

SHL2-07



# OBSIDIAN

A Two-Round D&D<sup>®</sup> LIVING GREYHAWK<sup>®</sup>  
Shield Lands Regional Adventure

Version 1

## ROUND 2

by Brandon Kaya

**RPGA HQ reviewers:** Christopher Lindsay and Stephen Radney-MacFarland

Your party is returning from a two-week patrol in the occupied lands controlled by the wizard Vayne when captured members of the army of Iuz offer to give you information that may be important to the Shield Lands. Looks like your return to the safety of Fort Vigilance is going to be delayed...An adventure for characters level 1-10.

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

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

## PREPARATION

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

Read this entire adventure at least once before running the event. 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's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

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

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

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

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

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

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

## SCORING

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

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

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

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

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

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

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

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

## LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

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

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

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

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

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

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

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

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

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

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

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

## TIME UNITS AND UPKEEP

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

## ADVENTURE SUMMARY AND BACKGROUND

The characters have been gone for about two weeks on an extended and dangerous patrol into the occupied lands north of Gensal. At the end of the patrol, the party encountered a group of hobgoblins that surrendered to them. These hobgoblins said they were part of a group escorting an evil blacked robed man they called "Yurflun" to a certain hill north of Gensal. They wanted to surrender to the Shield Landers because it was better than staying anywhere near him.

The party investigated the hill, discovering an obelisk similar to the one found in Ringland buried underneath it. They defeated the black-robed wizard and were drawn into a bizarre series of tests judged by the Guardian of the Obelisk.

After finishing with the tests, they left in time to see the obelisk rise from the ground, destroying the maze of

tunnels below it. One thing that they probably discovered was that this obelisk has a twin that rises at the same time. The location of the second obelisk is somewhere in the vicinity of Critwall. In addition, they may have been given the knowledge needed to stop the waves of fear that are afflicting the city.

The characters returned to Fort Vigilance and reported to Sir Jael of the Order of the Northern Guard. He wrote a letter and sent them to Critwall to deliver the message to Sir Arinson, leader of the Order of the Northern Guard. Round 1 ends with the characters heading toward Critwall.

Meanwhile, the second obelisk rises right in the heart of Critwall. Great waves of magical fear radiate from the obelisk, throwing the city into chaos. People run screaming in terror or begin attacking and looting. The chaos has grown since the obelisk first appeared, as the fear effect starts and stops in a three-hour cycle.

## Introduction

When the characters arrive at Critwall, they are presented with the chaos of the city. Hopefully they decide to help where they can and try to return order. If not, then a Shield Knight finds them and asks them to help.

### Encounter 1: Sidhee Are As Bad As Orcs!

If the characters decide to interfere with the confrontation with the sidhee creatures by the wall of the city, they have to decide which side they support. The cityfolk are taking this opportunity to try and remove these interlopers and spies. The creatures intend on staying until their mission is complete. Battle is likely to go badly because both sides are powerful. Reasoning it out would be a better way of resolving the issue.

### Encounter 2: Tent Town is Burning!

Vandals set fire to several of the structures in Tent Town during the confusion. The very nature of the camp ensures that the fires spread very quickly. The characters are able to help by fighting the fires.

### Encounter 3: Chaos is Our Friend

Several priests of Iuz that have been hidden within Critwall are taking advantage of the confusion to wreak a little extra havoc. They are wandering the streets and creating undead to rampage through the city.

### Encounter 4: The Requisite Madman

A powerful individual has become unhinged as a result of the fear and is lashing out blindly at anyone he encounters.

### Encounter 5: The Halfling Assassins

The characters come upon the remains of a battle. They see that there are several halflings who have been killed lying in an alley. There is a pair of half-orcs searching the bodies. They run off when they see the party.

This is actually a set up by the Thieves' Guild of Critwall. The half-orcs and halflings are working together hoping to lure unsuspecting marks into their trap. They

attempt to ambush the party and rob them when they move over to investigate.

### Encounter 6: These Things Are Everywhere!

If the characters go to the obelisk, then they see that there is a group of workers under the supervision of an officer and a member of the Stone Masons' Guild building a rough wall around the obelisk. They are under orders to isolate it in the hopes that such actions might protect the city from further attack.

### Encounter 7: We Have Important News

The characters report to Sir Arinson or possibly some other government entity with the news from Fort Vigilance. Sir Arinson reads the letter and then requests that the party delivers the message to the Knights of the Holy Shielding.

### Encounter 8: Waquonis' Summoners

Agents of Waquonis have notified him of the chaos currently erupting in Critwall. A group of summoners has been sent to create additional chaos and target important figures in the government and churches. Depending on how many of the previous encounters the characters completed helps to determine how successful the summoned creatures are at killing important people.

The Waquonis' wizards attack the characters at the market, teleporting in with summoned creatures then leaving them behind to cause chaos and death.

## Conclusion

The fear affect from the obelisk eventually fades completely and the characters are recognized for anything they accomplished that helped the city. Some important NPCs may have perished, depending on the party's successes.

# INTRODUCTION

*It is the morning of the fifth day since you left Fort Vigilance. The trip from Fort Vigilance to Critwall has been uneventful. It continues to be quite chilly and the cold is the only enemy you faced on your trip back.*

Allow the players to introduce and describe their characters if any of them were not part of the group for Round 1.

*As you approach Critwall, you notice plumes of smoke rising from behind the city's great walls. There also seems to be smoke rising from Tent Town.*

The smoke is the first sign of the looting and fighting that is going on inside Critwall as a result of the obelisk appearing.

As the characters get closer, several more details become obvious, the North Gate is open and unguarded. The walls also appear to be unmanned. There is a large group of people gathered where the sidhee animals are penned up. There are groups of people cowering at the

base of the walls. It almost appears that they are trying to hide from something inside the city.

The party should immediately move to help the city recover. If they do not, then have them run across a Shield Knight who directs them to do whatever they can to help.

The amount of time that the characters take in resolving the encounters and the number of encounters they finish, determines how ready the city is when Waquonis' summoners attack in Encounter 8.

There are two measures of when Waquonis' summoners attack. When two hours have passed in game time or when there is an hour left for the slot in real time. For determining how much game time has passed use the following:

- Actions, including conversations, outside of combat. Use actual amount of time that passed.
- Combat: 6 seconds times the number of rounds of combat. This is unlikely to be a significant amount of time.
- Traveling between locations outside of the city: 15 minutes.
- Traveling from an outer location to a location within the city: 10 minutes.
- Traveling between locations in the city: 10 minutes.
- Use your judgment for any other actions.

If the characters go to the sidhee, go to *Encounter 1*.

If the characters go to Tent Town, go to *Encounter 2*.

If the characters enter Critwall, read the following, and then use an appropriate encounter.

*Encounters 3, 4, and 5 are random encounters that can be inserted anywhere as the party wanders around town.*

Critwall is supposed to feel like it has been engulfed in chaos. The structures of law and order are breaking down by the waves of fear that periodically sweep through the city. Many people have fallen to the level of using their base instincts. Throw in minor encounters to help build this feeling amongst the party. These shouldn't be anything that results in combat, or that places the party in danger.

*The streets of Critwall are murky from the smoke coming from Tent Town and a large number of burning buildings within the city itself. The bodies of people and animals are scattered around the city. Some seem to have been crushed others seem to have died from weapon or claw. There are few people on the streets, some are trying to help the wounded and dead, but there is also the occasional gang of thugs or a group of soldiers, Pathfinders, or knights.*

## ENCOUNTER 1: SIDHEE ARE AS BAD AS ORCS!

*A large group comprised mostly of humans is gathered before the area claimed by the mysterious group known as the Sidhee. The crowd is large and angry. Perhaps more importantly, a large*

*number of the group appears to be well armed. There are even a few soldiers and those with the look of spellcasters amidst the group.*

*You hear angry shouts from the crowd with words like "spies", "invaders", "agents of Iuz," and "deceivers" being commonly used. The shouts and yells are frequently broken by the roars of the great bear that towers over the crowd. It is obvious that this situation is going to explode into violence if nothing is done to stop it.*

The mob is confronting a group of animals that arrived earlier this year to serve as guides for elves that were interested in joining the Sidhee Nation. The people of the Shield Lands were told that these elves and fey were not interested in the Shield Lands and that any of the occupied lands they claimed became part of their nation. The Council of Lords sent a group of Pathfinders to try and establish relations with the elves, but the results were inconclusive. The animals have remained at the wall, periodically guiding groups of elves into the occupied lands. These events occurred in SHL2-02 *The Moon Gatherer*.

There is a significant portion of the population of Critwall that believes that these "guides" are nothing more than spies and saboteurs for Iuz. Even if they are not working for Iuz, they are certainly another enemy of the Shield Lands, claiming the lands of the nation as their own! They are distressed and upset that these creatures have apparently duped the leadership of the nation. They have already weakened the defenses of Critwall by digging their so-called dens near and perhaps even under the walls. The fear and confusion caused by the Obelisk has been redirected toward these interlopers. The crowd intends to remove these creatures, even if the knights and the nobles do not.

The animals the crowd is confronting are: a red fox, a lean gray wolf, an eagle, a wolverine, a falcon, a badger, a raven, a raccoon, a skunk, an owl, and a dire bear.

There are three probable ways this can be solved if the characters interfere.

### The Characters Side With the Mob

The first is they decide to help the attack against the animals. The dire bear is not the only defender of the animals. The falcon and the badger are druids that stay in animal form outside of their den.

### APL 2 (EL 1)

🐾 **Lean Gray Wolf:** hp 13; see *Monster Manual*.

### APL 4 (EL 3)

🐾 **Wolverine:** hp 25; see *Monster Manual*.

🐾 **Lean Gray Wolf:** hp 13; see *Monster Manual*.

### APL 6 (EL 5)

🐾 **Wolverine, Advanced:** hp 52; see Appendix I.

🐾 **Wolverine:** hp 25; see *Monster Manual*.

🐾 **Lean Gray Wolf:** hp 13; see *Monster Manual*.

## APL 8 (EL 7)

🐾 **Dire Wolverine:** hp 42; see *Monster Manual*.

🐾 **Dire Wolf, Advanced:** hp 84; see Appendix I.

## APL 10 (EL 9)

🐾 **Dire Wolverine:** hp 42; see *Monster Manual*.

🐾 **Dire Wolf, Advanced:** hp 84; see Appendix I.

🐾 **Dire Bear:** hp 102; see *Monster Manual*.

**Tactics:** If the characters attack the Sidhee, they face the above creatures while the others (including the druids) try to defend themselves and drive off the mob. During the battle, allow the characters a Sense Motive check (DC 10) to determine that the Sidhee are not fighting to kill, though they are willing to die to protect each other. If the characters defeat their foes, the other Sidhee attempt to scatter and flee north into the occupied lands.

**Development:** This isn't supposed to be a combat encounter, but if the characters force the issue and side with the mob, they earn infamy points with the Sidhee, but at the same time earn renown with the people of Critwall. Give the characters the Ally of the Citizens of Critwall option on their Adventure Certificate.

### **The Characters Side With the Sidhee**

The second option is that the characters help defend the animals against the angry crowd. In this case, there are a large number of lower level individuals with several higher-level opponents, including mages and clerics. The Sidhee handle everything the characters cannot for the APL and manage to drive off most of the mob just as the characters finish with their foe(s).

## APL 2 (EL 1)

🐾 **Warriors (2):** Male/Female human War1; hp 10; see Appendix I.

## APL 4 (EL 3)

🐾 **Warriors (4):** Male/Female human War2; hp 17; see Appendix I.

## APL 6 (EL 5)

🐾 **Warriors (3):** Male/Female human War3; hp 24; see Appendix I.

## APL 8 (EL 7)

🐾 **Warriors (3):** Male/Female human Ftr4; hp 36; see Appendix I: NPCs.

## APL 10 (EL 9)

🐾 **Warriors (3):** Male/Female human Ftr6; hp 52; see Appendix I.

**Tactics:** If the party attacks the crowd, most of them stream around them and attack the animals. Most people don't want to kill what they see as misguided Shield Landers although there is several that attack the party. They recognize that the party is a serious threat or see the party as traitors to the Shield Lands.

**Development:** This isn't supposed to be a combat encounter, but if the characters force the issue and side with the Sidhee, they earn Infamy points with the people of Critwall, but at the same time earn renown with the Sidhee. Give the characters the Ally of the Sidhee option on their Adventure Certificate.

### **The Characters Diffuse the Situation**

The third solution is to prevent the violence. This involves convincing the crowd that it would be a bad idea to attack the animals. Possible arguments that might work are:

- The Sidhee are an unknown force that has not actively acted against the forces of the Shield Lands.
- The leaders of the Shield Lands have decided that the animals are not a threat. Perhaps they have some knowledge or insight that those in the crowd lack.

Convincing the crowd to back down requires a successful Diplomacy check (DC 20 + APL). They are angry and determined to find fault with the animals. Each reasonable argument that the characters use drops the DC by 2. If the characters are successful, the crowd disperses reluctantly. This is not a problem that is going to go away soon or easily.

**Development:** This isn't supposed to be a combat encounter; so stopping the fight is the characters' best option. Successfully diffusing the situation does not gain the characters any allies with the people of Critwall, nor the Sidhee, but they don't make any enemies either.

## **ENCOUNTER 2: TENT TOWN IS BURNING!**

*Thick black smoke rises from Tent Town. People are running around trying to save their meager possessions before they are consumed in flames. Self-preservation seems to be the priority for most.*

*Others are attempting to put out the fires with bucket brigades and by isolating the fire. The ice covering most of the water sources in the area slows the bucket brigades down.*

*The flames continue to spread despite these efforts and it is obvious that there are not enough people helping to fight the flames. It is going to be a cold winter in Tent Town if the fire is allowed to destroy everyone's homes.*

Vandals set fire to several of the structures in Tent Town during the confusion. The very nature of the camp ensures that the fires spread very quickly. Most people are desperately trying to save themselves and what little they own before the flames reach them. Members of the Open

Spirit and various churches and several are amongst the crowds, but even their help isn't enough.

The flames must be controlled quickly before they consume Tent Town. The fire reaches the unstoppable stage ten minutes after the characters arrive at the scene. The characters must accomplish 2 x APL successful actions to bring the fires under control. Suggestions about what might help are listed below.

Magic is the main way that the party can help fight the fire without additional help. Spells that create water or that slow the spread of the flames helps. Each spell equals a number of "actions" equal to its level; cantrips and orisons count as one action each.

Getting people to help fight the fire so that their homes are safe is an equally effective way of helping fight the fires. A successful Diplomacy check (DC 5 + APL) with every three points that the check exceeds the DC attracting enough people to help, counts as one "action" to bring the fires under control. This may be done multiple times to represent going to different groups and convincing them to help. Good roleplaying should give a bonus to the Diplomacy check.

## ENCOUNTER 3: CHAOS IS OUR FRIEND

*An alley to the left of you suddenly erupts in violent motion as creatures rush toward you!*

The priests of Iuz hidden in Critwall are using the chaos to cause havoc and destruction. They have left their hideouts and are creating undead to wander the streets killing and destroying. The characters have run into one of these groups.

All of the undead have been bolstered immediately before the encounter. Corporeal undead have the mark of Iuz somewhere on their bodies. This mark is automatically found if the party searches the bodies.

### APL 2 (EL 1)

☛ **Medium-size Skeletons (3):** hp 8, 7, 6; see *Monster Manual*.

*Note:* Bolstered to 3 HD for 10 rounds.

### APL 4 (EL 3)

☛ **Ghouls (3):** hp 15, 14, 13; see *Monster Manual*.

*Note:* Bolstered to 7 HD for 10 rounds.

### APL 6 (EL 5)

☛ **Ghouls (3):** hp 15, 14, 13; see *Monster Manual*.

*Note:* Bolstered to 8 HD for 10 rounds.

☛ **Shadow:** hp 19; see *Monster Manual*.

*Note:* Bolstered to 8 HD for 10 rounds.

### APL 8 (EL 7)

☛ **Ghasts (3):** hp 28, 27, 26; see *Monster Manual*.

*Note:* Bolstered to 8 HD for 10 rounds.

☛ **Shadow:** hp 36; see *Monster Manual*.

*Note:* Bolstered to 9 HD for 10 rounds.

### APL 10 (EL 9)

☛ **Shadows (4):** hp 36, 36, 36, 36; see *Monster Manual*.

*Note:* Bolstered to 9 HD for 10 rounds.

☛ **Spectre:** hp 45; see *Monster Manual*.

*Note:* Bolstered to 10 HD for 10 rounds.

**Tactics:** The undead rush forward toward the party, attacking until they are destroyed.

Turning the undead does not count as a success for this encounter. If the undead flee, they just run to another part of the city to wreak havoc and chaos.

## ENCOUNTER 4: THE REQUISITE MADMAN

*The demented sounds of a man shouting and yelling come down the street. Turning the corner is a powerfully built, well-armed human. He is shaking his bloody weapon at the ground and cursing it furiously. From his ranting it appears that he thinks that the ground is conspiring against him and that it keeps sending agents to try and bring him into the ground.*

Allow the characters to react to this man. If they do nothing to hide themselves or remove themselves from the man's presence, he notices them and charges screaming that they can't take him into "the ground that rises into the sky."

This man is named Arrus and is originally from the northern nomads. He happened to be right next to the obelisk when it rose out of the ground and the fear pushed him into insanity. He thinks that the very earth is out to get him and that it is sending agents to bring him back to the obelisk; what he calls "the ground that rises from the sky."

### APL 2 (EL 2)

☛ **Arrus:** Male human Bbn2; hp 23; see Appendix I.

### APL 4 (EL 4)

☛ **Arrus:** Male human Bbn4; hp 41; see Appendix I.

### APL 6 (EL 6)

☛ **Arrus:** Male human Bbn6; hp 59; see Appendix I.

### APL 8 (EL 8)

☛ **Arrus:** Male human Bbn8; hp 77; see Appendix I.

## APL 10 (EL 10)

➤ **Arrus:** Male human Bbn10; hp 95; see Appendix I.

**Tactics:** Arrus attacks dwarves, gnomes and halflings first because they are obviously the primary agents of the earth. If anyone casts an obviously earth related spell, he targets that person immediately. He isn't coherent or sane and his attacks do not use anything resembling tactics.

**Treasure:** If the party does not kill him and doesn't take all of his stuff, he sends them each a gem in thanks, as described in the Treasure Summary.

**Development:** If the characters manage to avoid killing Arrus, he recovers his sanity after a few days. At that point he figures out who saved him and sends them some gems in thanks if they didn't take all of his equipment.

## ENCOUNTER 5: THE HALFLING ASSASSINS

In order for this encounter to occur, at least one character has to be visible.

*As you cross in front of an intersection into an alley, you hear a slight moan of pain. Looking in you see that there are two half-orcs standing over the bodies of a pair of halflings, beating them. They looked like they were looting the bodies, but immediately flee as they see you.*

This is all a setup by the Thieves' Guild of Critwall to trick victims into a trap so they can be robbed. Allow the characters a Sense Motive check (DC 10 + APL) to realize that the half-orcs are only pretending to beat the halflings and the halflings are only pretending to be hurt. They are working with the half-orcs to fleece would be heroes. As soon as the party moves up and tries to aid them or pursue the half-orcs, the halflings attack. The half-orcs turn around at that point and attack as well. The group surrenders when one of the halflings falls.

## APL 2 (EL 2)

➤ **Half-orcs (2):** Male half-orc War1; hp 10; see Appendix I.

➤ **Halflings (2):** Male halfling War1; hp 10; see Appendix I.

## APL 4 (EL 4)

➤ **Half-orcs (2):** Male half-orc War1; hp 10; see Appendix I.

➤ **Halflings (2):** Male halfling Rog2; hp 14; see Appendix I.

## APL 6 (EL 6)

➤ **Half-orcs (2):** Male half-orc War3; hp 24; see Appendix I.

➤ **Halflings (2):** Male halfling Rog3; hp 20; see Appendix I.

## APL 8 (EL 8)

➤ **Half-orcs (2):** Male half-orc War4; hp 31; see Appendix I.

➤ **Halflings (2):** Male halfling Rog5; hp 32; see Appendix I.

## APL 10 (EL 10)

➤ **Half-orcs (2):** Male half-orc War6; hp 45; see Appendix I.

➤ **Halflings (2):** Male halfling Rog7; hp 44; see Appendix I.

**Tactics:** The half-orcs are just common laborers and are thus terrible fighters. They try to provide flanking opportunities for the halflings.

**Treasure:** The halflings have gold equal to 60 gp per APL from their successful attacks so far.

## ENCOUNTER 6: THESE THINGS ARE EVERYWHERE

*A large, black obelisk rises out of the ground. The surface of the obelisk is covered in an ever-changing mosaic of runes. There seems to be a lingering unease around it. A crude wall is partially complete around the base of the obelisk. It appears that some of the workers are pounding thin sheets of lead onto the inside of the wall.*

*You see a woman with the symbol of the Shield Lands army directing a group of workers that are working on a wall.*

Captain Urena has been ordered to complete this wall in an attempt to isolate it. She has been directing the building of the wall between the periodic waves of fear. No one is quite sure what this obelisk means, but based on what happened when it appeared it is assumed that it is not anything good. The vast majority of Shield Landers do not know anything about the obelisk found in Ringland (see event SHL2-01 *A Message From Ringland* and SHL2-06 *Dark Moons Rising* for more information of that obelisk).

Captain Urena welcomes any information or help that the characters are able to give. Keep in mind that characters that know of Ringland are not supposed to speak of it openly to anyone. Captain Urena does know about the Ringland obelisk, but has been sworn to secrecy as well. If the characters let on subtly, or even openly, that they have seen an obelisk before, other than the one they found in Round 1 of this event, she asks them a question to see if they have been to Ringland. The question is "Have you ever had the pleasure of tasting master



Dorgin's Silver Ring mead?" Master Dorgin is the innkeeper of the Silver Ring Inn in Ringland.

If the party tells her that they can shut off the obelisk, she is extremely grateful. She goes with them inside the low wall so that she can see what they are doing.

After looking for several minutes, the party is able to find the symbols that they are looking for:

- A swirl of four separate lines
- A star made of six Ys with their bottoms in the middle
- A set of four squares set making a larger square
- A confusing swirl of eight separate lines.

These are the symbols that the Guardian of the Obelisk in Round 1 may have shown the party. The correct order is: swirls of eight lines, swirl of four lines, star of 'Ys,' and four squares.

When the correct order is touched, there is a definite change in the way the runes shift around. There still doesn't seem to be a particular pattern, but it is a different sort of randomness.

Each time the symbols are touched in the incorrect order the character doing the touching takes 1d6 points of temporary Wisdom damage. The first character to touch the symbols in the correct order turns off the fear effect and gains the Fearless effect (see below). When the character presses the last symbol in the correct order, take him aside and read or paraphrase the following:

*As you press the last symbol all four begin to glow with an eerie violet radiance and a shiver runs down your spine. As it passes, fear begins to grow in the pit of your stomach. The dread is quickly replaced by terror so dark and twisted you start to lose your tenuous grip of sanity, and then, the horror is gone, replaced by a feeling of serenity as if you were once again a newborn babe nestled in the loving arms of your mother. Sadly, that comforting feeling quickly fades as you become aware of your surroundings once more.*

Captain Urena is able to give the following information to the characters:

- The obelisk rose out of the ground four nights ago just when the streets were starting to get busy. As it rose out of the ground, a wave of fear washed over the entire city. People went berserk with fear. Some ran, others cowered, and others began fighting. The entire city fell into chaos, with only the paladins and a few others being unaffected by the obelisk.
- The effects seem to last for three hours and then they stop for three hours. This cycle has repeated itself since the obelisk rose from the ground.
- The Council of Lords decided that building a wall around the obelisk might isolate the obelisk and temporarily stop or dull the fear effect until a permanent solution can be found. Lead is known to block some magical effects and they are hoping that it stops, or minimizes the fear. Magical protections

are going to be added when the wall is completed, but so far, no magic has had any effect on the obelisk.

- They have tried shutting down the obelisk and destroying it, but nothing has worked so far.

**Development:** If someone casts a *detect magic* or *comprehend languages* on the obelisk, the spell fails and they receive the following vision:

*You stand before a familiar looking obelisk. You see a robed figure standing before the obelisk obviously doing some sort of ritual. A screaming human is brought to the figure that takes out a knife and stabs the victim through the heart.*

*Using the blood from the body, the figure scribes additional runes on the obelisk, what runes they are you cannot make out.*

*As he finishes the ritual, the figure in front of him shifts and distorts seeming to grow larger and less substantial. After a couple of minutes, a creature rises where the body once lay, it is three times taller than the robed figure, and appears to be composed of pure darkness. The creature bows to the robed figure and heads out of your vision.*

*The robed figure picks up his knife and the ritual begins again.*

*The vision ends.*

A successful Knowledge (undead) or Bardic Knowledge check (DC 25) reveals that the creature created is apparently the near mythical undead creature known as a Nightwalker, a tremendously powerful and evil undead.

## ENCOUNTER 7: WE HAVE IMPORTANT NEWS

This is the catchall encounter for party going to people in authority. It is assumed that they go to Critwall Keep to deliver their message to Sir Arinson. The only other places with any semblance of order are the Cathedral of the Shield Reclaimed and the other four major churches. The party finds other places either deserted or locked up.

Shield Knights or people who wish to be Shield Knights may decide to take it to them instead. Allow them, but remind them that they were entrusted to give the message to Sir Arinson, and taking the message elsewhere first is dishonorable.

If they go to deliver the message to Sir Arinson:

*The keep in the center of Critwall seems somewhat deserted. There are guards and they do challenge you, but there is the sense of abandonment from the keep. As you are escorted to Sir Arinson, you see hardly a soul.*

*Sir Arinson's office is a small, plainly furnished room in an isolated part of the keep. The middle-age man stands as you enter, "Hello, I was told you carry a message for me from Fort Vigilance."*

Sir Arinson is very tired and looks it. He has been awake for several days trying to help prevent the chaos from

spreading. He is currently taking a brief break before going back out into the city.

That is where most of the inhabitants of the keep currently are. Either they fled when the fear washed over the city, or they are trying to bring order back to the city. The two knightly orders, the Knights of Holy Shielding and the Order of the Northern Guard have been working together to restore order, as their ranks were the least effected by the obelisk's fear.

Sir Arinson reads the message and then requests that they take it to the Shield Knight headquarters.

If the party goes to the Cathedral of the Shield Reclaimed, proceed with the following.

*The Cathedral of the Shield Reclaimed has the appearance of being mostly deserted. Upon entering, you are greeted by an initiate. "Welcome. How can the church of the Archpaladin aid you today? I'm afraid that most of our clergy is currently trying to help in the city, but I will do what I can to aid you."*

The initiate can cast spells of up to 2<sup>nd</sup> level for the party at the normal cost. He refuses to take the message if the party tries to give it to him. It is clearly addressed to Sir Arinson and the initiate suggests that they take it to him inside the keep.

If the party goes to the headquarters of the Shield Knights, proceed with the following.

*The headquarters of the Shield Knights appears to be well guarded. There are several soldiers obviously on guard. One of them steps up to you, "Who are you and what is your business?"*

Assuming the party is not overly belligerent and doesn't actually seem hostile, the guard escorts them in to see the Knight currently on duty.

Sir Jusson takes the message and reads it. He thanks the party and fills them in on what has happened if they ask, but otherwise has little time for them.

## ENCOUNTER 8: WAQUONIS' SUMMONERS

This encounter occurs when the two hours in game time have passed or when there is an hour left in the slot.

*Many parts of the city are still in chaos, but it is beginning to recover. One sign of recovery is the marketplace you are currently passing. The merchants are gathering their scattered goods and packing them up, hopefully to return tomorrow.*

*Suddenly, there is a shimmering in the air immediately in front of you as you reach the center of the market. Out of the shimmering lights appear creatures, ready to attack!*

Agents of Waquonis have notified him of the chaos currently erupting in Critwall. A group of summoners has been sent to create additional chaos and target important figures in the government and churches.

Attacking the market area increases the chances of shortages for the people of Critwall and thus Waquonis

sees it as important enough to attack. He is hoping to kill or scare off a great many merchants.

Teleporting with additional creatures is a full round action that they have just completed. Thus the wizards and creatures get a partial action because of surprise. The wizard teleports out, while the monsters attack the nearest creatures until they die.

### APL 2 (EL 4)

👉 **Fiendish Dire Ape:** hp 32; see Appendix I.

### APL 4 (EL 6)

👉 **Belker:** hp 38; see *Monster Manual*.

### APL 6 (EL 8)

👉 **Hamatula (Baatezu):** hp 49; see *Monster Manual*.

### APL 8 (EL 10)

👉 **Cornugon (Baatezu):** hp 82; see *Monster Manual*.

### APL 10 (EL 12)

👉 **Cornugon, Advanced:** hp 125; see Appendix I.

## CONCLUSION

Which conclusion to use depends on how many of the encounters the characters successfully finished.

### ONE OR TWO

*The chaos caused by the obelisk has severely damaged the city. Because the resources of the city were spread so thin, critical areas and individuals were left without enough protection when the wizards and their creatures attacked.*

*The churches of Pholtus, Hieroneous, St. Cuthbert, Mayaheine, and Trithereon were all severely damaged. There have been severe losses amongst the Knights of the Holy Shielding and the noble families.*

*In addition, the warehouses that held most of the stored food for Critwall and the surrounding lands have been destroyed.*

*These losses are a severe setback to the Shield Lands and recovery is going to take a long time.*

### THREE OR FOUR

*The chaos caused by the obelisk has caused some damage to the city, but not as much as originally feared. Several areas and individuals were left without enough protection when the wizards and their creatures attacked.*

*The churches of Trithereon, Mayaheine, and St Cuthberth have been severely damaged. Many Knights of the Holy Shielding were lost as well as several nobles.*

*The other churches managed to fight off the attacks sent at them, as well as the guards who were watching the warehouses full of food for Critwall and the surrounding lands.*

*These losses are a setback, but it is merely a small step backward in the reclamation of the Shield Lands.*

## FIVE OR SIX

*The chaos caused by the obelisks was well under control because of the quick and steady actions of Pathfinders and others. The quick actions allowed those who were in charge of protecting important individuals and locations from attack to be at their posts when the wizards and their creatures attacked.*

*Once again the strength and spirit of the Shield Lands has proven stronger than those that seek to defeat it.*

Whatever the result, continue with this:

*The wall that was being built around the obelisk is quickly finished and all manner of wards are applied to its surface. The mages who place the wards know that their casting does more to reassure the people of Critwall than it does to actually block the obelisk's arcane power.*

*On the night of the first full moon after the wall is completed, the few hardy souls brave enough to pass near the obelisk swear they can hear the wind whisper "nightwalker". And inside, in the silent darkness behind the new walls, the runes of the entombed obelisk begin to glow.*

The End

## EXPERIENCE POINT SUMMARY

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

### Encounter 1: Sidhee Are As Bad As Orcs!

Resolve the confrontation between Sidhee and townsfolk without violence.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP

### Encounter 3: Chaos is Our Friend

Defeat the undead.

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP
APL 8	210 XP
APL 10	270 XP

### Encounter 4: The Requisite Madman

Defeat Arrus.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

### Encounter 5: The Halfling Assassins

Defeat the halflings and half-orcs.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

### Encounter 8: Waquonis' Summoners

Defeat the outsider, whatever it may be.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

### Discretionary Roleplaying Award

Good roleplaying and investigation.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP

### Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 XP
APL 8	1200 XP
APL 10	1500 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 minute per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and

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

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

## TREASURE KEY:

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

### Encounter 4: The Requisite Madman

Defeat Arrus and take his gear.

APL 2: L: 15 gp; C: 0 gp; M: 0

APL 4: L: 15 gp; C: 0 gp; M: 0

APL 6: L: 5 gp; C: 0 gp; M: +1 *chain shirt* (Value 188 gp per character).

APL 8: L: 0 gp; C: 0 gp; M: +1 *chain shirt* (Value 188 gp per character); +1 *greatsword* (Value 353 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: +1 *chain shirt* (Value 188 gp per character); +1 *greatsword* (Value 353 gp per character); *ring of protection* +1 (Value 300 gp per character); *amulet of natural armor* +1 (Value 300 gp per character).

## OR

Defeat Arrus without killing him or taking his gear, and he rewards the characters with valuable gems when he comes out of his madness.

APL 2: L: 0 gp; C: 100 gp; M: 0

APL 4: L: 0 gp; C: 200 gp; M: 0

APL 6: L: 0 gp; C: 300 gp; M: 0

APL 8: L: 0 gp; C: 600 gp; M: 0

APL 10: L: 0 gp; C: 1500 gp; M: 0

### Encounter 5: The Halfling Assassins

Defeat the halflings and half-orcs and strip them of their gear and money.

APL 2: L: 4 gp; C: 120 gp; M: 0

APL 4: L: 4 gp; C: 240 gp; M: 0

APL 6: L: 4 gp; C: 360 gp; M: 0

APL 8: L: 4 gp; C: 480 gp; M: 0

APL 10: L: 4gp; C: 600 gp; M: 0

### Total Possible Treasure

APL 2: 224 gp

APL 4: 444 gp

APL 6: 664 gp

APL 8: 1084 gp

APL 10: 2104 gp

## Adventure Certificate Items

### Influence Point: Order of the Northern Guard

You have earned this influence with the Order of the Northern Guard for following orders and delivering the letter written by Sir Jael to Sir Arinson without taking it anywhere else first. They appreciate such honesty and honor.

### Influence Point: Council of Lords

You have earned the thanks of the Council of Lords for successfully shutting down the fear effect of the Obelisk in Critwall. The knowledge of how to do that prevented the chaos from spreading even further.

### Influence Point: Church of your choice

For successfully shutting down the fear effect of the Obelisk in Critwall you have earned the thanks of the various churches of the Shield Lands. This influence point is good for one use with any of the major or minor religions in the Shield Lands region including: Church of Fertility's Gift (Ehlonna); Church of Holy Shielding (Heironeous); Church of Righteous Truth (Pholtus); Church of the Distant Horizon (Fharlanghn); Church of the Elder Breeze (Velnius); Church of the Ever-Changing Waves (Procan); Church of the Great Guildmaster (Zilchus); Church of the Harvest Wind (Wenta); Church of the Healing Sun (Pelor); Church of the Honest Protectorate (St. Cuthbert); Church of the Icy Gale (Telchur); Church of the Renewing Breeze (Atroa); Church of the Scorned Heart (Kurell); Church of the Shield Maiden (Mayaheine); Church of the Summer Breeze (Sotillon); Followers of the Vengenceseecker (Trithereon); and the Open Spirit.

## Fearless

For touching the obelisk in Critwall, you have received a blessing from an unknown source. You are now immune to fear (as a paladin, but the immunity applies only to yourself). You are also highly resistant to mind-affecting magic, gaining a +4 morale bonus to any roll to resist spells or special abilities with the Mind-Affecting descriptor.

Unfortunately, your resistance has several drawbacks. Because you do not feel fear, you are unable to accurately judge potential threats and suffer a -4 circumstantial penalty to Sense Motive checks to determine if a creature has hostile intentions. Next, your resistance to mind-affecting magic is always on and may not be turned off (such as to willingly receive beneficial spell effects, etc.). Additionally, any time your resistance protects you from fear or mind-affecting magic, you are not alerted to the attempt, as would normally be the case.

## Ally of the Citizens of Critwall

For helping to drive off the Sidhee spies, you have gained two points of Renown with the citizens of Critwall. Unfortunately, your actions have also earned you five points of Infamy with the Sidhee Nation.

**Ally of the Sidhee Nation**

For helping defend the Sidhee emissaries from an unruly mob of Critwall ruffians, you have gained two points of Renown with the Sidhee Nation. Unfortunately, your actions have also earned you five points of Infamy with the citizens of Critwall for siding with the Sidhee.

## APPENDIX I: NPCS

### ENCOUNTER 1: SIDHEE ARE BAD AS ORCS!

#### Option 1

##### APL 6 (EL 5)

🐾 **Wolverine, Advanced:** CR 3; Large animal; HD 5d8+30; hp 52; Init +1; Spd 30 ft., burrow 10 ft., climb 10 ft.; AC 14 (touch 10, flat-footed 13); Atk +8 melee (1d6+6, 2 claws) and +3 melee (1d8+3, bite); Face/Reach 5 ft. by 10ft./5 ft.; SA Rage; SQ Scent; AL N; SV Fort +10, Ref +5, Will +2; Str 22, Dex 13, Con 23, Int 1, Wis 12, Cha 10.

*Skills and Feats:* Climb +19, Listen +6, Spot +6.

##### APL 8 (EL 7)

🐾 **Dire Wolf, Advanced:** CR 6; Large animal; HD 12d8+36; hp 84; Init +2; Spd 50 ft.; AC 14 (touch 11, flat-footed 12); Atk +15/+10 melee (1d8+10, bite); Face/Reach 5 ft. by 10ft./5 ft.; SA Trip; SQ Scent; AL N; SV Fort +11, Ref +10, Will +9; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

*Skills and Feats:* Hide +5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1\*.

\**Skills:* Wolves receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

##### APL 10 (EL 9)

🐾 **Dire Wolf, Advanced:** CR 6; Large animal; HD 12d8+36; hp 84; Init +2; Spd 50 ft.; AC 14 (touch 11, flat-footed 12); Atk +15/+10 melee (1d8+10, bite); Face/Reach 5 ft. by 10ft./5 ft.; SA Trip; SQ Scent; AL N; SV Fort +11, Ref +10, Will +9; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

*Skills and Feats:* Hide +5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1\*.

\**Skills:* Wolves receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

#### Option 2

##### APL 2 (EL 1)

🐾 **Warriors (2):** Male/Female human War1; CR 1/2; Medium-size humanoid (human); HD 1d8+2; hp 10; Init +2; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +5 melee (1d12+4/x3, greataxe) or +3 ranged (1d6/x3, shortbow); AL LN; SV Fort +4, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Climb +3, Jump +3, Swim -4; Power Attack, Weapon Focus (greataxe).

*Possessions:* breastplate armor, greataxe, shortbow, 20 arrows.

##### APL 4 (EL 3)

🐾 **Warriors (4):** Male/Female human War2; CR 1; Medium-size humanoid (human); HD 2d8+4; hp 17; Init +2; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +6 melee (1d12+4/x3, greataxe) or +4 ranged (1d6/x3, shortbow); AL LN; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Climb +4, Jump +4, Swim -3; Power Attack, Weapon Focus (greataxe).

*Possessions:* breastplate armor, greataxe, shortbow, 20 arrows.

##### APL 6 (EL 5)

🐾 **Warriors (3):** Male/Female human War3; CR 2; Medium-size humanoid (human); HD 3d8+6; hp 24; Init +2; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +7 melee (1d12+4/x3, greataxe) or +5 ranged (1d6/x3, shortbow); AL LN; SV Fort +5, Ref +3, Will +3; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Climb +5, Jump +5, Swim -2; Iron Will, Power Attack, Weapon Focus (greataxe).

*Possessions:* breastplate armor, greataxe, shortbow, 20 arrows.

##### APL 8 (EL 7)

🐾 **Warriors (3):** Male/Female human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+8; hp 36; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +8 melee (1d12+6/x3, greataxe) or +6 ranged (1d6+2/x3, shortbow); AL LN; SV Fort +6, Ref +3, Will +3; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Climb +6, Jump +6, Swim -1; Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

*Possessions:* breastplate armor, greataxe, mighty composite shortbow (+2), 20 arrows.

##### APL 10 (EL 9)

🐾 **Warriors (3):** Male/Female human Ftr6; CR 6; Medium-size humanoid (human); HD 6d10+12; hp 52; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +10/+5 melee (1d12+6/x3, greataxe) or +8/+3 ranged (1d6+2/x3, shortbow); AL LN; SV Fort +7, Ref +4, Will +4; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Climb +8, Jump +8, Swim +1; Cleave, Great Cleave, Improved Initiative, Iron Will, Point Blank Shot, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

*Possessions:* breastplate armor, greataxe, mighty composite shortbow (+2), 20 arrows.

### ENCOUNTER 4: THE REQUISITE MADMAN

##### APL 2 (EL 2)

🐾 **Arrus:** Male human Bbn2; CR 2; Medium-size humanoid (human); HD 2d12+4; hp 23; Init +6; Spd 40 ft.; AC 16 (touch 12, flat-footed 14); Atk +6 melee (2d6+4/19-20, greatsword) or +4 ranged (1d8/x3, longbow); SA Rage (1/day); SQ Fast movement, uncanny dodge (Dex bonus to AC); AL CG; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Climb +6, Intimidate +5, Jump +6, Listen +5, Wilderness Lore +5; Improved Initiative, Weapon Focus (greatsword).

*Possessions:* chain shirt, greatsword.

#### APL 4 (EL 4)

☛ **Arrus:** Male human Bbn4; CR 4; Medium-size humanoid (human); HD 4d12+8; hp 41; Init +6; Spd 40 ft.; AC 16 (touch 12, flat-footed 14); Atk +8 melee (2d6+4/19-20, greatsword) or +6 ranged (1d8/x3, longbow); SA Rage (2/day); SQ Fast movement, uncanny dodge (Dex bonus to AC); AL CG; SV Fort +6, Ref +3, Will +1; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Climb +8, Intimidate +7, Jump +8, Listen +7, Wilderness Lore +7; Improved Initiative, Power Attack, Weapon Focus (greatsword).

*Possessions:* chain shirt, greatsword.

#### APL 6 (EL 6)

☛ **Arrus:** Male human Bbn6; CR 6; Medium-size humanoid (human); HD 6d12+12; hp 59; Init +6; Spd 40 ft.; AC 17 (touch 12, flat-footed 15); Atk +10/+5 melee (2d6+4/19-20, greatsword) or +8/+3 ranged (1d8/x3, longbow); SA Rage (2/day); SQ Fast movement, uncanny dodge (Dex bonus to AC, can't be flanked); AL CG; SV Fort +7, Ref +4, Will +2; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Climb +11, Intimidate +9, Jump +11, Listen +9, Wilderness Lore +9; Cleave, Improved Initiative, Power Attack, Weapon Focus (greatsword).

*Possessions:* +1 chain shirt, greatsword.

#### APL 8 (EL 8)

☛ **Arrus:** Male human Bbn8; CR 8; Medium-size humanoid (human); HD 8d12+16; hp 77; Init +6; Spd 40 ft.; AC 17 (touch 12, flat-footed 15); Atk +14/+9 melee (2d6+7/19-20, greatsword) or +10/+5 ranged (1d8/x3, longbow); SA Rage (3/day); SQ Fast movement, uncanny dodge (Dex bonus to AC, can't be flanked); AL CG; SV Fort +8, Ref +4, Will +2; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Climb +13, Intimidate +11, Jump +13, Listen +11, Wilderness Lore +9; Cleave, Improved Initiative, Power Attack, Weapon Focus (greatsword).

*Possessions:* +1 chain shirt, +1 greatsword.

#### APL 10 (EL 10)

☛ **Arrus:** Male human Bbn10; CR 10; Medium-size humanoid (human); HD 10d12+20; hp 95; Init +6; Spd 40 ft.; AC 19 (touch 13, flat-footed 17); Atk +16/+11 melee (2d6+7/17-20, greatsword) or +12/+7 ranged (1d8/x3, longbow); SA Rage (3/day); SQ Fast movement, uncanny dodge (Dex bonus to AC, can't be flanked, +1 against traps); AL CG; SV Fort +9, Ref +5, Will +3; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Climb +15, Intimidate +13, Jump +15, Listen +13, Wilderness Lore +13; Cleave, Improved Critical (greatsword), Improved Initiative, Power Attack, Weapon Focus (greatsword).

*Possessions:* +1 chain shirt, +1 greatsword, ring of protection +1, amulet of natural armor +1.

## ENCOUNTER 5: THE HALFLING ASSASSINS

#### APL 2 (EL 2)

☛ **Halforcs (2):** Male half-orc War1; CR 1/2; Medium-size humanoid (orc); HD 1d8+2; hp 10; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +4 melee (1d6+3/19-20, short sword); SQ Darkvision 60 ft.; AL N; SV Fort +4, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 8, Wis 10, Cha 8.

*Skills and Feats:* Climb +7, Listen +2, Spot +2; Alertness.

*Possessions:* leather armor, short sword.

☛ **Halflings (2):** Male halfling War1; CR 1/2; Small humanoid (halfling); HD 1d8+2; hp 10; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atk +3 melee (1d6+1/19-20, short sword); SQ +2 morale bonus on saving throws against fear; AL NE; SV Fort +5, Ref +4, Will +1; Str 12, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Climb +7, Hide +7, Jump +7, Listen +2, Move Silently +5; Improved Initiative.

*Possessions:* leather armor, short sword.

#### APL 4 (EL 4)

☛ **Halforcs (2):** Male half-orc War1; CR 1/2; Medium-size humanoid (orc); HD 1d8+2; hp 10; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +4 melee (1d6+3/19-20, short sword); SQ Darkvision 60 ft.; AL N; SV Fort +4, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 8, Wis 10, Cha 8.

*Skills and Feats:* Climb +7, Listen +2, Spot +2; Alertness.

*Possessions:* leather armor, short sword.

☛ **Halflings (2):** Male halfling Rog2; CR 2; Small humanoid (halfling); HD 2d6+4; hp 14; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atk +3 melee (1d6+1/19-20, short sword); SA Sneak attack (+1d6); SQ +2 morale bonus on saving throws against fear, evasion; AL NE; SV Fort +3, Ref +7, Will +1; Str 12, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Bluff +5, Climb +8, Hide +12, Jump +8, Listen +7, Move Silently +10, Spot +5, Tumble +8; Improved Initiative.

*Possessions:* leather armor, short sword.

#### APL 6 (EL 6)

☛ **Halforcs (2):** Male half-orc War3; CR 2; Medium-size humanoid (orc); HD 3d8+6; hp 24; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +7 melee (1d6+3/19-20, short sword); SQ Darkvision 60 ft.; AL N; SV Fort +5, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 8, Wis 10, Cha 8.

*Skills and Feats:* Climb +9, Listen +2, Spot +2; Alertness, Weapon Focus (short sword).

*Possessions:* leather armor, short sword.

☛ **Halflings (2):** Male halfling Rog3; CR 3; Small humanoid (halfling); HD 3d6+6; hp 20; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atk +4 melee (1d6+1/19-20, short sword); SA Sneak attack (+2d6); SQ +2 morale

bonus on saving throws against fear, evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +4, Ref +7, Will +2; Str 12, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

**Skills and Feats:** Bluff +7, Climb +10, Hide +14, Jump +10, Listen +9, Move Silently +12, Spot +7, Tumble +10; Dodge, Improved Initiative.

**Possessions:** leather armor, short sword.

#### APL 8 (EL 8)

☛ **Half-orcs (2):** Male half-orc War4; CR 3; Medium-size humanoid (orc); HD 4d8+8; hp 31; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +8 melee (1d6+3/19-20, short sword); SQ Darkvision 60 ft.; AL N; SV Fort +6, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 9, Wis 10, Cha 8.

**Skills and Feats:** Climb +10, Listen +2, Spot +2; Alertness, Weapon Focus (short sword).

**Possessions:** leather armor, short sword.

☛ **Halflings (2):** Male halfling Rog5; CR 5; Small humanoid (halfling); HD 5d6+10; hp 32; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atk +5 melee (1d6+1/19-20, short sword); SA Sneak attack (+3d6); SQ +2 morale bonus on saving throws against fear, evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +4, Ref +8, Will +2; Str 12, Dex 17, Con 14, Int 10, Wis 10, Cha 10.

**Skills and Feats:** Bluff +9, Climb +12, Hide +16, Jump +12, Listen +11, Move Silently +13, Spot +9, Tumble +12; Dodge, Improved Initiative.

**Possessions:** leather armor, short sword.

#### APL 10 (EL 10)

☛ **Half-orcs (2):** Male half-orc War6; CR 5; Medium-size humanoid (orc); HD 6d8+12; hp 45; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +10/+5 melee (1d6+3/19-20, short sword); SQ Darkvision 60 ft.; AL N; SV Fort +7, Ref +4, Will +2; Str 16, Dex 14, Con 14, Int 9, Wis 10, Cha 8.

**Skills and Feats:** Climb +12, Listen +2, Spot +2; Alertness, Dodge, Weapon Focus (short sword).

**Possessions:** leather armor, short sword.

☛ **Halflings (2):** Male halfling Rog7; CR 7; Small humanoid (halfling); HD 7d6+14; hp 44; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atk +7 melee (1d6+1/19-20, short sword); SA Sneak attack (+4d6); SQ +2 morale bonus on saving throws against fear, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +5, Ref +9, Will +3; Str 12, Dex 17, Con 14, Int 10, Wis 10, Cha 10.

**Skills and Feats:** Bluff +11, Climb +14, Hide +18, Jump +14, Listen +13, Move Silently +15, Spot +11, Tumble +14; Dodge, Improved Initiative, Mobility.

**Possessions:** leather armor, short sword.

## ENCOUNTER 8: WAQUONIS'

### SUMMONERS

#### APL 2 (EL 4)

☛ **Fiendish Dire Ape:** CR 4; Large Animal; HD 5d8+10; hp 32; Init +2; Spd 30 ft., climb 15 ft.; AC 15 (touch 11, flat-footed 13); Atk +8 melee (1d6+6, 2 claws) and +3 melee (1d8+3, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend 2d6+12, smite good; SQ Scent, darkvision 60 ft., cold and fire resistance 10, DR 5/+1; SR 10; AL NE; SV Fort +6, Ref +6, Will +5; Str 22, Dex 15, Con 14, Int 3, Wis 12, Cha 7.

**Skills and Feats:** Climb +14, Move Silently +9, Spot +9.

#### APL 10 (EL 12)

☛ **Cornugon, Advanced:** CR 12; Large outsider; HD 15d8+45; hp 125; Init +1; Spd 20 ft., fly 50 ft. (average); AC 25 (touch 10, flat-footed 24); Atk +19/+14/+9 melee (1d6+5 and stun/19-20, whip) or +19 melee (1d4+5, 2 claws) and +14 melee (1d4+2, bite) and +14 melee (1d3+2 and wound, tail); Face/Reach 10 ft. by 10 ft./15 ft.; SA Spell-like abilities, fear aura, stun, wound, summon baatezu; SQ Damage reduction 20/+2, baatezu qualities, regeneration 5; SR 24; AL LE; SV Fort +12, Ref +10, Will +11; Str 21, Dex 12, Con 17, Int 14, Wis 14, Cha 14.

**Skills and Feats:** Bluff +18, Climb +20, Concentration +19, Hide +15, Listen +18, Move Silently +18, Search +18, Sense Motive +18, Spot +18; Cleave, Improved Critical (whip), Power Attack, Sunder.

**Immunities (Ex):** Baatezu are immune to fire and poison.

**Resistances (Ex):** Baatezu have cold and acid resistance 20.

**See in Darkness (Su):** All devils can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

**Telepathy (Su):** Baatezu (except lemures) can communicate telepathically with any creature within 100 feet that has a language.

**Spell-Like Abilities:** At will: *animate dead*, *charm person*, *desecrate*, *detect good*, *detect magic*, *detect thoughts*, *dispel chaos*, *dispel good*, *magic circle against good*, *major image*, *produce flame*, *pyrotechnics*, *suggestion*, and *teleport without error* (self plus 50 pounds of objects only); 3/day *fireball* and *lightning bolt*; 1/day *wall of fire*. These abilities are as the spells cast by a 12<sup>th</sup>-level sorcerer (save DC 12 + spell level).

**Fear Aura (Su):** As a free action, a cornugon can create an aura of fear in a 5-foot radius. It is otherwise identical with *fear* cast by a 12<sup>th</sup>-level sorcerer (save DC 17). If the save is successful, that creature cannot be affected again by that cornugon's fear aura for one day. Other baatezu are immune to the aura.

**Stun (Su):** Whenever a cornugon hits with a whip attack, the opponent must succeed at a Fortitude save (DC 17) or be stunned for 1d4 rounds.

**Wound (Su):** A hit from a cornugon's tail attack causes a bleeding wound. The injured creature loses 2 additional hit points each round until the wound is bound (a DC 10 Heal check) or the creature dies.



*Summon Baatezu (Sp)*: Once per day a cornugon can attempt to summon 2d10 lemures or 1d6 barbazus with a 50% chance of success, 1d6 hamatulas with a 35% chance of success, or another cornugon with a 20% chance of success.

*Regeneration (Ex)*: Cornugons take normal damage from acid, and from holy and blessed weapons of at least +2 enchantment.

## APPENDIX II. : RENOWN IN THE SHIELD LANDS

As the old cliché goes, adversity brings out the best in people. Few situations are as adverse as the Shield Lands' current state of war with Iuz the Old. Even in the looming presence of an evil demi-god, the people of the Shield Lands find the strength to continue to fight. While all of these people are heroes, a rare few manage to rise above the rest and gain a level of renown amongst their fellow Shield Landers. These stalwart defenders of the Holy Realm have earned a measure of Renown.

Renown is an expression of a character's reputation in the Shield Lands. People tend to react more favorably to people they have heard of and respect. Renown points are a way to determine in game if a character deserves such a reaction modifier.

Renown is earned during game play in Shield Lands' regional and adaptable events. In most cases renown is earned for performing exceptionally heroic deeds in the service of the Shield Lands. Awards may be given to a single character or to the whole group depending on the circumstances.

In game terms, renown is earned for good roleplaying and overcoming encounters in an exceptional way. Any time a character's or party's deeds could conceivably be talked about over an ale in taverns or put to verse by bards, there is a chance renown will be earned. Judges will award renown points based on the instructions provided by the event. In some cases, certs may award Renown without requiring a roll. The event in which the Renown cert is awarded will list whether a roll is required or not.

A character eligible to receive renown must make a renown check with a DC equal to his current renown. If the roll succeeds, he gains the renown award. On a natural 20, he gains double the award, but on a natural 1 he loses that amount due to poor retellings of his tale. If a bard is present at the table, Renown checks gain a +2 circumstantial modifier.

Renown points are written on the character log sheet. Each log entry should list the amount of renown gained and/or used during the event and the new current total.

Each renown point represents a 5% chance to be recognized by fellow Shield Landers. As a hero's renown grows, more and more people will have heard of him and hopefully react positively to him when he asks for aid.

In game term, renown points work like this. Whenever a player wishes to see if his character's renown can help his character, he must roll a Renown check (DC20) modified by the character's current renown score. If the roll is successful, the NPC in question has heard of the character. Only one roll may be made per encounter. A roll of a natural 1 is always a failure, but a roll of a 20 is only a guaranteed success if the character attempting the renown check has a positive renown score.

Renown can be used in two ways. First, a successful roll provides a +2 circumstantial modifier to any one Charisma based skill check used in reference to the NPC. Alternatively, in place of the +2 skill modifier, the character may receive a 10% reduction to the cost of any non-certed items being purchased. This costs one point of renown and can be used once per encounter.

Secondly, five renown points may be traded for the equivalent of a single Influence point with the NPC in question. While this is an expensive use of renown, it can be a lifesaver in the right situations. This may only be used once per event and only one influence point may be gained in this manner. Influence points earned this way are lost at the end of an event unless used. The character still loses the renown even if the influence point isn't used, so be careful to use this benefit wisely.

### INFAMY

While Renown is a measure of how well known a character is, Infamy is a measure of how positively or negatively people react to a character. The two are independent of one another, but work together to gauge the quality of people's reactions. A character with a high Renown score may be well known, but if the same character has a high Infamy score as well, he will not be very well liked by most people who recognize him.

Generally, characters earn Infamy for performing questionable actions, such as harming innocents, casually destroying property or betraying someone's trust. Whenever someone with a positive Infamy score tries to use Renown, they must avoid their own bad reputation. After a successful roll to use Renown, a character must try to avoid the effects of Infamy by rolling a Charisma check against a DC equal to the current Infamy score. If the roll fails, the NPC's reaction turns negative due to them having heard of the character's misdeeds.

Instead of gaining a positive skill modifier or decrease in the cost of goods, the character suffers from a -2 circumstantial modifier to all Charisma based skills except Intimidate (which receives the normal +2 modifier for successful use of Renown) or a 10% increase to the cost of goods. The NPC has still heard of the character, they just didn't like what they heard and refuse to help them because of it.

Renown and Infamy may only be used in Shield Lands' regional and adaptable events. It has no in game benefit during out of region.

## **EVENT SUMMARY**

Did the party attack the Sidhee?

Yes / No

Did the party attack the city folk?

Yes / No

Did the party extinguish the fire in Tent Town?

Yes / No

Did the party keep Arrus alive?

Yes / No

Which ending did the party get?

One / Two / Three

## ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

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

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

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

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

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

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

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

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

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

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

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

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

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

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

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