

SHL1-08

The Fallen

A One-Round D&D LIVING GREYHAWK®

Shield Lands Regional Adventure

Version 1

Round 1

by Lanica Klein

The many friends of an injured man with a mysterious past ask the heroes to search for a way to heal him. This is an adventure for characters level 1-6.

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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 hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the

players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

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

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

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

After voting, give the Scoring Packet to your event coordinator. This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will 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, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is

also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Is it a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible. Note: These costs are slightly higher than average for Living Greyhawk events. This is intended to simulate the effects of the Shield Lands' serious overpopulation problem on the local economy.

Lifestyle	Cost	Skill Modifier
Destitute	15 sp	-2
Poor	45 sp	-1
Common	13 gp	0
High	275 gp	+1
Luxury	550 gp	+2

Background

Until shortly before the fall of Admundfort, Balarum 'Jorma' Ashbrook was a paladin of Heironeous and a Knight of Holy Shielding. He lost his paladinhood and thus his standing as a Shield Knight due to a childhood fear and the curiosity of a young girl. Everyone who knew him believes that he died in the wars. Since then he has wandered as a broken man tainted by a curse that allows no divine healing to touch him. This adventure allows the heroes to learn his secret and perhaps help remove the curse.

Balarum was raised as a follower of Heironeous and at a young age was called to follow the Archpaladin. During his training, fires engulfed the stables. He rushed into the flames and saved many horses, but he was trapped inside. By the time a priest was able to cast flame resistant spells and go in to save the boy he found Balarum very panicked and seriously burned. Balarum has had a strong fear of fire since then.

Balarum was an exceptional soldier who commanded many men in the service of the Shield Lands. For his many heroic deeds, he was named a Knight of Holy Shielding. As a Shield Knight he later found himself in the thick of the fighting when the Shield Lands fell to the Horned Society. Later, when the Horned Society retreated he was sent to oversee the rebuilding of Delcomben, under its leader Pelton Delcomben.

During the rebuilding, the forces of Iuz attacked and the people of Delcomben fled with

Lord Delcomber to safety in Critwall. Balarum asked to be allowed to alert the villages to the east and Lord Delcomber agreed.

Balarum split his force of 300, half went with Delcomber's refugees' south to Critwall while Balarum took his half east on an arcing path to Admundfort. He sent messengers out to the villages and towns as they went, rounding up civilians and guarding them. Soon they had many more refugees than soldiers moving slowly toward Axeport. As they traveled Balarum routinely took soldiers to slow down forces that were following them. Balarum's force led numerous refugees to safety in those dark days and many soldiers under Balarum have since become known as heroes of the war.

Calinara was a six-year-old child when her home was invaded. She remembers her parents taking her on a wagon for a ride, yelling and being told to stay in the wagon until one of her parents came back to get her. She waited for a long time while there was more shouting. When everything went quiet the wagon traveled again. She peeked out, thinking to see her parents, but hid again when she saw a man driving she didn't know.

When the wagon stopped she waited until there was no noise and then ran away. She wanted to find her parents, but didn't know how. She walked for a long time and then saw some riders on horses. She followed the horses and came upon another village, though not her home. She went through the village yelling for her parents. One of the riders heard her yelling and came back to her. He took her up on his horse and led her to a bunch of people, all walking or riding in a group.

She rode with him through the whole group looking for her parents, but they weren't there, nor were there anyone who she recognized. The man let her stay on his horse with him. He said his name was Balarum and he would keep her safe. He was very nice. Balarum told her that they were going to Axeport so they could all get on boats and go to a safer place. She asked if that's where her parents were and he said he hoped so.

Soon after they passed through another village people all around her got upset and started to run. Balarum set her on the ground and left with other soldiers. Calinara ran with the others but got separated when she got tired. She couldn't find any place to hide, so she crouched behind a big rock and rested until she could find enough energy to run again. While she was there some soldiers came by and took her with them away from the group of running people.

When they met Balarum she sat with him again, but she could tell that he wasn't happy she was there. He brought her to a village they'd just passed through and found a house with its door open. He told her she'd have to stay here until he came back for her. She walked upstairs and found a window. Through the window she saw the soldiers riding toward a group of ugly things that had weapons. When they got together they

fought. Calinara watched the battle from the window until it was over. A lot of people and things had fallen down.

Balarum and his soldiers regrouped in the village and stopped to check on Calinara. He said that he had to go and find more enemies, but if she promised to stay there he'd come back for her when he was done. He also said that if any orcs or other things she'd seen them fighting came toward that house she had to stay hidden until they left. She promised she would and he left again, leaving all his food and a dagger with her. He said, "I may not be able to come back for you myself, but I will send someone for you when things are safe." He touched his shield and said, "If anyone with this symbol comes to the house, you can go with that person, even if it's not me. This is the symbol of Heironeous, you can trust anyone who wears this symbol." And with that he bid her good luck and made her promise again to stay in that house, no matter what, or he wouldn't know where to find her when he got back.

She thought about this when he was gone and realized that's what happened to her parents, they couldn't find her because she'd left the wagon. She told herself again that she wasn't going to leave this house. She kept looking out the window until she it got dark. She fell asleep right inside the window.

She was awakened by sounds outside. She looked out and saw several orcs, so she went and looked for a place to hide. She found a cellar where she hid behind several crates and waited. She was down there a long time but she kept hearing the orcs talking so she stayed hidden. After some time she heard the orcs shouting and then she recognized the sound of weapons and human voices. She listened very hard, but couldn't hear what was happening. By the time she saw that there was a fire in the house she was trapped.

Outside the house Balarum's force had attacked the humanoids that were in control of the village, but were unable to kill them all before they started several of the houses on fire. Balarum saw that the building the girl was in was inflamed, but after the last few days Balarum was exhausted and his intense fear of fire got the better of him. He called a retreat from the village. This was the moment that Balarum lost his paladin-hood. He knew the moment the child died because his body felt the searing flames as if he was there. Whether this was a memory of the day in the stables or the actual death of the child he would never know.

He went back to his troops and the refugees knowing that he was no longer a paladin. He never told anyone. He was still an exemplary soldier and continued to battle evil as before. The former paladin felt very guilty about what had happened and knew that eventually someone would find out, so he distanced himself from his soldiers. They continued their slow procession

south to Axeport and then to Admundfort with no one knowing why Balarum became so distant.

Upon reaching Admundfort he found that the war was going much worse than he had thought and found that many knights and soldiers were going to stay behind to let as many civilians get to safety as possible before the port was taken. Those who were staying knew that they would die and were given time to pray or write letters to friends and loved ones. Balarum choose to write to his best friend, Lathias Buritt, a priest of Heironeous, who had been staying in Greyhawk since the Horned Society had attacked. He told Lathias exactly what happened and why he needed to stay in Admundfort.

Surprisingly, Balarum didn't die at the battle of Admundfort. He was among the first to fall with a grievous wound to his leg. The pain of his injury had caused him to loose consciousness and he was carried by his soldiers to safety. When they got him to the docks he was taken with other wounded to Furryondy on one of the last ships to leave the doomed town.

When he awoke he was on the docks of Willip, remembering nothing since the battle, and knowing that whoever had saved him was killed when Admundfort fell. He was lying on the docks when a priest of Heironeous came to look at him. The priest cast a healing spell on him, but instead of healing him, it mutilated his leg into the twisted form it holds today. There was another gash on his arm that was also healed but forced into a permanent defect. The priest didn't understand what was happening and went back to his temple to pray and ask for guidance.

Balarum was able to stand and walk away, though with a severe limp. He knew that he was cursed and fled into the countryside. He began using his second name, Jorma as he traveled through Furryondy then headed south, working at whatever odd jobs people would give him and taking only food and lodging for his work. When he heard of Lady Katarina's crusades Jorma began his trek northwards again and reached the city of Critwall about a year after it was reclaimed.

For the last few years he's worked hard helping to rebuild. He tries to feed and give moral support to those too poor to live anywhere else. He's seen many tent or shack towns and knows that there is really nowhere any better for these people to be. Greyhawk treats them like dirt and Furryondy pities them, but can't feed them all. Here at least they have work to do and can see that the armies are trying to help them.

Adventure Summary

It is a beautiful fall day and the PCs are going about their business when a building suddenly collapses near them. When they investigate they find three men have been trapped inside. After digging them out they find that only two survived. One of the survivors is conscious and

pleads with them to save his friend, Jorma (the unconscious survivor).

Searching the unconscious man reveals that the man's left arm is extremely scarred and probably useless. His left leg also has a poorly healed wound that causes his leg to remain fully extended at all times. Both injuries appear to be very old. They also find a necklace with a symbol of Heironeous around his neck. Attempts to heal the unconscious man fail, as no healing magic seems to work on him. Shortly after his rescue, he begins raving about a girl who's in trouble but seems unaware of those around him.

Further investigations uncover that Jorma lives in Tent Town and is quite well known there. Many people are able to provide bits and pieces of information on the man when asked. A search of the man's home (a ramshackle tent) uncovers a rare type of dagger and a silver holy symbol of Heironeous. Both objects link the man to the Knights of Holy Shielding.

The dagger turns out to be a type usually only owned by Knights of Holy Shielding and the holy symbol bears the name "Balarum Ashbrook". Followers of Heironeous recognize the name Ashbrook as a brave Shield Knight who fought bravely against the Horned Society and fell during the retreat from Admundfort.

Inquires at the Cathedral of the Shield Reclaimed lead the PCs to Balarum's friend, Lathias, a highly placed priest in the Church of Holy Shielding. Lathias identifies Jorma and Balarum Ashbrook as one in the same.

In the morning, Lathias tells the PCs that Balarum is under a curse for abandoning someone he had promised to protect. To break the curse, the remains of the little girl must be properly laid to rest.

Unfortunately, her remains are located in a small village near Gensal in the occupied territory. Since the PCs will be traveling so close to Gensal, Lady Katarina has requested they perform reconnaissance on the city to confirm the enemy's forces garrisoned there.

After a stop at a border outpost, the PCs cross into enemy territory and head the village Lathias believes is their goal. The trip is fraught with danger and many times the party is almost spotted by enemy scouts. Eventually, the party reaches the ruined village. They arrive in time to witness a group of enemy soldiers being burned alive by an unknown assailant.

The attacker turns out to be the ghost of a young girl; the one the party came all this way to find. The girl is frightened at first, but eventually, the party is able to gain her trust. Once they explain what they have planned, she shows them where her bones are resting and allows them to carefully remove them for the trip back to Critwall.

As instructed, the party passes Gensal on the way back and performs a bit of reconnaissance. They find the city oddly quiet, but they learn some very interesting information from a captured orc.

Although the city is poorly guarded, the party is still forced to retreat by overwhelming odds.

The trip back to Critwall is just as dangerous as the trip in, but this time the party is not as lucky. The girls' ghost is able to steer them away from most enemy forces, but an evil cleric gets the drop on them and attacks. The battle is fierce, but the PCs manage to drive the cleric off, but not before he injures many of the PCs and their mounts.

Upon returning to Critwall, the party takes the ghost and her bones to the Cathedral of the Shield Reclaimed where a large number of clerics and knights have gathered. They are quickly escorted inside and brought to Balarum's side.

After a brief, but silent conversation between the little girl and Balarum, they make their peace. With the girl's forgiveness, the clerics are able to heal Balarum. Lathias then blesses the girl's bones allowing her to finally cross over to her final rest. Before she goes, she gives each PC a small bone chip, which she promises will protect them when they need it most.

In a last bit of business, Balarum is lead before his fellow Shield Knights where the plaque commemorating his heroic death is removed from the Hall of Heroes and his axe and shield are returned to him. As punishment for his cowardice and failure to save the girl, he is banished from the Knights of Holy Shielding and tasked with regaining his honor by himself.

The PCs give their report on Gensal and are rewarded for their hard work.

Introduction: Collapse

After several days of heavy rain and dark clouds, today's weather creates a picturesque scene. The leaves of the trees have just a tinge of autumn color and the sky is a brilliant blue. You are joining many other people in the streets doing errands that had been put off due to the bad weather. As you are near the south market you notice many people who are smiling and joking as they go about their work. Birds and other small animals can be seen and heard shadowing the actions of the demi-humans that share their territory. Suddenly an ominous creaking noise is heard, followed by quick shouts and then a loud crashing sound as an incomplete two-story stone building workers had been rebuilding collapses nearby leaving only a pile of stone debris and many stunned onlookers...

Each of the heroes is within visual range of the building as it falls and should be given a chance to react. The building has completely caved into itself, there is no chance of the structure falling down further, but there are creaking sounds and small stones rolling down as the rubble settles. There is a basement that has filled with rock and the three men are below the level of the floor. Two or three feet of digging will reach the men.

Several townspeople are looking on in shock. They will do whatever the PC's ask as long as it doesn't put them in direct danger. None will be the first onto the rubble but many will follow the PC's lead if they make any action to try to rescue those who are trapped under it. Some actions the towns' people will do if asked or ordered.

- Run and get the watch
- Run to any temple to get priests
- Form a line to carry debris away
- Get supplies from their homes for the wounded
- Answer questions about what they saw
- There were at least three men in the building when it collapsed
- This building was being rebuilt for the last couple months to become a shop.
- No one knows why it collapsed but there was a loud creak before the collapse; perhaps a brace gave way.

As you dig through the rubble you soon come across a body, as you uncover the form you see that it is a middle-aged human male. He is unconscious but breathing.

Any attempt to heal the man, Alint Bowery, will bring him around. When found he is stunned but recovers in a few rounds.

The man is hurt, but soon wakes. He looks around confused for a moment then as he sees the rubble he speaks. "There wasn't anything wrong that I saw, course Jorma was telling me that it was too heavy...I didn't believe him...where is he...he wouldn't believe me that it was safe...find him...he's a good man...please, find him." and falls silent, weeping for his lost friend.

As the search continues two more human men are found, each badly hurt. One looks to be about 40 and the other closer to 60. The younger man, Giles Cobleigh, is already dead, while the elder is alive. PC's can attempt the Heal skill on the elder man (DC 15) to stop his bleeding but no divine healing will have any effect on him. Anyone casting healing on him will feel that their magic has been blocked and feel that further spells will also fail. He is incoherent and raving.

A second body is found, a man who's been crushed by the building and is beyond help. As you drag a third body from the rubble this man awakens takes several gulping breaths and begins to talk incoherently: (NOTE: Read the following box text only once.) "...I can't die...need to save the girl...it wasn't her fault I failed...no one ever saw, but he knew and he punished me...I couldn't let them know...she didn't deserve...the knights were right...they should have seen her...I deserve to die...Heironeous is just...I can't die now, must find the girl...she was not at fault..."

He continues repeating only that he can't die because he must get to the girl and that he deserves to die before eventually falling into a comatose-like slumber. If the players search him read the following:

The man has many scars but no obvious wounds from the buildings' collapse. He has some very old scars on his upper body that look like they were caused by fire. His left arm is also extremely scarred by bladed weapons and looks partly atrophied. His left leg, while still well muscled has a poorly healed wound that causes his leg to remain fully extended at all times. He wears a metal symbol of Heironeous around his neck.

Questioning the other survivor, Alint Bowery, may get the following information:

- The elder mans name is Jorma (no last name)
- Jorma's a resident of tent town (gives directions)
- Alint has no knowledge of Jorma's family
- Alint has no knowledge of the girl that Jorma is raving about
- Jorma's injured arm and immobile leg have been like that for as long as anyone has known him No one knows what caused them to be that way. Jorma won't talk about it.
- Despite Jorma's obvious defects he does what he can to help rebuild. His right arm is extremely strong and his left can be used for simple tasks.
- He uses any money he earns to buy food which he feeds to the children of tent town
- Jorma is the most diligent worker Alint's ever seen. He never misses a day and always volunteers for the projects no one else wants.
- Jorma is a fanatic follower of Heironeous.
- Giles Cobleigh was from Furyondy, he had family there. Alint knows that Giles had no family in Critwall but had come with two other men who work in construction as well. Alint will get a message to these men so that his family will be notified. (This has nothing to do with the plot and should be played down.)
- Alint was the foreman of this project.
- The building collapsed because there was too much weight on the east wall for the north and south to reinforce. Jorma had said as much but Alint didn't believe him and continued the project.
- The building was being rebuilt, along with many others in the city, under the governments' orders. There is no owner and he says that it was being built in such a way as to be able to function as most any type of business.

Unless priests of some other faith are specifically called for three youths from a nearby temple of Heironeous will come to aid at the collapse and take the two injured men back to the Cathedral of

the Shield Reclaimed. If another temple was sent for then change the deities name in the text below.

As you are discussing events three young men wearing acolytes garb from the temple of *Heironeous* come towardthe now collapsed building, they look around briefly as they approach then walk to the two fallen men. "We heard of the troubles and have come to offer aid, we can take these men into our care if you would like."

Alint knows that Jorma follows Heironeous but knows little of the other man. If the heroes ask, Alint says that it seems fine with him.

At this point the heroes will probably choose to go to tent town (Encounter One), if for some reason they don't, have them summoned to the Shield Reclaimed the next morning (Encounter Three) by Lathias. Assume that if the PCs don't find the dagger in Jorma's tent in Tent Town, one of Jorma's friends will have gone through his tent and found the Knights of Holy Shielding dagger and brought it to the knights who in turn contacted Lathias. Lathias' first action was to find the cretin who stole Balarum's knife and was incredible surprised to find his old friend still lived. He then cast some divinations and found that there was a way to break the curse. He sends for the heroes in the morning to fulfill his divinations.

Encounter 1: Savior of Tent Town

Entering tent town brings smells and noises found nowhere else in Critwall. There seems to be one main trail through the tents, which leads to a hastily dug well at the center of a small clearing. A line of people stands waiting their turn to get water for drinking, washing, and cooking.

There are three pathfinders standing in this clearing watching the poor souls who are forced to live here. People here wear a wild mixture of clothing of many colors. Castoff clothing is all these people ever get to wear since most have no money left after spending what little they have on food.

Every now and then a person with cleaned clothing can be seen, these are almost exclusively priests or others who are working to ease the sufferings in tent town.

The following is a list of people the character might question. All are considered first level commoners unless otherwise stated. Please feel free to make up any others you feel would have information.

There are all sorts of people here for the party to question: mothers, children, prostitutes, clerics, pathfinders, Workers (depending on the

time of day), and other people who can't work for a variety of reasons.

Waranda Kren – Female, 39, mother of three, her husband died in the retreat from Iuz. Children:

Nevet – Male, 13.

Serti – Female, 15.

Mirta – Female, 17.

Pintar Edden – Male, 67. Feeble but wise, a friend to Jorma. Anything the players ask that isn't directly related to the plot gets answers like, "I have my secrets, too, you know."

Sarrna Engle – Female, 37. Her entire family was killed in the wars and she is a little unstable with the desire to revenge them. She has no war-like skills but loves to talk about killing humanoids with her bare hands. The Army will not take her because she is not quite sane.

Oree Klewm – Male, 24, non-leveled cleric (Heironeous), tells them that he knew Jorma but was never able to 'reach' him. Jorma always kept him at a distance. The cleric knows others think that he was a devoted follower, but Oree was never quite sure. Jorma would never talk to him about religion and didn't talk to him about much else either. Oree comes to tent town often to offer help and what food he can to those who are forced to live here.

Matti Selb – Works all day and is only available to talk during the nights. He has worked with Jorma on many projects and has only good things to say about him. He has two young sons, Pita and Dren, who love to listen to the stories so Matti also listens. His wife died in childbirth and he leaves his children with another family during the day.

Most Tent Town residents know Jorma well and can tell many things:

On an information gathering role of 15 or higher someone tells the heroes:

- He works hard in the day and tells stories most nights to the children. Most of his stories are about the valor of the Shield Lands warriors. He tells of Knights and battles where good triumphs over evil. He tells children that their circumstances are only what they make them and encourages each of them to learn new skills. Work hard, and help wherever they see a need.
- He has his own tent and the people around it don't let anyone near it. It's probably the only tent in the whole city that seems to be safe from thieves.
- Jorma never has any money as he spends whatever he gets on food for the children of the tent city.
- People hire him to work because he's a good worker. They pay him with extra food because he never keeps the money.
- Jorma eats very little himself, only what he needs to survive and keep his strength so he's able to work on the rebuilding of the city.

- Jorma was born in the Shield Lands, but he never speaks of his family, no one can tell the PC's where in the Shield Lands he's from.
- He's a very kind old man who's said to have once been in the army. Rumors are that he was a commander. (He tells people that he was not deserving of such and honor and leads the conversation away from himself.)
- He never tells stories of soldiers who are still living, or if he has it's always been without any names.

On an information gathering role of 20 or better a player may learn that

- Jorma has become a leader of sorts in Tent-Town that other residents come to for advice or to settle disputes.
- He's helped heal a couple of children that came down with sickness. He knows a lot about herbs and poultices.
- He was attacked once last year by bandits and Jorma killed one and captured the other.
- He tells many stories about the Knights of Holy Shielding. (When asked if he was or is a Knight his reply is that he's always wanted to be one, but he's not a knight.)
- When asked if he's a paladin he responds that he's always wanted to be one, but isn't.

On an information gathering of 25 or higher a child will tell:

- Jorma was once found hiding in his tent while Knights of Holy Shielding were searching the area for someone. The Knights found who they were looking for and left. Jorma would never admit that he'd been hiding.

If they search Jormas' tent only two people can fit at a time and even that is uncomfortable.

If the PC's have any qualms about searching the tent they can easily get permission from one of the wandering Pathfinders by explaining that Jorma was hurt.

Another option is for a random child or Pintar to search his things and bring them out to the heroes.

(If the heroes are actively searching in tent town they should find the dagger and silver holy symbol. Use a curious child, if all else fails, to put it in their hands.)

Crouching down you enter the simple, single-man tent. There is a woven mat laid out on the floor with a bulge where a pillow might be on an ordinary bed. There is a simple wooden candleholder sitting near the mat and a few pieces of whittled but yet to be formed wood at the edge of the tent.

If the heroes investigate the bulge read:

Looking under the mat you find a simple cloak wrapped to be used as a pillow. Upon closer

inspection you believe that there are items stored within the cloak.

They can pass the bundle out or open it in the tent:

Unwrapping the cloak releases a small amount of possessions, these include a few partially finished children's toys made of wood, eating utensils, a well maintained dagger, and a shiny silver holy symbol of Heironeous.

Have those who look upon the dagger in good light or specifically state that they are studying the item role a search check (DC 10). If successful they notice that the dagger has a symbol on it associated with the Knights of Holy Shielding:

As you look at the dagger you are impressed by the care that has gone into its creation. It appears to have been forged specifically to hold an oddly shaped crest at the center of the quillon. The symbol is very similar to that of the Knights of Holy Shielding, but it is on a more elaborate crest than you are used to and is colored with blues and silvers. The blade is slightly thinner than most with a fine lettering running from the base to the blade to an inch from the tip, (if the character can read) "Honor" is engraved on one side and "Justice" on the other.

If the search role was above 15 the letters B-J-A can be seen engraved along the bottom of the crest on both sides.

These ceremonial daggers are given to knights who have proven their leadership qualities and have been given command of 100 or more soldiers. These Leadership Daggers are a simpler version of the Command Daggers that are given to the higher ranked officers. Only those who are members of the knighthood know the exact differences between them. Shield Landers know that they are given as honors, but not the specifics.

Have those who look upon the holy symbol in good light or specifically state that they are studying the item role spot checks (DC 10.) If successful they notice that it has been engraved with "Balarum Ashbrook-567 CY."

A roll against Knowledge (Local -Shield Lands) or Knowledge (History) (DC 15) allows a PC to remember that Balarum Ashbrook was the name of a celebrated knight in the Shield Lands army that helped to defend Critwall when the Horned Society attacked.

If any follower of Heironeous is in the party they can roll Knowledge (Religion) (DC 15) to see if they remember that the name is listed among the honored dead on the wall inside their temple.

Encounter 2: The Shield Reclaimed

Several things could lead the players to the temple of Hieronious. Jorma is a known follower, the dagger found in his tent leads to the Knights of Holy Shielding who follow Heironeous, or a party member who follows Heironeous may have recognized the name of Balarum Ashbrook from the holy symbol found in the tent.

If the players do not find or fail to follow up on these clues then an acolyte will be sent for them the next morning once someone at the temple has recognized the injured man and notified Lathias. (As if 'Hero Identified' below happened without them.) If the players have been sent for on the second day they are lead through the temple proper to Lathias's office and spoken to by Mara (read this text then skip to encounter three.)

The Cathedral of the Shield Reclaimed is one of the largest buildings in Critwall. It sits on the eastern edge of the city's central market. The entry hall of the cathedral is lined with polished white marble; the armor and weaponry of fallen Knights of Holy Shielding and other followers of the Archpaladin hang from the walls. Beside each item is a small silver plaque engraved with the name of the fallen and the act undertaken at the heroes passing. The most striking feature within the temple is the central dome. Light streaming through colored glass high above the activities of the temple, its scene shows Heironeous swinging his mighty axe. As you look around a young man in walks up to you, "May I be of assistance?"

What happens next depends on what the heroes say. The most likely options are that they ask to see Jorma, or a priest they might know named Wilton, or that they are looking for information.

JORMA:

If they ask about 'Jorma' an older lady named Elsa Runis speaks to them, only saying that his condition hasn't improved and that healing magic fails. She allows them to see him if they ask.

You are led through a door and down a narrow hall with several doors to a small room with four beds. Three have wounded men on them, one of which is Jorma. He is still sound asleep although it doesn't look like it's very restful as his eyelids twitch and his lips are pressed together. He has been dressed in a light gray nightdress and still wears the holy symbol of Heironeous around his neck.

WILTON:

Wilton Garnmet was a character introduced in a previous module that the characters might chose to question, he will answer questions the best he can and lead them to Hanal, Lathias or the healer

tending Jorma depending upon whether they ask about 'Balarum' or 'Jorma.'

Upon asking about 'Balarum' the players will be directed to speak to a historian who's been chronicling the wars for the temple, Hanel Jomik (see below). Only if they say that they have seen or know new information about Balarum will Wilton direct them immediately to Lathias.

SCHOLAR:

If asked for information the youth gets someone who knows about the history of the Shield Lands and the wars, an old priest named Hanel Jomik. Hanel is a stooped old man with white hair and beard. He has intelligent eyes and loves to tell stories of the old days.

- Balarum Ashbrook is a Knight who gave his life when Admundfort fell in 583
- There is a plaque on the wall for this fallen hero. (It reads *"Balarum Ashbrooks defeated uncounted evil foes in his lifelong dedication to Justice. He is credited with the saving of hundreds of lives while leading a daring rescue as the forces of luz fell upon our lands. He died in battle in 583 defending Admundfort"*)
- Balarum had black hair, blue eyes and a medium complexion
- Balarum was in perfect health when last seen although he had old scars from a fire on his upper body.
- Balarum has no living family in the Shield Lands.
- Balarum's best friend, Lathias Buritt, is now a high priest in the Church of Heironeous. Lathias was badly injured in the battles with the Horned Society and was sent to Greyhawk to recover. He ended up staying there until Critwall was reclaimed. If the party asks, Hanel can get them into see Lathias immediately. (see encounter three, Part A)

HERO IDENTIFIED:

If the players figure out that the two men are the same they could ask for one of the older priests to look at the injured man to see if they are the same. If a veteran of the wars anyone who knew Balarum before Admundfort fell are brought to Jorma they connect the two men as the same. This could be Wilton, Hanel, or any other priest or knight the heroes have searched out. You will have to amend the text slightly if they have brought Lathias.

(If this hasn't been read before) *You are led to a small room with four beds. Three have wounded men on them, one of which is Jorma. He is still sound asleep although it doesn't look like it's very restful as his eyelids twitch and his lips are pressed together. He has been dressed in a light gray nightdress and still wears the holy symbol of Heironeous around his neck.*

As the older man enters the room where Jorma lays, he stops almost immediately upon

entering the room. Without looking at the other two men he moves toward the one you rescued. "Balarum, it's a miracle." He touched Jorma and studies him a moment longer, "This is him, he's alive."

Read the following only if Lathias is not present already:

He looks to an acolyte working in the room, "Run, get Lathias. Bring him here but tell him nothing about what you've seen. Just tell him I say it's an emergency and he is needed here now. Go!" Soon another man enters, he looks worried when he enters the room but when he sees no threat his look turns to one of confusion. He is a tall man who looks too thin to be healthy. Once black hair is now mostly gray, the same is true of a well-trimmed mustache. "What is the matter, I was told it was an emergency?"

Let the characters react if they want to, then have Lathias look at the man in the bed.

"Bal? Alive? No." he says as he nears the bed. You can see his face transform from disdain and confusion to disbelief as he looks upon the sleeping form. "Bal?" Lathias reaches out to touch the forehead of his long-dead friend before he begins to silently weep. "I didn't think it possible. Where did he come from?"

Let the players speak

"I thought he was dead. He was at Admundfort, how could he be alive?" Lathias wipes tears from his face before he turns to you, "I'll need your help. I think I know how to help him, but I want to be sure. Please come back to my office in the morning. I'd like to see you two hours after dawn please." He doesn't wait for your response as he hurries out of the room.

If anyone tries to stop him with questions he either answers them quickly over his shoulder or if they are too long he states "I have to go, I don't know if there's enough time left. I'll answer all your questions in the morning. Please come back then."

Encounter 3: Long Lost Friend

At some point the party will have an audience with Balarum's friend, Lathias, who is now a highly placed priest in the Church of Holy Shielding. Part A assumes that Lathias doesn't know that his friend is alive and may be skipped if the heroes miss clues. Part B must happen at all tables but doesn't directly follow Part A.

PART A:

Upon asking for an audience with Lathias Buritt you are escorted to an undecorated chamber within the Shield Reclaimed by a young acolyte

who says, "someone will be right with you I'm sure" as he leaves. About ten minutes later a female with long black hair and dark brown eyes enters, "Hello, my name is Mara, I'm an assistant to Honorable Buritt, could you please tell me the nature of your business?"

If the party comes to the temple in the same day that the building collapsed Lathias will not be expecting them and will probably make them wait, as he is a very busy man these days. He will get to them after about a thirty-minute wait. This will be shortened if any of the players are followers of Heironeous, shortened a little more if any are paladins of Heironeous. If the players are rude or demanding the wait may be a little longer. An Influence point from either the Church or Knights of Holy Shielding will reduce the wait to a mere five minutes.

Mara returns, "Sorry for the wait, Lathias will see you now." She opens the door she just came out of and motions you to enter. The room you enter might have been considered a large office at one point but packed bookshelves and tables piled full of papers makes it seem very close. There are no windows and only a single lamp hung in the corner nearest the door. Honorable Lathias Buritt stands as you enter and offers his hand to each of you in turn. He is a tall man who looks too thin to be healthy. Once black hair is now mostly gray, the same is true of a well-trimmed mustache. "What can I do for you?" he says in a low voice.

If the party asks questions about Balarum he will want to know why. They can tell him a little about their involvement and he will tell them what they need to know. When the party tells of the collapsed building and the injured man Lathias says he will go to see the man after they are finished here to see if he can help.

He can answer any questions they ask about Balarum, the wars, or the Shield Lands.

- Lathias has been Balarum Ashbrook's friend since they were both children.
- Balarum's second name was Jorma.
- Both come from the area around Delcomben as children and trained together during their first years in the temple of Heironeous in Admundfort.
- If the heroes ask about the training Lathias tells them that they had a grand time in the city and learned a lot, then with a frown remembers that while in training Balarum was badly burned in some sort of accident and has since been extremely afraid of fire.
- Lathias will not show the players the letter until he knows about Balarum is alive.

If the players ask Lathias to visit Jorma right away, it comes out that the injured man is named Jorma, or it comes out that the injured man had Balarum's dagger Lathias will go down to see him

immediately. (See the hero identified in encounter two)

He then asks the party to leave and come back in the morning, once he has prayed on the matter.

Let the heroes have the night to plan, discuss, party then go to Part B in the morning.

PART B: (THE NEXT MORNING)

If the party was sent for by acolytes of the temple then a couple things may have happened, either they didn't search Jorma's tent or they just waited too long to follow up on leads.

If for some reason, the party has not searched Jorma's tent then Mara has been approached by friends of Jormas from tent town who have found his metal and dagger and brought both to the attention of the Knights and in turn Lathias. She has made the connection between Jorma and Balarum but calls on Lathias to test her theory. Lathias immediately recognized his old friend and goes back to his temple to pray for guidance. If this is the case Lathias is prepared for the hero's visit and Mara ushers them into his office without any delay.

If the party waits to go to the temple on the second day Lathias, and the rest of the temple, has already connected Jorma as Balarum and sends for the heroes at sunrise to question them. Mara, his assistant, was the one who first made the connection late last night. She showed Lathias the injured man the same night as the collapse and Lathias spent that evening and the next morning preparing for meeting the heroes. Time was spent praying for guidance and casting divination spells as well as searching out the proper passes and information from the government to set up a mission to the village.

If the heroes were present when Lathias saw Balarum read:

Mara greets you each as you enter the temple and asks that you go to Lathias' office. The door stands open though Lathias himself is not there. At almost exactly two hours after sunrise Lathias walks into his office and immediately begins talking, "I am sorry for being short with you yesterday, but you see, I thought he was dead. You gave me quite a shock." As he clears the seat behind his desk and sits down,

If not start here:

Lathias looks at you, "I'm glad you could make it. I have spent the last night and much of this morning planning what to say to you. I guess the best thing is to start at the top. "Balarum Jorma Ashbrook and I were best friends from the day we met as children. We knew everything about each other and either would gladly die for the other to live. We trained together at the temple of Heironeous in Admundfort until he became a paladin and I took my priestly vows. When the Horned Society took over I was wounded and went to Greyhawk to heal. Bal went with the

army and took back what we could when they moved out.

When Iuz attacked Balarum led some soldiers through dangerous lands to warn civilians and gather the refugees together and protect them while they fled to Axeport, then Admundfort where they took boats across the Nyr Dyv. He saved many people by doing that. When he got to Admundfort the armies asked for men to stay, knowing those who did would die there. Bal stayed, but before the battle he wrote me a letter." Lathias hands an old piece of paper across the desk to (a follower of Heironeous, or whoever looks the most educated.)

Give the players time to read the letter before continuing,

"After I got that letter I cast a divination to see if Balarum's soul had found peace. I was told that it had not, so I have spent much time in the past years studying ways to help Balarum's spirit. I never considered that the divinations were telling me he was alive. Oh, it all seems so obvious now. I had thought to find the village and the girls' bones and free them both as soon as the land was reclaimed. I am no warrior, and since Bal was dead there was no rush, he wouldn't want others to die for him. I was willing to wait until the land was reclaimed."

He hands a map across the desk as he continues. "I've know for some time where I needed to go, it was just a matter of time. Oh, if I'd only known." He looks at each of you for a moment then says, "Finding Bal alive forces me to act, though not directly. I need you to bring the girls remains to me so that I can purify them. By bringing them here we can give her a proper burial and hopefully lift Balarum's curse." Would you do that for me? I can offer horses and the proper writs to get past the borders.

The mark on the map says "fires yet burning." If asked he says that the divinations say that that's where to find her but he doesn't know what it means.

Lathias won't admit it but since he was wrong about his divinations dealing with Balarum he is unsure about all his other readings. He thinks that a proper burial will set the girls soul free and help Balarum as well, but now he's unsure. He wants the bones to be brought here so that if he's wrong he won't have to send another group out to get them. He also wants the ceremony to take place in the temple so Balarum may be present. He's not entirely sure that a ceremony in the village will help his friend in any way.

Last night he spoke to friends in the military and government to get permissions for a special mission to the girl's village. When he asked for the approval he was sent to Katarina herself who explained that there was new information concerning Gensal. He was told that there is a need for people to go there on a military mission to find out the strength of the forces of Gensal.

He will only broach this issue if the heroes agree to go out in the first place.

Once the heroes agree he says,

"Excellent, I have one other thing I need you to do, well not me exactly. To get approval for this mission I had to agree to have you bring back information about the status of Gensal. I guess there was some information uncovered about the armies there, but they wouldn't tell me what it was. They just need to know the strength of the forces at Gensal, could you do that too? It doesn't make sense to send two groups out when you were going to be so close."

Lathias knows only what Lady Katarina has told him about the mission, that there are conflicting reports about the strength of the forces in Gensal. She told him that the rumors of beholders, powerful undead and fiends have never been confirmed. She personally doesn't know what to believe. She has had recent information, through the pathfinders, that there are very few forces guarding the walled village. She would like the heroes to look in on Gensal and come away with the most accurate possible assessment of the strength of forces there.

He knows that there have been horrible rumors floating around about Gensal since Critwall was reclaimed. The players may have heard these rumors themselves. The most possible rumors state that there is a beholder there with fiends as lieutenants. It's also been said that the fiends love to create undead or experiment with the undead they have to create a more powerful type of abomination.

In addition to these powerful foes there are masses of orcs and other more common humanoids. Lathias says that he has not had time to cast divinations dealing with the forces at Gensal. He's spent all his magical energies on his friend in the last two days.

Encounter 4: Entering the Unknown

The following text assumes the party leaves the same morning Lathias asked for help. Judges may have to alter the text to fit their timing. The outposts are each about eight hour's traveling time on horses. Leaving in the afternoon will lead to riding well into the night or camping once before getting to the outpost.

As you ride away from Critwall you see many people busily working in fields, harvesting what they can while the weather is good. There is another winter headed this way and you know that the crops you are riding through are not going to be enough to feed the multitudes that are trying to crowd into Critwall. The ground is wet and the roads clean from the last few days of

rain. As you get farther from the relative safety of Critwall the fields become sparse and then nonexistent. The same is true of the people. Fire, mass troop movements, and neglect have beaten down the lands you ride through. It seems that you are utterly alone riding through the rolling hills.

After a full day of riding you see an outpost ahead. It is busy with activity as the soldiers take this opportunity of clear weather to work on outdoor training. A couple mounted soldiers stop what they are doing to ride out to meet you.

After asking the party to state their business the soldiers will allow them to pass, offering to allow them to camp near the fort if the party arrives later in the day. This group of soldiers seems to be newly recruited as there are drills going on well into the night. There are 15 soldiers here and one Lieutenant that is commanding and training them. Once the writ is examined the group is allowed to leave the reclaimed lands whenever they decide to go. The soldiers take little interest in them or their business. None of the soldiers will approach the group but they will talk if approached.

The party may question the people who aren't currently on guard duty or in drills. Anyone doing so learns that an expedition of eight people was due back three days ago. Three separate groups have gone out in the last week. Usually there are people coming back through the area about every two days, there hasn't been anyone entering the Shield Lands in the last week or so.

If asked about Gensal they say that there have been no reports about the place. The few groups that went out with the intention of scouting that place never returned. As far as anyone at the outpost knows, the last of these groups left the reclaimed lands three or four weeks ago.

The soldiers might also say (especially if any of the heroes wears an obvious symbol of Trithereon) that they are sick of lawless Shield Landers making unauthorized raids and bringing back trouble that the border outposts have to deal with. The soldiers are tempted to turn the disobedient warriors over to Lady Katarina in the future. All the outposts need is a couple reckless groups to show up at the same time, each being chased by who-knows-what and all hell would break loose because there wouldn't be enough people at the outposts to stop them all. So far we've been lucky.

Once the party is past the border outpost they are on their own. Their characters have had plenty of warning about the dangers of the occupied lands to know that they need to be careful. There are always wandering humanoid patrols throughout the occupied lands. If the heroes are doing anything that will attract attention they will be ambushed.

When the heroes enter the occupied lands read the following:

During the first few hours travel the occupied lands show no obvious signs of being hostile, but you feel unwelcome nonetheless. The lands are still rolling hills with patches of woods, lakes, and rivers breaking the monotony once in a while. As your journey progresses you begin to see signs of unfriendly patrols, small troop movements are easy to read in the soft ground. There are humanoid shaped prints and a few horses easily visible at irregular intervals. Once in a while a burned husk of a farm or village can be seen in the distance, few look as if they have been visited by anyone in many months if not years. Bleached bones lying where they fell dot the hills reminding you that there are unmarked graves to fallen citizens throughout the areas you travel. There are many who didn't make it to safety and will never be returning to these villages they once called home.

If the heroes wish to investigate villages or farmhouses they may find some small items (combs, silverware, loose coins, or other household valuables) but nothing of great value (1 to 10 GP value only.) To do so they need to dig through the rubble, anything obvious was taken long ago by humanoids. For every hour they spend searching ruins there is a 10% chance of being noticed and ambushed by a passing patrol of orcs.

Once the players leave the border fort they travel for another day to get to the area Lathias mapped. From either outpost, Gensal is about seven to eight hours distant. They could make it to the village from the outpost in about eight or nine hours if they don't worry about enemy patrols, but most will travel at a slower pace to protect themselves and get there in about double the time.

If the party camps and lights a fire, or makes a lot of noise or visual signals an attack is automatic. If the heroes are attempting to move through occupied lands stealthily they can easily avoid the random patrols. Roll Spot or Listen (DC 15) to see the patrols and Hide (DC 15) to avoid being seen by the patrol. It is possible to avoid these patrols or get the jump on them for an ambush if the heroes make sneak checks if 15 or better.

They are able to sneak past patrols to follow the tracks if each member of the party succeeds at Move Silently (DC 15). If any character fails this roll have that character and all characters within 60 feet roll hide (DC 15.) If anyone in the party fails at these checks then a patrol has spotted some or all of the heroes and attacks.

Tier 1 (EL 3)

Orcs (4): hp 6, 7, 8, 6, see *Monster Manual* page 146. Equipment: Great ax, javelin, scale mail, coins (3 gold each)

Tier 2 (EL 5)

Orcs (6): hp 6, 7, 8, 6, 8, 7 see *Monster Manual* page 146. Equipment: Great ax, javelin, scale mail, coins (3 gold each)

Hobgoblins (2): hp 7, 6 see *Monster Manual* page 119. Equipment: Longsword, javelin, studded leather, coins (4 gold each)

Tier 3 (EL 7)

Orcs (8): hp 6, 7, 8, 6, 8, 7, 6, 8 see *Monster Manual* page 146. Equipment: Great ax, javelin, scale mail, coins (3 gold each)

Hobgoblins (4): hp 7, 6, 7, 5 see *Monster Manual* page 119. Equipment: Longsword, javelin, studded leather, coins (4 gold each)

Ogre (1): hp 26 see *Monster Manual* page 144. Equipment: great club, 12 gold

Augmented Tier

Add another Ogre

Treasure: These humanoids have a little money on them, all equipment is worn and smells bad, but is functional.

Encounter 5: The Village

As the heroes get to 600 yards of the village marked on the map have them roll a Spot check (DC 10). Read the following to any who succeed.

As you move toward the village Lathias has sent you to a thin stream of smoke rising from that direction catches your attention. It can be clearly seen be seen over the gentle rolling hills. The village itself cannot be seen through the hills and tall grass.

Give time for discussion and action before proceeding. If they approach, read the following:

*As you *ride toward it* the smoke quickly dissipates in the wind and can no longer be seen.*

If they approach during the night have them see two bright flashes instead of the smoke.

There was a recent fight at the village and Calinara killed three orcs that were hoping to find some shade to rest in until the sun went down. As they entered the village she used her fire attack on them, killing all three with two attacks.

No other sign of life is seen as they near the village. From where they saw the smoke it will take 15 minutes at a normal pace to reach the village, 30 if they are still carefully making their way across enemy territory. Even if they run it will take around 5 minutes to get to the village and the fight is over by then.

You have found that one burned out village looks much like the other in the last few days. As you approach the one marked on the map you see that it holds true here as well.

Where small houses used to stand there are now charred ruins or unstable remnants of buildings. As you look upon the ruins you see that there may be a couple structures that could provide shelter. There is a well near the center of the ruined dwellings, but little else looks intact.

The silence is overwhelming as you remember the sounds of Critwall as you left, bustling with an almost joyful renewal.

There is nothing moving within the town. If the PCs watch the area they are sure that there is no movement, on a search roll of 10 or better they notice that there aren't even the normal small animals in the area that they've seen in other villages they've passed.

As they watch the village or near it they get a better view of the ruins:

There are twelve buildings surrounding a small square. All have fire damage. Two are still standing and look relatively stable, three have fallen in on themselves while the rest have burned to the ground. It looks as if at least some had basements as the rubble looks to have caved in on a few of them.

Calinara's remains are in the basement of one of them, marked on the map. She can move around the village but not very far from it because her bones act as an anchor. Calinara is a special undead that is detailed under special rules at the end of this adventure.

When the characters approach the village Calinara goes into hiding. They can go about searching the village without any action from her. She may show herself to the party if they capture her curiosity. Mark down each time the heroes mention any of the following in conversation or have one of the listed items in plain view:

- Balarum
- Her name, Calinara
- Knights of Holy Shielding
- Heironeous
- Finding (her) bones
- If the players call to her, attempt to talk to invisible creatures, etc.
- If they explain why Balarum didn't come to get her, true or not
- If there is an obvious symbol of the Knights of Holy Shielding
- If for some reason the heroes have the ceremonial dagger from Jorma's tent
- An obvious symbol of Heironeous
- Talk of the heroes killing orcs

She notices any of these things but is very frightened and will only come out once she is sure they are talking about her. When the players have discussed three of the things above she appears to anyone with the symbol of the Knights of Holy Shielding, Heironeous, or a non-orc. If there is a half-orc in the party she will need a little more push to get her to come out. For each half orc present she needs one more mention of something familiar. She will try to talk to a single person first, appearing when they are alone. If this is not possible then she appears where there are the least half-orcs.

Have any character Calinara chooses to appear to roll a spot (DC 15) to notice her insubstantial form near them. She will appear directly on front of them and wait to be seen. If they fail to notice her they are stunned, flat footed, while she speaks.

You look upon a small ghostly figure directly in front of you. As you look at it, it seems to waver and you know that you are not going to be able to entirely make out its features. You notice that it is about the size of a human child and seems to have long hair flowing down its back. Eyes of the lightest blue stare fixedly on you as she speaks, "I don't know you, but you ain't any of the nasties. What d'you want?"

She will converse with heroes after they give a satisfactory answer about who they are and why they are in her village. Any sudden movement causes Calinara to disappear. She appears in another location when she no longer feels threatened. She can speak even if they can't see her physical form.

If they give answers that scare her she becomes invisible and sinks quickly into the floor, not to come out again until they prove that they are friendly (perhaps in the orc ambush). If they attack her she becomes invisible and rises 100 feet into the air where she attacks with fireballs until the attacker (and only those who attacked her) are incapacitated (stop attacking.) It is possible to kill Calinara by reducing her to 0 hp's, but she reappears wherever her bones are after 24 hours.

When any half-orcs appear read the following:

Suddenly the girl disappears, her voice comes from thin air, and "You seem like a nasty, go away." Looking around you see that *enter half orcs name here* has come within sight of the spirit.

She will allow the half orc to stay only if the others promise her that it won't hurt her. Even then she stays as far away from it as possible at all times.

Allow the players to role-play with the ghost. She is a young child with no knowledge of the wars or the fall of the Shield Lands. She has no

concept of time other than she's been here a 'long time' and is very bored. She asks lots of questions and doesn't often wait for answers. She just wants someone to talk to and keep her company. She will tell them that she can't leave the house she died in and that when she is 'killed' she reappears some time later with her bones. (She's been 'killed by magic using creatures twice, she doesn't know what they were referring to both as some sort of giant things. The were an ogre magi and a winged fiend.)

Once the characters have figured out that they need to take the bones to take the girl they must convince the girl to come with them. She will go willingly with anyone showing a symbol of the Knights of Holy Shielding, and will leave with a person wearing the symbol of Heironeous only after that character explains why she has had to wait so long. She can lead the party to where her bones are. She is trapped within 100 yards of where these bones lay. If the bones are moved away from the village she can move freely between her bones and the place of her death although she is still trapped within 100 yards of whichever she chooses as her anchor at the moment.

Players can figure out the location of the bones if they realize that she's not moved outside a circular radius. The bones are at the center of this circle. (They will not see where she reappears if the heroes kill Calinara because she reforms at her bones and then travels underground to one of the houses before raising above the ground. She travels underground and through the buildings with practiced ease and never misses her target.

Once the characters find Calinara's bones the heroes are able to take them, but her spirit must go willingly. If the players chose to take the bones without her permission she will attack them, only killing those that persist in their course. The characters will find a knife in the midst of Calinara's bones. It has been through the fire but looks in good condition otherwise, just a little tarnished. If the characters polish it they can make it look like new. Making a DC 13 Spot check will allow the player handling the dagger to make out a faint emblem on the guard. She says that it belongs to Balarum and insists that they need to give it back to him. Although the heroes may carry the knife it is not possible to steal it. Calinara knows where it is at all times because it is considered a part of her corpse. She tells Balarum who has it once she meets him.

Calinara (Pyro-specter): Small-Sized Undead (Incorporeal); HD 7d12;hp 55; Init +3 (Dex) ; Spd 40ft., fly 80ft.; AC 13 (Dex); Atks +6 Tower of Fire (1d4 rounds to recharge, 4d10 fire damage), +0 melee (1d4 [crit 19-20] Balarums Dagger; SQ Undead Immunities, Incorporeal, other; AL LN; SV Fort —, Ref +3, Will +5.

St —, Dex 16, Con —, Int 12, Wis 6, Cha 15.

Skills: Hide +18, Intimidate +12 (must be silent), Listen +13; **Feats:** Alertness, Incorporeal,

Evasion (when spell allows Ref save for _ dmg, takes no dmg on successful save and full dmg on failed save)

SQ: Undead Immunities--Immune to mind influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain. Immune to anything requiring a fortitude save (see MM for more info).

Incorporeality—Can be harmed only by other incorporeal creatures, +1 or better weapons, or magic, not affected by mundane heat, cold or acid. Even when struck by magic or a magical weapon there is a 50% chance to ignore all damage, the only exception is force attacks. Can pass through solid objects at will and own attacks pass through physical armor. Always moves silently. Can move in any direction including up or down, does not need to walk on the ground.

Evasion—when spell allows Ref save for dmg, takes no dmg on successful save and full dmg on failed save.

Other Immunities—Immune to fire, cannot be turned.

SA— Tower of Fire – 4d10 fire based attack affects all within 10 foot radius (nine squares) of blast point, attacks at will, 1d4 rounds to recharge between blasts,

Other – her movement limited to 100-yard radius from her mortal remains or the place of her death, whichever she chooses at any given time.

Equipment: Balarums Dagger

Tactics—Calinara attacks orcs, ogres, bugbears, hobgoblins and undead on sight. She saw Balarum kill these creatures from her window many years earlier and so she blames them for his failure to return. She will assume anyone travelling with these types of creatures to be evil and attack them as well.

A half-orc will get a chance to explain why it looks like an orc. She's never seen one before. If the heroes attack she will always attack any half-orc's first. Calinara will appear at her outer-most reach to scare attackers into the center of the village.

She has learned to use her movement to intimidate, by showing a glimpse of herself she can create the illusion of several ghostlike creatures or one very large one. She can hit any characters within five feet of each other with one attack.

Encounter 6: Gensal

The heroes are expected to go to Gensal at some point during the adventure, but they may or may not have Calinara with them when they do. She will be both a help and a hindrance if she is there. She can fly 100 yards upwards without being seen, she makes an excellent scout, but since Calinara attacks orcs, ogres, bugbears, hobgoblins and undead on sight, she can draw the party into

fight they might otherwise avoid. Her tactics are quite simple, using her fire attacks to roast the enemy while remaining invisible. The only way this truly endangers the party is if they are scouting into the city with her. If they are in the hillside when she sees them she will attack at that distance leaving the characters well out of sight of the enemies.

Luckily for the players the forces of Iuz have deserted Gensal, though no one knows why. If they stay outside Gensal and watch they will see movement now and then, including a hill giant, a flying creature that could be a fiend of some sort, and many orcs, perhaps as many as 100, but certainly not an army of them. If they enter the city with Cali they may find themselves in a lot of trouble.

Heroes who make a Knowledge (History – Shield Lands) roll at DC 10 know that Gensal used to be a strong farming community. The town fared well in the Horned Society invasion, escaping major confrontations and being occupied by only a small force of hobgoblins. When the invaders fled the lands in early 583 the village was back in top shape by the middle of the year. The most recent leader of the city was Justin Thorton Gensal III. Once lush fields surrounded it, but now it resembles much of the other occupied territory.

On a better roll (DC 15) they know that the village of Gensal was created in 423 to the demands of the farmers in the area. The creation of the Horned Society in 413 caused quite a stir in the Shield Lands. The farmers in the vicinity wanted a walled village for protection, in case of raids. A small noble family from Critwall was given the land and thus began Gensal.

Now all that remains is scorched earth and demolished farmhouses. The walled village has been crushed. 10% of the wall is barley intact, the rest totally obliterated. All temples have been desecrated and destroyed.

If they reach the village at night they will see only a few fires in the rubble, but will be too far away to see anything else. The fort within the city is dark at all times. They can sneak to within 50 yards of the city without being seen if it's the dark of night. Read the following text once they get to within 50 yards.

The walled village of Gensal looks to have been decimated by the forces of Iuz. In this village that use to hold about 2000 beings there is now only rubble. Only small towers of stone mark where the wall used to be. Oddly, near the center of the small town stands a small but strong looking fortress. This appears to be the only structurally sound building in the ruins. What you assume used to be fields surrounding the city are nothing but cracked and peeling dirt, not even grass grows anymore. The area in all directions from the village is as flat as any you've seen. There seems to be at least 300 yards of open land before getting to what used to be the wall.

300 yards is too far to see much of the city; if they want to sneak in they may be spotted by a few of the orcs who are living there. There is no formal guard posted and the orcs are not used to looking over the scorched earth. Sneaking in over 300 yards is relatively easy (DC 10) each 50 yards until they get to 50 yards out. Then raise it to DC 15. If they fail this roll then have roll the orcs roll a single Spot or Listen (DC 15 if 300 to 50 yards out, 10 if under 50 yards.) If at any point an orc notices them an alarm will go out. In any case, the PCs will always be spotted before they can cross the wall and enter Gensal.

Upon successful Hide or Move Silently rolls read the following:

Nearing the town you notice that it smells strongly of decay and waste. A pleasant smell of burning wood eases this rank odor at intervals from the small fires around the town. Quietly easing from one hiding space to another requires all your patience as small movements catch your attention at almost every pause. Orcs can be seen now and then walking from one place to another, but they seem secure in their safety and rarely look around. Oddly, the orcs seem to keep their distance from the town itself, staying toward the edges and often well beyond the old wall.

If at anytime an alarm is raised read the following:

As you attempt to move from one hiding spot to another you hear a sharp intake of breath a moment before a loud guttural shout cuts through the stillness. There is a single orc standing in a patch of darkness that seems to have caught your movement. As you listen another guttural shout can be heard several yards away, although you cannot see the second orc. The first orc moves toward you with a mace already in hand.

The heroes can fight or flee at this point. To fight will allow others to get into position to attack in the next rounds. The first orc, the one who yelled, has a heavy mace that he uses to attack in the next round. He is only 15 feet away at the beginning of the encounter and would be able to close into melee if he wins initiative. The first orc shouted to three others what he has found. He shouted the number of enemies he sees. "Intruders, three of them" is an example for anyone who speaks orcish. This orc will shout out other pertinent information to his companions whenever he notices it. For instance, if anyone is attempting to hide to ambush the new orcs, or if a hero is setting up with a bow, the first orc will attempt to give warning.

ALL TIERS:

This battle will be more than the heroes will be able to win. Each round a few more humanoids will be able to get to the fight.

Eventually the heroes should flee. Paladins should be encouraged to see the futility of their deaths here. Without seeing that the information is safely relayed their deaths would be meaningless.

Round One:

The orc previously mentioned. (Mace)

Round Two:

Three orcs, (Mace, 2 Great axe)

Round Three:

Two orcs, one hobgoblin

Round four:

Yelling, no new combatants

Round Five:

Orc with heavy mace.

Round Six:

Orc with greataxe

Round Seven:

Yelling no new combatants

Round Eight:

Ogre, orc with mace

Round Nine:

Two orcs, maces

Round Ten:

Yelling, no new combatants

Round Eleven:

Giant can be seen, will be in range next round to throw something.

Round Twelve:

Orc (Greataxe), thrown stone from Giant.

Round Thirteen:

Two orcs, a thrown stone from Giant who will be in melee next round

Round Fourteen:

Giant draws great club and moves into melee

Round 15:

Orc (Mace), on the next round start back at the beginning (round 1 – orc with mace)

Enemies: they each have some coins averaging to 3 gold pieces for each one successfully searched.

Orcs: CR 1; Medium Humanoid; HD 1d8; hp 6; Init +0; Spd 20 ft (scale mail); AC 14 (+4 scale mail); Atks +2 melee (1d12+3(x3), great ax), +0 ranged (1d6+2, javelin); SQ Darkvision 60 ft, Light Sensitivity; AL CE; SV Fort +2, Ref +0, Will -1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills: Listen +4, Spot +3; Feats: Alertness.

Equipment: Great ax, javelin, scale mail

Bugbear: CR 2; Medium Humanoid; HD 3d8+3; hp 19; Init +1 (+1 Dex); Spd 30 ft; AC 17 (+1 Dex, +3 Natural, +2 Leather, +1 Small Shield); Atks +4 melee (1d8+2, Morningstar), +3 ranged (1d6+2, javelin); AL NE; SV Fort +2, Ref +4, Will +1.

Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills: Climb +2, Hide +3, Listen +3, Move Silently +6, Spot +3; **Feats:** Alertness.

Equipment: Morningstar, javelin, and leather armor.

Hobgoblins (6): CR 1/2; Medium Humanoid; HD 1d8+1; hp 5 (each); Init +1 (+1 Dex); Spd 30 ft; AC 15 (+1 Dex, +3 Studded Leather, +1 Small Shield); Atks +0 melee (1d8, longsword), +1 ranged (1d6, javelin); AL LE; SV Fort +3, Ref +1, Will 0.

Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills: Hide +1, Listen +4, Move Silently +3, Spot +4; **Feats:** Alertness.

Equipment: Long sword, javelin, and studded leather

Ogre (1): CR 2; Large Giant (9 ft. tall); HD 4d8+8; hp 26(each); Init -1 (-1 Dex); Spd 30; AC 16 (-1 Size, -1 Dex, +5 Natural, +3 Hide); Atks +8 melee (2d6+7, huge great club), +1 ranged (2d6+7, huge long spear); Face/Reach 5 ft. x 5 ft./10 ft.; AL CE; SV Fort +6, Ref +0, Will +1.

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills: Climb +5, Listen +3, Spot +3; **Feats:** Weapon Focus (Great Club).

Equipment: great club

Hill Giant (1): CR 5; Large Giant (9 ft. tall); HD 12d8+48; hp 102 (Currently at 64); Init -1 (Dex); Spd 40; AC 20 (-1 Size, -1 Dex, +9 Natural, +3 Hide); Atks +11 melee (2d6+10, huge greatclub), +3 ranged (2d6+7, rock); Face/Reach 5 ft. x 5 ft./10 ft.; AL CE; SV Fort +12, Ref +3, Will +4.

Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills: Climb +9, Jump +9, Spot +4; **Feats:** Power Attack, Weapon Focus (Great Club).

Equipment: great club

When heroes are forced to flee several orcs will chase them for a while, stopping 100 yards from the walls and heading back.

If for any reason the party manages to take a prisoner, they can learn the following by offering him some food.

They know:

- The majority of their force was moved out a while ago because something bad was going to happen, but he doesn't know what.
- Whatever happened did so before he got there and all he knows is the place is a "place of rotting death".
- Everyone stationed here thinks the place is cursed and won't enter unless threatened with death.
- Some orcs and hobgoblins have gotten sick and a few have even died.
- Supposedly someone important is coming to do something that will protect the village from prying eyes.

CALINARA IN GENSAL:

If Calinara is with the heroes they will not be able to get near the village. She will attack any orc

she sees, in this way alerting the orcs to the presence of outsiders.

If the players have brought Calinara with them, she will agree to do whatever they say, but as soon as she has the opportunity to kill "ugly things" she will forget her promise and fly into a deadly rage. She will stay with the heroes and flame any orc she sees. This does not mean that the orcs know where the attack came from, as the flames seem to originate at the target, not Calinara. If the players tell her to stop she will ignore them and move closer to the orc(s) she sees. Remember she can move only 100 yards from her bones, if the heroes run away with her bones she will be dragged along with them, attacking until the orcs are 100 yards away from her. This means that the orcs could be 200 yards away from the characters and still be in range of Calinara.

Optional Encounter: The Lone Wanderer

If there is extra time and the heroes have bypassed some or all of the combat encounters the DM can run this additional wandering patrol. This encounter is tiered and involves a human cleric. There will be gold on the cleric but nothing else of value.

Devorias first action is to cast *undetectable alignment* before he approaches the party. He has no obvious symbols of Iuz showing. He assumes that they will need to be killed, but will wait until an opportune moment to begin the attack. If any symbols of Heironeous, Pholtus, St. Cuthbert or any good deities are openly displayed, he will attack immediately. He will not get within 60 feet of the party for any reason. The party may talk their way out of this battle, but it's unlikely. If things go poorly for Devorias he will attempt to lame as many horses as possible while making his escape.

Tier 1 (EL 4)

Devorias Elzen, male human Clr4: Medium Humanoid (5 ft. 7 in.); HD 4d8+4; hp 27; Init +1 (Dex); Spd 30; AC 11 (+1 Dex); Atks +3 melee (1d4 [crit 19-20], dagger); SA spells, turn undead; SD Blind-Fight; AL LE; SV Fort +5, Ref +2, Will +8.

Str 10, Dex 12, Con 12, Int 12, Wis 15, Cha 12.

Skills: Concentration +7, Disguise +6, Knowledge (religion) +4, Spellcraft +4. **Feats:** Iron Will, Run, Skill Focus (disguise).

Spells Prepared (5/4/3, base DC = 14 + spell level) (Chaos, Trickery): 0—*cure minor wounds* (x3), *detect magic*, *resistance*; 1st—*change self**; *cure light wounds*, *doom* (x2), *cause fear*; 2nd—*Invisibility**, *hold person*, *silence*, *undetectable alignment*.

*Domain spell. Domains: Chaos (cast chaos spells at +1 caster level); Trickery (bluff, disguise, hide are class skills)

Equipment: dagger, horse, holy symbol of Iuz, Pouch containing 48 gp.

Tier 2 (EL 6)

Devorias Elzen, male human Clr6: Medium Humanoid (5 ft. 7 in.); HD 6d8+6; hp 37; Init +5 (Dex, Improved Initiative); Spd 30; AC 11 (+1 Dex); Atks +4 melee (1d4 [crit 19-20], dagger); SA spells, turn undead; SD Blind-Fight; AL LE; SV Fort +6, Ref +3, Will +9.

Str 10, Dex 12, Con 12, Int 12, Wis 15, Cha 12.

Skills: Concentration +9, Disguise +8, Knowledge (religion) +5, Spellcraft +5. Feats: Iron Will, Run, Skill Focus (disguise), and Improved Initiative.

Spells Prepared (5/4/4/3, base DC = 16 + spell level) (Chaos, Trickery): 0—cure minor wounds (x3), detect magic, resistance; 1st—change self*; cure light wounds, doom (x2), cause fear; 2nd—Invisibility*, aid, hold person, silence, undetectable alignment; 3rd—Nondetection*, dispel magic, cure serious wounds, wind wall.

*Domain spell. Domains: Chaos (cast chaos spells at +1 caster level); Trickery (bluff, disguise, hide are class skills)

Equipment: dagger, horse, holy symbol of Iuz, Pouch containing 48 gp.

Tier 3 (EL 8)

Devorias Elzen, male human Clr8: Medium Humanoid (5 ft. 7 in.); HD 8d8+8; hp 47; Init +5 (Dex, Improved Initiative); Spd 30; AC 11 (+1 Dex); Atks +6/+1 melee (1d4 [crit 19-20], dagger); SA spells, turn undead; SD Blind-Fight; AL LE; SV Fort +7, Ref +4, Will +11.

Str 10, Dex 12, Con 12, Int 12, Wis 16, Cha 12.

Skills: Concentration +11, Disguise +10, Knowledge (religion) +6, Spellcraft +6. Feats: Iron Will, Run, Skill Focus (disguise), and Improved Initiative.

Spells Prepared (5/5/4/4/2, base DC = 18 + spell level) (Chaos, Trickery): 0—cure minor wounds (x3), detect magic, resistance; 1st—change self*; cure light wounds, doom (x2), cause fear(x2); 2nd—Invisibility*, aid, hold person, silence, undetectable alignment; 3rd—nondetection*, deeper darkness, dispel magic, cure serious wounds, wind wall; 4th—confusion*, poison, spell immunity

*Domain spell. Domains: Chaos (cast chaos spells at +1 caster level); Trickery (bluff, disguise, hide are class skills)

Equipment: dagger, horse, holy symbol of Iuz, pouch containing 48 gp

Conclusion: The Burial

Other than the child talking incessantly to you, your journey back to Critwall is uneventful. She

has no end of questions, often asking the same ones several times. The only time the party is allowed a rest from the questions is when Cali flies up in the air to look around. She has had the same view for many years and is amazed by the new sights to see. One question comes up time and time again, "When do I get to see Balarum?" No answer is sufficient to stop her from asking again later. She points out any danger that is in your way and you can easily avoid it. Once you get within the walls of Critwall Cali becomes invisible and stops talking, but you know she's still there because she can't help making surprised noises every time she sees something new.

The townspeople are unaware of the ghost unless the party point her out. She remains invisible until they get to the Cathedral of the Shield Reclaimed.

You notice that there are many knights of Holy Shielding in the temple today and none seem overly surprised that the ghost is there. She enters the temple ahead of you and begins searching for Balarum. Many of the priests and Knights help her and follow after. You are able to move through the crowd of knights as they recognize that you are carrying the girl's bones. Wilton Garnmet steps up to you, "I'll take the child" and reaches out for the bones.

The heroes are led to the same room they'd probably seen Jorma in earlier. His condition has not changed.

There are four beds in the room, but his is now the only one occupied. Lathias, Mara, and Wilton stand near the bed as you enter, you notice that the ghost is on the bed and although he is non-responsive she seems to be communicating with him. No one in the room seems to breathe for what seems like minutes before she raises her head. You notice that she seems more substantial than you've ever seen her. She has tears in her eyes, but a smile upon her lips.

"He's sorry," is all she says. She looks to the high priest, "I'm ready to go, but please heal him first." The priest casts a spell on the still sleeping Balarum and you watch as his body repairs itself, including his previously stunted arm and leg. The priest then asks for the child's bones and casts a spell upon them. This seems to cause no pain to Cali because she smiles at you as she fades away. In her place beside Balarum are a number of small white bone chips.

It takes a few minutes for Balarum to wake, allow the heroes to interact with each other. The priests remain silent and seemingly in prayer during this time. Calinara has told him all about her adventures since he left her and he has explained about his past and apologized for his failure.

Balarum wakes a few minutes later and looks around, his gaze resting on you. Although he has never met you before, he acknowledges you each by name (assuming Cali knew their names) and thanks you (assuming Cali had nice things to say about them). He stands, picks up the chips from next to him on the bed. He hands one to (list the characters that helped Cali get to Critwall. Do not list half-orcs or anyone who attacked her at any point) "She wanted to thank you properly, these will offer each of you a small amount of protection, should you ever need it." I wish I had something to give you as well, but I have nothing left but this dagger. It's not much, but I'd like to give it to you, please accept it. Also you have my thanks and the knowledge that I am in your debt.

Allow the characters to interact with Balarum. He is willing to tell them anything about his past, even the painful moments. Use the adventure background, or anything else in the module) for references to his past. As they talk Balarum stands and stretches his muscles. He seems entirely healed; the only marks on him are the burns to his chest from when he was a child and a small scar on his left shoulder. As the conversation finishes Balarum is ready to leave the temple.

As Balarum exits his small room you see that there is a Knight of Holy Shielding standing just outside the door, as if waiting for him. The knight speaks to Balarum when he says, "Please come with me" he and Balarum then leave. Many knights and then the priests follow. You are pulled with the parade to the large hall. You hear a young priest say to another, "I've never seen so many people in the main hall before."

As you stand amidst the mass of people you see the knight who spoke reach up to the wall honoring the fallen and take down Balarum's battle axe and shield. He then reads the plaque aloud for all to hear before prying it off the wall and handing that to Balarum.

"We have been told of your failings and, although every person in this hall wishes you success in your future, we have no choice but to dismiss you from the Knighthood of the Shield. You will need these items on you quest to regain you honor, use them in good faith and may Heironeous protect you."

Balarum stands erect as one by one the knights file past him, each knight clasps Balarum's hand or forearm in a last respectful salute and ritually turns their back on him before walking out of the hall.

The End

To wrap things up, the judge can have the PCs debriefed about what they found at Gensal and allow Lathias to give them each a small bag of coins as a reward for their hard work.

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Introduction: Collapse

Dig out three men from the collapse 15 xp

Encounter One: Savior of Tent Town

Question residents to learn about Jorma 15 xp

Find the dagger and holy symbol without help 15 xp

Encounter Two: The Shield Reclaimed

Investigate Jorma and/or Balarum 15 xp

Give dagger and holy symbol to church, the knights, or Balarum/Jorma 15 xp

Encounter Three: Long Lost Friend

Get information from Lathias during first day, before he summons heroes 25 xp

Put together that Balarum and Jorma are the same man during first day, before Lathias summons heroes 75 xp

Encounter Four: Entering the Unknown

Avoid patrols 25 xp

Encounter Five: The Village

Avoid fighting Calinara 25 xp

Get Calinara to come willingly 25 xp

Encounter Six: Gensal

Avoid a fight 25 xp

Report the strength of the humanoids 50 xp

Conclusion: Burial

Return burnt dagger to Balarum (this is lost if anyone ever attempted to steal it) 25 xp

Calinara is laid to rest 50 xp

Balarum is healed 50 xp

Total experience for objectives 450 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

Treasure Summary

Encounter Four: Entering the Unknown

Up to 51 gold taken off corpses

Encounter Six: Gensal

Up to 100 gold taken off corpses

Optional Encounter:

48 gp taken off cleric

Iron holy symbol of Iuz (1 gp, N/A, Iron, common)

Conclusion: Burial

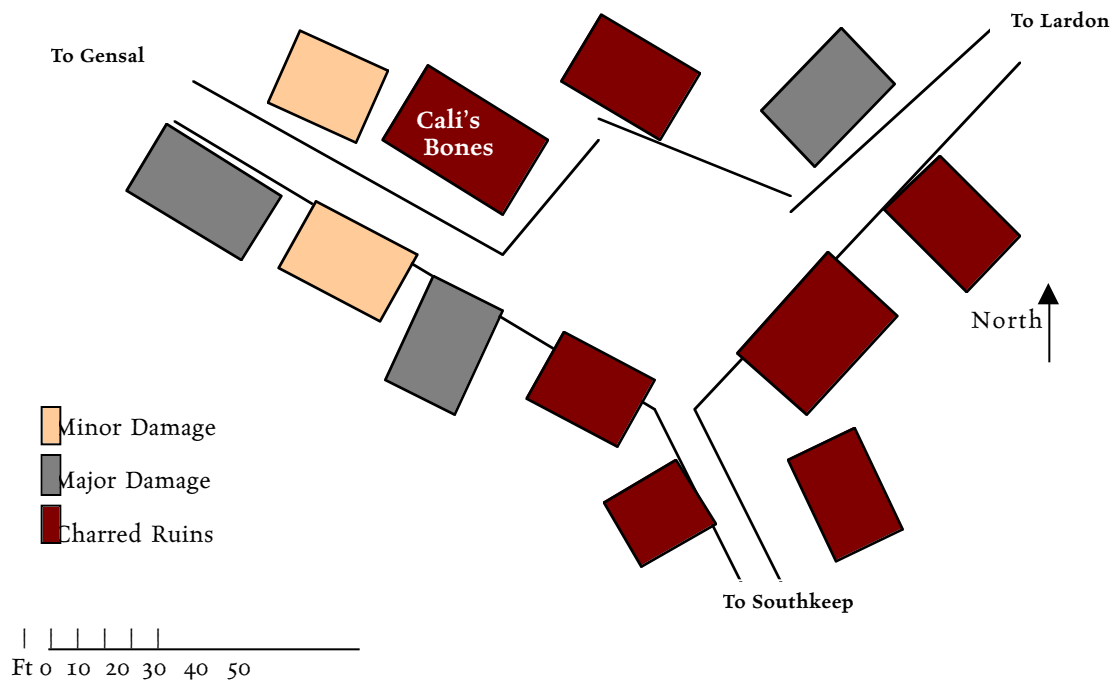
50 gold pieces each from Lathias.

Calinaras's Bone Chip: (Value: 400 gp, Size: Tiny, Uses: One, Tradable: No, Rarity: Unusual, Weight: 0) This two-inch long sliver of charred bone holds a tiny bit of the essence of a young girl whose spirit you set free. She has given this piece of herself to protect you from the next single fire-based attack that would do you harm either area effect or personal. This bone chip will act before any other protections with no thought or action from the character. This protection does not affect anyone but the character to whom it was given. This item absorbs up to 12 points of fire damage during the next single attack, in the same way that a *protection of elements* (fire) spell does. This use-activated item then crumbles into dust. This item takes the place of the amulet, brooch, medallion, necklace, periapt, or scarab item in regards to the limits on magic items worn.

Balarums's Dagger: (Value: 350GP, Size: Small, Uses: Unlimited, Tradable: Yes, Rarity: Uncommon, Weight: 1lb.) This small blade used to bear the symbol of the Knight of Holy Shielding on the guard, but the detail has been burnt and the inlays have melted leaving only a faint impression of what used to be a beautiful design. The blade itself has withstood the ravages of fire and time better than the embellishments and is obviously a work of great craftsmanship. (These masterwork blades were given to Knights of Holy Shielding after the Horned Society pulled out of the Shield Lands. Although many knights have these blades this one is not easily recognized unless it is studied very closely or seen by someone who knows what they are looking for.)

Favor of Balarum Jorma Ashbrook: (Value: 0, Size: 0, Uses: Once, Tradable: No, Rarity: Common, Weight: 0) Balarum was a veteran of the war against the Horned Society and fought Iuz through the fall of Admundfort. He was a Paladin for many years and is attempting to regain that status. He is intimately aware of the history of the Shield Lands from 554 to present and knows a lot about the times before he was born through his studies. Priests at the Cathedral of the Shield Reclaimed may locate Balarum at all times, although the heroes will have to be in Critwall to redeem this favor. Heroes with this favor may ask Balarum any question dealing with Heironeous or Shield Lands History and be assured a true and correct answer.

Appendix or DM Aid



Minor Damage: This building is still standing, although it is in disrepair. There is smoke and flame damage but this building could still provide shelter. There is a 10% chance of debris falling on characters for negligible damage if they camp here. Both standing buildings have only one story. It's not possible to tell if others used to have one or two stories.

Major Damage: This building has much fire damage and looks like it could collapse at any moment. There is a 75% chance of debris falling on characters for 1d6 damage if they walk within this building. The building will easily collapse if the characters are not careful. For each character hit by debris there is a 10% chance of this. Give them two rounds to exit the building as it creaks loudly and then collapses. If a character remains inside after warnings are given they may take up to 3d6 damage at the discretion of the DM.

Charred Ruins: There is no building left although there are cellars under each of these buildings. There is an indent in the rubble showing that the building is not entirely stable. The only way these buildings are dangerous is if the players put over 200lbs on any one place. For each round the mass (character or otherwise) is on the rubble there is a 10% chance that it falls further into a cellar, there is no damage. Each cellar is 10 feet deep and easy to climb out of due to the amount of rubble on every side. Cali's bones are in the cellar of her building beneath the rubble. Once the characters find the right building it's only a matter of time to find them. This is made much easier if Cali gives her permission to take the bones.

Player Handout #2



Critical Events Summary for *The Fallen*

Did Calinara come to Critwall willingly?	Yes	No
Did Calinara's spirit get laid to rest?	Yes	No
Did Balarum get healed and awaken?	Yes	No
Did the characters tell officials of the true fortifications of Gensal?	Yes	No
Did the characters attempt to steal the dagger?	Yes	No

Please mention any bad things that Cali had to report to Balarum about the characters:

Please note any interesting occurrences: