2/Ftr3; CR 5; Medium Humanoid (human); HD 2d6+4 plus 3d10+6; hp 38; Init +0; Spd 30 ft. (20 ft. in full plate); AC 18, touch 10, flat-footed 18 [+8 full plate]; Base Atk/Grp +4/+6; Atk or Full Atk +8 melee (1d10+4/19-20, +1 heavy flail) or +4 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); SA —; SQ bardic knowledge +5, bardic music 2/day (countersong, fascinate, inspire courage +1); AL NE (borderline N); SV Fort +5, Ref +4, Will +5; Str 14, Dex 10, Con 14, Int 13, Wis 12, Cha 14.

Skills and Feats: Bluff +10, Diplomacy +9, Disguise +7 (+9 acting), Intimidate +6, Knowledge (arcana) +8, Knowledge (history) +6, Listen +6, Perform (sing) +7, Spellcraft +6; Blind-Fight, Combat Expertise, Improved Trip, Power Attack, Weapon Focus (heavy flail).

Languages: Common, Flan, Draconic, Undercommon.

Bard Spells Known (3/1 per day): 0—*daze*, *detect magic*, *ghost sound* (DC 12), *message*, *prestidigitation*; 1st—*disguise self* (DC 13), *undetectable alignment*. Arcane spell failure 35%.

Possessions: Masterwork full plate, +1 heavy flail (in locked gauntlet), composite longbow (+2 Str bonus), 20 arrows, dagger, *potion of cure moderate wounds*, disguise kit, spell component pouch.

Physical Description: Elthorn is a nineteen-year-old man. He is sturdily built but still youthful in overall appearance, at odds with the forceful role that he plays in the cult. His handsome face resembles that of his father, Vadric, sheriff of Bronzebrook, but with a Flan cast. His armor is lacquered black and of draconic aspect. When disguised as “Brother Telios”, he looks like a red-haired Oeridian man about ten years older.

Muirig (APL 6 version): Male human Exp5; CR 4; Medium Humanoid (human); HD 5d6+10; hp 30; Init -1; Spd 30 ft.; AC 13, touch 9, flat-footed 13 [+4 +1 studded leather, -1 Dex]; Base Atk/Grp +3/+3 (currently +1); Atk or Full Atk +3 (+1) melee (1d4(-2)/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); SA —; SQ —; AL NE; SV Fort +3, Ref +0, Will +7; Str 10 (currently 7), Dex 8, Con 14, Int 16, Wis 12, Cha 13.

Skills and Feats: Craft (alchemy) +11, Heal +9, Knowledge (arcana) +8, Knowledge (local-NMR) +4, Knowledge (local-Sheldomar Valley) +10, Knowledge (nature) +11, Knowledge (the planes) +11, Knowledge (religion) +11, Profession (apothecary) +3, Spellcraft +15, Use Magic Device +14 (+16 with scrolls); Iron Will, Magical Aptitude, Skill Focus (Use Magical Device).

Languages: Common, Flan, Ancient Suloise, Infernal.

Possessions: +1 studded leather, 2 daggers, light crossbow, 10 bolts, 5 scrolls of cure light wounds, 5 scrolls of inflict light wounds, 2 scrolls of invisibility, scroll of silence, wand of enlarge person.

Physical Description: Muirig is in his late thirties. His curly brown hair is somewhat crazed and shows streaks of grey. He has dark circles under his deep-set blue eyes. His large ears could inspire unflattering comparisons to the mothlike creatures that he often studies. He is pale from recent Strength damage (stats shown in parentheses above), an addiction that his wife's shadow companion satisfies for him.

Astrid (APL 6 version): Female human Rgr6; see Encounter One stat-block.

Cultists: Male or female human Com1; CR 1/2; Medium Humanoid (human); HD 1d4+1; hp 4; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12 [+2 leather armor]; Base Atk/Grp +0/+1; Atk or Full Atk +1 melee (1d8+1, morningstar) or +1 melee (1d4+1/19-20, dagger); SA —; SQ —; AL NE; SV Fort +1, Ref +0, Will +0; Str 12, Dex 10, Con 13, Int 9, Wis 11, Cha 8.

Skills and Feats: Craft (various) +1, Jump +3, Listen +4, Spot +4; Alertness, Simple Weapon Proficiency.

Languages: Common.

Possessions: Leather armor, morningstar, dagger, wooden holy symbol (Falazure).

Physical Description: The cultists are of various ages. Most are Flan (or mostly-Flan) but some are Oeridians or of other ethnicities. They wear dark robes and wear a necklace depicting a draconic skull.

Appendix One: NPCs (APL 8)

Encounter One

6-HD Advanced Shadow: CR 5; Medium Undead; HD 6d12; hp 42; Init +6; Spd fly 40 ft. (good); AC 14 (+1 for Dodge), touch 12 (+1 for Dodge), flat-footed 12 [+2 Dex, +2 deflection]; Base Atk/Grp +3/—; Atk or Full Atk +5 melee (1d6 Str, incorporeal touch); SA create spawn, strength damage; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +2, Ref +4, Will +6; Str —, Dex 14, Con —, Int 6, Wis 12, Cha 14.

Skills and Feats: Hide +11 (+15 in shadowy illumination, +7 in bright illumination), Listen +8, Search +5, Spot +8; Alertness, Dodge, Improved Initiative.

Languages: Understands Common, but cannot speak intelligibly.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Turn-Resistant 9-HD Advanced Shadow: CR 7; Medium Undead; HD 9d12; hp 63; Init +2; Spd fly 40 ft. (good); AC 14 (+1 for Dodge), touch 12 (+1 for Dodge), flat-footed 12 [+2 Dex, +2 deflection]; Base Atk/Grp +4/—; Atk or Full Atk +6 melee (1d6 Str, incorporeal touch); SA create spawn, strength damage; SQ darkvision 60 ft., incorporeal traits, positive energy resistance 10, +2 turn resistance (+6 with feat), undead traits; AL CE; SV Fort +3, Ref +5, Will +7; Str —, Dex 15, Con —, Int 6, Wis 12, Cha 14.

Skills and Feats: Hide +14 (+18 in shadowy illumination, +10 in bright illumination), Listen +9, Search +6, Spot +9; Alertness, Dodge, Improved Turn Resistance (see Appendix Two), Positive Energy Resistance (see Appendix Two).

Languages: Understands Common, but cannot speak intelligibly.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Note: This shadow is turned as if a 15-HD undead.

Astrid (APL 8 version): Female human Rgr7/Shd1; CR 8; Medium Humanoid (human); HD 7d8+7 plus 1d6+1; hp 50; Init +4; Spd 30 ft. (40 ft. with *longstrider*); AC 19 (+1 for Dodge), touch 15 (+1 for Dodge), flat-footed 15 [+4 mithral shirt, +4 Dex, +1 deflection]; Base Atk/Grp +7/+9; Atk +10 melee (1d6+3/18-20, +1 scimitar) or +12 ranged (1d6+2/x3, masterwork composite shortbow [+2 Str bonus]); Full Atk +10/+5 melee (1d6+3/18-20, +1 scimitar), or +8/+3 melee (1d6+3/18-20, +1 scimitar) and +8/+3 melee (1d4+2/18-20, off-hand +1 kukri), or +12/+7 ranged (1d6+2/x3, masterwork composite shortbow [+2 Str bonus]); SA —; SQ favored enemy humans +4, favored enemy animals +2, hide in plain sight, wild empathy +6, woodland stride; AL NE; SV Fort +7, Ref +12, Will +4; Str 14, Dex 18, Con 12, Int 12, Wis 12, Cha 8.

Skills and Feats: Hide +15, Knowledge (dungeoneering) +6, Knowledge (nature) +6, Knowledge (the planes) +2, Knowledge (religion) +2, Listen +12, Move Silently +15, Perform (dance) +4, Spot +12, Survival +13, Tumble +11; Combat Reflexes, Dodge, Endurance^B, Improved Two-Weapon Fighting^B, Mobility, Spring Attack, Track^B, Two-Weapon Fighting^B.

Languages: Common, Flan.

Combat Style (Ex): This ranger has selected two-weapon combat. She gains the Two-Weapon Fighting feat without the normal prerequisites.

Improved Combat Style (Ex): This ranger has selected two-weapon combat. She gains the Improved Two-Weapon Fighting feat without the normal prerequisites.

Hide in Plain Sight (Su): as the ability in the *Dungeon Master's Guide*, page 195.

Ranger Spells Prepared (2): 1st—~~longstrider~~, ~~pass without trace~~. CL 3rd. (Both were precast one hour before this fight.)

Possessions: Mithral shirt, +1 scimitar, +1 kukri, 2 kukris, masterwork composite shortbow (+2 Str bonus), 10 arrows, 5 silver arrows, 5 cold iron arrows, ring of protection +1, cloak of resistance +1, potion of cure moderate wounds, potion of remove blindness/deafness, thunderstone.

Physical Description: Astrid is a human woman of mixed ancestry. She stands 5'5" and has a wiry build. She has tan skin, short black hair, and green eyes. She dresses in grey garb that accommodates her athletic activity.

Encounter Four – Cloakers

Elite 9-HD Advanced Cloaker: CR 7; Large Aberration; HD 9d8+36; hp 81; Init +9; Spd 10 ft., fly 40 ft. (average); AC 21, touch 14, flat-footed 16 [-1 size, +5 Dex, +7 natural]; Base Atk/Grp +6/+17; Atk +12 melee (1d6+7, tail slap); Full Atk +12 melee (1d6+7, tail slap) and +7 melee (1d4+3, bite); Space/Reach 10 ft./10 ft. (5 ft. with bite); SA moan, engulf; SQ darkvision 60 ft., shadow shift; AL CN; SV Fort +7, Ref +8, Will +9; Str 24, Dex 20, Con 19, Int 14, Wis 17, Cha 14.

Skills and Feats: Hide +13, Listen +17, Move Silently +17, Spot +17; Alertness, Combat Reflexes, Improved Initiative, Wingover.

Languages: Undercommon.

Moan (Ex): as the ability in the *Monster Manual*, page 36. The saving throws against the effects are at DC 16.

Engulf (Ex): as the ability in the *Monster Manual*, page 36.

Shadow Shift (Su): as the ability in the *Monster Manual*, page 36. The saving throws against the effects are at DC 16, and the cloaker's caster level is 9th instead of 6th.

Encounter Four – The Cult

Caclarah (APL 8 version): Female human (Flan) Sor8; CR 8; Medium Humanoid (human); HD 8d4+16; hp 41; Init +0; Spd 30 ft.; AC 12, touch 11, flat-footed 12 [+1 bracers, +1 deflection]; Base Atk/Grp +4/+3; Atk or Full Atk +4 melee (1d4-1/19-20, masterwork dagger); SA spells; SQ raven familiar (empathic link, share spells); AL CE; SV Fort +6, Ref +4, Will +9; Str 8, Dex 10, Con 14, Int 14, Wis 12, Cha 18 (20).

Skills and Feats: Appraise +5, Bluff +18, Concentration +13, Diplomacy +7, Intimidate +9, Knowledge (arcana) +12, Knowledge (the planes) +4, Knowledge (religion) +4, Spellcraft +15, Tumble +2; Alertness^B (when familiar is within arm's reach), Greater Spell Focus (illusion), Persuasive, Silent Spell, Spell Focus (illusion).

Languages: Common, Flan, Draconic.

Empathic Link (Su): as the ability in the *Players Handbook*, page 53.

Share Spells (Su): as the ability in the *Players Handbook*, page 53.

Sorcerer Spells Known (6/8/7/6/4 per day): 0—daze (DC 15), detect magic, ghost sound (DC 17), mending, message, prestidigitation, read magic, touch of fatigue (DC 15); 1st—chill touch (+3 touch, DC 16), feather fall, ray of enfeeblement (+4 ranged touch), true strike, ventriloquism

(DC 18); 2nd—blindness/deafness (DC 17), false life, mirror image; 3rd—major image (DC 20), slow (DC 18); 4th—dimension door.

Possessions: Bracers of armor +1, ring of protection +1, vest of resistance +2, cloak of Charisma +2, masterwork dagger, potion of cure moderate wounds, potion of remove blindness/deafness, scroll of dispel magic, scroll of haste, wand of magic missile (3rd, 10 charges), spell component pouch; bracelet of friends (one charm, keyed to Astrid).

Physical Description: Caclarah is a small Flan woman in her late twenties. She is not a classic beauty but has a commanding presence and a captivating voice. Her hair is long and wavy, her eyes nearly black. She enhances her eyelids and lips with dark paint. Her dress and cloak are of silk and velvet, in swirling patterns of deep purple, charcoal grey, and black.

Raven Familiar (APL 8 version): CR —; Tiny magical beast; HD 8; hp 20; Init +0; Spd 10 ft., fly 40 ft. (average); AC 18, touch 14, flat-footed 16 [+2 size, +2 Dex, +4 natural bonus]; Base Atk/Grp +4/-9; Atk or Full Atk +8 melee (1d2-5, claws); Space/Reach 2-1/2 ft./0 ft.; SA —; SQ deliver touch spells, empathic link, improved evasion, low-light vision, speak with master, speak with other birds; AL CE; SV Fort +2, Ref +4, Will +7; Str 1, Dex 15, Con 10, Int 9, Wis 12, Cha 6.

Skills and Feats: Bluff +9, Concentration +11, Knowledge (arcana) +9, Knowledge (the planes) +1, Knowledge (religion) +1, Listen +5, Spellcraft +12, Spot +7, Tumble +4; Alertness, Weapon Finesse^B.

Languages: Flan.

Elthorn (APL 8 version): Male human (mixed) Brd2/Ftr4/Dragon Disciple 1 (shadow dragon); CR 7; Medium Humanoid (human); HD 2d6+4 plus 4d10+8 plus 1d12+2; hp 55; Init +0; Spd 30 ft. (20 ft. in full plate); AC 21, touch 10, flat-footed 21 [+10 +2 full plate, +1 natural]; Base Atk/Grp +5/+7; Atk or Full Atk +9 melee (1d10+6/19-20, +1 heavy flail) or +5 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); SA —; SQ bardic knowledge +5, bardic music 2/day (countersong, fascinate, inspire courage +1); AL NE (borderline N); SV Fort +8, Ref +4, Will +7; Str 14, Dex 10, Con 14, Int 13, Wis 12, Cha 14.

Skills and Feats: Bluff +11, Diplomacy +11, Disguise +7 (+9 acting), Intimidate +6, Knowledge (arcana) +9, Knowledge (history) +6, Listen +8, Perform (sing) +7, Spellcraft +6; Blind-Fight, Combat Expertise, Improved Disarm, Improved Trip, Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Languages: Common, Flan, Draconic, Undercommon.

Bard Spells Known (3/2 per day): 0—daze, detect magic, ghost sound (DC 12), message, prestidigitation; 1st—

disguise self (DC 13), *undetected alignment*. Arcane spell failure 35%.

Possessions: +2 *full plate*, +1 *heavy flail* (in locked gauntlet), composite longbow (+2 Str bonus), 20 arrows, dagger, *potion of cure moderate wounds*, disguise kit, spell component pouch.

Physical Description: Elthorn is a nineteen-year-old man. He is sturdily built but still youthful in overall appearance, at odds with the forceful role that he plays in the cult. His handsome face resembles that of his father, Vadric, sheriff of Bronzebrook, but with a Flan cast. His coppery skin has just a hint of tiny, darkly iridescent scales. His armor is lacquered black and of draconic aspect. When disguised as "Brother Telios", he looks like a red-haired Oeridian man about ten years older.

Muirig (APL 8 version): Male human Exp7; CR 6; Medium Humanoid (human); HD 7d6+14; hp 42; Init -1; Spd 30 ft.; AC 13, touch 9, flat-footed 13 [+4 +1 *studded leather*, -1 Dex]; Base Atk/Grp +5/+5 (currently +3); Atk or Full Atk +5 (+3) melee (1d4(-2)/19-20, dagger) or +4 ranged (1d8/19-20, light crossbow); SA —; SQ —; AL NE; SV Fort +4, Ref +1, Will +8; Str 10 (currently 7), Dex 8, Con 14, Int 16, Wis 12, Cha 13.

Skills and Feats: Craft (alchemy) +13, Heal +11, Knowledge (arcana) +8, Knowledge (local-NMR) +5, Knowledge (local-Sheldomar Valley) +11, Knowledge (nature) +13, Knowledge (the planes) +16, Knowledge (religion) +13, Profession (apothecary) +5, Spellcraft +17, Use Magic Device +16 (+18 with scrolls); Iron Will, Magical Aptitude, Skill Focus (Knowledge [the planes]), Skill Focus (Use Magic Device).

Languages: Common, Flan, Ancient Suloise, Draconic, Infernal.

Possessions: +1 *studded leather*, 2 daggers, light crossbow, 10 bolts, 5 *scrolls of inflict light wounds*, *scroll of calm emotions*, 3 *scrolls of cure moderate wounds*, *scroll of glitterdust*, 2 *scrolls of invisibility*, *scroll of silence*, *wand of enlarge person*.

Physical Description: Muirig is in his late thirties. His curly brown hair is somewhat crazed and shows streaks of grey. He has dark circles under his deep-set blue eyes. His large ears could inspire unflattering comparisons to the mothlike creatures that he often studies. He is pale from recent Strength damage (stats shown in parentheses above), an addiction that his wife's shadow companion satisfies for him.

Astrid (APL 8 version): Female human Rgr7/Shd1; see Encounter One stat-block.

Turn-Resistant 6-HD Advanced Shadow: CR 5; Medium Undead; HD 6d12; hp 42; Init +2; Spd fly 40 ft. (good); AC 14 (+1 for Dodge), touch 12 (+1 for Dodge), flat-footed 12 [+2 Dex, +2 deflection]; Base Atk/Grp +3/—; Atk or Full Atk +5 melee (1d6 Str, incorporeal touch); SA create spawn, strength damage; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance (+6 with feat), undead traits; AL CE; SV Fort +2, Ref +4, Will +6; Str —, Dex 14, Con —, Int 6, Wis 12, Cha 14.

Skills and Feats: Hide +11 (+15 in shadowy illumination, +7 in bright illumination), Listen +8, Search +5, Spot +8; Alertness, Dodge, Improved Turn Resistance (see Appendix Two).

Languages: Understands Common, but cannot speak intelligibly.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Note: This shadow is turned as if a 12-HD undead.

Cultists: Male or female human Com1; CR 1/2; Medium Humanoid (human); HD 1d4+1; hp 4; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12 [+2 *leather armor*]; Base Atk/Grp +0/+1; Atk or Full Atk +1 melee (1d8+1, morningstar) or +1 melee (1d4+1/19-20, dagger); SA —; SQ —; AL NE; SV Fort +1, Ref +0, Will +0; Str 12, Dex 10, Con 13, Int 9, Wis 11, Cha 8.

Skills and Feats: Craft (various) +1, Jump +3, Listen +4, Spot +4; Alertness, Simple Weapon Proficiency.

Languages: Common.

Possessions: *Leather armor*, morningstar, dagger, wooden holy symbol (Falazure).

Physical Description: The cultists are of various ages. Most are Flan (or mostly-Flan) but some are Oeridians or of other ethnicities. They wear dark robes and wear a necklace depicting a draconic skull.

Appendix One: NPCs (APL 10)

Encounter One

6-HD Advanced Shadow: CR 5; Medium Undead; HD 6d12; hp 42; Init +6; Spd fly 40 ft. (good); AC 14 (+1 for Dodge), touch 12 (+1 for Dodge), flat-footed 12 [+2 Dex, +2 deflection]; Base Atk/Grp +3/—; Atk or Full Atk +5 melee (1d6 Str, incorporeal touch); SA create spawn, strength damage; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +2, Ref +4, Will +6; Str —, Dex 14, Con —, Int 6, Wis 12, Cha 14.

Skills and Feats: Hide +11 (+15 in shadowy illumination, +7 in bright illumination), Listen +8, Search +5, Spot +8; Alertness, Dodge, Improved Initiative.

Languages: Understands Common, but cannot speak intelligibly.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Turn-Resistant 9-HD Advanced Shadow: CR 7; Medium Undead; HD 9d12; hp 63; Init +2; Spd fly 40 ft. (good); AC 14 (+1 for Dodge), touch 12 (+1 for Dodge), flat-footed 12 [+2 Dex, +2 deflection]; Base Atk/Grp +4/—; Atk or Full Atk +6 melee (1d6 Str, incorporeal touch); SA create spawn, strength damage; SQ darkvision 60 ft., incorporeal traits, positive energy resistance 10, +2 turn resistance (+6 with feat), undead traits; AL CE; SV Fort +3, Ref +5, Will +7; Str —, Dex 15, Con —, Int 6, Wis 12, Cha 14.

Skills and Feats: Hide +14 (+18 in shadowy illumination, +10 in bright illumination), Listen +9, Search +6, Spot +9; Alertness, Dodge, Improved Turn Resistance (see Appendix Two), Positive Energy Resistance (see Appendix Two).

Languages: Understands Common, but cannot speak intelligibly.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Note: This shadow is turned as if a 15-HD undead.

Gwenfar (APL 10 version): Female human Rgr7/Shd3; CR 10; Medium Humanoid (human); HD 7d8+7 plus 3d6+3; hp 60; Init +5; Spd 30 ft. (40 ft. with *longstrider*); AC 21 (+1 for Dodge), touch 16 (+1 for Dodge), flat-footed 21 (uncanny dodge) [+5 +1 *mithral shirt*, +5 Dex, +1 deflection]; Base Atk/Grp +9/+11; Atk +15 melee (1d4+3/18-20, +1 *kukri*) or +15 ranged (1d6+2/x3, masterwork composite shortbow [+2 Str bonus]); Full Atk +15/+10 melee (1d4+3/18-20, +1 *kukri*), or +13/+8 melee (1d4+3/18-20, +1 *kukri*) and +13/+8 melee (1d4+2/18-20, off-hand +1 *kukri*), or +15/+10 ranged (1d6+2/x3, masterwork composite shortbow [+2 Str bonus]); SA —; SQ darkvision 60 ft., evasion, favored enemy humans +4, favored enemy animals +2, hide in plain sight, summon shadow, uncanny dodge (Dex bonus to AC), wild empathy +6, woodland stride; AL NE; SV Fort +8, Ref +14, Will +5; Str 14, Dex 18 (20), Con 12, Int 12, Wis 12, Cha 8.

Skills and Feats: Hide +18, Knowledge (dungeoneering) +6, Knowledge (nature) +6, Knowledge (the planes) +2, Knowledge (religion) +2, Listen +14, Move Silently +18, Perform (dance) +4, Spot +14, Survival +14, Tumble +18; Combat Reflexes, Dodge, Endurance^B, Improved Two-Weapon Fighting^B, Mobility, Spring Attack, Track^B, Two-Weapon Fighting^B, Weapon Finesse.

Languages: Common, Flan.

Combat Style (Ex): This ranger has selected two-weapon combat. She gains the Two-Weapon Fighting feat without the normal prerequisites.

Improved Combat Style (Ex): This ranger has selected two-weapon combat. She gains the Improved Two-Weapon Fighting feat without the normal prerequisites.

Hide in Plain Sight (Su): as the ability in the *Dungeon Master's Guide*, page 195.

Shadow Illusion (Sp): as the ability in the *Dungeon Master's Guide*, page 195.

Summon Shadow: as the ability in the *Dungeon Master's Guide*, page 195.

Ranger Spells Prepared (2): 1st—~~longstrider~~, ~~pass without trace~~. CL 3rd. (Both were precast one hour before this fight.)

Possessions: +1 *mithral shirt*, 2 +1 *kukris*, 2 *kukris*, masterwork composite shortbow (+2 Str bonus), 10 arrows, 5 silver arrows, 5 cold iron arrows, *ring of protection* +1, *cloak of resistance* +1, *gloves of Dexterity* +2, *potion of cure moderate wounds*, *potion of gaseous form*, *potion of remove blindness/deafness*, *thunderstone*.

Gwenfar has a permanent *Rary's telepathic bond* (CL 16th) with her husband, Muirig.

Physical Description: Gwenfar is a human woman, tall and lithe, with pale skin, dark brown hair cut boyishly short, cold black eyes, and a sardonic smirk. She dresses in grey garb that accommodates her athletic activity.

Encounter Four – Cloaker

Elite 16-HD Advanced Huge Cloaker: CR 11; Huge Aberration; HD 16d8+96; hp 176; Init +8; Spd 10 ft., fly 40 ft. (average); AC 22, touch 12, flat-footed 18 [-2 size, +4 Dex, +10 natural]; Base Atk/Grp +12/+32; Atk +22 melee (1d8+12/19-20, tail slap); Full Atk +22 melee (1d8+12/19-20, tail slap) and +17 melee (1d6+6, bite); Space/Reach 15 ft./15 ft. (10 ft. with bite); SA moan, engulf; SQ darkvision 60 ft., shadow shift; AL CN; SV Fort +11, Ref +9, Will +14; Str 34, Dex 18, Con 23, Int 14, Wis 18, Cha 14.

Skills and Feats: Hide +15, Listen +25, Move Silently +23, Spot +25; Ability Focus (moan), Alertness, Combat Reflexes, Improved Critical (tail slap), Improved Initiative, Wingover.

Languages: Undercommon.

Moan (Ex): as the ability in the *Monster Manual*, page 36. The saving throws against the effects are at DC 22, including its Ability Focus feat.

Engulf (Ex): as the ability in the *Monster Manual*, page 36.

Shadow Shift (Su): as the ability in the *Monster Manual*, page 36. The saving throws against the effects are at DC 20, and the cloaker's caster level is 16th instead of 6th.

Encounter Four – The Cult

Caelarah (APL 10 version): Female human (Flan) Sor10; CR 10; Medium Humanoid (human); HD 10d4+20; hp 51; Init +0; Spd 30 ft.; AC 12, touch 11, flat-footed 11 [+1 bracers, +1 deflection]; Base Atk/Grp +5/+4; Atk or Full Atk +5 melee (1d4-1/19-20, masterwork dagger); SA spells; SQ raven familiar (empathic link, share spells); AL CE; SV Fort +7, Ref +5, Will +10; Str 8, Dex 10, Con 14, Int 14, Wis 12, Cha 18 (20).

Skills and Feats: Appraise +5, Bluff +20, Concentration +15, Diplomacy +7, Intimidate +9, Knowledge (arcana) +14, Knowledge (the planes) +5, Knowledge (religion) +6, Spellcraft +17, Tumble +2; Alertness^B (when familiar is within arm's reach),

Greater Spell Focus (illusion), Heighten Spell, Persuasive, Silent Spell, Spell Focus (illusion).

Languages: Common, Flan, Draconic.

Empathic Link (Su): as the ability in the *Players Handbook*, page 53.

Share Spells (Su): as the ability in the *Players Handbook*, page 53.

Sorcerer Spells Known (6/8/7/7/6/4 per day): 0—daze (DC 15), detect magic, ghost sound (DC 17), mage hand, mending, message, prestidigitation, read magic, touch of fatigue (DC 15); 1st—chill touch (+4 touch, DC 16), feather fall, ray of enfeeblement (+6 ranged touch), true strike, ventriloquism (DC 18); 2nd—blindness/deafness (DC 17), darkvision, false life, mirror image; 3rd—incorporeal enhancement (see Appendix Two), major image (DC 20), slow (DC 18); 4th—dimension door, enervation (+6 ranged touch); 5th—shadow evocation (DC 22). Usually, she has cast 2 darkvisions from her 2nd-level slots (5 slots remaining), and one incorporeal enhancement from her 3rd-level slots (6 slots remaining).

Possessions: Bracers of armor +1, ring of protection +1, vest of resistance +2, cloak of Charisma +2, brooch of shielding (101 points), masterwork dagger, potion of cure moderate wounds, potion of remove blindness/deafness, scroll of see invisibility, scroll of haste, scroll of protection from energy, wand of magic missile (7th, 10 charges), spell component pouch.

Physical Description: Caelarah is a small Flan woman in her late twenties. She is not a classic beauty but has a commanding presence and a captivating voice. Her hair is long and wavy, her eyes nearly black. She enhances her eyelids and lips with dark paint. Her dress and cloak are of silk and velvet, in swirling patterns of deep purple, charcoal grey, and black.

Raven Familiar (APL 10 version): CR —; Tiny magical beast; HD 10; hp 25; Init +0; Spd 10 ft., fly 40 ft. (average); AC 19, touch 14, flat-footed 17 [+2 size, +2 Dex, +5 natural bonus]; Base Atk/Grp +5/-8; Atk or Full Atk +9 melee (1d2-5, claws); Space/Reach 2-1/2 ft./0 ft.; SA —; SQ deliver touch spells, empathic link, improved evasion, low-light vision, speak with master, speak with other birds; AL CE; SV Fort +3, Ref +5, Will +9; Str 1, Dex 15, Con 10, Int 10, Wis 12, Cha 6.

Skills and Feats: Bluff +11, Concentration +13, Knowledge (arcana) +12, Knowledge (the planes) +2, Knowledge (religion) +3, Listen +5, Spellcraft +15, Spot +7, Tumble +4; Alertness, Weapon Finesse^B.

Languages: Flan.

Elthorn (APL 10 version): Male human (mixed) Brd2/Ftr4/Dragon Disciple 2 (shadow dragon); CR 8; Medium Humanoid (human); HD 2d6+4 plus 4d10+8

plus 2d12+4; hp 64; Init +0; Spd 30 ft. (20 ft. in full plate); AC 21, touch 10, flat-footed 21 [+10 +2 full plate, +1 natural]; Base Atk/Grp +6/+10; Atk +12 melee (1d10+10/19-20, +1 heavy flail) or +7 ranged (1d8+4/x3, masterwork composite longbow [+4 Str bonus]); Full Atk +12/+7 melee (1d10+9/19-20, +1 heavy flail) and +5 melee (1d6+4, bite) or +10 melee (1d6+4, bite) and +5/+5 melee (1d4+2, 2 claws) or +7/+2 ranged (1d8+4/x3, masterwork composite longbow [+4 Str bonus]); SA —; SQ bardic knowledge +5, bardic music 2/day (countersong, fascinate, inspire courage +1); AL NE (borderline N); SV Fort +9, Ref +4, Will +8; Str 17 (19), Dex 10, Con 14, Int 13, Wis 12, Cha 14.

Skills and Feats: Bluff +11, Diplomacy +11, Disguise +7 (+9 acting), Intimidate +6, Knowledge (arcana) +9, Knowledge (history) +6, Listen +12, Perform (sing) +7, Spellcraft +6; Blind-Fight, Combat Expertise, Improved Disarm, Improved Trip, Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Languages: Common, Flan, Draconic, Undercommon.

Bard Spells Known (3/3 per day): 0—*daze, detect magic, ghost sound* (DC 12), *message, prestidigitation*; 1st—*disguise self* (DC 13), *undetected alignment*. Arcane spell failure 35%.

Possessions: +2 full plate, +1 heavy flail (in locked gauntlet), *gauntlets of ogre power*, masterwork composite longbow (+4 Str bonus), 20 arrows, dagger, *potion of cure moderate wounds*, disguise kit, spell component pouch.

Physical Description: Elthorn is a nineteen-year-old man. He is sturdily built but still youthful in overall appearance, at odds with the forceful role that he plays in the cult. His handsome face resembles that of his father, Vadric, sheriff of Bronzebrook, but with a Flan cast. His coppery skin has just a hint of tiny, darkly iridescent scales. His armor is lacquered black and of draconic aspect. When disguised as “Brother Telios”, he looks like a red-haired Oeridian man about ten years older.

Muirig (APL 10 version): Male human Exp8; CR 7; Medium Humanoid (human); HD 8d6+16; hp 48; Init -1; Spd 30 ft.; AC 13, touch 9, flat-footed 13 [+4 +1 studded leather, -1 Dex]; Base Atk/Grp +6/+6 (currently +4); Atk +6 (+4) melee (1d4(-2)/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); Full Atk +6/+1 (+4/-1) melee (1d4(-2)/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); SA —; SQ —; AL NE; SV Fort +4, Ref +1, Will +9; Str 10 (currently 7), Dex 8, Con 14, Int 17, Wis 12, Cha 13.

Skills and Feats: Craft (alchemy) +14, Heal +12, Knowledge (arcana) +8, Knowledge (local-NMR) +6, Knowledge (local-Sheldomar Valley) +11, Knowledge (nature) +14, Knowledge (the planes) +17, Knowledge (religion) +14, Profession (apothecary) +7, Spellcraft

+18, Use Magic Device +18 (+20 with scrolls); Iron Will, Magical Aptitude, Skill Focus (Knowledge [the planes]), Skill Focus (Use Magic Device).

Languages: Common, Flan, Ancient Suloise, Draconic, Infernal.

Possessions: +1 studded leather, 2 daggers, light crossbow, 10 bolts, 5 scrolls of *inflict light wounds*, scroll of *bull's strength*, scroll of *calm emotions*, scroll of *glitterdust*, 3 scrolls of *invisibility*, scroll of *silence*, 2 scrolls of *dispel magic*, wand of *enlarge person*, wand of *cure moderate wounds*, wand of *unholy blight* (8th, 1 charge); bracelet of friends (one charm, keyed to Gwenfar).

Muirig has a permanent Rary's telepathic bond (CL 16th) with his wife, Gwenfar.

Physical Description: Muirig is in his late thirties. His curly brown hair is somewhat crazed and shows streaks of grey. He has dark circles under his deep-set blue eyes. His large ears could inspire unflattering comparisons to the mothlike creatures that he often studies. He is pale from recent Strength damage (stats shown in parentheses above), an addiction that his wife's shadow companion satisfies for him.

Gwenfar (APL 10 version): Female human Rgr7/Shd3; see Encounter One stat-block.

Turn-Resistant 9-HD Advanced Shadow: CR 7; Medium Undead; HD 9d12; hp 63; Init +2; Spd fly 40 ft. (good); AC 14 (+1 for Dodge), touch 12 (+1 for Dodge), flat-footed 12 [+2 Dex, +2 deflection]; Base Atk/Grp +4/—; Atk or Full Atk +6 melee (1d6 Str, incorporeal touch); SA create spawn, strength damage; SQ darkvision 60 ft., incorporeal traits, positive energy resistance 10, +2 turn resistance (+6 with feat), undead traits; AL CE; SV Fort +3, Ref +5, Will +7; Str —, Dex 15, Con —, Int 6, Wis 12, Cha 14.

Skills and Feats: Hide +14 (+18 in shadowy illumination, +10 in bright illumination), Listen +9, Search +6, Spot +9; Alertness, Dodge, Improved Turn Resistance (see Appendix Two), Positive Energy Resistance (see Appendix Two).

Languages: Understands Common, but cannot speak intelligibly.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Note: This shadow is turned as if a 15-HD undead.

Note: Under the effects of the *incorporeal enhancement* spell (CL 10th) (see Appendix Two), it gains +2 to AC, +2d8 (average 9) bonus hit points, +2 on attack rolls, and a further +2 turn resistance. These bonuses give it hp 63 + 9 temporary; AC 16, touch 14, flat-footed 14; Atk or Full Atk +8 melee (1d6 Str, incorporeal touch); total turn resistance +8. This shadow is normally turned as if a 15-HD undead, but as if a 17-HD undead with *incorporeal enhancement*.

Cultists: Male or female human Com1; CR 1/2; Medium Humanoid (human); HD 1d4+1; hp 4; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12 [+2 leather armor]; Base Atk/Grp +0/+1; Atk or Full Atk +1 melee (1d8+1, morningstar) or +1 melee (1d4+1/19-20, dagger); SA —; SQ —; AL NE; SV Fort +1, Ref +0, Will +0; Str 12, Dex 10, Con 13, Int 9, Wis 11, Cha 8.

Skills and Feats: Craft (various) +1, Jump +3, Listen +4, Spot +4; Alertness, Simple Weapon Proficiency.

Languages: Common.

Possessions: Leather armor, morningstar, dagger, wooden holy symbol (Falazure).

Physical Description: The cultists are of various ages. Most are Flan (or mostly-Flan) but some are Oeridians or of other ethnicities. They wear dark robes and wear a necklace depicting a draconic skull.

Encounter One

6-HD Advanced Shadow: CR 5; Medium Undead; HD 6d12; hp 42; Init +6; Spd fly 40 ft. (good); AC 14 (+1 for Dodge), touch 12 (+1 for Dodge), flat-footed 12 [+2 Dex, +2 deflection]; Base Atk/Grp +3/—; Atk or Full Atk +5 melee (1d6 Str, incorporeal touch); SA create spawn, strength damage; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +2, Ref +4, Will +6; Str —, Dex 14, Con —, Int 6, Wis 12, Cha 14.

Skills and Feats: Hide +11 (+15 in shadowy illumination, +7 in bright illumination), Listen +8, Search +5, Spot +8; Alertness, Dodge, Improved Initiative.

Languages: Understands Common, but cannot speak intelligibly.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Super-Shadow (Elite, Twice-Evolved, Turn-Resistant, 9-HD Advanced Shadow): CR 10; Medium Undead; HD 9d12; hp 63; Init +5; Spd fly 40 ft. (good); AC 20 (+1 for Dodge), touch 15 (+1 for Dodge), flat-footed 15 [+5 Dex, +5 deflection]; Base Atk/Grp +4/—; Atk or Full Atk +9 melee (1d6 Str, incorporeal touch); SA create spawn, strength damage; SQ darkvision 60 ft., fast healing 6, incorporeal traits, positive energy resistance 10, spell-like abilities, +2 turn resistance (+6 with feat), undead traits; AL CE; SV Fort +3, Ref +8, Will +8; Str —, Dex 20, Con —, Int 8, Wis 14, Cha 20.

Skills and Feats: Hide +17 (+21 in shadowy illumination, +13 in bright illumination), Listen +16, Search +11, Spot +16; Alertness, Dodge, Improved Turn Resistance (see Appendix Two), Positive Energy Resistance (see Appendix Two).

Languages: Understands Common, but cannot speak intelligibly.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Appendix One: NPCs (APL 12)

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Fast Healing (Ex): An evolved shadow heals 6 points of damage each round so long as it has at least 1 hit point.

Spell-Like Abilities (Sp): 1/day—*confusion* (DC 19), *haste* (self only). Caster level 9th. The save DC is Charisma-based.

Note: This shadow is turned as if a 15-HD undead.

Gwenfar (APL 12 version): Female human Rgr7/Shd5; CR 12; Medium Humanoid (human); HD 7d8+7 plus 5d6+5; hp 70; Init +5; Spd 30 ft. (40 ft. with *longstrider*); AC 21 (+1 for Dodge), touch 16 (+1 for Dodge), flat-footed 21 (uncanny dodge) [+5 +1 *mithral shirt*, +5 Dex, +1 deflection]; Base Atk/Grp +10/+12; Atk +16 melee (1d4+3/15-20, +1 *kukri*) or +16 ranged (1d6+2/x3, masterwork composite shortbow [+2 Str bonus]); Full Atk +16/+11 melee (1d4+3/15-20, +1 *kukri*), or +14/+9 melee (1d4+3/15-20, +1 *kukri*) and +14/+9 melee (1d4+2/15-20, off-hand +1 *kukri*), or +16/+11 ranged (1d6+2/x3, masterwork composite shortbow [+2 Str bonus]); SA —; SQ darkvision 60 ft., defensive roll, evasion, favored enemy humans +4, favored enemy animals +2, hide in plain sight, improved uncanny dodge, shadow jump 20 ft., summon shadow, uncanny dodge (Dex bonus to AC), wild empathy +6, woodland stride; AL NE; SV Fort +8, Ref +15, Will +6; Str 14, Dex 19 (21), Con 12, Int 12, Wis 12 (14), Cha 8.

Skills and Feats: Hide +20, Knowledge (dungeoneering) +6, Knowledge (nature) +6, Knowledge (the planes) +2, Knowledge (religion) +2, Listen +17, Move Silently +25, Perform (dance) +4, Spot +17, Survival +18, Tumble +20; Combat Reflexes, Dodge, Endurance^B, Improved Critical (*kukri*), Improved Two-Weapon Fighting^B, Mobility, Spring Attack, Track^B, Two-Weapon Fighting^B, Weapon Finesse.

Languages: Common, Flan.

Combat Style (Ex): This ranger has selected two-weapon combat. She gains the Two-Weapon Fighting feat without the normal prerequisites.

Improved Combat Style (Ex): This ranger has selected two-weapon combat. She gains the Improved Two-Weapon Fighting feat without the normal prerequisites.

Defensive Roll (Ex): as the ability in the *Dungeon Master's Guide*, pages 195-196.

Hide in Plain Sight (Su): as the ability in the *Dungeon Master's Guide*, page 195.

Improved Uncanny Dodge (Ex): This shadowdancer cannot be flanked except by a rogue of at least 9th level.

Shadow Illusion (Sp): as the ability in the *Dungeon Master's Guide*, page 195.

Shadow Jump (Su): as the ability in the *Dungeon Master's Guide*, page 195.

Summon Shadow: as the ability in the *Dungeon Master's Guide*, page 195.

Ranger Spells Prepared (2): 1st—~~longstrider~~, ~~pass without trace~~. CL 3rd. (Both were precast one hour before this fight.)

Possessions: +1 mithral shirt of silent moves, 2 +1 kukris, 2 kukris, masterwork composite shortbow (+2 Str bonus), 10 arrows, 5 silver arrows, 5 cold iron arrows, ring of protection +1, cloak of resistance +1, gloves of Dexterity +2, peridot of Wisdom +2, potion of cure moderate wounds, potion of gaseous form, potion of remove blindness/deafness, thunderstone.

Gwenfar has a permanent Rary's telepathic bond (CL 16th) with her husband, Muirig.

Physical Description: Gwenfar is a human woman, tall and lithe, with pale skin, dark brown hair cut boyishly short, cold black eyes, and a sardonic smirk. She dresses in grey garb that accommodates her athletic activity.

Note: She has her 2 nonmagical kukris enhanced by greater magic weapon (+3, CL 12th). Her attack and damage values are increased by 2, to a total of +18/+13 melee (1d4+5/15-20, +3 kukri), or +16/+11 melee (1d4+5/15-20, +3 kukri) and +16/+11 melee (1d4+4/15-20, off-hand +3 kukri).

Encounter Four – Cloakers

Elite 16-HD Advanced Huge Cloaker: CR 11; Huge Aberration; HD 16d8+96; hp 176; Init +8; Spd 10 ft., fly 40 ft. (average); AC 22, touch 12, flat-footed 18 [-2 size, +4 Dex, +10 natural]; Base Atk/Grp +12/+32; Atk +22 melee (1d8+12/19-20, tail slap); Full Atk +22 melee (1d8+12/19-20, tail slap) and +17 melee (1d6+6, bite); Space/Reach 15 ft./15 ft. (10 ft. with bite); SA moan, engulf; SQ darkvision 60 ft., shadow shift; AL CN; SV Fort +11, Ref +9, Will +14; Str 34, Dex 18, Con 23, Int 14, Wis 18, Cha 14.

Skills and Feats: Hide +15, Listen +25, Move Silently +23, Spot +25; Ability Focus (moan), Alertness, Combat Reflexes, Improved Critical (tail slap), Improved Initiative, Wingover.

Languages: Undercommon.

Moan (Ex): as the ability in the *Monster Manual*, page 36. The saving throws against the effects are at DC 22, including its Ability Focus feat.

Engulf (Ex): as the ability in the *Monster Manual*, page 36.

Shadow Shift (Su): as the ability in the *Monster Manual*, page 36. The saving throws against the effects are at DC 20, and the cloaker's caster level is 16th instead of 6th.

Encounter Four – The Cult

Caclarah (APL 12 version): Female human (Flan) Sor12; CR 12; Medium Humanoid (human); HD 12d4+24; hp 61; Init +0; Spd 30 ft.; AC 13, touch 12, flat-footed 11 [+1 bracers, +2 deflection]; Base Atk/Grp +6/+5; Atk +6 melee (1d4-1/19-20, masterwork dagger); Full Atk +6/+1 melee (1d4-1/19-20, masterwork dagger); SA spells; SQ raven familiar (empathic link, share spells); AL CE; SV Fort +8, Ref +6, Will +11; Str 8, Dex 10, Con 14, Int 14, Wis 12, Cha 19 (21).

Skills and Feats: Appraise +5, Bluff +22, Concentration +17, Diplomacy +7, Intimidate +9, Knowledge (arcana) +14, Knowledge (the planes) +5, Knowledge (religion) +6, Spellcraft +19, Tumble +2; Alertness^B (when familiar is within arm's reach), Empower Spell, Greater Spell Focus (illusion), Heighten Spell, Persuasive, Silent Spell, Spell Focus (illusion).

Languages: Common, Flan, Draconic.

Empathic Link (Su): as the ability in the *Players Handbook*, page 53.

Share Spells (Su): as the ability in the *Players Handbook*, page 53.

Sorcerer Spells Known (6/8/7/7/7/6/3 per day): 0—daze (DC 15), detect magic, ghost sound (DC 17), mage hand, mending, message, prestidigitation, read magic, touch of fatigue (DC 15); 1st—chill touch (+5 touch, DC 16), feather fall, ray of enfeeblement (+6 ranged touch), true strike, ventriloquism (DC 18); 2nd—alter self, blindness/deafness (DC 17), darkvision, false life, mirror image; 3rd—greater magic weapon, incorporeal enhancement (see Appendix Two), major image (DC 20), slow (DC 18); 4th—dimension door, enervation (+6 ranged touch), phantasmal killer (DC 21); 5th—dream, shadow evocation (DC 22); 6th—greater dispel magic. Usually, she has cast 2 darkvisions from her 2nd-level slots (5 slots remaining), and 3 greater magic weapons and one incorporeal enhancement from her 3rd-level slots (3 slots remaining).

Possessions: Bracers of armor +1, ring of protection +2, vest of resistance +2, cloak of Charisma +2, brooch of shielding (101 points), glove of storing, masterwork dagger, potion

of cure moderate wounds, potion of remove blindness/deafness, scroll of see invisibility, scroll of haste, scroll of protection from energy, wand of magic missile (7th, 10 charges) (normally in glove of storing), spell component pouch.

Physical Description: Caelarah is a small Flan woman in her late twenties. She is not a classic beauty but has a commanding presence and a captivating voice. Her hair is long and wavy, her eyes nearly black. She enhances her eyelids and lips with dark paint. Her dress and cloak are of silk and velvet, in swirling patterns of deep purple, charcoal grey, and black.

Raven Familiar (APL 12 version): CR —; Tiny magical beast; HD 12; hp 30; Init +0; Spd 10 ft., fly 40 ft. (average); AC 20, touch 14, flat-footed 18 [+2 size, +2 Dex, +6 natural bonus]; Base Atk/Grp +6/-7; Atk or Full Atk +10 melee (1d2-5, claws); Space/Reach 2-1/2 ft./0 ft.; SA —; SQ deliver touch spells, empathic link, improved evasion, low-light vision, speak with master, speak with other birds, SR 17; AL CE; SV Fort +4, Ref +6, Will +10; Str 1, Dex 15, Con 10, Int 11, Wis 12, Cha 6.

Skills and Feats: Bluff +13, Concentration +15, Knowledge (arcana) +12, Knowledge (the planes) +3, Knowledge (religion) +5, Listen +5, Spellcraft +17, Spot +7, Tumble +4; Alertness, Weapon Finesse^B.

Languages: Flan.

Elthorn (APL 12 version): Male human (mixed) Brd2/Ftr4/Dragon Disciple 4 (shadow dragon); CR 10; Medium Humanoid (human); HD 2d6+6 plus 4d10+12 plus 4d12+12; hp 92; Init +0; Spd 30 ft. (20 ft. in full plate); AC 22, touch 10, flat-footed 22 [+10 +2 full plate, +2 natural]; Base Atk/Grp +8/+13; Atk +15 melee (1d10+10/19-20, +1 heavy flail) or +9 ranged (1d8+4/x3, masterwork composite longbow [+4 Str bonus]); Full Atk +15/+10 melee (1d10+10/19-20, +1 heavy flail) and +8 melee (1d6+5, bite) or +13 melee (1d6+5, bite) and +8/+8 melee (1d4+2, 2 claws) or +9/+4 ranged (1d8+4/x3, masterwork composite longbow [+4 Str bonus]); SA breath weapon 1/day; SQ bardic knowledge +5, bardic music 2/day (countersong, fascinate, inspire courage +1); AL NE (borderline N); SV Fort +11, Ref +7, Will +9; Str 19 (21), Dex 10, Con 14 (16), Int 13, Wis 12, Cha 14.

Skills and Feats: Bluff +11, Diplomacy +17, Disguise +7 (+9 acting), Intimidate +6, Knowledge (arcana) +9, Knowledge (history) +6, Listen +14, Perform (sing) +7, Spellcraft +6; Blind-Fight, Combat Expertise, Improved Disarm, Improved Trip, Lightning Reflexes, Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Breath Weapon (Su): 30-ft. cone, damage 2d8 negative energy, Reflex DC 17 half.

Languages: Common, Flan, Draconic, Undercommon.

Bard Spells Known (3/4 per day): 0—daze, detect magic, ghost sound (DC 12), message, prestidigitation; 1st—disguise self (DC 13), undetectable alignment. Arcane spell failure 35%.

Possessions: +2 full plate, +1 heavy flail (in locked gauntlet), amulet of health +2, gauntlets of ogre power, masterwork composite longbow (+4 Str bonus), 20 arrows, dagger, *potion of cure moderate wounds*, disguise kit, spell component pouch.

Physical Description: Elthorn is a nineteen-year-old man. He is sturdily built but still youthful in overall appearance, at odds with the forceful role that he plays in the cult. His handsome face resembles that of his father, Vadric, sheriff of Bronzebrook, but with a Flan cast. His coppery skin has begun to transform into tiny, darkly iridescent scales. His armor is lacquered black and of draconic aspect. When disguised as “Brother Telios”, he looks like a red-haired Oeridian man about ten years older.

Muirig (APL 12 version): Male human Exp9; CR 8; Medium Humanoid (human); HD 9d6+18; hp 54; Init -1; Spd 30 ft.; AC 13, touch 9, flat-footed 13 [+4 +1 studded leather, -1 Dex]; Base Atk/Grp +6/+6 (currently +4); Atk +7 (+5) melee (1d4(-2)/19-20, masterwork dagger) or +5 ranged (1d8/19-20, light crossbow); Full Atk +7/+2 (+4/-1) melee (1d4(-2)/19-20, masterwork dagger) or +5 ranged (1d8/19-20, light crossbow); SA —; SQ —; AL NE; SV Fort +5, Ref +2, Will +9; Str 10 (currently 7), Dex 8, Con 14, Int 17, Wis 12, Cha 13.

Skills and Feats: Craft (alchemy) +15, Heal +13, Knowledge (arcana) +8, Knowledge (local-NMR) +7, Knowledge (local-Sheldomar Valley) +11, Knowledge (nature) +15, Knowledge (the planes) +18, Knowledge (religion) +18, Profession (apothecary) +7, Spellcraft +19, Use Magic Device +19 (+21 with scrolls); Iron Will, Magical Aptitude, Skill Focus (Knowledge [the planes]), Skill Focus (Knowledge [religion]), Skill Focus (Use Magic Device).

Languages: Common, Flan, Ancient Suloise, Draconic, Infernal, Undercommon.

Possessions: +1 studded leather, 2 masterwork daggers, light crossbow, 10 bolts, ring of sustenance, 5 scrolls of inflict light wounds, scroll of bull's strength, scroll of calm emotions, scroll of glitterdust, 3 scrolls of invisibility, scroll of silence, 2 scrolls of dispel magic, wand of enlarge person, wand of cure moderate wounds, wand of unholy blight (8th, 3 charges); bracelet of friends (one charm, keyed to Gwenfar).

Muirig has a permanent Rary's telepathic bond (CL 16th) with his wife, Gwenfar.

Physical Description: Muirig is in his late thirties. His curly brown hair is somewhat crazed and shows streaks of grey. He has dark circles under his deep-set blue eyes. His large ears could inspire unflattering comparisons to the mothlike creatures that he often studies. He is pale from recent Strength damage (stats shown in parentheses above), an addiction that his wife's shadow companion satisfies for him.

Gwenfar (APL 12 version): Female human Rgr7/Shd5; see Encounter One stat-block.

Elite, Turn-Resistant 9-HD Advanced Shadow: CR 8; Medium Undead; HD 9d12; hp 63; Init +5; Spd fly 40 ft. (good); AC 18 (+1 for Dodge), touch 18 (+1 for Dodge), flat-footed 15 [+5 Dex, +3 deflection]; Base Atk/Grp +4/—; Atk or Full Atk +9 melee (1d6 Str, incorporeal touch); SA create spawn, strength damage; SQ darkvision 60 ft., incorporeal traits, positive energy resistance 10, +2 turn resistance (+6 with feat), undead traits; AL CE; SV Fort +3, Ref +8, Will +8; Str —, Dex 20, Con —, Int 8, Wis 14, Cha 16.

Skills and Feats: Hide +17 (+21 in shadowy illumination, +13 in bright illumination), Listen +16, Search +11, Spot +16; Alertness, Dodge, Improved Turn Resistance (see Appendix Two), Positive Energy Resistance (see Appendix Two).

Languages: Understands Common, but cannot speak intelligibly.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Note: Under the effects of the *incorporeal enhancement* spell (CL 12th) (see Appendix Two), it gains +2 to AC, +2d8 (average 9) bonus hit points, +2 on attack rolls, and a further +2 turn resistance. These bonuses give it hp 63 + 9 temporary; AC 20, touch 20, flat-footed 18; Atk or Full Atk +11 melee (1d6 Str, incorporeal touch); total turn resistance +8. This shadow is normally turned as if a 15-HD undead, but as if a 17-HD undead with *incorporeal enhancement*.

Cultists: Male or female human Com1; CR 1/2; Medium Humanoid (human); HD 1d4+1; hp 4; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12 [+2 leather armor]; Base Atk/Grp +0/+1; Atk or Full Atk +1 melee (1d8+1, morningstar) or +1 melee (1d4+1/19-20, dagger); SA —; SQ —; AL NE; SV Fort +1, Ref +0, Will +0; Str 12, Dex 10, Con 13, Int 9, Wis 11, Cha 8.

Skills and Feats: Craft (various) +1, Jump +3, Listen +4, Spot +4; Alertness, Simple Weapon Proficiency.

Languages: Common.

Possessions: Leather armor, morningstar, dagger, wooden holy symbol (Falazure).

Physical Description: The cultists are of various ages. Most are Flan (or mostly-Flan) but some are Oeridians or of other ethnicities. They wear dark robes and wear a necklace depicting a draconic skull.

Appendix Two: New Rules Items

for every five caster levels, so that a 20th-level caster grants undead +4 to AC, +4d8 bonus hit points, +4 on attack rolls, and +8 to turn resistance.

New Feats

Improved Turn Resistance [Monstrous] (from *Libris Mortis*)

You have a better than normal chance to resist turning.

Prerequisite: Undead type.

Benefit: You are less easily affected by clerics or paladins than you normally would be (see Turn or Rebuke Undead, page 159 of the *Player's Handbook*). When resolving a turn, rebuke, command, or bolster attempt, add +4 to your character level (monster Hit Dice plus class levels) to determine your Hit Dice for turn, rebuke, command, and bolster attempts. For example, a 4-HD wight with this feat is treated as an 8-HD undead for the purpose of turn, rebuke, command, and bolster attempts, even though it is a 4-HD creature for any other purpose. A vampire that already has +4 turn resistance adds an additional +4 with this feat, for a total of +8.

Positive Energy Resistance [Monstrous] (from *Libris Mortis*)

You are resistant to the damage dealt by positive energy effects.

Prerequisite: Undead type.

Benefit: You gain resistance 10 against positive energy effects, such as *cure* spells.

New Spells

Incorporeal Enhancement (from *Libris Mortis*)

Necromancy [Evil]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One incorporeal undead/level

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

The undead affected by this spell gain a +1 deflection bonus to armor class, +1d8 bonus hit points, a +1 enhancement bonus on attack rolls, and a +2 bonus to turn resistance. Each of these enhancements doubles

New Magic Item

Vest of Resistance (from *Complete Arcane*): These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the vest's bonus; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

Appendix Three: New Rules Items (Player Options)

Players might not be familiar with some of the Special Items on the Adventure Record that come from *Libris Mortis* and magazine articles, so you can read these entries to the players when they get their ARs. The rules items are not actually used in the scenario.

New Feats

Blinding Wrath [Paladin] (from *Dungeon* 104)

You can blind evil outsiders and undead with divine energy.

Patron: Pholtus.

Prerequisite: Improved Turning, turn undead.

Benefit: By expending a turn undead attempt, you can channel your divine energy into a burst of golden light. Make a turning check when you use this power to determine how many Hit Dice of evil outsiders and undead you affect. All affected creatures must make a successful Fortitude save (DC 10 + half your paladin level + your Charisma modifier) or be blinded for 1 minute. Evil outsiders and undead that make this saving throw are instead dazzled for 1 minute.

Great Fervor [General] (from *Dragon* 315)

Your overwhelming religious zeal has caught the attention of your deity. Sometimes, you seem to get a second chance in the face of catastrophe.

Regions: Ekbir, Pale, Scarlet Brotherhood, Tusmit, Veluna, Verbobonc.

Benefit: Once per day, you may reroll a failed saving throw. Add your Wisdom modifier to the rerolled save. You must accept the result of the second save, even if it is lower than the original failed saving throw.

Heroic Destiny [Racial] (from *Races of Destiny*)

You have a destiny to fulfill.

Prerequisite: Human or half-human.

Benefit: Once per day, before you make an attack roll, ability check, skill check, saving throw, or caster level check, you may roll 1d6 and add it as a bonus on the roll, check or save.

Requiem [General] (from *Libris Mortis*)

Your bardic music affects undead creatures.

Prerequisite: Bardic music class feature, Perform (any) 8 ranks.

Benefit: You can extend the effects of your mind-affecting bardic music and virtuoso's performance abilities so that they influence even the undead. All bardic music effects on undead creatures have only half the duration the normally would against the living.

Normal: Undead are usually immune to mind-influencing effects.

Scalding Faith of the Sun [Paladin] (from *Dragon* 306)

The power and grace of the Sun Lord have enhanced your ability to turn undead.

Patron: Pelor.

Prerequisite: Divine grace, turn undead.

Benefit: You turn undead as a cleric of your class level.

Normal: A paladin turns undead as a cleric three levels lower would.

Spurn Death's Touch [Divine] (from *Libris Mortis*)

You can channel divine energy to remove some of the harmful effects of attacks made by undead creatures.

Prerequisite: Ability to turn undead.

Benefit: As a standard action that does not provoke attacks of opportunity, you can spend one of your turning attempts for the day to touch an ally to heal 1d4 points of ability damage, remove a paralysis effect, or remove a negative level. You can only use this effect to heal ability damage dealt by an undead creature or remove effects caused by an undead creature.

New Magic Item

Shadow Veil (from *Libris Mortis*): A shadow veil appears as an indistinct, enveloping covering. A shadow veil precludes wearing any other kind of armor. A shadow veil grants a +2 deflection bonus. Someone wearing a shadow veil is hard to distinguish in shadow, and is treated as if having concealment (20% miss chance) against creatures without darkvision, blindsight, or other sensory apparatus that does not rely on light.

Strong necromancy; CL 12th; Craft Magic Arms and Armor, Knowledge (religion) 5 ranks, *create undead*; Price 10,000 gp; Weight —.

Appendix Four: Templates

Evolved Undead (*Libris Mortis*)

An evolved undead is an undead whose body is flushed with more negative energy than normal due to an exceptionally long lifetime. Any undead may gain this template, and in doing so, it retains all its previous abilities, but becomes more powerful than before.

When an intelligent undead creature survives for 100 years or more (or when the DM decides to create an undead monster with a twist), there is a 1% chance that its connection to the Negative Energy plane grows more mature. When this “evolution” occurs, the undead gains this template. Each additional 100 years of existence affords an additional 1% chance of a more mature connection, plus an additional 1% chance for each previous evolution. For example, if an undead creature’s connection to the Negative Energy Plane evolved three times previously, it has a 4% chance to gain one more step of maturation the next time its age requires an evolution check. Every step of evolution means that the evolved undead template can be applied again to the undead creature (setting this template apart from most other templates, which can be applied only once).

Creating an Evolved Undead

“Evolved undead” is an acquired template that can be added to any undead with an Intelligence score (referred to hereafter as the base creature). An evolved undead uses all the base creature’s statistics and special abilities except as noted here. This template does not alter the creature’s type.

Note: Unlike most templates, an evolved undead can potentially acquire this template more than once, evolving more with each application.

Armor Class: The base creature’s natural armor bonus improves by 1. If the creature is incorporeal, its deflection bonus to AC improves by 1.

Special Attacks: An evolved undead retains all the special attacks of the base creature and gains one spell-like ability from the following list. You can choose this ability from the list below, or roll randomly. The spell-like ability gained herein can be used once per day. If the undead already has the indicated ability, it gains another use; if it already has the ability as an at-will ability, choose another ability. The spell-like ability has a caster level equal to the evolved undead’s HD (if the caster level is too low to cast the spell in question, choose another). The save DCs are Charisma-based:

d12	Spell-like Ability
1	<i>circle of death</i>
2	<i>cloudkill</i>
3	<i>cone of cold</i>
4	<i>confusion</i>
5	<i>contagion</i>
6	<i>creeping doom</i>
7	<i>greater dispel magic</i>
8	<i>greater invisibility</i>
9	<i>haste</i>
10	<i>hold monster</i>
11	<i>see invisibility</i>
12	<i>unholy blight</i>

Special Qualities: An evolved undead retains all the special qualities of the base creature and gains the one described below.

Fast Healing (Ex): An evolved undead heals 3 points of damage each round so long as it has at least 1 hit point.

Abilities: An evolved corporeal undead gains +2 Strength and +2 Charisma. An evolved incorporeal undead gains only +2 Charisma.

Organization: An evolved undead usually becomes a leader among those of its base kind.

Challenge Rating: Same as the base creature +1.

Level adjustment: Same as the base creature +1.

Appendix Five: Landrigard

(The following information can also be found in the Pale Gazetteer online at www.theocracyofthepale.com.)

Landrigard is the capital of the Prelacy of Landrigard. The city is located in the northeastern region of the Theocracy of the Pale, near the Rakers and north of Eltison. Landrigard has a population of approximately 9,300 people. Of these, 90% are human, 5% are dwarves, 3% are halflings, and 2% are other demi-humans. Landrigard is the smallest of the Pale's cities and the newest. It was only acknowledged as a city in official documents about two years ago. The Prelacy of Landrigard is ruled by Prelate Anonsis, who recently returned to a Prelatal appointment after a tenure of penance as the Bishop of Wintershiven.

The city is organized on a grid for the most part, although some of the more southwesterly portions of the city are more haphazard in their layout. The mining industry on which the city is built found it much easier to haul their loads of ore into the city if the streets were kept as straight as possible. The city is built of stone brought in from the nearby quarries in the Rakers. It is surrounded by a 30-foot-tall city wall constructed of granite.

Landrigard's Mountain Dawn Cathedral is the highest church of the prelacy. The cathedral is built of marble primarily and accentuated with silver and gold. The cathedral houses the offices of the Church Militant in Landrigard as well as the lesser priests and attendants of the church. The Prelate lives in a home attached to the back of the Cathedral on its eastern side. Higher-ranking priests and attendants reside in dormitories along the sides of the cathedral to the north and south.

The city has few agricultural farms located around it since it is built in a fairly rocky area. Most of the farms around Eltison raise sheep. The few actually raising crops primarily grow potatoes and onions for market. The primary trade products of Landrigard are granite, marble, and metal ores from the nearby Rakers. This is evident in the number of foundries and smithies throughout the city, especially along its northern and eastern sides.

Landrigard is home of the Prelatal Army's Eighth Dawn Command. They maintain a mountain keep two miles east of the city. The Pale Patrol maintains its own complex of buildings inside the city. The contingent of the Church Militant in Landrigard maintains a barracks near the cathedral.

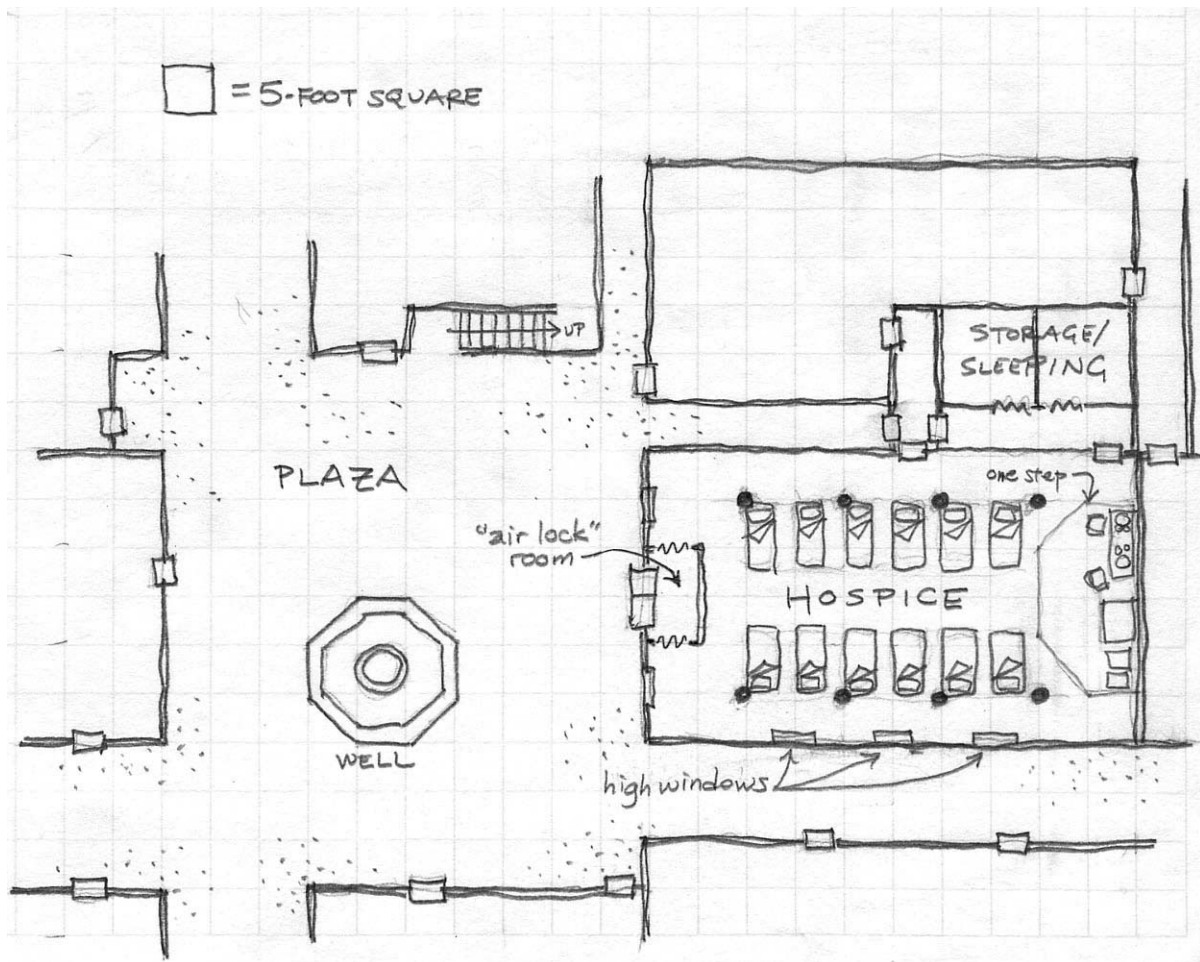
Known Persons of Landrigard:

Prelate Anonsis has only recently been appointed to the rank of Prelate of Landrigard. He is experienced in

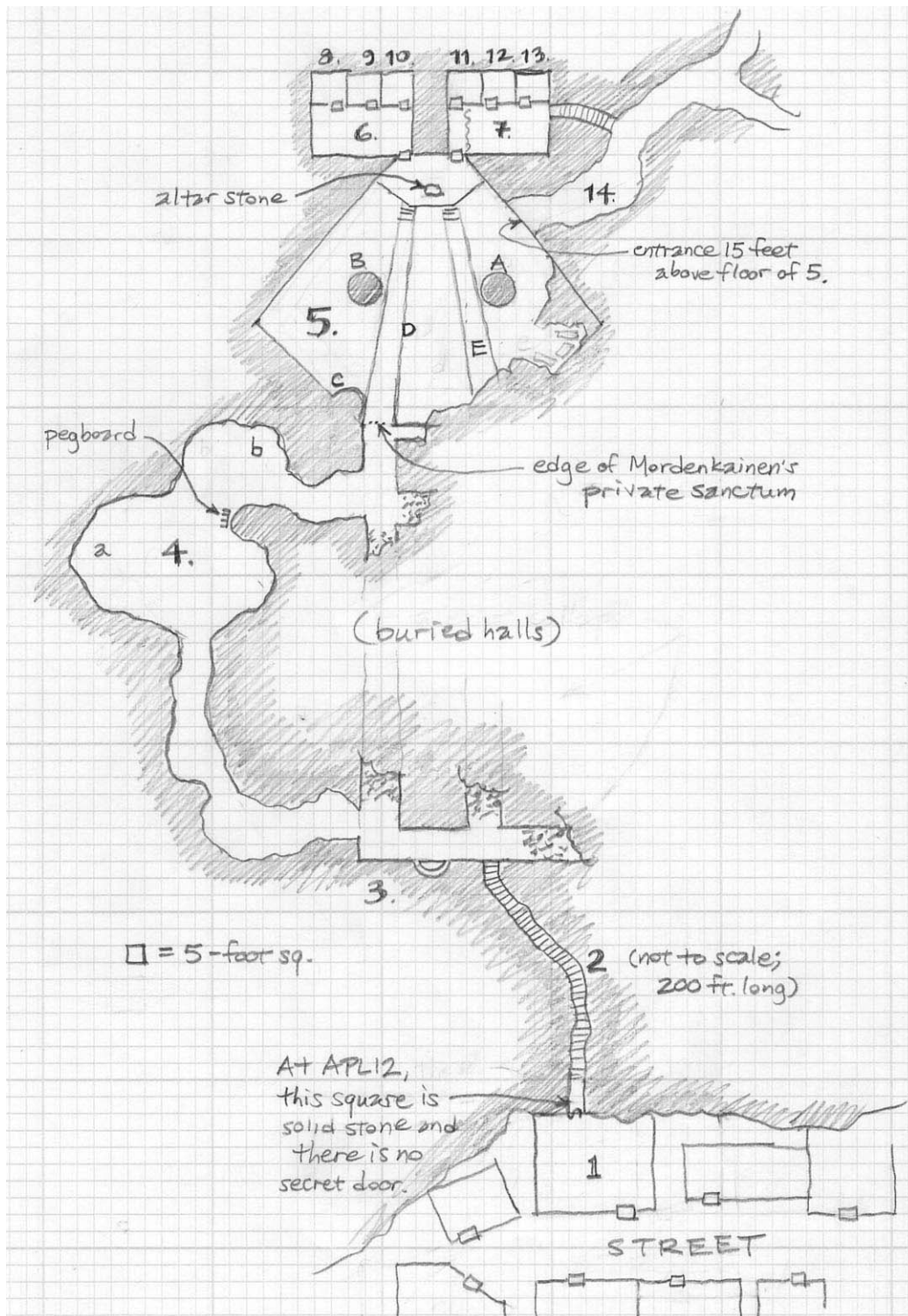
the position, though, having previously served as the Prelate of Rakervale before making a mistake in judgement and having to do penance as the Bishop of Wintershiven for a time. Anonsis works very hard to fill the shoes of the former Prelate of Landrigard, now-Theocrat Theoman Baslett. Although he rules with a conservative view of the worship of Pholtus, many residents of Landrigard believe it to be more progressive than what they had become accustomed to.

Major Audhild Mendelfirth is the commander of the Prelatal Army's Eighth Dawn Command. She is of obvious Oeridian descent with black hair and brown eyes. She has a gruff demeanor and many would swear her boast of having dwarven blood in her veins is true. She is a fair commander (or so her troops say), but she pushes all of her men to their limits and ensures they are prepared to go into the Rakers above or below ground to defend the Theocracy.

Map #1: Hospice



Map #2: Abandoned Dwarf-Halls



Player's Handout #1a: Review of PAL2–03 *Stitch in Time*

This scenario is retired. You can provide this summary to all players.

Instructed by a magical dream, an evil bard named Telios tried to turn a village of Flan farmers against the Church by disguising himself as a cleric of Pholtus and reopening an ancient gate to the Lower Planes. This gate, called a “Scar of Nerull”, was a remnant of Ur-Flan rituals, long guarded by druids of the Old Faith. Several such gates endured throughout the Pale. An old druid named Taraya (“tah-RYE-ah”) guarded this gate and planned to train her apprentice, Balach (“BAL-ack”), to be the next guardian. Some heroes defeated Telios, but they also told the Church of the Scar’s existence.

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Player's Handout #1b: Review of Pale Special Events

These scenarios are retired. You can provide this summary to all players.

In the special Interactive event *Dark Scars Against the Light* (Nov 2003), the Church sealed the Scars of Nerull permanently, after an ambitious but corrupt member of the Arcanist Guild tried to exploit them himself. The Church interrogated rural villagers to root out the druids and overruled the authority of the Old Faith to guard the gates. Several of the druidic guardians, held through the winter as prisoners, stood trial in the spring (*Unnatural Law*, April 2004). Although a few people saw the trials as unjust to begin with, these druids were found guilty of heresy and were banished from the Pale. Taraya was one of them.

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Player's Handout #1c: Review of PAL4–02 *Stirring the Waters*

This scenario is still in play in 2005, so please provide this summary only to those players that have played it. In 2006, it will be retired, so you may provide this to all players then.

Twin girls, Tenha refugees, were discovering their sorcerous powers. A mysterious woman identified them as kin and urged them in a dream to run away from home and follow some floating lanterns (actually will-o'-wisps) to a ruin of power in the Phostwood. The village priest followed the girls, but the ruin's mummy guardian killed him. Adventurers defeated the mummy; its demise released powerful energies, which adhered to them. Carvings at the ruin traced an Ur-Flan tribe's glory and eventual destruction, but prophesied the rise of the tribe's sorceress descendants. The girls were returned to the Pale under the supervision of the Arcanist Guild.

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Player's Handout #1d: Review of PAL4-06 *Strands of Gloom*

This scenario is still in play in 2005, so please provide this summary only to those players that have played it. In 2006, it will be retired, so you may provide this to all players then.

A researcher was conducting cruel experiments to breed more powerful shadow-creatures in a laboratory in the Gamboge Forest. A tribe of hobgoblins protected the lab and kidnapped humans for his research subjects/victims. After a behir broke in and caused some of the shadow-creatures to escape, the sage fled. One of the captives was a woodsman from the village of Bronzebrook, so his friends brought in adventurers to defeat the hobgoblins and rescue the prisoners. But not everyone was happy. The exiled druid Taraya, visiting Bronzebrook, said that she had not seen her apprentice Balach in several months. Vadric, the sheriff of Bronzebrook, whose late wife was a Flan sorceress, lost his son Elthorn four years before and never really recovered.

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Player Handout #2: The Choice at the Altar

The eyes of the altar bore into you, testing whether you are a suitable host to the powers of bygone centuries. If you have spontaneous arcane spellcasting ability or plan to pursue that path, these powers could open new avenues of learning and aptitude. Even if you do not have such inclinations, they might otherwise prove useful. Despite their evil origins, you know that these energies will obey you, possibly even becoming a force for good. No other PC or player needs to know your response; do not discuss.

PC name: _____ Circle one: I accept. I refuse.

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Critical Event Summary

If you judge this scenario before September 30, 2005, you may have a chance to influence the plot of future scenarios in this series. Even after that date, the author would appreciate hearing from judges. Please email your feedback, comments, advice, or noteworthy stories about this scenario to Derek Schubert at derek.schubert@alumni.duke.edu, with the subject "Strata Feedback".

Questions:

1. Did the PCs talk with Dorbrenn Plandarn at all? If so, how did they interact with him?
2. How did the PCs interact with Aru, the lantern archon?
- 3a. What happened to Caelarah, the sorceress?
- 3b. What happened to Muirig, the sage?
- 3c. What happened to Astrid or Gwenfar (whichever the PCs encountered), the ranger/shadowdancer?
- 3d. What happened to Elthorn? (Specifically, did the PCs win him back from the clutches of the cult and/or from the punishment of the Church?)
4. Did the PCs rescue Balach?
5. How many PCs accepted the power offered by the altar?
6. If you have any other comments or questions, please include them.