

SHL3–08

In the Cold Grave

A One-Round D&D LIVING GREYHAWK[®] Shield Lands Regional Adventure

Version 1.0

by Rick LaRue

Reviewed by Jason Bulmahn

It is late in the month of Sunsebb and once again you find yourself stationed at “Orand’s Tomb” to the west of Torkeep on the banks of the Ritensa River. Just as last year’s winter blasted the normally temperate Shield Lands with freezing rain, deep snow and harsh north winds, this winter seems to be shaping up much the same. A mysterious visitor in the night beckons you to follow him into the growing storm. Do you dare follow? Part 3 of The Towers series. A Living Greyhawk adventure for character levels 1-14. This adventure uses the revised Dungeons & Dragons rules.

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

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

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

Introduction

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

Preparation

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

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

Scoring

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

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

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

Living Greyhawk Levels of Play

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

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

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

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

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

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

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

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

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

Time Units and Upkeep

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

Adventure Background

This event is the third in the Towers series of Shield Lands' regional event. Parts 1 and 2 both contain background information that is helpful, but not essential for DMs running this event. Regardless, DMs are encouraged to be familiar with both prior events so as to provide a greater sense of continuation for players who have already played the earlier events. For convenience, the adventure backgrounds and summaries for parts 1 and 2 are included in Appendix 3 and very briefly discussed in this section.

In part one (SHL3-01 The Lonely Tower), the PCs are sent to Orand's Tomb as the replacement garrison for the outpost. When they arrive they found the tower seemingly deserted. An investigation led them to a secret laboratory belonging to the Shield Mage Orand. After a battle with a kyton and his chain golem servants over possession of a book containing instructions to create chain golems, the PCs found a journal belonging to the Shield Mage's apprentice, Alewyn.

Alewyn's last journal entry was dated shortly before the Shield Lands fell to Iuz and described his plans to travel to Walworth Isle where he would meet a Shield Mage named Eórdsidh and escort her to a meeting of the elder mages of the Arcane Order of Shield Mages.

In the second part of the towers series (SHL3-04 A Light in the Dark), the PCs are sent on a rescue mission to find a noble lost on the Nyr Dyv to Rhennee pirates. The noble, Lord Linard, was rumored to be under consideration for receiving the lands and titles formerly belonging to Lord Arbas the traitor. The PCs learned Lord Linard had died during the attack and thus could not rescue him. They also found another journal entry by the apprentice Shield Mage Alewyn. This one was dated only days before Iuz's victory in the Shield Lands and discussed the events that occurred during the conclave of Shield Mages at their towers in Admundfort at which Alewyn had spoken for his master Orand. Though Alewyn's writings did not reveal the details of the conclave, they hinted at important events happening within the Arcane Order of Shield Mages that might explain their current disappearance from the Shield Lands. The journal also indicated that Alewyn, no longer an apprentice but a full Shield Mage, was headed to his former master's tower before beginning his new mission for the Shield Mages.

The final events leading up to this adventure began only hours before the PCs are drawn into the action. Alewyn, who has for the last ten years been living in self-imposed exile and isolation as part of his duty to the Shield Mages, was betrayed by another Shield Mage who had shared his mission. The Traitor, a Shield Mage named Yseron, betrayed the Arcane Order of the Shield

Mages to Iuz in exchange for control of the Order's greatest secret.

Under a ruse of needing help, Yseron lured Alewyn to the fallen tower of Pelasin, Yseron's former master. After a terrible battle, both mages lay near death. Before his death, Yseron used a magical gem to cast a *magic jar* spell which he had long ago discovered how to alter with dark, forbidden arts. The altered version of the *magic jar* forced Alewyn's soul into his own dying body while he took possession of Alewyn's body. Fueled by these dark energies, the *magic jar* spell became permanent. Separated from his own body and trapped in the dying one of his enemy, Alewyn "died"... at least that was to be the plan.

Alewyn's devotion to the Arcane Order of the Shield Mages was greater than anything else in the man's life. Upon the death of his "new" body, Alewyn's soul became a ghost with one mission; find allies to stop Yseron before he could turn over the secret of the Shield Mages to Iuz. Having no information on the fate of Orand and being unsure where to begin, Alewyn rushed to his own master's tower to begin his quest.

The adventure takes place in late Sunsebb, 593 CY.

Adventure Summary

The adventure begins with the PCs on night watch at Orand's Tomb, a Shield Lands border outpost near Torkeep. Being late in an unusually cold and stormy Sunsebb, the PCs face a freezing cold night on watch.

Just past midnight the PCs receive a ghostly visitor who to some seems oddly familiar although they are sure they have never seen the man before. The ghost seems insistent the party follow him into the growing storm.

Once beyond the limited protection offered by outpost, the PCs face difficult weather conditions and treacherous terrain. Being well prepared and creative, the PCs find many ways to overcome the storm's fury and proceed.

The ghost leads the party deep into occupied lands over the course of the next few hours. Unfortunately their route takes them across a group of mounted hunter-killers with whom the PCs must deal before they can continue. Questioning a survivor, the PCs learn that the presumed hunter-killers are actually scouts sent out by a larger force of Iuzian troops heading to meet someone with information about the Towers of the Shield Mages in Admundfort. From the looks of it, Iuz's troops are headed to the same place the PCs are.

The ghost continues to lead the PCs deeper into occupied lands and eventually to the ruins of a small tower. The PCs have a chance to look around a bit and find clues of a magical battle. They also find the frozen

body of a dead wizard bearing the markings of a Shield Mage.

Before the PCs can do much more, they are attacked by a living wizard who looks exactly like the ghost they've been following for the last few hours. The battle is exceptionally tough as the attacking wizard seems to be able to cast almost any spell he needs. Eventually the PCs defeat him and learn the truth behind the ghost and the evil Shield Mage they fought. They also learn a considerable amount about the fate of the Shield Mages and the secret of the Spellpool of the Towers in Admundfort.

Realizing they came too late to the tower, the PCs must pursue and stop the emissaries of Iuz from returning to Law's Forge with the information they gained from the evil Shield Mage. This time the storm works to their advantage and the PCs catch up with Iuz's minions.

The ensuing battle is fierce, but the PCs defeat their enemies. Unfortunately they learn that Iuz's emissary has already returned to Law's Forge via a *teleport* spell, taking the vital information with him.

With the information on the fate of the Shield Mages the party gained from Alewyn's ghost and a warning that Iuz may now be able to wrest control of the spellpool in Admundfort from the Shield Mages, the PCs return to Orand's Tomb and eventually Torkeep to report.

Introduction

For the last two days you have been stationed at "Orand's Tomb" not far from Torkeep. The tower outpost once belonged to a Shield Mage named Orand who was found slain within during the Battle of Torkeep two years ago. Since then the outpost has earned its macabre nickname by being at the center of a number of tragedies involving slaughter, pain and creatures from the lower planes. When you arrived you were assured that the unfortunate occurrences were nothing more than that; the tower isn't cursed or haunted as some fear.

If the tower isn't cursed by foul magic, fate or the Old One, it certainly is cursed by miserable weather. Winters are generally mild in the Shield Lands; even this far north. But like the last, this winter has been bitter and stormy. Even through your thick cloak and magical protections, the random stray gust of chill wind reminds you of the freezing temperatures and each trip around the outpost walls is an increasing chore as the snow continues to pile and drift into the night.

If not for the thick storm clouds blocking their light, both Luna and Celene could be seen waning to new on this late Sunsebb night. The Time of the

Wolf the nomads of the north call it, or Lacysnows in olven speech; in any language though, it means cold for you and your companions.

The outpost is currently home to [insert number of PCs at table] Pathfinders, including yourself, eighteen Shield Lands soldiers, an older cleric of the Archpaladin named Sareth of Heironeous and a young Knight of Holy Shielding named Sir Galodin. By the luck of the draw, you and your fellow Pathfinders are on night watch this evening. Inside the tower's lower levels, the soldiers huddle under thick blankets amidst smoldering braziers. When the storm hit, Sir Galodin ordered a temporary barracks set up inside the tower as protection from the wind.

The tower sits atop a small rise overlooking the Ritensa River. Around it is a wooden palisade made of stout poles rising about six feet above ground and more than nine inches thick. A sturdy wooden gate pierces the wall along the well worn path leading north to the tower's only entrance. The palisade forms a semi-circle around the base of the outcropping that forms the foundation of the tower, preventing an enemy from approaching except from the air or after a difficult climb up the sheer rock face descending to the river far below. Inside the wooden walls are five tents and a small horse pen.

Four of the tents normally contain the garrison's sleeping gear and basic equipment which has recently been moved inside the tower because of the storm. The fifth is a supply tent filled with rations, basic equipment used by the soldiers, barrels of fresh water (also moved inside) and extra arrows and crossbow bolts. Assume most adventuring gear of less than 10gp value from Table 7-7 of the Player's Handbook is available in limited quantity (1d6 of each).

The horse pen currently has six horses inside. Sareth has been using *endure elements* on them to protect them from the cold, but keeping their water from freezing has been a difficult chore for the grooms. One of the mounts is a fine heavy warhorse belonging to Sir Galodin.

The tower is about fifty-feet tall and consists of four levels. Since the occupation it has fallen into disrepair; weeds and vines cover its surface and large cracks are evident in the masonry. At the top of a short stairway is the oak door entry of the tower.

The first three levels of the tower have been converted into a temporary barracks for the garrison until the storm passes. Each room has one or more smoldering braziers filled with a combination of dried horse dung, dried peat moss and charcoal. The forth floor of the tower has been converted to a makeshift lookout; two guards are always on watch duty within. The room is pierced on all sides by arrow slits allowing the bitter

wind to howl through and snow to drift along the walls. A single small brazier is all the warmth in the room.

See Appendix 2a & 2b for maps of the tower and its surroundings.

The PCs are on watch duty when the adventure begins. Two are in the watch tower on the fourth floor and the rest are outside walking the perimeter. Allow the players to decide who is where and what precautions they've taken against the cold. Any PCs without access to winter clothing will have received the equivalent of one suit of cold weather clothing (as described in the PH) from the outpost quartermaster when they arrived. Such clothing provides a +5 circumstance bonus to Fortitude saves against the effects of the cold weather.

Weather Conditions: Weather plays an important role in this event. With each encounter (up to Encounter Five), the winter storm continues to worsen and the conditions get more severe. This is meant to challenge the players and PCs in new ways. Most parties above APL2 will be able to use spells and magic items to protect themselves from the cold making it a non-issue, present only as a background element to help set the feel of the adventure. The snow and wind on the other hand are real obstacles for the party to face.

DMs should be careful not to over or under play the effects of weather as both situations can bog down the game or undercut the tone of the event. The players should be given the chance to use creativity to overcome the challenges presented by the storm.

It is in combat where the wind and snow will have the most direct effect on the PCs (and NPCs for that matter). Movement, line of sight and missile weapons are each greatly affected by the storm. Each encounter will list the current conditions and Appendix has a complete description of any modifiers under which the PCs must operate. For more information on the effects of cold, snow and wind, see the DMG.

Creatures: Sir Galodin is a friendly man, popular with the soldiers and good with at axe and lance. Unlike some from the Order of the Holy Shield, Sir Galodin is modest, open-minded and fair. He tries to judge everyone based on their actions, not their standing, rank or position. If rumors are true, this has caused him some trouble with minor nobles and arrogant officers with whom he did not agree. Though he considers his own words carefully, he does not hesitate to speak his mind once set. He is willing to listen to the counsel of others; even the lowliest soldier, if he hears wisdom in their words. Once an order is given, he expects it followed.

☛ **Sir Galodin:** Male human Ftr6/Clr2/KoHS2.

Sareth is a middle-aged human man who focuses on the martial aspect of his god. He helps Sir Galodin train the

soldiers and takes his turn on watch like everyone else. He dislikes clerics of other gods who openly try to recruit others to their faith. He strongly believes the Shield Lands follow Heironeous and they should remain that way.

☛ **Sareth of Heironeous:** Male human Clr8 (Heironeous).

☛ **Shield Lands Soldiers (12):** Male & female War1.

☛ **Shield Lands Sergeants (2):** Male & female War2.

☛ **Shield Lands Soldiers (2):** Male & female Clr1 (Heironeous).

☛ **Shield Lands Scouts (2):** Male & female Rgr1.

Development: When the PCs have positioned and prepared themselves, continue with Encounter One.

Encounter One: The Visitor

Just past midnight the PCs receive a ghostly visitor who to some seems oddly familiar although they are sure they have never seen the man before. The ghost seems insistent the party follow him into the growing storm.

With each hour the storm grows more and more fierce. The mounting snow continues to deepen, blown by the wind into deep drifts along the palisade walls. Come morning, soldiers and Pathfinders alike will be clearing the drifts lest they allow attackers easy ingress to the outpost.

Begin the encounter just after midnight by having the PCs in the tower lookout (or any positioned above the height of the outpost palisade) make Spot checks. The check is affected by the weather as described above. Depending on how well they succeed, the PCs will get more information on the approaching creature. Read or paraphrase the following if they succeed:

- ☛ **DC13+APL:** *Through the falling, wind-whipped snow you see the shape of a man moving purposely towards the outpost gates. He is about 300 ft. to the north and moving at a brisk pace, but does not appear to be running.*
- ☛ **DC18+APL:** *Despite the gusting wind, the man's cloak doesn't seem to be affected, nor does the deep snow slow his progress.*
- ☛ **DC23+APL:** *Even more odd is that the man leaves no tracks in his wake and at times the snow seems to blow right through him.*

If all the PCs fail the Spot check, allow them to try again once per round for five rounds. If they all continue to fail (unlikely, but possible), pick up where Alewyn enters the outpost, but only the PCs will be present.

If at any point the general alarm is sounded it will take Sir Galodin and three rounds to respond. Sir Galodin will be the first to arrive to wherever the alarm was raised from, followed two rounds later by the outpost sergeants and four rounds later by Sareth. The 106 soldiers will report outside every third round until all are present. It will take no longer than two minutes for the outpost to be on full alert, but most of the soldiers (including Sir Galodin and Sareth) will not be in full armor. They will have their weapons ready.

Unfortunately, the approaching visitor will reach the gates within five rounds of being spotted. The visitor is Alewyn the Shield Mage, now dead and returned as a ghost. It is difficult to make out under his robes and hooded cloak, but he has brown hair and eyes, is of average build and seems to be in his early to mid thirties. In his undead form, he is incorporeal and thus unaffected by the weather. He is flying (though to observers it appears as if he's walking) at a full move (i.e., 60 ft. per round). During his approach he will not react to any attempts to communicate, nor to any attacks. Attempts to turn Alewyn by good or neutral clerics will fail as he is not evil.

Once inside the outpost Alewyn will slow his pace, but continue towards the tower without delay. The PCs are free to act as they like. As above, Alewyn will ignore attacks and attempts to communicate and make straight for the tower. It will take him four rounds to cross the distance from the gates.

One round after Alewyn enters the outpost, Sir Galodin and Sareth will have reached the top of the stairs and have taken up defensive positions in front of the doors. The rest of the soldiers will take up positions around the ghost and wait for orders. If the PCs do nothing, Sir Galodin will (unsuccessfully) attempt to speak with the ghost. Sareth will study him intently and on Sir Galodin's command when the ghost reaches the top of the stairs, attempt to turn Alewyn (which will fail). Read or paraphrase the following when Alewyn reaches the top of the stairs:

Ignoring all interference, the ghostly figure continues through the outpost courtyard and up the tower stairs. On the landing outside the tower door, Sir Galodin and Sareth bar the creature's way, In a deep voice, the cleric invokes the name of the Archpaladin.

"Back undead creature! By Heironeous' justice and glory I command... you... shall not pass!"

Despite the obvious power and conviction with which the cleric issues his command, the ghost seems unaffected. He does however pause for a moment to offer a quizzical look as if asking why such a display was necessary. Without waiting for a reply, the ghost steps through both the Shield Knight and the priest and enters the tower.

Weather Conditions: The weather conditions during this encounter are as follows:

- ☛ **Weather:** Snowstorm
- ☛ **Temperature:** Cold (5° F)
- ☛ **Winds:** Strong (25mph from northwest, DC10)
- ☛ **Precipitation:** Snow
- ☛ **Movement:** Snow Covered (6")

See Appendix 5 for weather details.

Encounter Two: Alewyn's Search

Allow the PCs to react to Alewyn's entrance into the tower. Sir Galodin and Sareth, along with about a dozen soldiers, will immediately follow him inside regardless of what the PCs do.

Inside, Alewyn will move from room to room and level to level (incorporeally passing through any barriers) apparently searching for something or someone. After reaching the highest level of the tower he will return to the first level and head for the secret laboratory in the basement.

The laboratory played an important role in the Shield Lands event SHL03-01 The Lonely Tower. Since then it has been completely cleaned out and only bare stone walls remain. From the first floor of the tower a secret door under the stairs leads down a narrow and steep set of spiral stairs.

☛ **Secret Stone Door:** 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28.

The secret door opens by pressing a concealed pressure plate an arms length to the right of the door. The stairs lead 40 feet down into the darkness changing direction by 90 degrees for every 15 feet of forward movement and 10 feet descent. The darkness seems particularly dense, but is completely natural.

At the base of the stairs is a 10 foot by 10 foot landing. Opposite the stairs is a locked door leading to Orand's workshop (i.e., the secret laboratory). Aside from the same scuff marks found in the entry hall above, this area is empty. Beyond the door is a 50 ft. by 30 ft. by 15ft.

high room, now empty except for a lone pile of rusty chains in one corner. In the opposite corner is another door leading to a smaller room, also empty.

🔪 **Strong Wooden Doors:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 25; Open Lock DC (16+APL).

By this point the PCs should know that Alewyn isn't a threat and react accordingly. Even if they follow him around during his search he pays them no mind. Once the ghost has finished his search, he will return to wherever the PCs are gathered. Read or paraphrase the following:

After a vigorous search of the tower, the ghost seems dejected. Whatever he sought must not be here. After a moment of contemplation the creature has a sudden look of inspiration and turns to you hopefully. For the first time since his arrival, the ghost speaks but the only sound that issues forth is a pitiful moan of despair.

Any PCs who learned Alewyn's secret code from SHL03-01 The Lonely Tower hear something different. So as not to tip off the players, the DM should ask each player for his Adventure Record from that event and see if they know the code. If they do, take them aside and read or paraphrase this:

At first it sounded as if the ghost's lament was nothing but, yet you seem to understand his words nonetheless. Mixed within the cry are the haunting words "Follow me... quickly! Or all is lost..."

Read or paraphrase this to the PCs as a group:

Without waiting for a response, the ghostly figure turns and leaves the tower and passes through the gate. His departure takes him in a curving path around the outpost and to the north, the way he came. At about the same point he was first spotted, he pauses and looks back at the tower expectantly.

Creatures: Besides the PCs and NPCs of the outpost, only Alewyn the ghost is present during this encounter. Because he is not here to fight, only an abbreviated stat block is included for him.

🧙 **Alewyn the Shield Mage:** Male human/ghost Wizard9/MotAO5.

Development: Alewyn has just lost a battle with a traitorous Shield Mage named Yseron. During the battle, Alewyn's soul was ejected from his body by a *soul jar*.

The dying Yseron then stole the body. Now a ghost, Alewyn retreated looking for help. His first reaction was to look for aid in the tower of his former master Orand, which is why he is searching the tower. Since Lord Torkeep ordered everything removed from the tower when it was converted to an outpost, there is nothing left to help Alewyn except the PCs.

After his failed search he hopes the PCs will follow him to face Yseron. He doesn't know his request for help came out as a ghostly moan. He'll wait for an hour in the snow and fade away as described below.

If the PCs are undecided whether to follow Alewyn, Sir Galodin will encourage them to go investigate, but Sareth will warn them not to trust the undead and destroy it if they can. When the PCs decide to follow the ghost, proceed to Encounter Three.

If the PCs manage to impede Alewyn's progress in some way, or do him great injury (50+ hit points of damage) will he take notice; and then only to nod resignedly and fade away.

If the PCs drive the ghost off in this way, the adventure is most likely over for them unless they manage to track back Alewyn's escape to Pelasin's ruined tower in Encounter Four. This can be done by blindly heading two hours north of the outpost and successfully tracking the worg riders back to Pelasin's tower after Encounter Three.

If the PCs delay for more than a few hours they will miss the chance to get back on track. By morning the storm will have covered all tracks and Yseron and Iuz's troops will be long gone. DMs should run Encounter 3 for the players and then tell them they find no trace of anything unusual.

Weather Conditions: Same as Encounter One.

Encounter Three: Riders on the Storm

At this point PCs who may still be affected by the cold should make two Fort saves; one at DC15 and the second at DC16. Then read or paraphrase the following:

Throughout your journey into the snowstorm the spectral creature you follow has remained at the edge of sight, moving between trees and swirls of wind-whipped snow as often as he seems to fade from this world into the next. No matter how hard you push yourself you cannot seem to gain on him, yet without waiting for you, you never seem to fall behind him either. It as if some ghostly link has formed between you.

The storm has worsened in the two hours since leaving the outpost with the temperature dropping

dangerously low and the snow continuing to grow deeper with each step. Already your progress is beginning to suffer as each laborious step becomes more difficult than the last.

A sudden gust of wind drives icy snow into your face blinding you for a second. When you can see again, you notice the ghostly figure who leads you is gone.

Players should roll Listen and Spot checks (DC8 = APL) for their PCs (taking into consideration modifiers due to bad weather) to notice dark shapes moving between the trees at the edge of sight (between 30 and 40 ft.) emitting guttural growls as they go. When the PCs notice the shapes, read or paraphrase the following:

Through the trees and falling snow mounted figures move in the darkness. As one disappears behind a hill or bush another emerges from behind a tree; they seem to be all around you drawing closer every second.

The figures are goblins mounted on wolves. They are scouts from the group of Iuz's troops sent to parley with Yseron for the secret of the Shield Mages. Their wolves have gotten the PCs' scent and they are preparing to attack. The PCs have two rounds to prepare before the riders converge.

Unless the PCs move from the spot where they first notice the wolf riders, the battle will take place on the frozen surface of a small pond. PCs specifically asking what the ground conditions are like can roll a Survival (or Search check if they say they are looking at the ground) vs. DC13 + APL to notice they are on the pond.

The center of the pond is where ever the PCs first notice the riders and has an irregularly shaped radius of about 30 ft. At the center the water is 15 ft. deep and gradually rises to the edges. Movement along the bottom of the pond should be treated like deep snow (see Appendix 5).

The ice is thick enough to hold the PCs and wolf riders under normal conditions and the snow prevents further movement penalties. Should the PCs place an enormous weight (1,000 lb. or more) in a concentrated area (10 ft. by 10 ft. area), the ice will crack and the creature or object will fall into the bone-chilling water. Spells such as *wall of stone*, *wall of iron*, *enlarge*, etc, create conditions that will break the ice. Anyone within 5 ft. of the creature or object must make a Climbing check (DC12) or fall into the water as well. After the ice has broken, all squares within 5 ft. of the whole will break is more than 50 lb. are place on them for more than one round. This means that moving across the damaged ice is OK, but stopping on a damaged square of ice will cause

the creature to fall in and extend the damaged ice area. Climbing out of the water without aid requires a Climb check (DC15 + APL) if the creature is more than 15 ft. from the edge of the pond and a (DC8 + APL) check otherwise. Anyone within 5 ft. of the edge of the pond does not need to make a climbing check; they can just stand up (but they are still wet). Someone throwing the creature a rope reduces the DC by 5.

Creatures who fall into the water must make a Fort save (DC15) each round they are in the water. Failure indicates they take 1d6 points of non-lethal damage. Once submerged, the creature will be soaking wet and any weather conditions related to cold will be considered one step more severe until the creature is dry.

APL2 (EL3)

- **Goblin Wolf Rider (1):** hp 9; see Appendix 1.
- **Worg (1):** hp 30; see *Monster Manual*.

APL4 (EL5)

- **Goblin Wolf Riders (2):** hp 9 each; see Appendix 1.
- **Worgs (2):** hp 30, 32; see *Monster Manual*.

APL6 (EL7)

- **Goblin Wolf Riders (2):** hp 9 each; see Appendix 1.
- **Winter Wolves (2):** hp 51, 55; see *Monster Manual*.

APL8 (EL9)

- **Goblin Wolf Riders (4):** hp 9 each; see Appendix 1.
- **Winter Wolves (4):** hp 51, 55, 58, 62; see *Monster Manual*.

APL10 (EL11)

- **Goblin Wolf Riders (4):** hp 39 each; see Appendix 1.
- **Winter Wolves (4):** hp 55, 58, 62, 69; see *Monster Manual*.

APL12 (EL13)

- **Goblin Shaman (1):** hp 44 (58); see Appendix 1.
- **Goblin Wolf Riders (4):** hp 51 each; see Appendix 1.
- **Winter Wolves (5):** hp 51, 55, 58, 62, 69, 75, 77; see *Monster Manual*.

Tactics: The wolf riders fight as a pack. At APL4+, they will use hit and run tactics on PCs who look weak or particularly troubled by the deep snow. When possible half their number will attack while the other half fades into the stormy darkness. Since missile weapon attacks are all but useless except to highly skilled archers, the riders will use respite between attacks to heal themselves with potions or wands and maneuver into position for the next attack.

At APL12, the shaman will have pre-cast *bear's endurance* and *magic circle against good*. *Magic circle against good* has a 10 ft. radius and thus affects his winter wolf as well.

Treasure:

APL2 – loot (35 gp), coin - (12 gp).

APL4 – loot (70 gp), coin - (48 gp).

APL6 – loot (70 gp), coin - (72 gp).

APL8 – loot (140 gp), coin - (168 gp).

APL10 – loot (124 gp), coin - (240 gp).

APL12 – loot (160 gp), coin - (360 gp).

Development: If the PC question any survivors, they learn that the scouts are part of a larger force of Iuzian troops heading to meet someone with information about the Towers in Admundfort. They were sent out to patrol while the meeting took place.

Tracking the riders back to Pelasin's tower requires a successful Survival check (DC18). If the PCs hesitate more than a few minutes, the falling snow will make tracking far more difficult (DC28). Whether or not the PCs follow the tracks, Alewyn will reappear a few minutes after the battle and begin leading the PCs towards Pelasin's tower.

Weather Conditions: The weather conditions during this encounter are as follows:

- ☛ **Weather:** Snowstorm
- ☛ **Temperature:** Severe Cold (-10° F)
- ☛ **Winds:** Strong (25mph from northwest, DC10)
- ☛ **Precipitation:** Snow
- ☛ **Movement:** Snow Covered (9")

☛
See Appendix 5 for weather details.

Encounter Four: Pelasin's Tower

PCs who may still be affected by the cold should make two Fort saves; one at DC17 and the second at DC18. Then read or paraphrase the following:

Leaving the steaming corpses of goblins and wolves behind you, you continue on your way. As before, your ghostly guide stays to the edge of your vision appearing occasionally to keep you on track. For two hours you struggle through the increasing cold, wind and snow; your movement slowed to barely a crawl and the bitter cold wind tugging at your heavy clothing.

After what seems like an endless expanse of fallow fields broken only by overgrown hedgerows and small stands of trees, the fallen stones of a ruined tower are a welcome, if not sudden change. In the

thick falling snow you notice the ruin scarcely before walking amidst the tumbled stones. Now it sits a mere stone's throw ahead of you buried in thick, downy snow.

If not for the obvious foundation and teetering walls the ruin might appear to be nothing but a natural pile of rock. Even to the untrained eye the tracks of many creatures are obvious under the freshly fallen snow. To the right at the edge of the ruins an oddly shaped tree branch juts from the snow.

At this point, the wind is howling in gusts at nearly fifty miles per hour from the northwest. PCs need to make Fort saves (DC15) each round or be affected as described below. Also, the deep snow will seriously impede movement, costing quadruple the normal movement cost for the terrain.

If the PCs ask about the ghost, he is nowhere to be seen.

The Tracks

The tracks are from Iuz's troops who came here to meet with Yseron. They left about an hour ago, heading east. A Survival check to track (DC28) will reveal their numbers, general composition and estimated time of departure. Anything lower only shows that several somethings moved east through the snow.

The Body

The "oddly shaped tree branch" isn't a tree branch at all. It's the left hand of Yseron's frozen corpse. A Search check (DC10) will reveal this. A Survival check to track will tell the PCs the body has lain here for about ten hours. A Heal check (DC15) will confirm the time of death as well as its probable cause; a lightning bolt to chest. When found, read or paraphrase the following:

Beneath the freshly fallen snow is the frozen corpse of a man in his late thirties. His green eyes are open and a thin sheen of ice has formed on his exposed skin; which is itself a sickly shade of blue. The man's torso is charred on both sides and the left arm is broken cruelly in two places, but still grasps a large ruby. His face, once handsome, is now a pulpy mess of swollen flesh, darkened from pooling blood while he lay face down. His brown hair is matted with frozen blood from a head wound.

A closer search (DC15) of the man and the area reveals several empty vials and scroll cases, a large spell component pouch and a small silver shield pendant engraved with three diamonds meeting at one point in the center. The ruby is worth 100gp. The pendant's chain is broken (Yseron broke it when he yanked it from

around his new body's neck and dropped it on his old body after taking his own pendant). The pendant is actually a Spellpool focus for the Shield Mages. It only works for the original owner (see Appendix 4) and this one originally belonged to Alewyn.

A Knowledge (Arcana) check (DC15) tells the PC this is the symbol for good magic. A Knowledge (Shield Lands) check (DC10) tells the PC this symbol on a silver shield is the symbol of the Shield Mages.

The Ruins

The ruins are little more than a crumbling foundation and piles of scattered fallen rock. Amidst the stone and rubble are charred timbers from what were the floors, stairs and roof of the tower. All of it is covered in at least 15" of snow, deeper in areas where the wind has caused drifting.

The ruins of the tower's foundation form a small wall, starting at 5 ft. high to the south and gradually and irregularly increasing to about 15 ft. in the north. Climbing the walls is relatively easy, but the snow makes it a bit more difficult. Climbing the wall requires a Climb check, DC15.

Inside the foundation is (what was) a doorway leading down to a storage basement. It has been carefully camouflaged to hide it from casual observers (Search DC13+APL or Spot DC18+APL). This is where Yseron has been staying. While the PCs approached, his familiar was watching and alerted his master immediately. Yseron then began to prepare himself as described in Encounter Five.

Even if the PCs have managed to completely overcome the effects of the weather, head straight for the ruins and immediately find the "doorway", Yseron will have several rounds to begin preparing for the coming battle. Before the PCs can enter the storage room, Yseron will move outside and attack; move immediately to Encounter Five.

Development: The dead man is NOT Alewyn; it is Yseron, or at least his body. During their battle, Yseron's last act before dying was to cast *magic jar* from a scroll and take Alewyn's body for his own. Yseron, now in Alewyn's body, somehow managed to retain control when the *magic jar* ended. Alewyn's soul however had nowhere to go. His devotion to the Shield Mages and his desire to protect their secret caused his soul to continue as a ghost. Attempts to *speak with dead* fail because Yseron's soul now inhabits Alewyn's body (who is invisible, see Encounter Five).

After the battle with Alewyn, Yseron gathered his belongings from his former body and retired to a basement room of the tower ruins to rest and recover spells before Iuz's emissary arrived. When the PCs arrive,

Yseron is preparing to leave. While they search, he prepares spells to face them. See Encounter Five for details.

When the PCs finish searching, proceed to Encounter Five. If the PCs head for the ruins before searching the area, skip this Encounter and go directly to Encounter Five.

Weather Conditions: The weather conditions during this encounter are as follows:

- ☛ **Weather:** Snowstorm
- ☛ **Temperature:** Severe Cold (-15° F)
- ☛ **Winds:** Severe (40mph from northwest, DC15)
- ☛ **Precipitation:** Snow
- ☛ **Movement:** Deep Snow Covered (15")

See Appendix 5 for weather details.

Encounter Five: To Battle a Shield Mage

When the PCs approach the ruins, Yseron's familiar alerts him from hiding outside in the rocks. At APLs2-4, his familiar is a weasel. At APLs6+ it is an imp using its alternate form special ability to appear as a weasel. In both cases the familiar stays hidden (and invisible in case of the imp) throughout the encounter, using its hiding place to protect itself from the wind and the PCs. The creature is unaffected by the cold due to the shared *endure elements* spell from Yseron.

Yseron's first action when the PCs arrive will be to turn invisible. He will then continue to pre-cast spells as described in Appendix 1. He will then stand near the opening to the storage basement and try to get a feel for who the PCs are and what their purpose is. Once they give themselves away as Pathfinders or take some action that potentially will reveal Yseron (such as entering the storage basement, finding Yseron's corpse, etc), he attacks. Ask the PCs for Listen checks (DC13 + APL) and then read or paraphrase the following:

Out of the swirling snow and biting winds a figure appears. Standing atop the highest point of the ruined tower's foundation stands a man. From the looks of it, it is the same man who led you here with one important difference; he no longer appears ghostly... or particularly friendly. Uttering the last syllables of a spell, the man attacks!

This is Yseron in Alewyn's body. Despite his new body, Yseron retains access to the spellpool of the Shield Mages in Admundfort. In addition, he has had a chance to rest and recover spells since his battle with Alewyn. Unless

the PCs managed to find him before hand, he will have surprise and manage to get off one spell before normal combat ensues. His pre-cast spells and tactics are described below by APL.

Creatures:

APL2 (EL5)

🔥 Yseron: hp 25; see Appendix 1.

APL4 (EL7)

🔥 Yseron: hp 35; see Appendix 1.

APL6 (EL9)

🔥 Yseron: hp 45; see Appendix 1.

APL8 (EL11)

🔥 Yseron: hp 55; see Appendix 1.

APL10 (EL13)

🔥 Yseron: hp 65; see Appendix 1.

APL12 (EL15)

🔥 Yseron: hp 75; see Appendix 1.

Tactics: At all APLs where Yseron has access to the spell, he will start the encounter by casting *Evard's black tentacles*. Afterward, he will cast spells as needed. Although Yseron's tactics differ between APLs, one thing is certain; he wants to take his opponents out of the fight as fast as possible before they can hurt him. He doesn't care if he kills them or only disables them long enough for him to finish them later, but every opponent still standing is one more foe he needs to worry about. He will not bother hitting a PC again if they are already out of the fight, but if he manages to defeat all the PCs, he will finish them before he leaves.

Because of Yseron's access to the Shield Mage's spellpool at APLs4+, his tactics to some degree change based on the situation presented by the players. Appendix 1 describes what spells he has pre-cast as well as what spells he has prepared and how many slots he has open for spellpool spells. DMs are encouraged to play Yseron as intelligently as possible using the most advantageous spells from the Player's Handbook as needed keeping in mind Yseron's two motivations; to defeat the PCs so they can't report back and to escape. The spellpool grants him access to any spell in the PHB

Treasure:

APL2 – loot (1 gp), coin - (50 gp), *ring of protection* +1 - (166 gp), *wand of magic missiles* (1st) - (62 gp), *spellbook* - (190gp).

APL4 – loot (1 gp), coin - (100 gp), *Ring of Protection* +1 - (166 gp), *Wand of Magic Missiles* (3rd) - (187 gp).

APL6 – loot (1 gp), coin - (150 gp), *Ring of Protection* +1 - (166 gp), *Wand of Magic Missiles* (3rd) - (187 gp), *Potion of Cure Serious Wounds* - (62 gp).

APL8 – loot (1 gp), coin - (200 gp), *Ring of Protection* +1 - (166gp), *Potion of Cure Serious Wounds* - (62 gp), headband of intellect +2 (333 gp), cloak of resistance +1 (83gp).

APL10 – loot (1 gp), coin - (250 gp), *Ring of Protection* +1 - (166 gp), *Potion of Cure Serious Wounds* - (62 gp), headband of intellect +2 (333 gp), cloak of resistance +2 (333 gp), ioun stone (dusty rose prism) (416gp), arcane scroll (false life) (12 gp).

APL12 – loot (1 gp), coin - (300 gp), *Ring of Protection* +2 - (666 gp), *Potion of Cure Serious Wounds* - (62 gp), headband of intellect +2 (333 gp), cloak of resistance +2 (333 gp), ioun stone (dusty rose prism) (416gp), arcane scroll (false life) (12 gp).

Weather Conditions: The weather conditions during this encounter are as follows:

- ☞ **Weather:** Snowstorm
- ☞ **Temperature:** Severe Cold (-15° F)
- ☞ **Winds:** Severe (45mph from northwest, DC15))
- ☞ **Precipitation:** Snow
- ☞ **Movement:** Deep Snow Covered (18")

See Appendix 5 for weather details.

Development: After the battle the PCs can search Yseron and find the items listed in Appendix 1. The contents of the last entry of Alewyn's Journal are detailed in Players Handout #2. The journal is in the same simple code that Alewyn uses for all this journal entries. PCs who speant a Time Unit to decipher the code in SHLO3-01 The Lonely tower are the only ones who can read it now. The Silver pendant is Yseron's Shield Mage pendant and focus for the spellpool.

Yseron is not willing to be captured, going to great lengths to prevent this from happening. He knows what type of punishment awaits him for betraying the Shield Lands and the Arcane Order of the Shield. He's not sure how the PCs found him, who they are or what they know, so he figures it's best to eliminate them rather than risk allowing them to report back. While not particularly anxious to fight to the death, he considers it a far better option than capture.

Once captured, Yseron's familiar (in weasel form if it's an imp) will crawl out from hiding and onto the wizard's shoulder. If Yseron is killing instead, the familiar will stay hidden until the PCs leave.

If captured, Yseron will lie as much as possible, but unfortunately, he's not very good at it (Bluff +1).

☞ **Who are you?** I am Alewyn, a Shield Mage. (false)

- **What are you doing here?** I fought the fallen mage Yseron (gesturing to the body in the snow) to stop him from turning over secrets to Iuz. (false)
- **What are those secrets?** I cannot say, they are important secrets of the Shield Mages. (true)
- **Why did you attack us?** I only attacked because I thought you were more of Iuz's minions come back to find me. (false)
- **What do you know about Iuz's troops?** Iuz's troops were here not long ago looking for Yseron. I hid from them while they searched. I thought I fooled them, but when you showed up, I assumed I hadn't and attacked to defend myself. (false)
- **What do you know about the ghost?** What ghost? (true)

Where Yseron's attempted deception will immediately fall apart is if the PCs ask him to comment on details from his journal, or ask him to read the code "he" used to write it. Yseron does not know the code. Even if faced with proof that he's lying, Yseron will insist he is really Alewyn and this is all some mistake. He was trying to protect the Shield Mages and the Shield Lands, etc., etc.

PCs who have read Player's Handout #2 may notice something else. In the journal, Alewyn mentions "Yseron's annoying familiar..." being "...as much a weasel as his master." When the familiar comes out of hiding, this should be a clue that this isn't Alewyn at all, rather Yseron in his body.

After the PCs have defeated Yseron (and had a chance to interact with him if he was captured), proceed to Encounter Six.

Encounter Six: Alewyn's Fate

At this point, one of two things will happen, depending on whether Alewyn's body is alive or dead. In either case, read or paraphrase the following, then move on to the appropriate subsection below.

For the first time since leaving the outpost, you notice the storm beginning to tire. The wind isn't blowing quite as hard and the snow is falling with less of a purpose now. It is still cold, but with luck the worst of it is over.

Before you can consider what your next course of action will be, your ghostly companion returns. He "stands" not far away to the east along the path taken by Iuz's troops. As before, he wears the face of the man you just fought.

Yseron/Alewyn's Body is Dead

If Yseron has been killed (and thus Alewyn's body is dead), read or paraphrase the following:

Glancing towards the body of your fallen foe, the ghost seems to grow sad for a moment. The sadness passes as quickly as it came and the spectral figure turns and heads east. After a few steps, he looks back as if to say "Are you coming? We have work yet to do."

When the PCs follow, proceed to Encounter Seven.

Yseron/Alewyn's Body is Alive

If Yseron is present and conscious, read or paraphrase the following:

When the ghost's gaze falls upon your defeated foe, anger overtakes him. With a silent howl of fury, the spectral figure charges at the object of his rage, silently crossing the intervening distance in barely a heartbeat. You sense more than hear the brutal impact as the phantom crashes into his target and disappears. The collision knocks the man from his feet and into the downy snow.

A moment passes..., then two, before the first form rises. It is the ghost, but not the one you've grown accustomed to. This one looks like the dead man you found buried in the snow. His face is a mask of terror as he begins to rush towards the frozen body that shares his appearance. With each step, his spectral form breaks down and drifts away a little more like smoke. Before he can reach the body... his body, he falls, groping fruitlessly at the chill air. Just inches from his goal, the ghost fades away like mist upon the sunrise.

Turning, you see another form rise from the snow. This one is real..., solid. The effort needed to stand was more than he could bear and he falls again. From the ground he looks up pleadingly "You must stop them... Yseron betrayed the Shield Mages... he sold our secret to the Old One!"

The ghost, now a man once again, collapses into unconsciousness, his hand thrusting towards the east in the direction Iuz's minions went.

Alewyn is unconscious and nearly dead. Healing will have no effect on him and nothing will wake him. If the PCs wait for him to recover, their opportunity to catch Iuz's troops passes. In the morning, Alewyn will be gone, despite and precautions the PCs take to keep an eye on him. If this happens, the PCs do not receive *Alewyn's Thanks* (see Conclusion).

If the PCs go after Iuz's troops, proceed to Encounter Seven.

Weather Conditions: The weather conditions during this encounter are the same as in Encounter Seven should it matter.

Encounter Seven: Against Iuz's Minions

Depending on the outcome of Encounter Six, the PCs may decide to follow Alewyn and/or the tracks to pursue Iuz's minions. While the troops have a decent head start, they aren't in much of a hurry and the PCs can easily catch them, due in part to weather conditions finally improving (see below).

As you reach the tree line of a small stand of trees you just walked through, you see large shapes ahead. They are crossing an open, snow covered field about one hundred and fifty feet in front of you. The creatures are spread out in an irregular pattern no closer than 15 ft. to each other. Four hundred feet ahead of them is another tree line and what might be a ravine with an ice covered brook at the bottom.

Creatures:

APL2 (EL4) –

➤ **Ogre (1):** hp 29; see *Monster Manual*.

➤ **Hobgblins (3):** hp 9, 9, 9; see *Monster Manual*.

APL4 (EL6) –

➤ **Ogres (2):** hp 29, 32; see *Monster Manual*.

➤ **Hobgblins (4):** hp 9, 9, 9, 9; see *Monster Manual*.

APL6 (EL8) –

➤ **Hill Giant (1):** hp 102; see *Monster Manual*.

➤ **Ogre (1):** hp 33; see *Monster Manual*.

➤ **Hobgblins (4):** hp 9, 9, 9, 9; see *Monster Manual*.

APL8 (EL10) –

➤ **Hill Giants (2):** hp 102, 109; see *Monster Manual*.

➤ **Ogres (4):** hp 29, 33, 33, 35; see *Monster Manual*.

APL10 (EL12) –

➤ **Frost Giant (1):** hp 133; see *Monster Manual*.

➤ **Hill Giants (3):** hp 102, 103, 105; see *Monster Manual*.

➤ **Ogres (4):** hp 29, 33, 33, 35; see *Monster Manual*.

APL12 (EL14) –

➤ **Frost Giants (6):** hp 133, 139, 145, 145, 149, 155; see *Monster Manual*.

Tactics: This is a straight up fight. The creatures are not expecting to be followed, but they are still alert and ready for trouble. Once battle begins, the larger creatures will

use reach and flanking to force PCs into attacks of opportunity to limit movement. When possible, some of the giants will hold actions to throw stones to prevent spell casters from casting spells while the rest of them take down the front line fighters. If the battle turns against them, they will head for the ravine and try to escape.

Treasure:

APL2 – loot (0 gp), coin - (50 gp).

APL4 – loot (0 gp), coin - (100 gp).

APL6 – loot (0 gp), coin - (200 gp).

APL8 – loot (0 gp), coin - (300 gp).

APL10 – loot (0 gp), coin - (400 gp).

APL12 – loot (0 gp), coin - (500 gp).

Development: The PCs may be surprised by the fact that no leader type is in command of Iuz's minions. They may learn from prisoners that there was one (a cleric of Iuz named Ryszard, who some players may remember from SHL01-04 The God Below), but he left by magical means shortly after the meeting, taking the information gained from Yseron with him to Law's Forge.

Weather Conditions: The weather conditions during this encounter are as follows:

- ☛ **Weather:** Snowstorm
- ☛ **Temperature:** Severe Cold (-10° F)
- ☛ **Winds:** Strong (30mph from northwest, DC10)
- ☛ **Precipitation:** None
- ☛ **Movement:** Deep Snow Covered (20")

See Appendix 5 for weather details.

Conclusion

Like Encounter Six, the event conclusion can play out different ways depending on Alewyn's fate and whether the PCs hunted down Iuz's minions in Encounter Seven. The first two versions assume the PCs successfully played out Encounter Seven. The third is the same whether Alewyn is dead or alive.

In all versions, when the event ends, the PCs will notice that Alewyn's journal and all of its contents have mysteriously disappeared.

Alewyn Survived

Run this version of the conclusion if the PCs defeated Yseron without killing him; Alewyn reclaimed his body in Encounter Six and the PCs attempted Encounter Seven. Modify the box text as appropriate based on the outcome of Encounter Seven. This version assumes the PCs left Alewyn at the ruins when they rushed after Iuz's troops.

Your battle with Iuz's minions is at an end for now; your foes lie at your feet and the thrill of victory surges though your blood. From the look of them, they were nothing but guards. The type usually led by a foul priest of the Old One. But no cleric lies defeated in the bloody snow.

Returning to the ruin, you find Alewyn gone, but the rest of the area looks undisturbed. Yseron's body still lies where it fell and the last of the storm swirls snow into the cold air. Pinned to Yseron's tunic you find a note.

Give the players Player's Handout #3 and continue:

Your journey back is not nearly as demanding as your trek last night. The storm's fury seems to have spent itself, but there is no doubt Telchur is not ready to give up dominion to Atroa just yet. With the sunrise, the new fallen snow glistens and a comforting silence lies across the land. Even the normally eerie occupied lands seem renewed... at least for a time.

Upon your return, your report is received with much interest. Mention of the Shield Mages draws particularly pointed questions about last night's events, the mages and what it all means. As with many of your adventures as Pathfinders, you are asked to keep what you saw to yourself.

What Alewyn's fate will be now, you cannot guess. If his journal was correct, then Yseron's treachery may cause the fall of the Towers of the Shield Mages' in Admundfort, and worse, place a powerful magical weapon in the Old One's clutches. Neither can bode well for the Shield Lands, but knowing that at least one Shield Mage still fights for the Holy Realm makes things seem a bit less bleak. Perhaps you will have a chance to help Alewyn and the Shield Mages once again. Perhaps sooner than you think.

For helping Alewyn defeat Yseron and reclaim his body, the players receive **Alewyn's Thanks** (see Treasure Summary).

Alewyn Died

Run this version of the conclusion if the PCs killed Yseron (and thus Alewyn's body), Alewyn did not reclaim his body from Yseron in Encounter Six, but the PCs attempted Encounter Seven by following his ghost. Modify the box text as appropriate based on the outcome of Encounter Seven.

Your battle with Iuz's minions is at an end for now; your foes lie at your feet and the thrill of victory surges though your blood. From the look of them,

they were nothing but guards. The type usually led by a foul priest of the Old One. But no cleric lies defeated in the bloody snow.

Once again the familiar ghostly image of Alewyn appears in the distance. A look of satisfaction crosses his face as he looks at the fallen humanoids. His face turns more serious as he looks north towards Law's Forge. If there was a cleric with these creatures, that is surely where he went to report to his master Vayne. Nodding his head in thanks, Alewyn fades one last time from site. In his wake, a piece of parchment floats gently to the ground.

Give the players Player's Handout #3 and continue:

Your journey back is not nearly as demanding as your trek last night. The storm's fury seems to have spent itself, but there is no doubt Telchur is not ready to give up dominion to Atroa just yet. With the sunrise, the new fallen snow glistens and a comforting silence lies across the land. Even the normally eerie occupied lands seem renewed... at least for a time.

Upon your return, your report is received with much interest. Mention of the Shield Mages draws particularly pointed questions about last night's events, the mages and what it all means. As with many of your adventures as Pathfinders, you are asked to keep what you saw to yourself.

What Alewyn's fate will be now, you cannot guess. If his journal was correct, then Yseron's treachery may cause the fall of the Towers of the Shield Mages' in Admundfort, and worse, place a powerful magical weapon in the Old One's clutches. Neither can bode well for the Shield Lands, but perhaps you can carry on for him and protect the secret of the Shield Mages.

For helping Alewyn defeat Yseron the players receive **Alewyn's Thanks** (see Treasure Summary), but the DM should make a note in the Adventure Record that Alewyn did not survive.

PCs Did Not Play Encounter Seven

Run this version of the conclusion if the PCs did not even attempt to play Encounter Seven.

If the PCs did not even make an attempt to stop Iuz's minions for leaving, Alewyn (alive or dead) will not be pleased. They do not get **Alewyn's Thanks**, nor do they get Player's Handout #3. If Alewyn is alive and with the PCs, he will become extremely angry at the PCs, curse them as fools and cowards and leave immediately hoping to catch Iuz's troops himself. At some point before the PCs return to Torkeep or the Outpost, read of paraphrase the following:

Your journey back is not nearly as demanding as your trek last night. The storm's fury seems to have spent itself, but there is no doubt Telchur is not ready to give up dominion to Atroa just yet. With the sunrise, the new fallen snow glistens and a comforting silence lies across the land. Even the normally eerie occupied lands seem renewed... at least for a time.

Upon your return, your report is received with much interest. Mention of the Shield Mages draws particularly pointed questions about last night's events, the mages and what it all means. As with many of your adventures as Pathfinders, you are asked to keep what you saw to yourself.

Of Alewyn, there is no sign. He was not pleased that you refused to pursue Iuz's minions and has not returned. What his fate will be now, you cannot guess. If his journal was correct, then Yseron's treachery may cause the fall of the Towers of the Shield Mages' in Admundfort, and worse place a powerful magical weapon in the Old One's clutches. Neither can bode well for the Shield Lands.

The End

Experience Point Summary

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

Encounter Three

Defeat the Wolf Riders

APL2 90 xp
APL4 150 xp
APL6 210 xp
APL8 270 xp
APL10 330 xp
APL12 390 xp

Encounter Five

Defeat Yseron

APL2 150 xp
APL4 210 xp
APL6 270 xp
APL8 330 xp
APL10 390 xp
APL12 450 xp

Encounter Seven

Defeat Iuz's Minions

APL2 120 xp

APL4 180 xp
APL6 240 xp
APL8 300 xp
APL10 360 xp
APL12 420 xp

Story Award

Encounter One – Follow Alewyn's Gjust into the Storm

APL2 25 xp
APL4 35 xp
APL6 45 xp
APL8 55 xp
APL10 70 xp
APL12 80 xp

Encounter Three – Tracking the wolf riders back to Pelasin's Tower

APL2 25 xp
APL4 35 xp
APL6 45 xp
APL8 55 xp
APL10 70 xp
APL12 80 xp

Discretionary Roleplaying Award

APL2 40 xp
APL4 65 xp
APL6 90 xp
APL8 115 xp
APL10 130 xp
APL12 155 xp

Total Possible Experience:

APL2 450 xp
APL4 675 xp
APL6 900 xp
APL8 1125 xp
APL10 1350 xp
APL12 1575 xp

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go

back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Three:

APL 2: L: 6 gp; C: 2 gp; M: 0 gp

APL 4: L: 12 gp; C: 8 gp; M: 0 gp

APL 6: L: 12 gp; C: 12 gp; M: 0 gp

APL 8: L: 23 gp; C: 28 gp; M: 0 gp

APL 10: L: 21 gp; C: 40 gp; M: 0 gp

APL 12: L: 27 gp; C: 60 gp; M: 0 gp

Encounter Five:

APL 2: L: 1 gp; C: 8 gp; M: 228 gp

APL 4: L: 1 gp; C: 17 gp; M: 353 gp

APL 6: L: 1 gp; C: 25 gp; M: 415 gp

APL 8: L: 1 gp; C: 33 gp; M: 644 gp

APL 10: L: 1 gp; C: 42 gp; M: 1322 gp

APL 12: L: 1 gp; C: 50 gp; M: 1822 gp

Encounter Seven:

APL 2: L: 0 gp; C: 8 gp; M: 0 gp

APL 4: L: 0 gp; C: 17 gp; M: 0 gp

APL 6: L: 0 gp; C: 33 gp; M: 0 gp

APL 8: L: 0 gp; C: 50 gp; M: 0 gp

APL 10: L: 0 gp; C: 67 gp; M: 0 gp

APL 12: L: 0 gp; C: 83 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 7 gp; C: 18 gp; M: 228 gp - Total: 253 gp

APL 4: L: 13 gp; C: 42 gp; M: 353 gp - Total: 408 gp

APL 6: L: 13 gp; C: 70 gp; M: 415 gp - Total: 498 gp

APL 8: L: 24 gp; C: 111 gp; M: 644 gp - Total: 779 gp

APL 10: L: 22 gp; C: 149 gp; M: 1322 gp - Total: 1493 gp

APL 12: L: 28 gp; C: 193 gp; M: 1822 gp - Total: 2043 gp

Special

☛ **Alewyn's Thanks** – For helping Alewyn the Shield Mage defeat Yseron the traitor you have earned one Influence Point with the Shield Mages. Currently, the whereabouts of Alewyn and the rest of the Shield Mages is unknown, but if they return, this Influence Point may be used with any member or at the Towers of the Shield Mages in Admundfort if they are recovered from Iuz's vile occupation.

Items for the Adventure Record

Item Access

APL 2:

Wand of Magic Missiles (1st level caster) (Adventure, DMG)

APL 4: (All of APL 2 plus the following)

Wand of Magic Missiles (3rd level caster) (Adventure, DMG)

APL 6: (All of APLs 2-4 plus the following)

Potion of Cure Serious Wounds (Adventure, DMG)

APL 8: (All of APLs 2-6 plus the following)

Headband of Intellect +2 (Adventure, DMG)

APL 10: (All of APLs 2-8 plus the following)

Cloak of Resistance +2 (Adventure, DMG)

Ioun Stone (dusty rose prism) (Adventure, DMG)

APL 12: (All of APLs 2-10 plus the following)

Ring of Protection +2 (Adventure, DMG)

Appendix 1: NPC & Monster Stats

Encounter Three: Wolf Riders

APLs2-8 (ELs3-9):

🐉 **Goblin Wolf Rider(s)**: Male Goblin Rgr1; CR1; Small Humanoid; HD 1d8+1 (Ranger); hp 9; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14) [Dex +2, leather +2, light shield +1, size +1]; Atk +2 base melee, +4 base ranged; +2 (1d6, small spear), +2 (1d4, small handaxe); +4 (1d4, small shortbow); Grapple, +2; SA: , Favored enemy (human), wild empathy; SQ: Darkvision (60 ft.) (Ex); AL NE; SV Fort +3, Ref +4, Will +0; Str 10, Dex 14, Con 12, Int 10, Wis 10, Cha 6.

Skills and Feats: Handle Animal +2, Listen +4, Knowledge (nature) +2, Move Silently +8, Ride +10, Search +2, Spot +4, Survival +4; Mounted Combat, Track.

Possessions: Spear, shortbow, arrows (12), handaxe, leather, light shield, cold weather outfit; backpack; bedroll; blanket, winter; flint and steel; trail rations; sack; signal whistle; torch; wineskin (full); whetstone.

APL10 (EL11):

🐉 **Goblin Wolf Riders (4)**: Male Goblin Rgr6; CR6; Small Humanoid; HD 6d8+6 (Ranger); hp 39; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14) [Dex +2, leather +2, light shield +1, size +1]; Atk +7/+2 base melee, +9/+4 base ranged; +7/+2 (1d6, small spear), +7/+2 (1d4, small handaxe); +9/+4 (1d4, small shortbow); Grapple, +2; SA: Combat style (archery), favored enemies (human & gnome), improved combat style (archery), wild empathy; SQ: Darkvision (60 ft.) (Ex); AL NE; SV Fort +6, Ref +7, Will +2; Str 10, Dex 14, Con 12, Int 10, Wis 11, Cha 6.

Skills and Feats: Handle Animal +4, Listen +8, Knowledge (nature) +6, Move Silently +13, Ride +15, Search +4, Spot +8, Survival +8; Endurance, Manyshot, Mounted Archery, Mounted Combat, Rapid Shot, Ride-by-Attack, Track.

Possessions: Spear, shortbow, arrows (12), handaxe, leather, light shield, backpack; bedroll; blanket, winter; flint and steel; trail rations; sack; signal whistle; torch; wineskin (full); whetstone.

Spells Prepared (2; DC 11): 1st—~~endure elements~~, *magic fang*.

APL12 (EL13):

🐉 **Goblin Shaman**: Female goblin Clr7; CR 7; Small Humanoid; HD 7d8+7 (+21) (Cleric); hp 44 (58); Init +5; Spd 30 ft.; AC 17 (19 vs. good) (touch 12 (14 vs. good), flat-footed 16 (18 vs. good)) [Dex +1, chainmail +5, *magic circle against good* +2 (vs. good), size +1]; Atk +6 melee (1d10, small greatsword); Grapple, +6; SA

Divine spells, rebuke undead; SQ Darkvision (60 ft.) (Ex); AL NE; SV Fort +6, Ref +3, Will +8; Str 10, Dex 12, Con 12 (16), Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +10, Hide +5, Knowledge (religion) +5, Listen +5, Move Silently +5, Ride +5, Spellcraft +5, Spot +5; Alertness, Combat Casting, Improved Initiative.

Possessions: chainmail, small greatsword, holy symbol of Iuz, handaxe, backpack; bedroll; blanket, winter; flint and steel; trail rations; sack; signal whistle; torch; wineskin (full); whetstone.

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 13 + spell level): 0—*detect magic*, *detect poison*, *inflict minor wounds* (2), *resistance* (2); 1st—*protection from good**, *bane*, *cure light wounds*, ~~*endure elements*~~, *obscuring mist*, *magic weapon*; 2nd—*invisibility**, ~~*bear's endurance*~~, *cure moderate wounds*, *shatter*, *silence*; 3rd—~~*magic circle against good*~~*, *bestow curse*, *blindness*, *dispel magic*; 4th—*confusion**, *cure critical wounds*, *poison*.

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

🐉 **Goblin Wolf Riders (4)**: Male Goblin Rgr8; CR8; Small Humanoid; HD 8d8+8 (Ranger); hp 51; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [Dex +2, leather +2, light shield +1]; Atk +9/+4 base melee, +11/+6 base ranged; +9/+4 (1d6, small spear), +9/+4 (1d4, small handaxe); +11/+6 (1d4, small shortbow); Grapple, +2; SA: Combat style (archery), favored enemies (human & gnome), improved combat style (archery), swift tracker, wild empathy, woodland stride; SQ: Darkvision (60 ft.) (Ex); AL NE; SV Fort +7, Ref +8, Will +2; Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 6.

Skills and Feats: Handle Animal +4, Listen +10, Knowledge (nature) +8, Move Silently +13, Ride +17, Search +4, Spot +10, Survival +12; Endurance, Manyshot, Mounted Archery, Mounted Combat, Rapid Shot, Ride-by-Attack, Track.

Possessions: Spear, shortbow, arrows (12), handaxe, leather, light shield, backpack; bedroll; blanket, winter; flint and steel; trail rations; sack; signal whistle; torch; wineskin (full); whetstone.

Spells Prepared (2; base DC = 11 + spell level): 1st—~~endure elements~~, *magic fang*.

Encounter Five: Yseron

APL2 (EL5):

➤ **Yseron:** Male human Wiz5; CR 5; Medium humanoid; HD 5d4+5; hp 25 (35); Init +2; Spd 30 ft.; AC 20 (touch 16, flat-footed 19) [Dex +1, Ring of Protection +1, *mage armor* +4, *shield* +4]; Atk +2 melee (1d6, quarterstaff); Grapple, +2; SA Arcane spells, familiar (weasel); AL LE; SV Fort +2, Ref +5, Will +5; Str 10, Dex 12, Con 14, Int 17, Wis 12, Cha 12.

Skills and Feats: Concentration +10, Decipher Script +11, Knowledge (Arcana) +11, Knowledge (Planes) +11, Listen +8, Spellcraft +11, Spot +8; Cooperative Spell, Eschew Materials, Scribe Scroll, Silent Spell, Still Spell.

Possessions: Traveler's clothes, quarterstaff, dagger, Ring of Protection +1, Wand of Magic Missile (1st level), ~~Arcane Scroll (Invisibility)~~, Alewyn's Journal (see Player's Handout #2), (25 x APL) gp (in various coins), Silver Shield Mage pendant.

Physical Description: Brown hair and eyes, average build, early thirties. Note: Yseron now inhabits Alewyn's body, so the description here is really that of Alewyn.

Spells Prepared (4/4/3/2; base DC = 13 + spell level): 0—*detect magic*, *daze*, *mage hand*, *prestidigitation*; 1st—~~*endure elements*, *mage armor*, *shield*, *sleep*~~; 2nd—*touch of idiocy*, *ghoul touch*, ~~*false life*~~; 3rd—*displacement*, *fireball*.

Spellbook: 0—all; 1st—*endure elements*, *mage armor*, *magic missile*, *shield*, *sleep*; 2nd—*ghoul touch*, *invisibility*, *false life*, *touch of idiocy*; 3rd—*displacement*, *fireball*.

Familiar: Weasel; hp 12; see *Monster Manual* and *Player's Handbook*.

APL4 (EL7):

➤ **Yseron:** Male human Wiz5/MotAO2; CR 7; Medium humanoid; HD 7d4+7; hp 35 (47); Init +2; Spd 30 ft.; AC 20 (touch 16, flat-footed 19) [Dex +1, Ring of Protection +1, *mage armor* +4, *shield* +4]; Atk +3 melee (1d6, quarterstaff); Grapple, +3; SA Arcane spells, Spellpool I, familiar (weasel); AL LE; SV Fort +2, Ref +5, Will +8; Str 10, Dex 12, Con 14, Int 17, Wis 12, Cha 12.

Skills and Feats: Concentration +12, Decipher Script +13, Knowledge (Arcana) +13, Knowledge (Planes) +13, Listen +8, Spellcraft +13, Spot +9; Combat Casting, Cooperative Spell, Empower Spell, Eschew Materials, Scribe Scroll, Silent Spell, Still Spell.

Possessions: Traveler's clothes, quarterstaff, dagger, Ring of Protection +1, Wand of Magic Missile (3rd level), ~~Arcane Scroll (Invisibility)~~, Alewyn's Journal (see Player's Handout #2), (25 x APL) gp (in various coins), Silver Shield Mage pendant.

Physical Description: Brown hair and eyes, average build, early thirties. Note: Yseron now inhabits Alewyn's body, so the description here is really that of Alewyn.

Spells Prepared (4/5/4/3/1; base DC = 13 + spell level): 0—*detect magic*, *daze*, *mage hand*, *prestidigitation*; 1st—~~*endure elements*, *mage armor*, *shield*, *sleep*~~, one spell slot available for Spellpool spell; 2nd—*touch of idiocy*, *ghoul touch*, ~~*false life*~~, one spell slot available for Spellpool spell; 3rd—*displacement*, *fireball*, one spell slot available for Spellpool spell; 4th—~~*stoneskin*~~.

Spellbook: 0—all; 1st—*endure elements*, *mage armor*, *magic missile*, *shield*, *sleep*; 2nd—*ghoul touch*, *invisibility*, *false life*, *touch of idiocy*; 3rd—*displacement*, *dispel magic*, *fireball*, *hold person*; 4th—*Evard's black tentacles*, *stoneskin*.

Familiar: Weasel; hp 17; see *Monster Manual* and *Player's Handbook*.

APL6 (EL9):

➤ **Yseron:** Male human Wiz7/MotAO2; CR 9; Medium humanoid; HD 9d4+9; hp (45) 59; Init +2; Spd 30 ft.; AC 20 (touch 16, flat-footed 19) [Dex +1, Ring of Protection +1, *mage armor* +4, *shield* +4]; Atk +4 melee (1d6, quarterstaff); Grapple, +4; SA Arcane spells, Spellpool I, improved familiar (imp); AL LE; SV Fort +3, Ref +4, Will +9; Str 10, Dex 12, Con 14, Int 18, Wis 12, Cha 12.

Skills and Feats: Concentration +14, Decipher Script +15, Knowledge (Arcana) +15, Knowledge (Planes) +15, Listen +7, Spellcraft +15, Spot +7; Combat Casting, Cooperative Spell, Empower Spell, Eschew Materials, Improved Familiar, Scribe Scroll, Silent Spell, Still Spell.

Possessions: Traveler's clothes, quarterstaff, dagger, Ring of Protection +1, Wand of Magic Missile (3rd level), ~~Arcane Scroll (Invisibility)~~, potion of cure serious wounds, Alewyn's Journal (see Player's Handout #2), (25 x APL) gp (in various coins), Silver Shield Mage pendant.

Physical Description: Brown hair and eyes, average build, early thirties. Note: Yseron now inhabits Alewyn's body, so the description here is really that of Alewyn.

Spells Prepared (4/5/5/4/3/1; base DC = 14 + spell level): 0—*detect magic*, *daze*, *mage hand*, *prestidigitation*; 1st—~~*endure elements*, *mage armor*, *shield*, *sleep*~~, one spell slot available for Spellpool spell; 2nd—*touch of idiocy*, *ghoul touch*, ~~*false life*~~, two spell slots available for Spellpool spells; 3rd—*displacement*, *dispel magic*, *fireball*, one spell slot available for Spellpool spell; 4th—*Evard's black tentacles*,

~~stoneskin~~, one spell slot available for Spellpool spell; 5th—~~cone of cold~~.

Spellbook: 0—all; 1st—*endure elements, mage armor, magic missile, shield, sleep*; 2nd—*ghoul touch, invisibility, false life, touch of idiocy*; 3rd—*displacement, dispel magic, fireball, hold person*; 4th—*Arcane eye, Evard's black tentacles, shout, stoneskin*; 5th—*teleport, cone of cold*.

Familiar: Imp; hp 22; see *Monster Manual* and *Player's Handbook*.

APL8 (EL11):

☛ **Yseron:** Male human Wiz7/MotAO4; CR 11; Medium humanoid; HD 11d4+11; hp 55 (70); Init +2; Spd 30 ft.; AC 20 (touch 16, flat-footed 19) [Dex +1, Ring of Protection +1, *mage armor* +4, *shield* +4]; Atk +5 melee (1d6, quarterstaff); Grapple, +5; SA Arcane spells, Spellpool I & II, improved familiar (imp); AL LE; SV Fort +5, Ref +6, Will +11; Str 10, Dex 12, Con 14, Int 18 (20), Wis 12, Cha 12.

Skills and Feats: Concentration +16, Decipher Script +17, Knowledge (Arcana) +18, Knowledge (Planes) +18, Listen +8, Spellcraft +18, Spot +8; Combat Casting, Cooperative Spell, Empower Spell, Eschew Materials, Improved Familiar, Scribe Scroll, Silent Spell, Still Spell.

Possessions: Traveler's clothes, quarterstaff, dagger, Ring of Protection +1, headband of intellect +2, ~~Arcane Scroll (Invisibility)~~, potion of cure serious wounds, cloak of resistance +1, Alewyn's Journal (see Player's Handout #2), (25 x APL) gp (in various coins), Silver Shield Mage pendant.

Physical Description: Brown hair and eyes, average build, early thirties. Note: Yseron now inhabits Alewyn's body, so the description here is really that of Alewyn.

Spells Prepared (4/6/5/5/4/2/1; base DC = 15 + spell level): 0—*detect magic, daze, mage hand, prestidigitation*; 1st—~~*endure elements, mage armor, shield, sleep*~~, two spell slots available for Spellpool spells; 2nd—*touch of idiocy, ghoul touch, false life*, two spell slots available for Spellpool spells; 3rd—*displacement, dispel magic, fireball*, two spell slots available for Spellpool spells; 4th—*Evard's black tentacles, shout, stoneskin*, one spell slot available for Spellpool spell; 5th—*teleport, cone of cold*; 6th—*disintegrate*.

Spellbook: 0—all; 1st—*endure elements, mage armor, magic missile, shield, sleep*; 2nd—*ghoul touch, invisibility, false life, touch of idiocy*; 3rd—*displacement, dispel magic, fireball, hold person*; 4th—*Arcane eye, Evard's black tentacles, shout, stoneskin*; 5th—*cone of cold, overland flight, teleport, summon monster V*; 6th—*chain lightning, disintegrate*.

Familiar: Imp; hp 27; see *Monster Manual* and *Player's Handbook*.

APL10 (EL13):

☛ **Yseron:** Male human Wiz9/MotAO4; CR 13; Medium humanoid; HD 13d4+13; hp 65 (80); Init +6; Spd 30 ft.; AC 21 (touch 17, flat-footed 20) [Dex +1, Ring of Protection +1, *mage armor* +4, *shield* +4, +1 ioun stone]; Atk +6 melee (1d6, quarterstaff); Grapple, +6; SA Arcane spells, Spellpool I & II, improved familiar (imp); AL LE; SV Fort +7, Ref +8, Will +13; Str 10, Dex 12, Con 14, Int 19 (21), Wis 12, Cha 12.

Skills and Feats: Concentration +18, Decipher Script +19, Knowledge (Arcana) +20, Knowledge (Planes) +20, Listen +9, Spellcraft +20, Spot +9; Combat Casting, Cooperative Spell, Empower Spell, Eschew Materials, Improved Familiar, Improved Initiative, Scribe Scroll, Silent Spell, Still Spell.

Possessions: Traveler's clothes, quarterstaff, dagger, Ring of Protection +1, headband of intellect +2, ~~Arcane Scroll (Invisibility)~~, potion of cure serious wounds, cloak of resistance +2, ioun stone (dusty rose prism), arcane scroll (false life), Alewyn's Journal (see Player's Handout #2), (25 x APL) gp (in various coins), Silver Shield Mage pendant.

Physical Description: Brown hair and eyes, average build, early thirties. Note: Yseron now inhabits Alewyn's body, so the description here is really that of Alewyn.

Spells Prepared (4/6/5/5/5/4/2/1; base DC = 15 + spell level): 0—*detect magic, daze, mage hand, prestidigitation*; 1st—~~*endure elements, mage armor, shield, sleep*~~, two spell slots available for Spellpool spells; 2nd—*touch of idiocy, ghoul touch, false life*, two spell slots available for Spellpool spells; 3rd—*displacement, dispel magic, fireball*, two spell slots available for Spellpool spells; 4th—*Evard's black tentacles, shout, stoneskin*, two spell slots available for Spellpool spells; 5th—*teleport, cone of cold, summon monster V, one spell slot open for spellpool spell*; 6th—*disintegrate, one spell slot open for spellpool spell*; 7th—*spell turning*.

Spellbook: 0—all; 1st—*endure elements, mage armor, magic missile, shield, sleep*; 2nd—*ghoul touch, invisibility, false life, touch of idiocy*; 3rd—*displacement, dispel magic, fireball, hold person*; 4th—*Arcane eye, Evard's black tentacles, shout, stoneskin*; 5th—*cone of cold, overland flight, teleport, summon monster V*; 6th—*chain lightning, disintegrate, greater dispel magic, flesh to stone*; 7th—*finger of death, spell turning*.

Familiar: Imp; hp 32; see *Monster Manual* and *Player's Handbook*.

APL12 (EL15):

☛ **Yseron:** Male human WIZ11/MotAO4; CR 15; Medium humanoid; HD 15d4+15; hp 75 (90); Init +6; Spd 30 ft.; AC 22 (touch 18, flat-footed 21) [Dex +1, Ring of Protection +2, *mage armor* +4, *shield* +4, +1 ioun stone]; Atk +7 melee (1d6, quarterstaff); Grapple, +7; SA Arcane spells, Spellpool I & II, improved familiar (imp); AL LE; SV Fort +7, Ref +8, Will +14; Str 10, Dex 12, Con 14, Int 19 (21), Wis 12, Cha 12.

Skills and Feats: Concentration +20, Decipher Script +21, Knowledge (Arcana) +22, Knowledge (Planes) +22, Listen +10, Spellcraft +22, Spot +10; Combat Casting, Cooperative Spell, Empower Spell, Eschew Materials, Improved Familiar, Improved Initiative, Scribe Scroll, Silent Spell, Still Spell.

Possessions: Traveler's clothes, quarterstaff, dagger, Ring of Protection +2, headband of intellect +2, ~~Arcane Scroll (Invisibility)~~, potion of cure serious wounds, cloak of resistance +2, ioun stone (dusty rose prism), arcane scroll (false life), Alewyn's Journal (see Player's Handout #2), (25 x APL) gp (in various coins), Silver Shield Mage pendant.

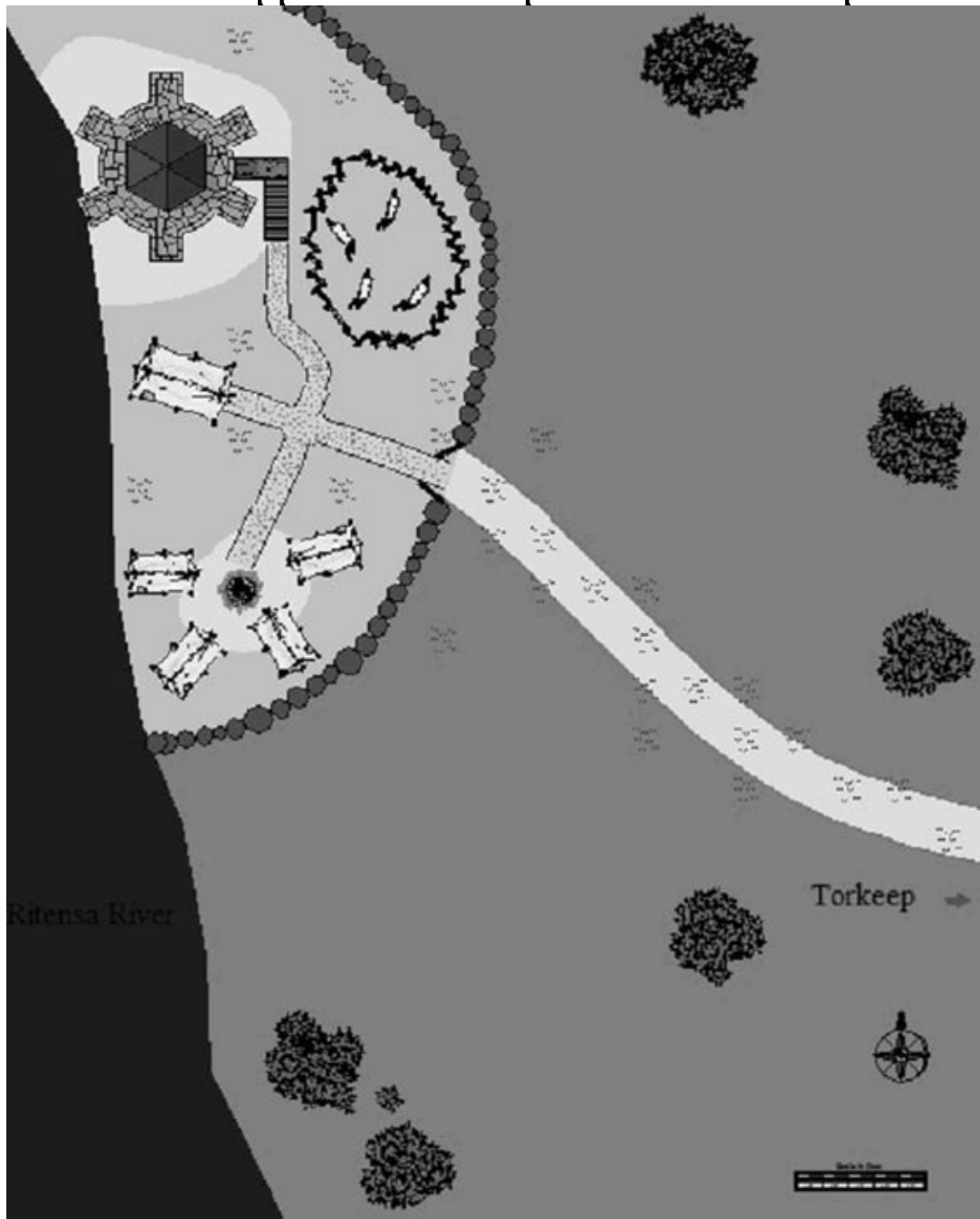
Physical Description: Brown hair and eyes, average build, early thirties. Note: Yseron now inhabits Alewyn's body, so the description here is really that of Alewyn.

Spells Prepared (4/6/5/5/5/3/2/1; base DC = 15 + spell level): 0—*detect magic*, *daze*, *mage hand*, *prestidigitation*; 1st—~~*endure elements*, *mage armor*, *shield*~~, *sleep*, two spell slots available for Spellpool spells; 2nd—*touch of idiocy*, *ghoul touch*, ~~*false life*~~, two spell slots available for Spellpool spells; 3rd—*displacement*, *dispel magic*, *fireball*, two spell slots available for Spellpool spells; 4th—*Evard's black tentacles*, *shout*, three spell slots available for Spellpool spells; 5th—*teleport*, *cone of cold*, *summon monster V*, two spell slots open for spellpool spells; 6th—*disintegrate*, *greater dispel magic*, one spell slot open for spellpool spell; 7th—*finger of death*, *spell turning*; 8th—~~*iron body*~~.

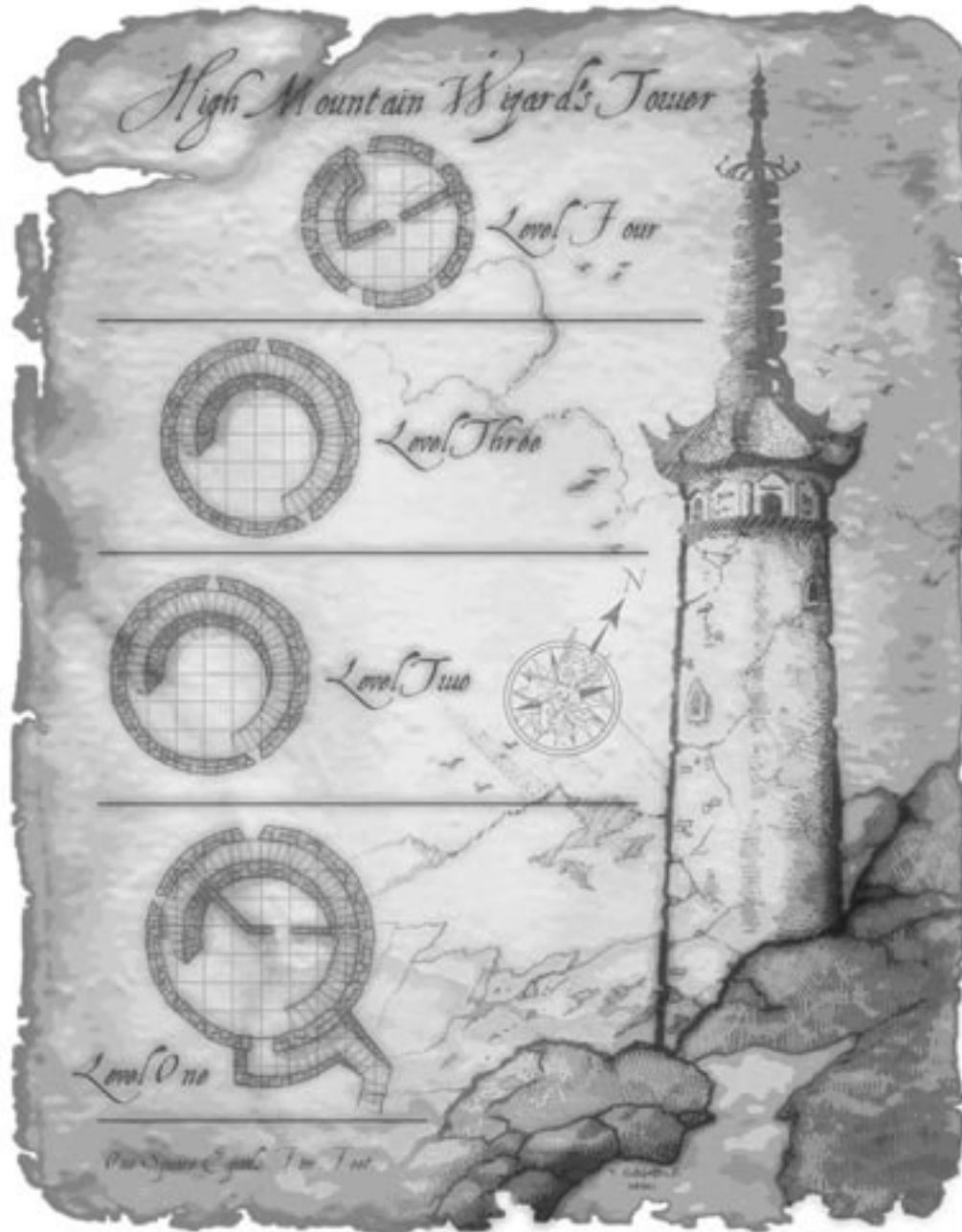
Spellbook: 0—all; 1st—*endure elements*, *mage armor*, *magic missile*, *shield*, *sleep*; 2nd—*ghoul touch*, *invisibility*, *false life*, *touch of idiocy*; 3rd—*displacement*, *dispel magic*, *fireball*, *hold person*; 4th—*Arcane eye*, *Evard's black tentacles*, *shout*, *stoneskin*; 5th—*cone of cold*, *overland flight*, *teleport*, *summon monster V*; 6th—*chain lightning*, *disintegrate*, *greater dispel magic*, *flesh to stone*; 7th—*finger of death*, *mass hold person*, *spell turning*, *plane shift*; 8th—*iron body*, *protection from spells*.

Familiar: Imp; hp 37; see *Monster Manual* and *Player's Handbook*.

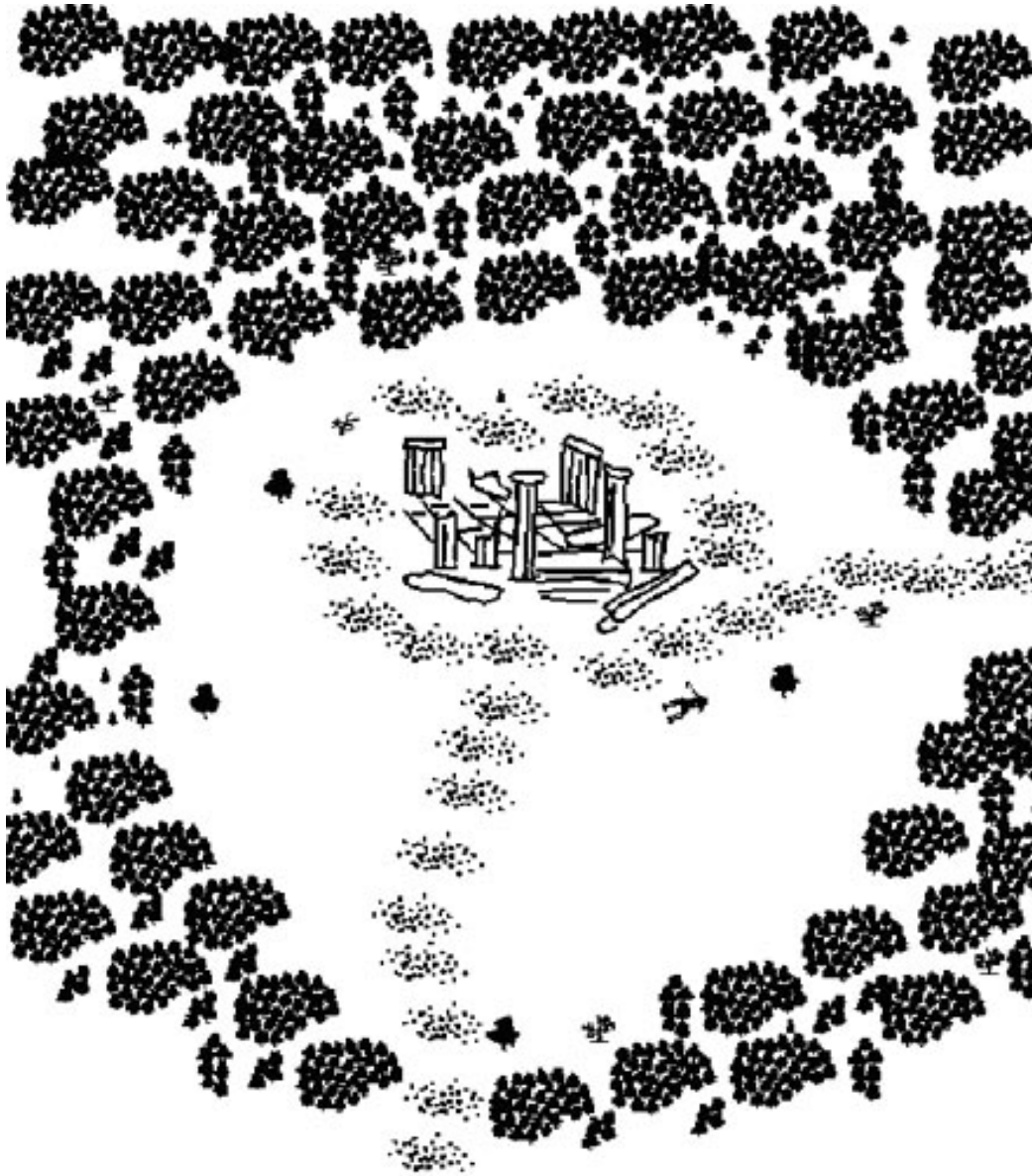
Appendix 2a: Maps – Overview Map of Outpost



Appendix 2b: Maps – Orand's Tower (Upper Levels)



Appendix 2c: Maps – Overview of Pelasin's Tower



Appendix 3: Towers Series Adventure Backgrounds and Summaries

SHL03–01 The Lonely Tower

Adventure Background

Late in the month of Harvester in the common year 591, the Shield Lands won a tremendous victory against the occupying forces loyal to the evil demi-god Iuz. After three years at a virtual standstill in the War of Reclamation, the Knights of Holy Shielding and the Shield Lands' army repatriated Torkeep. Torkeep is the ancestral home of Earl Franz Torkeep of the Council of Lords. The keep, a smallish motte and bailey structure in the northwest portion of the nation had been under Iuz's control since its fall in 583 CY. This victory was the Shield Lands' first real success against Iuz since the end of the Great Northern Crusade in 588 CY and the first territorial gain without the aid of the nation's major allies. Within days Iuz's forces made an attempt to retake the keep. Though seriously outnumbered, Pathfinders and Shield Lands soldiers held the keep long enough for Knight Commander Katarina Walworth to arrive with reinforcements and drive off Iuz's minions.

Six individuals, brave Pathfinders all, played a unique role in holding Torkeep against a second fall to the Old One. While their companions faced death on the walls of Torkeep during the final hours of the now famous Battle of Torkeep, Omayra Fairspeak of Heironeous, Eiorhn of Kord, Darius Skye, Reeves Nithtel, Lannona and Brandy Fardale left what little safety the keep offered to race off on what might have been a fool's errand.

The Pathfinders were sent northwest along the banks of the Ritensa River to an abandoned tower. The tower once belonged to Orand Hastironn the Artificer, a powerful wizard and member of the mysterious Shield Mages. Known for his skill at creating magical constructs, it was hoped the six heroes could recover something to aid Torkeep until reinforcements arrived. Of particular note was the wizard's mighty Shield Guardian which had not been seen since Iuz invaded. Both it and its master disappeared shortly after the wizard suffered an apparent mortal wound in battle.

The Pathfinders reached the tower only to find it devoid of life and infested with undead shadows. In the highest room of the tower they found the remains of missing wizard strung up and violated in unspeakable ways. Apparently, the wizard ordered his construct to return him to his tower to heal, only to be overwhelmed by the undead minions of the Old One. Sorely wounded and trapped in the tower by undead,

the wizard could not call his Shield Guardian servant to his side. The giant construct lay quietly at the bottom of the Ritensa River while its master was torn to shreds.

The heroes found the control device for the shield guardian in the rubble of the wizard's laboratory, unknowingly left behind by Iuz's forces. With a simple mental command, the giant warrior rose amidst a cloud of silt from the bottom of the river, once again ready to serve the Holy Realm.

With time running out for the defenders of Torkeep, the Pathfinders hurried back hoping to find the keep's defenses still intact. They arrived in time for the final assault by Lord Arbas, a former Shield Lands lord, now traitor and servant of Iuz's Lesser Boneheart mage Vayne. Orcs, hobgoblins, ogres and giants in great numbers pounded at the gates of Torkeep. The shield guardian waded into the fray flailing its powerful stone fists, crushing foes with silent fury. The unexpected attack from outside the walls threw Lord Arbas' troops into disarray long enough for Lord Torkeep and the remaining defenders to rally and push the attackers from the walls. By the time Lord Arbas reorganized his confused troops, Lady Katarina and a large force of Shield Knights arrived and broke the siege.

In the end, Torkeep remained in the possession of the Shield Lands, but the traitorous Lord Arbas escaped. The six heroes later learned that for their part in his defeat, Lord Arbas placed a price on each of their heads. Though they had likely saved Torkeep and its defenders, their own lives were now in constant danger.

Since its recovery, Torkeep has become the northern most bastion of the Shield Lands, replacing the Ritensa Outpost as the first line of defense against attacks coming south along the Ritensa River. When Gensal was recovered later the same year, Fort Vigilance, the headquarters of the Order of the Northern Guard was moved north to create a steady line of defense stretching from the banks of the Ritensa east to Gensal, and turning south to the South Keep Outpost. From these border forts, Shield Land's patrols monitor and protect the border up to a half day's ride into the occupied lands.

Between each of the major forts (Torkeep, Fort Vigilance, Gensal and the South Keep Outpost) lie smaller border forts consisting of little more than a wooden lookout tower surrounded by a stout wooden palisade and manned by 50-100 soldiers, Pathfinders

and Knights of Holy Shielding. One of these smaller outposts now occupies the Shield Mage Orand's former tower.

Due to its proximity to Torkeep, the outpost has no official name (though it has earned the nickname "Orand's Tomb") and does not support a large garrison (usually less than 20 soldiers and Pathfinders). In fact, the tower is occupied only for its position along the river which allows for an excellent view of the surrounding territory. The defenses at Torkeep have similar vantage points, but the small tower provides a slightly better line of sight to locations across the Ritensa.

With Torkeep so close by (only about an hour away on foot), the garrison at Orand's "Tomb" is rotated fairly regularly. The party is one such group of garrison replacements.

Unfortunately, not all things are as they are believed to be. Orand was not killed by minions of Iuz. Months before Iuz invaded the Shield Lands, Orand began a project on a new kind of construct. During his travels he found an incomplete copy of a book written in the infernal language of the Nine Hells of Baator, describing the making of a type of golem constructed entirely of chains. The construction of these powerful golems is a closely guarded secret known only to the constructs' usual masters, the hellish kytons. Because the book was incomplete, Orand was forced to fill in the blanks by experimentation. Ultimately the Shield Mage was successful, or nearly so, but his success was also his downfall.

One kyton, to whom the book originally belonged (and whom Orand suspected wrote the book, or served the one who did) became aware of Orand's experiments and his goal to use the chain golems in the coming war with Iuz. Enraged that a mere human dared to usurp the secret of the chain golems from the kytons of Hell, the kyton found a way to Oerth and killed Orand and one of his apprentices. After the battle, the kyton hoped to retrieve the book and remove it from the Prime Material Plane. Unfortunately, Orand had foreseen the possibility of evil creatures attempting to recover the book and had a permanent *protection from evil* enchantment cast on the book. The kyton found that as an otherworldly evil creature, he could not touch the book.

Unable to take the book back to the City of Chains in the Nine Hells, the kyton decided to place a number of guardians around the book and keep a close eye on the book.

Years later on the day this event begins, a few curious soldiers of the tower's garrison stumbled on the Shield Mage's hidden workshop. While investigating, they found and opened Orand's book.

This drew the kyton's attention, who then appeared and slaughtered them all (including the ones still upstairs). After sunset, a group of hobgoblins showed up and were killed as well (except for a few that hid upstairs). After the bloodshed was finished the kyton dragged all the bodies down into the basement workshop and removed all signs of his attack so others, possibly more powerful than the soldiers, would not find and take the book from him.

As the adventure begins, the kyton is just finishing his grim work and will still be in the tower's lower levels when the PCs arrive.

The adventure takes place in mid-Readying, 593 CY.

Adventure Summary

The adventure begins with the PCs about a half-mile away from Orand's tower. The weather is terrible and a constant cold rain falls, making things wet, muddy and generally unpleasant.

Magical attempts to communicate with or scry the outpost reveal no activity and no garrison, only the tower, the recently constructed wooden palisade and a few, apparently empty tents remain. Oddly, the outpost's four horses are still in their pen and seem to be unharmed and completely normal. The PCs have been ordered to relieve the Pathfinder garrison at the Tower.

Upon arrival, the PCs find things just aren't right. There are no signs of a struggle outside the tower and even the outpost's horses are still where they should be, but everyone else is gone. The gates of the palisade are open, but look like they were opened from within. Tracking reveals what are obviously the garrison's own tracks, but also shows a group of booted humanoids entering the gates sometime last night, but do not show them leaving again.

Proceeding cautiously the PCs enter the tower to continue their investigation. Much like outside, they find no obvious signs of trouble and continue up to the tower's highest level. In the make shift outpost headquarters they find two hobgoblins who appear more frightened than hostile. The hobgoblins serve Iuz, but do not attack the PCs on sight, attempting instead to parlay and possibly convince the PCs to release them.

Interrogation of the prisoners earns the PCs some interesting information that confirms much of what they've found so far, but introduces some new mysteries. Without a true answer to what happened to the garrison or the reinforcements, the PCs look more closely at the tower.

In the entry hall on the first level of the tower, the PCs find faint marks on the floor that lead up to and end at the wall. With some effort, they open the secret door, revealing a passage down into the depths below the tower. The PCs head down the passageway hoping to find an answer to what happened to the missing soldiers.

On the way down, the party is attacked by shadows. The tight confines of the narrow, twisting staircase make the battle very difficult, but the PCs overcome the undead and continue down.

At the bottom of the stairs, the PCs find a much larger and better stocked lab devoted to the creation of mechanical constructs. Early visitors to the tower found another, smaller lab in the upper levels of the tower, but this one far surpasses it in content and size. Before the PCs can search, several piles of what appeared to be iron chains come alive and attack the PCs. These “chain golems” give the PCs a good fight, but are defeated.

A quick search of the room reveals a number of books including the personal journal of one of Orand’s apprentices, a complete set of instructions for the creation of a homunculus and incomplete notes on the creation of something called a “chain golem”. The notes indicate that Orand had not yet deciphered the complete process to create a chain golem.

In the one room connecting to the lab the PCs find a horrific sight and a new foe. All of the missing soldiers are scattered about; their bodies crushed and broken as if lashed with iron chains. Standing over the bodies is a hellish kytan who demands Orand’s book.

After defeating the fiend, the PCs return to Torkeep to report and are allowed to keep a copy of the apprentice’s journal and the book on homunculus creation.

SHL03–04 A Light in the Dark

Adventure Background

Lord Linard, a Shield Lands’ noble rumored to be under consideration by the Council of Lords to become the new Lord of South Keep was visiting with Lord Enerick in Bright Sentry two days ago. Lord Enerick was interested in gauging where the man would stand in the Council of Lords and wished to discuss matters with Lord Linard. It is believed that agents of Iuz in the city, hoping to sow discord and capture a valuable prisoner, noted when his ship was to return to the mainland and made arrangements with Rhennee pirates in the service of Iuz to have the ship attacked on its return voyage. The pirates were in the area as

they have been using a recently established Rhennee settlement at the mouth of the Veng River to spy on the port of Bright Sentry for their master, known as “Eyes”. During the attack, Lord Linard, was struck by an arrow and fell overboard and drowned. The remaining officers were captured and taken by the Rhennee to Corell’s Watch on Walworth Isle.

The lighthouse at Corell’s Watch was once the home of the Shield Mage Eórsidh. Towers of Shield Mages are protected from scrying and divination magic. When some of the occupying forces learned of this, they began using it as a prison to hide those who might be sought out by magic. In a previous adventure, Pathfinders may have learned that Alewyn, an apprentice to the Shield Mage Orand, was sent to Corell’s Watch on an urgent errand. Still hidden within the tower are clues as to what that errand was and what the fate of the Shield Mages may be.

Worried by the disappearance of Lord Linard, the Council of Lords has had the Church of Holy Shielding attempt scrying and divinations on the matter, with no result. They have now ordered a Pathfinder Unit to investigate the disappearance.

Adventure Summary

The adventure begins with the Pathfinders en route to a barge landing southeast of Critwall. They have been tasked with investigating the disappearance of a ship, the Honor Reclaimed, which was carrying Lord Linard, the man rumored to soon be named the new Lord of South Keep, from Bright Sentry. The commander tells them that the only other boat that day was a Rhennee barge that left about an hour before the missing cog was to arrive; it should have seen the ship. Another Rhennee barge is at the docks currently, they don’t know the barge in question, but say that it should be at the new Rhennee settlement at the mouth of the Veng River.

After traveling to the mouth of the Veng River, they meet the bargelord of the settlement, Dravish, and his Veth, Daverna. He recognizes the barge in question as one that he suspects of being from a Rhennee settlement on Walworth Isle. A barge also reported seeing a ship being attacked by another vessel on that day. If the pirates took any prisoners, they were probably taken to Amundfort Isle, though he doesn’t know where. Daverna recommends that they speak with Linene Blackford as she has extensive knowledge of the Shield Lands, and Dravish offers to take them to Bright Sentry on his personal barge.

The barge is attacked halfway to Bright Sentry by an aquatic creature that is attempting to force its way onto the barge to get away from something that is

attacking it from below the waves. When the creature is defeated, it is dragged below the waves and devoured by whatever it was running from.

On Bright Sentry, they meet with Linene who tells them that the lord met with Lord Enerick, who was less than pleased that another Heironean was being considered for the Council of Lords. She has heard rumors of Rhennee pirates working in the service of Iuz, led by someone called "Eyes". If they captured the lord, he might be being held at Corell's Watch, a lighthouse on Walworth Isle that once was home of a Shield Mage named Eórsidh. Towers of Shield Mages are protected from scryings and that could be the reason for the failed scrying and it is the reason prisoners are kept there. The lamp of the lighthouse hasn't been lit since the fall of the tower and the shore is very treacherous along the Corell Straight.

Dravish offers to sneak the Pathfinders ashore near the lighthouse, and then wait offshore for them to light the lamp of the lighthouse to signal that they are ready to be picked up. He drops them off a mile down shore, and as they approach, they find the tower guarded on the outside by crocodiles.

Inside they find twelve prisoners hanging in cages suspended from the inside of the tower, accessible by the stairs that wind up the inside of the tower. Lord Linard isn't among them, but members of his crew are. They tell that he is dead, washed overboard when the ship was captured. There is also a Furyondian Admiral, former commander of the blockade among the prisoners, and a minor noble of the Shield Lands whose ship was captured earlier this year. At the base of the lighthouse is a room with the quarters of the commander of the prison tower, an evil mage who is using the study of the Shield Mage.

Stairs also go down to a dock at the base of the cliff. When the lamp atop the tower is lit, a secret door is revealed on the stairs going down to the dock; it is the workshop of Eórsidh, and contains some hints as to the fate of the Shield Mages.

The jail's commander and his companion attack the barge at dawn. They are attempting to recapture the prisoners. Once the attackers are repelled, the prisoners are returned to Bright Sentry.

Appendix 4: Mage of the Arcane Order Prestige Class

Also called a "guildmage", this is a spellcaster who belongs to an academy and guild known as the Arcane Order (see Chapter 1). In casual conversation, the academy is called the Order, or sometimes "that college of wizardry". It is both a school for fledgling spellcasters and a guild for those of advanced knowledge and power.

The Arcane Order's charter is twofold. Its first tenet is advancing magical knowledge through both ongoing research and archeological investigation of lost arcane disciplines. A good portion of research is centered around elucidating a "magical grammar" of the great power wielded in ages past, and this research has borne wondrous fruit: metamagic feats. The second tenet is the support and welfare of the Order's membership, initially through arcane schooling and later through companionship, resources, boarding, and access to the Spellpool (see below). Although nonwizards can benefit somewhat from what the Order has to offer, its emphasis on wizardry deters most applicants.

NPC guildmages often join adventuring companies of nonspellcasters who are not affiliated with the Order. Thus, they could be encountered anywhere adventure beckons. However, a guild member in good standing returns when he can to the campus, pays his required dues, and does his part in the upkeep of the Spellpool.

Hit Die: d4.

Requirements

To qualify to become a mage of the Arcane Order, a character must fulfill all the following criteria.

Knowledge (Arcana): 8 ranks.

Feats: Two metamagic feats, one of which must be Cooperative Spell.

Spells: Ability to prepare and cast arcane spells of 2nd level or higher.

Special: Prospective members must pay an initiation fee of 750 gp.

Class Skills

The mage of the Arcane Order's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Speak Language, and Spellcraft (Int). See Chapter 4: Skills in the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the mage of the Arcane Order prestige class.

Weapon and Armor Proficiency: Arcane Order casters gain no additional proficiency in any weapon or armor.

Spells per Day: When a new mage of the Arcane Order level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a mage of the Arcane Order, he must decide to which class he adds the new level for purposes of determining spells per day.

Guild member: A "guild-level" mage of the Arcane Order pays monetary dues and accepts various duties in return for various benefits. The dues are 30 gp per month. Duties include putting in an appearance on campus at least once every six months and accepting any special commissions handed down by senior members. A guildmage who falls into arrears on his dues by more than three months has his membership revoked and loses access to the Spellpool. Reinstating membership is difficult. However, ex-members do not lose any spells or metamagic feats they had gained while in good standing. A member in good standing may board at the Arcane Order campus between adventures, paying only 5 sp per day for common-quality meals and lodging. At his leisure, he may browse the Order's well-respected library, which is stocked with tomes on both mundane and arcane lore (though no spells are located here). Likewise, he may use the common laboratory facilities when creating a minor or medium magic item (although material costs remain out-of-pocket). Furthermore, he is free to read and post notices to the "job-board," a mundane medium whereby fellow members of the Order pass information, advertise their interest in a research topic or adventure, or attempt to sell an interesting oddity, magical or otherwise. Last but not least, members form professional ties with their fellow wizards, possibly leading to lasting friendships or at least allies.

Spellpool (Sp): Beginning at first level, mages of the his guild focus, a mage of the Arcane Order can "call" spells from a common source, the Spellpool. This is a spell-like ability. New members receive a special focus (a small trinket chosen by the spellcaster, such as a ring, brooch, scarf, or other portable item) at the time of their initiation. The focus allows access to the

Spellpool and works only for its owner. If he loses his focus, he must undergo another initiation. The range of available spells increases at levels 4 and 7. See the Spellpool section, below.

Research Breakthrough: At 2nd and 9th levels, a mage of the Arcane Order gains sudden insight from studying the reconstructed texts of ancient magical grammars. He gains a bonus metamagic feat.

Bonus Language: At 3rd and 6th levels, the guildmage's access to the Order's superb library and resources allow him to learn a new language.

New Spell: When a mage of the Arcane Order reaches 5th and 8th level, a fellow wizard allows the character to copy a spell from his or her spellbook (chosen by the player, subject to the DM's approval). He does not need to make a Spellcraft check, although specialist wizards still cannot learn spells from prohibited schools.

Regent: A 10th-level mage of the Arcane Order is awarded the status of regent. He no longer pays dues but continues to receive all the benefits of guild membership. A regent gains +2 competence modifier on all Charisma-based interaction checks when dealing with lower-level members of the Order.

The regents set the Arcane Order's rules and policies, meeting each month in the Council of Regents. A regent must attend six Council meetings in one year or be removed from the Council and lose his regent status (he loses no other benefits of guild membership). Enacting new policies or eradicating old ones requires a three-fifths majority vote to pass.

Generally, the Council hands out commissions for lower-level mages of the Arcane Order to perform on behalf of the guild. An individual regent may also head up a special group of lower-level members to accomplish a specific goal, such as investigating a crime committed using magic, undertaking a archeological dig of an ancient site of wizardry, or some other important task.

The Spellpool

A magical reservoir of spell energy is bound into a special matrix in a guarded vault in the Towers of the Shield Mages in Admundfort. Using his guild focus, a mage of the Arcane Order can "call" spells from this common resource at need.

Calling a Spell: Calling a spell from the Spellpool can be done at any distance but requires the caster to have an open, unused spell slot of the appropriate level. Wizards preparing spells for the day decide at that time whether to leave some slots open. The spellcaster can call only for spells of a level that he could normally cast. He can call a number of spells per day whose total levels are equal to or less than half his caster level

(minimum of one). For example, a 5th-level wizard can call one 2nd-level spell or two 1st-level spells per day, assuming he has slots available and his Spellpool Debt isn't too high (see below).

When the caster calls a spell, he takes a full-round action to concentrate on his focus (which draws attacks of opportunity). The spell appears in the caster's mind at the beginning of his next turn in the round and can be used immediately. However, if he does not cast the called spell within 1 minute per caster level, it fades from his mind as though cast. Wizards cannot learn the called spell, despite its temporary presence, though of course they could later attempt to learn a spell of the same name through standard means.

Spell Availability: Three stages of access to the Spellpool exist. A member first joining the Order gains Spellpool I privileges, which grants access to spells of 1st to 3rd level. Spellpool II allows 4th to 6th-level spells, and Spellpool III grants 7th to 9th-level spells. No 0-level spells are available, but the Spellpool can provide any other spell wizard/sorcerer spell list in the *Player's Handbook*, as well as any additional spells designated by the DM.

Table 3-11: The Mage of the Arcane Order

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Guild member, Spellpool I	+1 level of existing class
2 nd	+1	+0	+0	+3	Research breakthrough	+1 level of existing class
3 rd	+1	+1	+1	+3	Bonus language	+1 level of existing class
4 th	+2	+1	+1	+4	Spellpool II	+1 level of existing class
5 th	+2	+1	+1	+4	New spell	+1 level of existing class
6 th	+3	+2	+2	+5	Bonus language	+1 level of existing class
7 th	+3	+2	+2	+5	Spellpool III	+1 level of existing class
8 th	+4	+2	+2	+6	New spell	+1 level of existing class
9 th	+4	+3	+3	+6	Research breakthrough	+1 level of existing class
10 th	+5	+3	+3	+7	Regent	+1 level of existing class

Spellpool Debt. Every time a spellcaster calls a spell, he incurs a debt. He must return an "energy packet" to the Spellpool: a spell he has prepared (or can cast in the sorcerer's case) of equal level to that called, or a number of spells whose combined levels total the level of the spell called. For instance, the Spellpool debt for a 5th-level spell is 5 levels, which could be paid off with another 5th-level spell or any combination of spells whose levels total 5. Returning a spell is a full-round action, like calling a spell, and depletes a prepared spell slot for the day, as if the spell had been cast.

The debt need not be repaid immediately. In fact, a spellcaster can accumulate a Spellpool debt equal to three times his caster level (including levels in this prestige class) before facing penalties. Thus, 5th-level sorcerer/5th-level mage of the Arcane Order could call up to 30 levels of spells from the Spellpool. However, upon incurring 31 or more spell-levels of debt, his access to the Spellpool is automatically suspended until he reduces the debt to 30 or below.

Nothing prevents a spellcaster from paying ahead of time, giving him a "positive balance", so to speak. Likewise, another guild member may agree to payoff or make a payment toward a caster's Spellpool debt in return for a service, money, or other consideration. A spell currency of a sort has developed within the Arcane Order, where spellcasters often pay each other with levels of Spellpool debt (informally called "charms").

Appendix 5: Weather Conditions

Temperature

- Cold – Unprotected characters must make a Fort save each hour (DC 15+1 per previous check) or take 1d6 points of non-lethal damage. Any PC taking this damage is considered fatigued until fully healed of the damage. The Survival skill can provide a bonus to this save.
- Severe Cold – Unprotected characters must make a Fort save every ten minutes (DC 15+1 per previous check) or take 1d6 points of non-lethal damage. Even protected creatures are not completely safe and need to make the same Fortitude save once per hour. Any PC taking this damage is considered fatigued until fully healed of the damage. The Survival skill can provide a bonus to this save.

Winds

- Strong (DC10) - Unprotected flames are extinguished. Ranged weapon attacks and Listen, checks are at a -2 penalty. Tiny or smaller creatures (or small and smaller flying creatures) are knocked down by the force of the wind (flying creatures are blown back 1d6x10 feet).
- Severe (DC15) - Unprotected flames are extinguished and protected flames have a 50% chance of the same. Ranged weapon attacks and Listen, checks are at a -4 penalty. Tiny creatures are blow away (see DMG); small creatures are knocked down (see DMG); medium creatures are checked (see DMG).

Precipitation

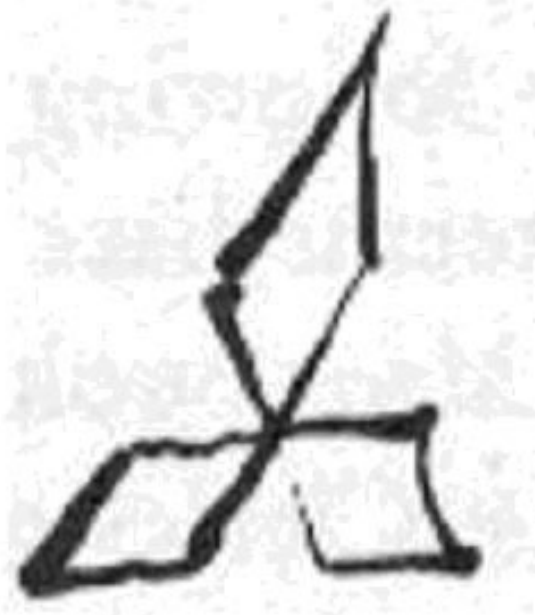
- Snow – Visibility ranges are half normal imposing a -4 penalty to Ranged weapon attacks, Listen, Search and Spot checks. Unprotected flames are extinguished.
- None – No precipitation, visibility conditions are normal for time of day.

Movement

- Snow Covered - Movement into snow covered squares costs double normal movement for the terrain type. Any movement outside the tower, except inside the tents, is considered “snow covered” during this encounter.
- Deep Snow Covered - Movement into deep snow covered squares costs quadruple normal movement for the terrain type.

Note: For more information on weather conditions and effects, see the DMG p.93-95 and 302-304.

Player Handout #1: Symbol Found on Dead Body at Ruined Tower



Player Handout #2: Alewyn's Final Journal Entry

From the Journal of Alewyn

Mage of the Arcane Order of the Shield

16 Sunsebb, 593 CY

I am headed for Pelsin's Tower north of Torkeep; it's nothing more than a ruin now. The tower is not far from where I first learned magic under old Orand. Those were good times. They've turned his tower into an outpost and stocked it full of soldiers and Pathfinders. Orand would spit nails if he knew. He was never one to agree with the nobles and knights. "Too full of themselves!" he said too often and too loudly for most people's tastes. I thought it was rather amusing, but he made more than a few enemies on the Council of Lords and within the hallowed halls of the Church of Holy Shielding.

My goal is to finally catch up with Yseron. For the six months since I discovered his planned treachery, I have followed him, always one step behind. Now I know he intends to meet with one of Juz's priests; an evil man named Ryszard. Yseron is headed for his former master's ruined tower. Pelsin would not be pleased to know the site of his valiant death against so many of the Old One's forces was now being used to bring the Arcane Order of the Shield low.

Yseron intends to reveal the secret of the Towers to Ryszard in exchange to his freedom and a bag gold. How petty of him, but I suppose I should not be surprised by his greed and cowardice. I always thought he was as much a weasel as his familiar. All these years in hiding, pouring our magic into the Towers to sustain their power for those still trapped inside. All these years and now he decides to abandon our mission. It is hard to believe.

When the elders of the Order could no longer deny that the Shield Lands would fall despite their help, they knew the power within the Towers could not fall into Juz's hands. The Towers must remain strong at all costs. What elders were left after the first weeks of the invasion ordered their apprentices and the lesser mages of the Order to go into hiding, all the while locking themselves inside the besieged Towers. They bid their apprentices to remain hidden and free. Hidden from Juz. Hidden from everyone, so the secret of the Towers might not fall into enemy hands. Free to lend their strength to protecting the Towers from Juz. And now Yseron threatens that.

It has been ten long years. At first I tried to leave the Shield Lands and travel the Flanaess as a simple man with no history. It didn't last. My home is here. So I returned when I was able and hid amidst the other returning refugees. I tried to help as I could, but the risk was too great. Do too much and someone might notice... someone might remember me and ask where I and my fellow Shield Mages had gone... why we abandoned the Shield Lands. That's what they think; that we abandoned them. They don't know what we've sacrificed in the name of the Shield Lands. The rest believe us dead. They are more correct than they know. There were dozens of us once. Now there is only myself and Yseron outside the towers. Inside, I cannot say how many remain, but recent reports say the towers still hold. But for how long?

If Yseron succeeds, Juz will gain the key to smashing the Towers to rubble and seizing their arcane power for himself. I cannot allow that. I will stop Yseron. Not matter what it takes I will stop him!

-- Alewyn --

Player Handout #3: Alewyn's Message

23 Sunsebb, 593 CY

My friends,

You likely do not understand why your assistance was so important, or why I am so grateful for it. As you have likely surmised, I fought and lost a battle with a traitor to the Arcane Order of the Shield... the Shield Mages as you might know us. Yseron and I were both Shield Mages once. Since the fall of the Shield Lands, he and I, and others have been in hiding protecting a secret so great that its revelation could end the War of Reclamation in defeat for the Holy Realm.

Recently, Yseron decided to betray our mission and turn the secret over to Iuz. During our battle, Yseron possessed my body and stole it from me even as his own died. As a spirit, I sought you out at the one place that I have ever called home; Orand's Tower. With your help Yseron was destroyed, but I cannot be sure if he managed to reveal anything to the cleric Ryszard of Iuz.

For your efforts, know that you have my eternal gratitude and that of my Order if there should be anything left of it come morning. In exchange I ask one last favor of you. Keep what you have learned to yourselves. Even the hint of a secret will set many hounds on the trail. Perhaps it is already too late.

Until the starbreak,

-- Alewyn --

Mage of the Arcane Order of the Shield

SHLo3-o8 In the Cold Grace Event Summary

- | | | |
|----|---|---------------------------------|
| 1. | Did the PCs follow Alewyn's ghost? | YES / NO |
| 2. | Did the PCs find Alewyn's journal at Pelasin's Tower? | YES / NO |
| | a. If so, could they read it? | YES / NO |
| 3. | Did the PCs defeat Yseron? | YES / NO |
| | a. If so, did they kill him? | YES / NO |
| | b. Capture him? | YES / NO |
| 4. | Did Alewyn recover his body? | YES / NO |
| 5. | Did the PCs pursue Iuz's minions? | YES / NO |
| 6. | How much trouble did the weather conditions pose the party? | None / Some / Enough / Too Much |