

SHL5-05

The Man from D.Y.V.E.R.S

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

Version 1.0

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Reviewed by Chris Tulach

The Shield Lands needs a mighty artifact dedicated to Hextor. The artifact is necessary for a ritual that will hopefully end the plague known as the Black Breath of Iuz! Unfortunately, it is currently in the hands of one of Dyvers' best loved agents: his goal? To destroy this artifact! Can the adventurers of the Shield Lands defeat ... The Man from D.Y.V.E.R.S.? An adventure recommended for characters levels 1-8.

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

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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at jeff@shieldlands.net; for LIVING GREYHAWK campaign questions, email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought

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	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each

character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

Adventure Background

The Black Breath of Iuz is a horrible disease ravaging the Shield Lands. It seemed to have no cure. But then, Lineene the Bear, the famous warden of lost lore, peered into the skull of Waquonis to learn there is a way to defeat the plague. A number of magic items must be recovered in order to conduct a ritual that will supposedly eliminate the plague.

Meanwhile: In Dyvers the artifact known as Hextor's Wrath has been recovered. This is a vile weapon and, according to the Heironeous church, must be destroyed. Doing so means taking it to a horrible and unnamed power in the north and then somehow having this power destroy the flail. Clearly this is a job for their best adventurer/hero: Beround Ja'Mess. He will be taking the flail through the Shield Lands to this location in order to get the powerful being to destroy it. Then he will return to Dyvers for much rejoicing.

Meanwhile (part 2): A cult of Hextorians in Critwall have learned of the flail leaving Dyvers. They have discovered Beround and captured him and the flail! They now have him deep beneath Critwall where they will bath the flail in the blood of the Dyverite and start a new reign of terror.

Adventure Summary

This module is a bit different from the normal grim and gritty Shield Lands adventures. It set up to play a bit more like scenes from a great spy movie, or possibly an old film noir detective movie. The DM should strive to make everything seem more, well, cinematic, than what one might be used to in the Shield Lands. Waves should pound against the bow of the ship, splashing spray into the faces of those near the rails. Sharks will circle at a distance. City streets should have wood boxes to jump off of, fruit stands to tip over, and awnings to collapse. Wilderness adventures should have boulders to dive behind, and gulleys to leap over. Let players make their choices, and adhere to the rules, but it is suggested that anyone who wants to take a "movie moment" in combat to make a brief heroic (villainous) speech should be allowed to do so (such as "Its your initiative, Tom." "My paladin, throws back his cloak and places one foot on the chest of the thug he just killed. He then says 'You, varlet, have caused much grief in the world. Today is the day for your punishment. Have at you!' He charges to attack...")

Introduction: this adventure begins in Bright Sentry. The players have been summoned by a Pholtite on behalf of Lord Natan Enerick. She tells the party the Wrath of Hextor has been discovered in the hands of church of Heironeous in Dyvers. It must be recovered. The party should leave immediately, and transport via sea has been arranged. The party travels (probably via ship) to Dyvers. On the way, they see some occasional boat traffic, but nothing approaches. Once in Dyvers, they can meet with the church where they are told the artifact is gone, and by now should have been destroyed. The Dyvers church is so confident in their agent they will reveal he probably passed right through the Shield Lands! Bwhahahahaaa....

Encounter One: Returning to the Shield Lands, the party must begin a series of investigations. Catching a break in Bright Sentry, the party learns the agent went to Critwall to meet with the Shield Lands Merchant Society (for maps). In Critwall, the party learns the agent went either to Torkeep or South Keep next. The party may or may not discover they are being followed.

Encounter Two: Torkeep. The party travels to Torkeep and learns the agent passed this way to the northwest. They can pick up the trail from here. The party may or may not discover they are being followed. Here they will also bump into Trys again. A player with his/her favor may be able to have a great night with him/her as romance blossoms.

Encounter Two: South Keep. The party travels to South Keep and learns the agent passed this way to the

north. They can pick up the trail from here. The party may not discover they are being followed. A player with his/her favor may be able to have a great night with him/her as romance blossoms.

Encounter Three: Still believing they are trailed, the party heads out on the trail. Eventually, they come on a battle site where the agent from Dyvers fought some Hextorians. It is clear the Hextorians intercepted the agent, and killed/captured him. They **MUST** have the weapon. There is little left to do but track the Hextorians back to Critwall. The party can possibly rescue a badly injured warhorse grazing in the area for use as a possible mount. The party will also find a coaster from Dewey's Tavern in Critwall...

Encounter Four: Getting back to Dewey's, the party will apparently hit a dead end. Dewey is above suspicion (isn't he?) and there is no hidden cult in the cellar! Then, espying a stranger following them, the party can discover one of the buildings near Dewey's is possibly the Hextor hideout!

Encounter Five: This is a big, ugly fight. The party needs to literally raid a temple of Hextor in the hopes of getting to the artifact before the Hextor cultists move locations again. There they find the Man from Dyvers as well as the artifact. Finally, they discover an all too familiar black hat. Could Trys be involved in all of this? Yikes!

Conclusion: The artifact recovered, the party can rest for now...

Preparation for Play

The Black Breath of Iuz is still in play. Characters that have the Black Breath will be treated poorly by anyone in Bright Sentry. In fact, they will not be allowed entry. In Dyvers, they will be treated with outright disgust once discovered and will be hastily rushed back to the docks. In the rest of the Shield Lands, such characters may not be viewed that poorly, as so many are suffering from its effects. However, still, many will deal with such folks at arm's length, hold clothes over their face and nose, etc. Finally, at the module's end, it is possible to end up with the plague. Yikes!

Only one character at the table can continue the Trys story line from here on out (thus the notice in the blurb this is a Trys module). If multiple character's are at the table with the favor's Trys, and they all have the same version of Trys (male or female) let them role-play out who Trys selects. If this yields no solution, it will come down to each player's highest, unaltered, ability score check (thus magic items, rage, etc., will not affect this

check). On the other hand, if both male and female versions of Trys are available, randomly determine which it will be (an equal chance for each player who has Trys favors...). If, after that, multiple players could still meet Trys, use the method shown above for Trys' attentions. I.e. two females and one male have Trys favors. Randomly it is determined the male version of Trys is available. The two females at the table (if desired) can try for Trys's favor via role-playing or skill checks.

NOTE: CHARACTERS WITH THE HOME REGION DYVERS. Characters with the home region "Dyvers" will ACTUALLY be spies from Dyvers sent to the Shield Lands to make sure 1) the agent from Dyvers succeeded, and 2) if he did not, recover the artifact. These characters receive a special mission briefing (see Player Handout 1). Further, they will be given a set of forged documents identifying Dyvers characters as being from the Shield Lands and recently returned after nearly a decade of exile. All normal Living Greyhawk rules apply against attacking to kill other player characters. The goal here should be, unless something truly unusual occurs, for the Dyvers characters to only discover the fate and location of the artifact.

The author would like to thank the generosity of the Dyvers Triad for allowing the small use of its region for this module, and the major use of its artifact! Please forgive any incorrect descriptions as well as any unintentional slurs!

Introduction

Read or paraphrase the following to the party. If nobody has played SHL05-01, 02 or 03, then the text will need to be altered to suit the party. It is suggested that such a party was sought because of their lack of connections to the prior quest for the cure may allow them to avoid prying eyes and unnecessary questions.

You stand on the deck of the Wavester as it crosses the Nyr Dyv. The hot sun is a pleasant contrast to the coolness of the waves and the journey has been a testament to the dedication of the captain to his craft. This cargo ship-now-transport, in service to the Shield Lands, is captained by a sturdy half-orc named Thurgo Greatblade. He knows the Nyr Dyv and his ship better than most fighters know how to wield their sword. Each wave is met for the least resistance and the sails seem to catch every bit of wind.

Only a few short days ago you and your companions stood on the outer docks area of Bright Sentry, having just received a briefing in the Church of Pholtus. Lord Natan Enerick of the Council of*

Lords had sent Avarama, his personal secretary, to request your party's assistance.

Avarama, a young woman with a quick smile and bright eyes, told you:

"My Lord Natan Enerick, brightened by Pholtus, advises and requests your assistance in a matter of grave importance to the Shield Lands. A certain artifact known as the Wrath of Hextor has been located. It is the same artifact revealed by the heretic Lineene the Bear as being necessary to the purging of the foul Breath from the Holy Realm."

With that, she advised you the Wrath is a flail of ancient make. It is cursed by Hextor to be of dire power and design. Any who bear it, for good or ill, find themselves forever scarred by the experience. She advised you it was currently held by the church of Heironeous in the Free City of Dyvers and that passage had been secured for you on the Wavester.

Finally, it is likely the cult of Hextor has knowledge of the Wrath's recovery and also seeks it out. The party is best to beware... When the Wrath is recovered, it needs to be delivered to the Church of Holy Shielding in Critwall.

And thus, you stand on the Wavester, whatever your motives, on a journey to Dyvers. A splash from the sea draws your attention to strange fish, the size of a dagger, leap from the water and glide through the air for nearly a minute before they dive beneath the waves. You marvel at their freedom as they leap again from the waters, racing the ship. Then, a dark shape swirls from the depths and a massive shark snatches one of the fish from the water as it lands, then disappears again beneath the waves.

*A brief note on Bright Sentry. This region is detailed further in Encounter One, below. However, the party started in the South Port region. Lord Natan Enerick is the current member of the Council of Lords for Bright Sentry. Sometime this year, his ward, Simen Sharn, turns 14. At such a time, Simen is able to sit on the council in an advisory manner. Two years after that, Enerick must step aside and allow Simen to serve as the council representative. Further, at that time, Simen gets titled as "Lord" and Natan Enerick returns to merely being a merchant and uncle to Simen...

The *Wavester* is a good sized cargo ship, a bit faster than one might expect. It is about 120 ft. long and 40 ft across. In addition to the party, it crews 20 sailors and Captain Greatblade. The current cargo is building supplies: wood, nails, hammers, saws, that sort of thing.

SPECIAL NOTE: IF ANY PLAYER HAS THE BLACK BREATH OF IUZ. The sailors will be suspicious of that player and will avoid that character as much as possible, except for the half-orcs in the crew, who just don't seem to care (The rumor, as incorrect as it is, is that Iuz would not have created a plague that would hurt orcs).

APL AII (EL -)

Captain Greatblade: Male half-orc Ftr4.

Crew (20): Various races War1.

Greatblade is a likeable, but very gruff sort. He should be seen as competent and very happy to be in service to the Shield Lands. He does not mind the fact that, as a half-orc, many hate him. He has the respect of his crew and his superiors and that is sufficient for him. Any party members who helped him seek vengeance for the loss of his son (see SHLO5-05) will be treated with the utmost respect.

The crew itself should also be seen as competent. They like the way Greatblade runs a tight ship and are dedicated to seeing Iuz destroyed. The crew contains one sailor of each alignment, except chaotic neutral and neutral. There are 5 extra neutrals and 6 extra chaotic neutrals. More than a few devoted to Xerbos, god of the seas. The lawful evil sailor is a devotee of Hextor, but does not carry an unholy symbol to him. He will profess to worship all the gods (not a lie). This sailor knows NOTHING about the party or their quest and is merely a diversion for the party to discover.

Tactics: Greatblade and his crew, if forced to fight for some reason, do so to overwhelm any captives. If they are evil, they will not hesitate to run them through with their rapiers or even toss them overboard. Non-evil types they will try to overwhelm with numbers (grapple) and then throw in the storage bay for the authorities.

Treasure: A cargo bay filled with building supplies. Also, the crew is all armed with daggers and rapiers, as well as leather shirts (leather armor). There are light and heavy crossbows in the armory located in the hold of the ship.

Development: The crew and the captain are quite likable. Successfully 'chatting it up' with them is simple enough. However, to gain any real information, either a successful diplomacy or gather information check is required (DC 20 or 15, respectfully. Note: with a DC 20 diplomacy check, the party will also change the attitude of the crew from "friendly to helpful".

Things to learn:

- 1) The plague has not affected paladins or members of the Open Spirit.

- 2) The town of Bright Sentry is, for all practical purposes, run by Lord Natan Enerick, a devotee of Pholtus.
- 3) *The Vile Word* is an Iuzian warship under the command of Captain Irontusk, a horrible pirate!
- 4) Travel on the Nyr Dyv is always a bit of a chance and gamble. You never know when some great tentacled beast will just grab your ship and drag it to the unfathomable depths...
- 5) A LOT of ships flying the flag of Dyvers have been seen in the northern waters lately. They might have been warships...
- 6) The ship is delivering a shipment of cloth manufactured in Critwall on behalf of the Shield Lands Merchant Society.

The party can chat it up with the crew or pitch in. The journey takes about five days. After day two, the party can start making Spot checks. The DC is 25 on day 3, 21 on day 4 and automatically on day 5. Successful checks reveal other ships generally heading in the same direction of the *Wavester*. They are just merchant ships, but they may give the party pause.

As long as the party has the home region of Shield Lands, Furyondy, or Dyvers, they would automatically know that many Shield Landers fled to Dyvers during the occupation by Iuz. Dyvers led a great deal of support in terms of ships to bring the troops and supplies necessary to reclaim Critwall.

Approaching Dyvers, read or paraphrase the following:

As dawn breaks on the start of the fifth day, the journey over the Nyr Dyv has reached its end. The City of Dyvers can be seen sprawling across the horizon like a bloated beast lying on its side. The Wavester arrives just after dawn on day five. The waters around you are afloat with ships of every size and description. Even the most traveled of you has to marvel at the sheer amount of boat traffic.

Moving in to the harbor, the Wavester drops anchor about a quarter mile out and lowers a long boat into the water. The Captain explains to you they are going in to get their docking instructions. The party can go in with them. Once the Captain receives the dock assignment, the Wavester will come in and unload and pick up its shipment. They could be ready to go by that evening, if necessary, but he has instructions to wait up to five days for the party.

The party can be rowed into the dock area of Dyvers. Describe the dock area as nearly a mile of docks stretching out into the Nyr Dyv. There must be logic to

its construction, but none is readily available as the docks are of every shape and size and seem to each go out their own way, sometimes encroaching on their neighbor. The amount of activity is incredible, with carts of every shape and size bringing goods to and from this area. Behind the docks are endless rows of warehouses.

This adventure is not intended to be a “Lets all explore Dyvers” module. Suffice it to say Dyvers is a large sprawling city and the party can, on a Gather Information Check (DC 20) find any particular shop sought. Any item that does not require campaign documentation can be bought here. A Gather Information Check (DC 15) is required to ultimately find the Church of Heironeous. The Church is located in the Temple District which is directly south of the docks area. Without assistance, it should take the party about an hour to reach the church. With assistance, it will only take about 20 minutes.

NOTE: Characters from Dyvers will be met by their contact, an agent of the Free Marines known only as Pike. He will tell them to keep up the good work and to continue with their façade of being Shield Landers.

If the party wants, they can make Gather Information Checks (DC 15) to find the following tidbits of information (each tidbit should be from a different random npc, if possible: such as a cranky sailor, a merchant late to open her shop, a shifty looking gnome, a Halfling dockworker trying to eat a sandwich, a foreigner from Perrenland who doesn't speak the local language, etc.)

- An elf wizard was traveling through here with a dwarf cleric about six months ago. They made backpacks FULL of gold adventuring, but then refused to spend any of it in town!
- Gelatinous cubes trained by the city patrol the sewers. It is illegal to kill them...
- Beneath the City of Dyvers there used to be a nation of molds that walked like men but they were destroyed. Of course, mold is not so easy to get rid of and may surface again.
- Beware the forests! The wasps shoot magic out of their stingers!
- Don't trust Halfling merchants, all their stuff is low quality and over priced. Some of it is probably stolen, anyways.
- The fleet is looking at going across the Nyr Dyv to attack the Iuzian stronghold of Axeport! The navy is looking for soldiers to help in the invasion.

- The Griffon Shield, an heirloom of the Knight Commanders of Westguard, was sold by a Halfling for 5,210 gold! He should have gotten double that... The shield is rumored to be thrice enchanted.

Once, during the journey to the church, have the party make Spot Checks (DC 22). Success will reveal a pair of pale looking men in dark cloaks that seem to be following the party. If pressed, these turn out to be pilgrims of the Old Faith on a journey to the Gnarlly Forest.

Shortly after the above Spot check, read or paraphrase the following:

As you make your way through the twisty streets of Dyvers the crowds of people seems to be as plentiful as the waters of the Nyr Dyv. Compared to Critwall, this is truly a metropolis! Then, as four men the size of small ogres (bearing a litter with a fat merchant sitting on it) pass you by, a Halfling tries to dart around them, slamming right into your party. With a clatter of wood on flagstone, his cloth bundle comes unwrapped and a half-dozen sticks the length of short swords fly onto the street. “My wands!” he screams...

The Halfling is Wardo Quickroot. He is an apprentice to the wizard Garfon and is carrying a load of wands to his master. His master's shop is just across the street. If the party assists him, he will let the party in to look around. The shop is in disarray and has very little for sale. However, the party can purchase any of the following:

- *Wand of Scent* (Caster Level Three, Complete Divine; 4,500 gp)
- *Scroll of Slide, Greater Slide, Curse of Impending Blades, and Curse of Impending Blades, Legions* (Caster Level Five, Miniatures Handbook; 700 gp)
- *Songblade* (Complete Adventurer, 6,400 gp)
- Either way, Wardo can give the party specific directions to the church.

As the party approaches the church of Heironeous, read or paraphrase the following:

The temple to Heironeous is a sturdy building. Its surface is carved in bas-relief with many images of Heironean doctrine. Amazingly, in contrast with the Shield Lands, none of the images references battle axes at all... The stairs to the temple are flanked with four pairs of men and women in shining plate mail. Strapped to their waists are gorgeous works of deadly art ~ longswords of the finest quality. They do not

look at you but stare straight ahead as you climb the 18 stairs to the stone worked doors of the temple.

The temple doors are open, allowing the morning sun to penetrate the dark interior. The occasional devotee of Heironeous goes in and out as you ponder your next move...

The party can try to talk to the paladins flanking the entry way, but they are under a vow not to speak. If anyone tampers with their swords or touches them, the paladins will react appropriately to defend themselves. As this could lead to a very messy encounter, it is best to interrupt any attempts by the party to interfere with the paladins by a passing old woman saying “Tut, tut, tut... Yer knows ‘tis forbidden ter touch the temple guards...”

The interior of the church has a fifteen foot square entry area. Doors lead off to the right and left (and are shut) and ahead into the worship area (and is open). There are two acolytes in this entry area. The party can go into worship. If they go to either of the doors, an acolyte asks to help them.

The party, despite any efforts will not be allowed to see the head of the temple Moach Froreth. Instead, Her Most Holy Mistress of the Sword, Quelda, will meet with the party. She is a strong woman with no apparent sense of humor whatsoever. She does, however, have a strong sense of duty and is very respectful and patient. She will take them into one of the side chambers to an office. There she will hear the party’s story (again, all religious markings are based on a longsword, not a battleaxe. This is because the Shield Lands follow older Heironean doctrine.).

After the party tells their story, she will tell them:

“May the Sword swing true. I wish I could help you. We did indeed recover the Wrath, but I will speak no more of that deed. Suffice it to say, we have had the thrice-damned thing destroyed.”

Let the party react. She will do her best to calm down any hot-headed reactions and then will proceed.

“What can I tell you? We did not know of the Shield Lands’ need and even if we did, it is doubtful we would have given it to you based on speculation and arcane guesses. No, no... we sent the flail to be destroyed by one of Dyvers’ most accomplished adventurers, Beround Ja’Mess. He took the flail to a foul creature of the north, near the mountain of White Plume. This creature, who is a nameless shadow, must place its breath on the Wrath, causing it to be destroyed in fires as unholy as the wretched flail itself.

It’s ironic. You come all this way, and most likely passed by Beround on his way north. He sailed for Bright Sentry nearly a month ago on as the first leg of his journey!”

The party can talk with her some more, but there is little else to be learned. Here is the sum of the remaining knowledge available:

- Beround Ja’Mess is one of the best agent adventurers Dyvers has.
- He has dark hair and eyes and dresses in the best of best. He is particularly fond of excellent drink and women (at this she will blush).
- The Wrath horribly scars any who carry it, such is its vile power, so Beround took with him a mycanoid (fungus man) cleverly concealed to carry the weapon for him. (Sadly, there are no more mycanoids beneath Dyvers as they have all been destroyed).
- The Wrath has an iron handle wrapped in leather tanned from the flesh of Heironean paladins. Its heavy cold iron spikes are attached by thick chains to a skull embedded into the hilt.
- No one knows where Beround went from Bright Sentry, but clearly he should have reached Drogatha by now.
- The “foul creature of the north” is something that will not be named. Its name is a secret of this church that will not be revealed (if necessary, certain magical wardings will be in place to prevent scrying, etc. on this subject). White Plume Mountain lies north of the Shield Lands.

NOTE: Characters from Dyvers may attempt all sorts of odd things at this point. If they reveal their secret mission to the Church, they will be detained. Eventually word will come back to them to track down Beround and make sure his mission succeeds. If he fails, they should recover the Wrath (as long as it will not lead to confrontation with the Shield Landers) and return it to the Church in Dyvers for more instructions.

Encounter One – Return to the Shield

The party can easily make their way back to the docks. It is up to them to make their own schedule. Again, there is a chance for the party to think they are being followed. As the party goes past a hole in the wall no-name tavern (there is a sign of a sinking ship hanging above the door), a tipsy sailor will come out and stagger down the street

towards the temple district, but then, after about two rounds, will turn around and start following the party (apparently). A Spot check (DC 18) notices him in the morning crowd (or automatic if the party keeps watching him). If the party interacts with him, he is actually going back to the harbor to get on a boat bound for Greyhawk City, but got turned around.

After the party is squared away aboard ship, read or paraphrase the following to them:

You have made the journey to Dyvers and now return empty handed. Your only clue is that the Wrath traveled from Dyvers to Bright Sentry, and from there, apparently, to fiery jaws of Drogatha...

The captain does his best, but even with such a skilled seaman at the helm, the trip seems to take forever. The sailors estimate the journey taking seven days instead of five because of unfavorable winds.

The journey to Bright Sentry should go smoothly with two exceptions:

- On the dawn of the third day, the party may notice a black-sailed ship on the horizon (Spot check DC 25 – its about a mile away). If they do not, one of the sailors will. From this distance, the sailors do not know what ship it is, but the black sails may mean it is the *Vile Word*. Feel free to roleplay out a bit of tension as the black-sailed ship appears to turn in the direction of the party's ship and begins to near. Sailors may scramble about, muttering prayers to Xerbo or Heironeous or the like. But then, the ship makes another turn and goes a different way. If a party really wants to go investigate via flying or the like, it will turn out to be a ship of the Black Waves (an evil group from the Perrenlands) that was captured by some adventurers and is now being sailed back to Greyhawk City.
- On dusk of the fifth day, a whale will be seen swimming away from the ship. About a quarter of a mile away, the waters will churn and a number of tentacles will be seen piercing the surface of the water, dragging the whale to the depths.

If the party has any means of increasing the ship's speed, such as summoning lots of water elementals or *gust of wind* spells, the trip will only take five days. Essentially, for every 15 spell levels (or the equivalent) of magic the party can use, the journey will be reduced by one day, up to 30 spell levels maximum.

The party will approach Bright Sentry around noon on the seventh day (or less if they sped the ship along). Read or paraphrase the following:

And so your journey ends where it began, in Bright Sentry. As you approach the docks it is anyone's guess how the news will be taken. Yet, the trail of the Wrath –did- lead to Bright Sentry. What if the church in Dyvers was overconfident? What if their agent has not yet succeeded? Maybe the journey is not yet over, but is only beginning...

The party may be aware they are approaching the "south port" area of Bright Sentry. The south port area is built in a cove area. Each 'arm' of the cove is made from a rocky promontory stretching out about 800 yards. There are 5 other ships anchored off shore. Anyone with ranks in Profession: Sailor or Survival would be able to tell the cove is protected from the worst any average storm could dish out.

The players are rowed to shore, along with a dozen of the sailors, one of which is the captain. On the shore there is a hastily constructed "shanty town" of six buildings. Depending on the time available for play, the party can role-play going to each building for clues. Alternatively, they can simply make Gather Information check for each location listed, with a DC 15 necessary to uncover the listed information and rumors. The sailors will encourage the party to check in with the harbormaster before doing anything else.

SPECIAL NOTE: IF ANY PLAYER HAS THE BLACK BREATH OF IUZ (contracted in "May the Axe Grow Great") they may NEVER get a pass. Further, if detected, they suffer an inherent -10 on ALL social interaction charisma checks and skills and will NOT be allowed in the various merchant buildings.

If any players have a Badge of Purity, they will be given a +2 circumstance modifiers to all Charisma checks in Bright Sentry.

A final note on Pholtites: It is VERY EASY to run these religious types as complete jerks. Avoid this. They are respectful enough, even when they refer to a non-Pholtite as a "heretic" or "walking the darkness". Further, any clerics or paladins of Pholtus (or similar classes) will be given an incredible level of respect (deep bowing, bending of knees, calling them Most Illuminated Father or Mother, that sort of thing).

The Harbormaster. This building contains all the information on the ships in the harbor. A dozen guards are here at any given time. They have access to two rowboats. The harbormaster is a Pholtite named Zinder Brightflame. She is a red-haired hag of a woman who seems to have some sort of eye problem as she is always squinting. She appears to be busier than she actually is.

INFORMATION:

- A man from Dyvers did come in some time ago. It will take an hour or so to dig up more specific information on him.
- She remembers he had a companion who refused to speak. He was big hulking fellow covered in thick robes. They had a pack mule and a cart. The cart had a lot of boxes of cloth.
- After an hours research, she can also add: The fellow was listed as a trader from Dyvers named Beround Ja'Mess. He came through town about 3 and half weeks ago. His companion was a guard named "Myka Kanoid". Myka did all the lifting of the boxes and Beround touched none of them. The boxes all appeared to be filled with cloth.
- She remembers him because he was so handsome (at this she will blush because it is so out of character for her) for an infidel. He promised to stop back and see her after he was done visiting Torkeep and South Keep.
- He said he was trading with both locations (Torkeep and South Keep) but did not mention which he was going to first.

She is absolutely resolute and completely immune to bribery. All charisma skills used on her suffer a -4 circumstance modifier and she is so resolute in her duties that she has a +2 circumstance modifier versus all enchantment spells and spell like abilities.

There is a sign on the wall: Goblin Heads 6 gp each!

The Grinning Goblin. This one-level inn is more of a flop house. It has one main bar area and the food is VERY simple. There is a massive second room with common cots available. Outside is a very old sign with barely legible words: "Pig roast tonight!" It can sleep 20 at a time. The staff says the owner is looking at 'building on'. The owner is a grubby ex-sailor named Morty of mixed blood. They actually don't have any pig – the sign is old. They do have a pretty lousy stew and weak beer. This flop house is a VERY rough and tumble establishment. Anyone who paid more than adventurer's standard for upkeep will have a -2 penalty on all social interaction (charisma based) skill checks and will (condescendingly) be referred to as "m'lord" or "m'lady".

INFORMATION:

- The Pholtites are jerks.
- Lord Natan Enerick is staying in Bright Sentry and will not visit Critwall because he is afraid of the plague.

- A nice guy named Beround did stay here some time ago. Nice because he drank lots and paid in gold! He had a silent companion who stayed out side watching over a mule and cart all night.

Open Spirit Meeting Hall. This wood building is 20 ft by 20 ft. It has very little furniture inside including a couple of cots. There are food and medical supplies stacked neatly in the room. The main person running this is a Suel-mixed human named Shadswen. Shadswen's mission is to provide relief to the survivors of the goblin invasion, but the citizens of the town will not let him in because they say the Open Spirit caused the plague. He distributes the food and medicine to those citizens desperate enough to come out of the city walls for assistance.

INFORMATION:

The Open Spirit has no information about Beround, but Shadswen did see the cloaked figure. He was very misshapen for a human and heavily robed. There was a good chance he was not actually human...

General Store. This building has anything in the general equipment section of the Players Handbook table 7-8 that costs 99 gp or less. The exception is Alchemist's Fire. He has completely sold out! However the prices are exorbitant (+50% over book prices). The proprietor, Melvilium, is a very slick Flan male of medium age with an eye for magic items. He will buy anything the party wants to sell (at 50% of book price, of course...). He has recently come across a +1/+1 Quarterstaff of Spell Storing/Spell Storing (Each end of the Quarterstaff is +1 and each end of the Quarterstaff has the Spell Storing enchantment) and wants to sell it. It costs 16,600 gp. If players do not visit this shop, they do not have access to it.

Church of Pholtus. This is more of a one room building than an actual church. It is circular and built of stone. It is run by an intense looking woman. She is about 5 and ½ feet tall, and has short blond hair. She is wearing simple robes and carries a simple looking oak quarterstaff. Tucked in her waist band is a metal holy symbol: a full moon with a crescent moon over the top (Religion or Intelligence check DC 10 reveals it to be that of Pholtus). Her name is Filna the Illuminated. Her hands show horrible signs of scarring. In fact, she is a member of the ultra-zealous *flambis morti* – a local sect of the Pholtite religion. She believes in ritual purification through fire (and in fact plunges her hands into open flames each day!). She should be played as being very friendly to the party, but unflinching that anyone not a Pholtite will ultimately die ("does not the fire burn away the plague?").

INFORMATION:

- She remembers seeing a handsome man and a cloaked odd-shaped figure with a mule and cart. They spent almost all their time at the Grinning Goblin.
- She will recommend the Grinning Goblin for a place to sleep and eat and the general store for supplies.
- If the party reports in what has happened, Filna will agree they need to follow the trail of the man from Dyvers. She will be amazed the artifact was "RIGHT HERE!" and nobody knew it.
- Now that she thinks about it, she has seen a number of dubious looking individuals coming in to port lately. Humans wearing dark cloaks and keeping to themselves (no one else in town remembers these folks). She will STRONGLY recommend the party tell no one else of their mission until they have succeeded or know the ultimate fate of the Wrath.

The Town Walls. Bright Sentry has been walled in. It is manned by guards (war level 1) day and night. The wall is a 20 ft. tall wooden palisade that looks new. There is a very large sign (5 ft tall) on the wall near the gate that says: "No admittance without a pass. Trespassers will be killed." It is signed by Lord Natan Enerick.

INFORMATION:

No one at the gate remembers a man of the agent's description (or his companion) entering town.

Badges of Purity. At any given time during the day, there will be 2d20+10 commoners milling about the area. About 2/3rds of them will have a white skull on a silver circle pinned to their clothes. Dangling from it is a parchment, perhaps 4 to 8 inches long. Looking at these more closely will reveal the person's name, and verification of purity. These are day passes given out in town by the church of Pholtus.

Players interested in getting a pass (legally) will have to see the harbormaster and the Church of Pholtus. Unfortunately, until they have spent 48 hours in the shanty town, they will not be given a pass. There is no point in this module for players to attempt obtaining such a pass.

There will be Pholtite saying plastered on random corners of buildings, hanging from shop walls, etc. Such phrases include "Burn the Heretic", "May the light brighten", "My child is illuminated", "Even the blind may see with the bright light of Pholtus", and "Oh mighty Pholtus deliver us from darkness".

While the party is checking out Bright Sentry for rumors, they can make further Spot checks to see if they are being followed. No matter what they roll for a check, they will not see anyone following them. Additionally, no one in Bright Sentry saw the agent from Dyvers leave...

The party can now choose to go either to Torkeep or to South Keep. For sake of the module, it will make no difference. This is merely set up to add some tension to the module: Is the party making the correct choice? Whatever they choose will be the correct decision, but they do not need to know that.

They can again travel on the *Wavester*, either to South Keep, or up the *Ritensa* to about a day and a half south of Torkeep.

Encounter Two – Torkeep or South Keep

The party's journey to either South Keep or Torkeep is uneventful. To travel to South Keep by ship takes two days. To travel to Torkeep takes two days by ship and an additional day and a half by land. The basic information learned at either location remains identical. It is broken down into information to be relayed by either the soldiers or the workers. It will require a little bit of work to obtain meaningful information (Gather Information check DC 20). Soldiers of the Standing Army have a +2 circumstance bonus in dealing with the soldiers. Players get a +2 circumstance bonus for every 2 hours spent talking to the locals.

Torkeep

Torkeep is in a state of being rebuilt after nearly being destroyed in an Iuzian attack last year. Lord Torkeep himself is away in Critwall. The work is being done under the supervision of the Standing Army of the Shield Lands in conjunction with Torkeep Loyalists (Pathfinders). Party members who were aware of a nearly civil-war approaching discord between these two political groups should be encouraged to see them working together. The workers and soldiers (Army and Pathfinders) are all nervous about raids by a band of ogres under the banner of an ogre warchief, Gristletooth (see IUZ05-01 for further information). Read or paraphrase the following:

Torkeep: Your journey to Torkeep has been without actual incident. However, as you travel on the road to the keep, every cart you see gets extra scrutiny: Is this the cart with the Wrath on it? Is that the man from

Dyvers and his mysterious companion? Always the answer is the same: No. But now you are approaching Torkeep. The outer walls are in shambles but are being rebuilt. There are two armies here: One is the Standing Army of the Shield Lands, working with Pathfinders, the other is an army of workers busy making repairs to the keep's outer walls.

At Torkeep, the person in charge of the Army is Captain Ysairae. She is a half-elf with a very nasty disposition. Her face is a very subtle patchwork of scars. If mentioned, she will not respond. The soldiers, however, know that she was actually killed on a mission and later raised. Those scars are a sign of that fate.

The Pathfinders are not under anyone's control, really, but they are currently following the lead of Captain Ysairae.

The workers are taking direction from Chisel, a dwarf who is related to Lord Bladehome on the council. No magic is being used in the repairs as Lord Torkeep will not allow it.

Players may encounter Trys: See below.

South Keep

At South Keep, the locals are always on the lookout for pirates and bandits. South Keep itself is finishing having fortifications built after being retaken by the Shield Lands a year and a half ago (and repelling an Iuzian invasion about six months ago). Here the work is strictly under the supervision of the Army. Read or paraphrase the following:

South Keep: Your journey to South Keep has been without actual incident. However, as you travel on the road from the harbor to the town, every cart you see gets extra scrutiny: Is this the cart with the Wrath on it? Is that the man from Dyvers and his mysterious companion? Always the answer is the same: No. But now you are approaching South Keep. The outer walls are in shambles but are being rebuilt. There are two armies here: One is the Standing Army of the Shield Lands, the other is an army of workers busy putting finishing touches to the village's outer walls.

At South Keep, the current commander is Captain Kurowz. He is a robust human with just a pinch of hair left on his reddish head. He is approachable and friendly, and will certainly appreciate the opportunity to sit over a meal and talk with any visitors who appear to be on some sort of official business.

The workers are under the authority of the Army, and there are two clerics of Heironeous using various

earth spells to assist in shaping and forming blocks. There is a wizard from the Arcanist's Society also assisting by using a wand to summon small earth elementals to help some of the heavier bricks.

Players may encounter Trys: See below.

Trys

TRYS: If party members are in good favor with Trys (they have at least two favors), they will be able to meet Trys (at Torkeep or South Keep, respectively). See Preparation for Play, above for more information on Trys. Both male and female versions of Trys are that of a very good looking Blakunish person dressed all in black with a big black pointed hat. Male Trys rides a flying carpet and has a cat with him, while Female Trys rides a broom and also has a cat with her.

Either way, as long as the player treats Trys respectfully, Trys will flirt with the player and try to convince them to at least spend the night here. Trys is currently here just meeting the locals, still working on a mysterious job for a mysterious employer... Depending on what the player wants to do, Trys will spend the better part of the evening on as romantic of a date as the player desires. The player can ONLY get "Lets Go Dutch" by spending a night dating Trys. This favor will allow the player to spend 1 less TU for non-regional modules (to a minimum of 1) as Trys will use his/her flying carpet/broom to bring them to/from their destinations. This favor lasts for one year. The player can reject this favor, see Encounter Five, below...

The next day, Trys will claim business in Critwall and take his/her leave (for now...).

Soldier Information

- They remember a man with a cloaked traveling companion (meeting the descriptions) here trading cloth.
- He asked a few questions about Iuzian Patrols – he seemed nervous about being attacked.
- Oddly enough, he did ask about patrols to the (North West – Torkeep) (North – South Keep).

Worker Information

- They remember a very nice man selling cloth (cheap) and his strange, cloaked companion.
- He seemed to flirt with all the women and had a fondness for drink and tall tales.

- He said he was raising money for an expedition to his family's old home near Lardon (West of Torkeep, North of South Keep).
- They remember him being here for a few days before leaving. He probably left about two to three weeks ago.
- He did buy a warhorse to ride, claiming he wanted to keep the mule from carrying any extra weight. He also bought some generic supplies (backpack, food, fifty feet of rope, etc.).

The party can check around. The soldiers do have a general map of the Shield Lands (if the party is unfamiliar with the make up of the land) or they can rely on Knowledge (Geography) DC 15 to know generally how to get to the White Plume Mountain region.

Tracking, after such a length of time, is nearly impossible. However, a successful Survival check DC 30 will reveal faint cart tracks heading either North West or North (leaving Torkeep or South Keep, respectfully).

Encounter Three – A horse of a different color

The party can leave on the trail of the Wrath. They may only have a general idea where they are going, or they may have a specific trail to follow (if they got lucky tracking). Either way, they will travel for two days into Iuzian territory.

The land should be described as blasted and in horrible shape. The grass is sharp-bladed, and the skies are constantly gloomy. Trees, as dried up and barely alive as they are, will have rows upon rows of red-eyed crows on them. These crows will “caw” loudly when they see the party approaching too closely (within 300 feet) and fly off. Every hill could hide an ambush, yet the land seems barren of anyone else.

Nights are especially terrible. Odd sounds (howls, shrieks, etc.) combined with strange lights, makes it nearly impossible to sleep. It takes a Concentration check DC 12 to actually fall asleep! A new check can be made once per hour to finally fall asleep. It is possible that a party member could end up fatigued or exhausted and unable to memorize spells. However there are no encounters.

During the middle of the third day, the party will see a horse, limping on a distant hill. The party can make their way there. Once over by the horse, they will see it is a magnificent animal, but it has been badly wounded. A nasty arrow still sticks out of the chest, and one rear leg

drags, as if broken. Nearby is wreckage. Read or describe the following to the party:

Cresting the hill, you now see up close the horse you saw from a distance. A nasty red-feathered arrow is embedded in its chest, and its rear left leg drags, as if broken. You can count its ribs and it does not take a druid to tell it is dehydrated as well.

About twenty feet away lies the blasted remains of a wagon, as well as the rotting corpse of a mule. The wagon looks as if was exploded or was in some sort of a fire. There are bits of burned cloth attached to some of the timbers. Lying nearby is a cloaked figure, unmoving...

The wagon was attacked by Hextorians. The party can learn quite a bit with some clever skill usage:

Search or Survival (with Tracking) DC 20: The cart was attacked by six riders. There was a big fight here (obviously), and only six riders left. The fight had to be two weeks ago.

Heal DC 15: It is a miracle the horse is alive. Unfortunately, the rear leg bones have set. It is unclear how any healing could help the horse.

Handle Animal DC 15 + a Heal DC 15: Someone COULD re-break the rear leg and then magically heal the horse. The horse could make an excellent steed. It would be difficult, but it could be done. It would take a LOT of personal care to do so.

Wild Empathy DC 15: The horse wants very badly to be useful again, but it is in incredible pain. If a person with Wild Empathy took the time to heal the horse, it would make an excellent companion (See the Adventure Record for more information).

Search DC 15: Some of the wreckage is actually crates. One of the crates that were blow apart appears to have held a false bottom big enough to store a heavy flail...

Search DC 22: Off to the side, about fifteen feet away from the wreckage, are a few items half buried in the grass. These include a small leather wrapper, such as might be used to hold some jerky or other such rations, an empty punctured water bottle, and a wooden drink coaster with “Dewey’s Tavern, Critwall” burned into it.

Spellcraft DC 18: This cart was hit by a fireball spell.

There is no sign of the Wrath or a human meeting the agent’s description. The cloaked figure is in fact a dead mycanoid (fungus man), but rotting in Iuzian lands under a hot sun has caused its body to change...

APL 2 (EL 4)

Green Slime (1)

APL 4 (EL 6)

Yellow Mold (1)

APL 6 (EL 8)

Yellow Mold (1)

APL 8 (EL10)

Yellow Mold (1)

Green Mold (CR 4) A single patch of green slime deals 1d6 points of temporary Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (applying damage to the victim as well). Extreme cold or heat, sunlight, or a remove disease spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone. If a party member digs into the body with a weapon, etc., the weapon may be destroyed. If a party member rips the cloak off with their hands, they must make a Reflex save DC 15 to avoid contact with the Green Slime.

Yellow Mold (APL 4-8): If disturbed, a patch of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must make a Fortitude save (See below) or take 1d6 points of temporary Constitution damage. Another Fortitude save (See below) is required 1 minute later—even by those who succeeded at the first save—to avoid taking 2d6 points of temporary Constitution damage. Fire destroys yellow mold, and sunlight renders it dormant. If the body is tampered with, it explodes in a cloud of yellow mold spores. The Fortitude save for the yellow mold is as follows:

- APL 4 DC 15
- APL 6 DC 18
- APL 8 DC 21

Treasure: The horse is the only treasure. See below and the Adventure Record for more information.

Development: The horse is badly injured. Casting at least 30 points of healing spells on it will allow it to hobble back to town. If the party wants to re-break its leg to make it usable again, they can do so. Then 45 levels of healing spells are necessary to make it useable again. However, such a trauma will be difficult to overcome,

and a party member would need to spend at least two weeks with the animal to make it even ride-able again. However, a dedicated person with ranks in Handle Animal or Wild Empathy can eventually make this steed into an excellent mount.

Encounter Four – Dewey's Tavern

The trip to Critwall will take 5 days by foot, 10 if the party brings the horse with them (they can drop the horse off in South Keep or Torkeep if they want and come back for it. Doing so makes the trip only 6 days). After the third day, they are out of Iuz-held lands and will be able to sleep normally.

Critwall, itself, has gone through much in the past few years. Tent Town, the sprawling city of the homeless, has greatly dwindled, and much of the repairs to the city are now complete. The party will be stopped by the city guard at the gates and asked their business, but other than that can make it into the capital with little difficulty. The guards do not remember six horsemen coming into town as a group.

Once in town, the party can make it to Dewey's Tavern. Dewey's is a simple two-story affair that serves good food and better ale. Dewey is human, but has VERY dwarf like features including an excellent full red-grey beard (although at five and half feet tall, he's a bit big for a dwarf). Behind the bar is a big club with "equalizer" carved into it and a plaque that says "Raise a toast to my friend, a loyal soldier to the end. You will be remembered Sergeant Duc."

Dewey has two waitresses on duty, and has cleaning staff come in the mornings to change beds and clean rooms. There is a basement, used to store drinks and food, as well as a kitchen area. At any given time, there are 2D12 people staying/dining/drinking at the tavern, mostly adventurer types. Note that the plague has had its effect on Critwall. Some NPCs in the bar tend to be wearing heavy cloaks, pulled low over their head and face (in the hope it will keep back the plague). Others will have scarves wrapped high around them, covering their mouth (the scarves are lifted up to eat or drink). If the party is not similarly guarding themselves, they will be stared at by most of the folks in the bar area.

Dewey is well loved by the Pathfinders, but does not brook any foolishness.

The party can approach him anyway they want to. He has not heard or seen a person matching any descriptions the party has. Further, he is unaware of

anyone using his place as a meeting room. If the party wants to search it, it is fine by him as long as they are not accusing HIM of any wrong doing. Any accusations will be met with him throwing the party out, calling for the guard, or, ultimately conceding but bearing a grudge. The party will find absolutely no sign of the Wrath at Dewey's.

If the party looks, they will see some wooden coasters scattered about with another supply behind the bar. These are very similar to the one found in Encounter Three. If asked about them, Dewey will respond:

"Yeah, they're newer. Some of the folks in Tent Town needed some work and I had some extra coin. Why do you want to know?"

There is nothing else to find at the bar.

However, whenever the party decides to LEAVE the tavern (Dewey's does have a front and a back door to the tavern, with the rear being for deliveries. Insomuch as this part of Critwall has a number of old residences, it does matter to the module if the party is leaving by the front or rear door) read or paraphrase the following:

As you leave Dewey's there is a nearly imperceptible feeling of being watched. Then, you notice it – there, across the street, a doorway just barely open. Is that the shadowy form of a man standing in the darkened doorway? It must be, for as you peer over there, the door quickly shuts.

The building is a single story tall, made of bricks. There is no window to the front of it, and it is sandwiched in between two other residences. The party can make their way around to the back where there is another door, or try the roof. The chimney is also open, but is too small for any character larger than size small.

Encounter Five – Fallen Foes

If the party wants to go and get the guard, they run the risk of there being some subterranean method of leaving the building. If they want to have a chance of recovering the Wrath, they need act quickly.

The front and back doors are both locked. All doors in this building have the following characteristics:

Wooden Doors: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18. Open Locks DC 22.

The upper level of the house is two separate rooms; each is 10' by 10' with a single dividing wall. There is a 5' wide doorway between the two rooms. In the back room is a trap door leading to the cellar. It is not hidden.

The stairs going down are not trapped, but the party might think they are. There are thirty six stairs to the basement. The corridor is long and straight, and must bring the party out somewhere under the front room. The basement is 10' wide by 20' long with a wooden door set into the rear wall.

Opening the door leads to an odd room. Six 10' wide ledges (each 10' wide) lead down to 20' square room. At the bottom of the ledges are a number of undead. These are victims of the cult of Hextor: ready to defend the room with their unlife!

APL 2 (EL 4)

Human Warrior Skeleton (12): Hp 6 each. (See Monster Manual page 226)

APL 4 (EL 6)

Troll Skeleton (3): Hp 39 each. (See Monster Manual page 227)

APL 6 (EL 8)

Ettin Skeleton (3): Hp 65 each. (See Monster Manual page 227)

APL 8 (EL10)

Mohrg (2): Hp 91 each. (See Monster Manual page 189)

Tactics: Note the area does not have light sources. The undead will use this to their advantage, if possible. None of the undead will attack unless for some reason a member of the party has an unholy symbol of Hextor and brandishes it proudly. They have been instructed to attack anyone without such an unholy symbol.

All the undead stand to the sides and corners of the room, silent as, well, death. At APL 2, the human warrior skeletons have a Hide and Move Silent checks of 12 each. At APL 4 the Troll Skeleton has Hide and Move silent checks of 15 each. At APL 6 the Ettin Skeleton has Hide and Move Silent checks of 11 each. At APL 8, the Mohrg has Hide and Move Silent checks of 32 each. The Hide scores go up by +4 if the party has no light source or does not have darkvision.

Treasure: None.

Development: The door in front of the party is similar to all the rest. Listening at the door (Listen check DC 15) will reveal sounds of human activity in the other room. The door opens up to a final room.

Encounter Six – Against the Six

The door from the prior room opens into a chamber. It is bowl shaped, roughly 70' across. There is a set of stairs

down the side of the bowl to the floor 10' below. There is an altar to Hextor in the center of the room, and what is left of a handsome man is lying tied to the altar. He has been hacked to bits and is all that remains of the Man from Dyvers. Also in the room are a number of cultists...

At each APL, the first fighter listed will be wielding Hextor's Wrath. This fighter will have horrible scars over his entire body. Note that Hextor's Wrath is an artifact and is not counted against the treasure limit.

The cultists are busy loading up some backpacks with a few religion icons in the room. There is a heavy gate behind them, shut.

APL 2 (EL 4)

Human Fighter (3): Male human Ftr1; hp 12; see Appendix.

Human Monk (2): Male human Mnk1; hp 10; see Appendix.

Human Marshal (1): Male human Mrsh1; hp 10; see Appendix.

APL 4 (EL 6)

Human Fighter (3): Male human Ftr1; hp 12 each; see Appendix.

Human Monk (2): Male human Mnk1; hp 10; see Appendix.

Human Marshal (1): Male human Mrsh3; hp 24; see Appendix.

APL 6 (EL 8)

Human Fighter (3): Male human Ftr2; hp 20; see Appendix.

Human Monk (2): Male human Mnk2; hp 17; see Appendix.

Human Marshal (1): Male human Mrsh5; hp 38; see Appendix.

APL 8 (EL10)

Human Fighter (3): Male human Ftr4; hp 36; see Appendix.

Human Monk (2): Male human Mnk4; hp 31; see Appendix.

Human Marshal (1): Male human Mrsh7; hp 55; see Appendix.

Treasure:

The weapons and armor the Hextor cultists own are all inscribed with unholy symbols to Hextor. They are worthless in the Shield Lands except as proof of cult

activity. However, the cultists do have some treasure on them. In addition to the magic items, there are also some bricks of silver bearing the stamp of Bright Sentry (the amount of silver actually DECREASES at higher APLs because of the magic items). Additionally, there are a few badges used by mercenary goblin tribes. The party will also find a cryptic note "Keep with the plan. Bright Sentry will be made open to you." Sticking out of one of the back packs is a crumpled, pointed black hat, very similar to, if it is not the same, as the one Trys normally wears... Also in the backpack is a map of Critwall with the residences of the Council of Lords marked out. Finally, there is a strange stick, more of a handle, really, covered in dwarven runes.

APL 2: Loot (Silver Bars) – 258 gp, Coin – 0 gp, Magic -- *+1 dagger - (192 gp), a dwarf-carved handle – (5,000 gp)*.*

APL 4: Loot – 40 gp (Silver Bar), Coin – 0 gp, Magic – *+1 dagger of Ki Focus (610 gp).*

APL 6: Loot – 40 gp (Silver Bar), Coin – 0 gp, Magic -- *+1 dagger of Ki Focus (610 gp), bag of tricks, rust (250 gp).*

APL 8: Loot – 90 gp (Silver Bar), Coin – 0 gp, Magic – *+1 dagger of Ki Focus (610 gp), bag of tricks, rust (250 gp), horn of volume (83 gp), bracers of quick strike (100 gp), gloves of fortunate striking (167 gp).*

Tactics: The fighters will move to fight and screen the marshal. The monks will try to tumble and flank. At higher levels, one of the monks will have the *+1 dagger of Ki Focus* and use it to deliver stunning blow attacks. At higher levels, the marshal will use the bag of tricks to summon monsters into the combat. Finally, at APL 8, the fighter with Hextor's Wrath will also be wearing the *gloves of fortunate striking* as well as the *bracer's of quick strike*.

Development: Upon killing the last of the Hextor cultists, the party can recover Hextor's Wrath. Note that whoever carries the weapon will become scarred with no save. If it carries via some method (backpack, wrapped up, etc.) there is a Fortitude save DC 15 to avoid the permanent scarring.

*This is a sturdy stick, obviously the handle to something. It is marked with Lord Bladehome (the dwarf lord)'s personal rune. Dwarves with the home region Shield Lands will automatically know this. Otherwise, Knowledge (Local – Iuz Metaregional) or Knowledge (Nobility) checks (DC 15) will clearly identify the rune. If presented to the Lord, and if the party member currently has access to the strange stone from SHLo5-03, then the lord will smile, thank the party member for their honesty, and let them keep it for safekeeping. Because it has the rune of the lord on it, no vendor is

willing to buy it, thus it has no actual sale value. If more than one character has it at the table, the choice will be as follows: Dwarf with the highest Wisdom Score, Dwarf with a patron deity of Moradin, Highest level Dwarf, Lawful Good character with the highest Wisdom, Lawful Good character, randomly determined.

Conclusion

The party can leave the ruins of the house and head either back to Bright Sentry to the Pholtite church, to the Church of Holy Shielding in Critwall, or to the Arcanist's Society in Critwall. There they can turn over Hextor's Wrath. If they decide to keep the Wrath or try to turn it over to someone else, the Wrath will be stolen by high level rogues in the employ of the cult of Hextor shortly after the adventure. It will then be recovered by the use of some very high level magic by the Arcanist's Society. Note that players are NOT ALLOWED to fight – under NO CIRCUMSTANCES should a Dyvers/Shield Lands fight break out.

Read or paraphrase the following:

Another adventure has come to an end. The Shield Lands has recovered another item necessary to cure the plague. One can only hope the cure comes soon.

However, as this adventure ends, roads to new adventures lead ever outwards. Who is behind the Hextorians? Why did they have an all too familiar looking black hat? Why did the cultists have mercenary badges linked to goblins? And how did they know how to find the Man from Dyvers in the first place?

Word on the street is that Dyvers, is, unofficially, quite unhappy with the Shield Lands over their interference. Officially, they are pleased to see the weapon of the enemy recovered. They do not blame the Shield Lands, at least not openly... but word comes even now of a massive fleet of war ships from Dyvers crossing the Nyr Dyv. Their destination seems to be... The Shield Lands!

The Following are ONLY for Dyvers characters.

Read this paragraph if the character somehow brings the Wrath back to Dyvers:

You managed to recover the Wrath and return it to the Church in Dyvers. You have been promised that it will be properly disposed of. All of your efforts are greatly appreciated and you are returned to your

life before being a "spy". A week later, however, word on the street is that a trade treaty with the Shield Lands was signed. It is unclear exactly WHAT will transpire, but apparently the Navy has traded an artifact the Shield Lands desperately needed for sailing rights in and around the Shield Lands area! Now, sailors and soldiers are being recruited en masse... the destination? The Shield Lands!

Read this paragraph if the character does NOT return the Wrath to Dyvers:

You receive word that your efforts have come to fruition. It turns out that having the Wrath in the hands of the Shield Lands should be nearly as good of a result as can be expected. In any event, the information you have been able to gather should allow Dyvers to craft new short and long range military and mercantile strategies for the benefit of everyone in the region. Consequently, all of your efforts are greatly appreciated and you are returned to your life before being a "spy". A week later, however, word on the street is that a trade treaty with the Shield Lands was signed. It is unclear exactly WHAT will transpire, but apparently the Navy has traded on the information you brought back and has received sailing rights in and around the Shield Lands area! Now, sailors and soldiers are being recruited en masse... the destination? The Shield Lands!

The End – Or is it?

Second Conclusion: Gift of the gnomes

After the characters have rested up and spent a night or two in a warm bed, each PC is visited individually by a gnome hailing from the Yatil Mountains. The gnome knows the identity of the character, and the read-aloud text below can be paraphrased to include that information. Read the following to the players:

Your last adventure complete, you spend a few days resting and relaxing, enjoying what comforts civilization offers. One day, as you are out walking about, a well-worn gnome traveler dressed in an earthen robe with stitchings of gold waves you down. As he approaches, his face beams with the delight of your attention.

"Good adventurer, I thank you for a moment of your precious time. Allow me to introduce myself.

My name is Clegin, Master Illusionist of Gnome Vale. The Laird Gwaylar, our headman, has sent me to search for worthies that may be willing to aid our cause. Having heard of your recent exploits, I must say, I am quite impressed by your actions. You must be one of the stalwarts spoke of in the foretellings of our Chief Cleric. Thus, I have this gift for you, if you will accept it."

Clegin pulls a polished gemstone from one of his robe pockets. The gem has a symbol of arcane power etched in its face. "Please, take this. It is now but an interesting bauble, but I have the power to enchant it into something that would be of greater use than exchange for mere coin. When the time is right, you might find yourself on the path to my home, and then, as is foretold, you will aid my people who have been beset upon by evils thought vanquished. If you are successful in your task to be, I shall reward you by awakening the arcane power within the gem I offer. I and my people thank you for all you've done, and all you've yet to accomplish."

If the character accepts the gemstone:

Clegin hands you the gemstone. The same smile plays upon his face as when he first greeted you. "I have others to seek out. Soon, our paths shall cross again, brave one." He turns from you, and walks down the street, disappearing in the crowd.

If the character does not accept the gemstone:

A look of confusion furrows Clegin's brow. "I am certain you are the one spoken of, yet you do not accept my gift? Are you sure you would not reconsider?"

Give the player another chance to think it over. If they accept, read the acceptance text above. If they continue to decline, read the following:

Clegin resigns himself to a slow smile. "Gift or no, our paths shall meet again. I am certain that something can be arranged at a later time. I must leave now; I have others to seek out. Good day to you, brave one." He turns from you, and walks down the street, disappearing in the crowd.

Characters can make a DC 20 Knowledge (geography) skill check to know that Gnome Vale is a very isolated community of gnomes located deep within the Yatil Mountains.

Clegin has more errands to run, and can't sit and chat any longer with the character. If pressed for more information, he simply says that all will be revealed in due time.

If a character accepts the gift, they receive the *Gnome Vale gemstone* listed on the Adventure Record. If they refuse, cross this item off the Adventure Record. Its purpose will become known at a later time.

If a character already has a gemstone, they may receive a second (or third) gemstone if it is of a different color than the ones already possessed by the character. A character may not possess more than one of the same color gemstone.

The End!

A first person note from Jeff: I would like to dedicate this module to the memory of Jack Chalker. Mr. Chalker wrote some of the strongest, if bizarre, science fiction stories of all time. Any role-players are highly encouraged to seek out his "Well of Souls" or "Dancing Gods" series of books. They were fantasy where other books were merely fiction...

Also, credit where credit is due: Thank you to the Dyvers Triad for their assistance on this module. A special thanks to Chad "I'll type that" Swenson for the Marshal re-type.

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 slime/mold

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

Encounter Five

Defeat the Undead

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

Defeat the Cultists

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

Story Award

Objective(s) met: Recover Hextor's Wrath and deliver it to either the church of Pholtus, the Church of Holy Shielding or the Arcanist's Society.

APL2 45 xp

APL4 70 xp

APL6 90 xp

APL8 115 xp

Discretionary roleplaying award

APL2 45 xp

APL4 65 xp

APL6 90 xp

APL8 110 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

APL8 1,125 xp

Treasure Summary

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

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

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

coin total is subtracted from the encounter totals given below.

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

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

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

Encounter Five:

From the weapons of the Cultists

APL 2: L: (Silver Bars) 258 gp, C: 0 gp, M: +1 dagger - (192 gp).

APL 4: L: 40 gp (Silver Bars), C: 0 gp, M: +1 dagger of Ki Focus (610 gp).

APL 6: L: 40 gp (Silver Bars), C: 0 gp, M: +1 dagger of Ki Focus (610 gp), bag of tricks, rust (250 gp).

APL 8: L: 90 gp (Silver Bars), C: 0 gp, M: +1 dagger of Ki Focus (610 gp), bag of tricks, rust (250 gp), horn of volume (83 gp), bracers of quick strike (100 gp), gloves of fortunate striking (167 gp).

Total Possible Treasure

APL 2: L: 258 gp; C: 0 gp; M: 192 gp - Total: 450 gp

APL 4: L: 40 gp; C: 0 gp; M: 610 gp - Total: 650 gp

APL 6: L: 40 gp; C: 0 gp; M: 860 gp - Total: 900 gp

APL 8: L: 90 gp; C: 0 gp; M: 1250 - 1300

Special

An Excellent Steed: You rescued a wounded horse. This took you 2 TU plus 300 gp. As a result you may have a heavy warhorse with maximum hit points. You need at least 1 rank in Handle Animal to claim this steed.

Items for the Adventure Record

Because the steed is loyal to you, you gain a +2 circumstance bonus to Handle Animal and Ride checks involving this animal.

An Excellent Companion: You rescued a wounded horse. This took you 3 TU plus 400 gp. As a result you may have a heavy warhorse animal companion with maximum hit points. You need Wild Empathy to claim this steed. If you currently are unable to take an animal companion, it will later come to you when you are able to take it as an animal companion. Treat the heavy warhorse as a Level -3 animal companion. Because the steed is loyal to you, you gain a +2 circumstance bonus to Handle Animal and Ride checks involving this animal.

A Whirlwind Romance: You spent a night dating Trys and have decided to continue the relationship. For the next year, your living expenses (lifestyle costs) in Shield Lands regional adventures are reduced by one-half as you share costs with your new romantic interest. This also means that for good or ill, you are refusing to believe that finding a hat JUST like Trys' in the basement of the Hextor Cult is anything more than just a coincidence. Finally, it means that you and Trys have confessed a love for each other. Could love be blind?

Dwarf-Carved Handle: You have found a handle covered in dwarven runes. It seems quite ornate! Is it really worth as much as that vendor says? You must have purchased the stone to receive this and only one character at a table can receive the handle. It costs you 5000 gp to have it properly adjusted to fit the stone. Still, something seems to be missing...

Not From Dyvers: Well, actually, you are. Still, you can tell anyone your homeland is the Shield Lands and receive a +5 competence bonus to your Bluff check (thanks to your forged papers). You can join Shield Lands meta-organizations that have a residency requirement of the Shield Lands. You must meet all other meta-org requirements. Just don't get discovered...

Gnome Vale Yellow Gemstone: A gnome calling himself Clegin presented you with a well-cut, human's palm-sized gemstone colored yellow. Upon the face is etched a symbol of arcane magic signifying the school of abjuration; there is also a lingering aura of this magic upon the gemstone. If sold, it will fetch 50 gold pieces. You do not have to pay for this item. You may only possess one *Gnome Vale yellow gemstone*.

Item Access

APL 2:

- *Wand of scent* (Adventure, Complete Divine)
- *Scroll of slide* (Adventure, Miniatures Handbook)
- *Scroll of greater slide* (Adventure, Miniatures Handbook)
- *Scroll of curse of impending blades* (Adventure, Complete Arcane)
- *Songblade* (Regional, Complete Adventurer, 6,400 gp)
- Dwarf-carved handle (Regional, see above, 5,000 gp)
- *+1 spell storing/+1 spell storing quarterstaff* (Regional, DMG, 16,600 gp)

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

- *+1 dagger of ki focus* (Regional, DMG)

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

- *Bag of tricks* (Adventure, DMG, 3,000 gp)

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

- *Horn of volume* (Adventure, Miniatures Handbook),
- *Bracers of quick strike* (Adventure, Miniatures Handbook)
- *Gloves of fortunate striking* (Adventure, Miniatures Handbook)

Appendix One – APL 2

Encounter Five

Human Fighter (3): CR 1; HD 1d10+2; hp 12; Init +2; Spd 30 ft. AC 16, touch 12, flat-footed 14 (chain shirt +4, dexterity +2); Base Atk/Grp: +1/+4; Atk +5 melee (1d10+4, heavy flail); Full Atk +5 melee (1d10+4, heavy flail); Space/Reach: 5ft./5 ft.; AL LE; Sv Fort +4, Ref +2, Will +3. Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Jump +6, Knowledge (Religion) +2, Spot +3. Combat Reflexes, Iron Will, Weapon Focus (Heavy Flail).

Possessions: Heavy Flail, Chain Shirt.
NOTE: The first fighter listed wields **Hextor's Wrath**. This gives an additional +1 to hit.

Human Monk (2): CR 1; HD 1d8+2; hp 10; Init +6; Spd 30 ft. AC 15, touch 15, flat-footed 13 (dexterity +2, wisdom +3); Base Atk/Grp: +0/+2; Atk +2 melee (1d6+2 unarmed strike); Full Atk +2 melee (1d6+2, unarmed strike); Space/Reach: 5ft./5 ft.; AL LE; SQ: Flurry of Blows, Sv Fort +4, Ref +4, Will +5. Str 14, Dex 14, Con 14, Int 8, Wis 16, Cha 8.

Skills and Feats: Jump +6, Knowledge (Religion) +6, Spot +6, Tumble +6, Dodge, Improved Initiative, Stunning Fist (DC 14) Unarmed Strike.

Possessions: The first monk listed as a +1 dagger. This gives her a full attack of +3 to hit melee (1d4+3, dagger +1).

Human Marshal (1): CR 1; HD 1d8+2; hp 10; Init +6; Spd 30 ft. AC 18, touch 12, flat-footed 16 (chain shirt +4, large wooden shield +2, dexterity +2); Base Atk/Grp: +0/+1; Atk +1 melee (1d8+1 flail); Full Atk +1 melee (1d8+1, flail); Space/Reach: 5ft./5 ft.; AL LE; SQ: Minor Aura: Accurate Strike, Sv Fort +4, Ref +2, Will +7. Str 12, Dex 14, Con 14, Int 8, Wis 10, Cha 16.

Skills and Feats: Bluff +7, Diplomacy +10, Intimidate +7, Sense Motive +7, Improved Initiative, Iron Will.

Possessions: Chain Shirt, Large Wooden Shield, Flail.

Appendix One – APL 4

Encounter Five

Human Fighter (3): CR 1; HD 1d10+2; hp 12; Init +2; Spd 30 ft. AC 16, touch 12, flat-footed 14 (chain shirt +4, dexterity +2); Base Atk/Grp: +1/+4; Atk +5 melee (1d10+4, heavy flail); Full Atk +5 melee (1d10+4, heavy flail); Space/Reach: 5ft./5 ft.; AL LE; Sv Fort +4, Ref +2, Will +3, Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Jump +6, Knowledge (Religion) +2, Spot +3. Combat Reflexes, Iron Will, Weapon Focus (Heavy Flail).

Possessions: Heavy Flail, Chain Shirt.
NOTE: The first fighter listed wields **Hextor's Wrath**. This gives an additional +1 to hit and damage.

Human Monk (2): CR 1; HD 1d8+2; hp 10; Init +6; Spd 30 ft. AC 15, touch 15, flat-footed 13 (dexterity +2, wisdom +3); Base Atk/Grp: +0/+2; Atk +2 melee (1d6+2 unarmed strike); Full Atk +2 melee (1d6+2, unarmed strike); Space/Reach: 5ft./5 ft.; AL LE; SQ: Flurry of Blows, Sv Fort +4, Ref +4, Will +5. Str 14, Dex 14, Con 14, Int 8, Wis 16, Cha 8.

Skills and Feats: Jump +6, Knowledge (Religion) +6, Spot +6, Tumble +6 Dodge, Improved Initiative, Stunning Fist (DC 14) Unarmed Strike.

Possessions: The first monk listed as a +1 dagger of *ki focus*. This gives her a full attack of +3 to hit melee (1d4+3, dagger +1) and allows her to use her stunning fist through the dagger.

Human Marshal (1): CR 3; HD 3d8+6; hp 24; Init +6; Spd 30 ft. AC 18, touch 12, flat-footed 16 (chain shirt +4, large wooden shield +2, dexterity +2); Base Atk/Grp: +2/+3; Atk +3 melee (1d8+1 flail); Full Atk +3 melee (1d8+1, flail); Space/Reach: 5ft./5 ft.; AL LE; SQ: Minor Aura: Accurate Strike, Master of Tactics, Major Aura: Hardy Soldiers, Sv Fort +5, Ref +3, Will +8. Str 12, Dex 14, Con 14, Int 8, Wis 10, Cha 16.

Skills and Feats: Bluff +9, Diplomacy +14, Intimidate +11, Sense Motive +9, Improved Initiative, Iron Will, Weapon Focus Flail.

Possessions: Chain Shirt, Large Wooden Shield, Flail.

Appendix One – APL 6

Encounter Five

Human Fighter (3): CR 2; HD 2d10+4; hp 20; Init +2; Spd 30 ft. AC 16 (17 with dodge), touch 12, flat-footed 14 (chain shirt +4, dexterity +2); Base Atk/Grp: +2/+5; Atk +6 melee (1d10+4, heavy flail); Full Atk +6 melee (1d10+4, heavy flail); Space/Reach: 5ft./5 ft.; AL LE; Sv Fort +5, Ref +2, Will +3. Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Jump +7, Knowledge (Religion) +2, Listen +2, Spot +3. Combat Reflexes, Dodge, Iron Will, Weapon Focus (Heavy Flail).

Possessions: Heavy Flail, Chain Shirt.
NOTE: The first fighter listed wields **Hextor's Wrath**. This gives an additional +1 to hit and damage.

Human Monk (2): CR 2; HD 2d8+4; hp 17; Init +6; Spd 30 ft. AC 15, touch 15, flat-footed 13 (dexterity +2, wisdom +3); Base Atk/Grp: +1/+3; Atk +3 melee (1d6+2 unarmed strike); Full Atk +3 melee (1d6+2, unarmed strike); Space/Reach: 5ft./5 ft.; AL LE; SQ: Fast Movement, Flurry of Blows, Sv Fort +4, Ref +4, Will +5. Str 14, Dex 14, Con 14, Int 8, Wis 16, Cha 8.

Skills and Feats: Jump +7, Knowledge (Religion) +7, Spot +7, Tumble +9, Combat Reflexes, Dodge, Evasion, Improved Initiative, Stunning Fist (DC 14) Unarmed Strike.

Possessions: The first monk listed as a +1 dagger of *ki focus*. This gives her a full attack of +3 to hit melee (1d4+3, dagger +1) and allows her to use her stunning fist through the dagger.

Human Marshal (1): CR 5; HD 5d8+10; hp 38; Init +6; Spd 30 ft. AC 18, touch 12, flat-footed 16 (chain shirt +4, large wooden shield +2, dexterity +2); Base Atk/Grp: +3/+4; Atk +4 melee (1d8+1 flail); Full Atk +4 melee (1d8+1, flail); Space/Reach: 5ft./5 ft.; AL LE; SQ: Minor Aura: Accurate Strike, Master of Tactics, Force of Will, Major Aura: Hardy Soldiers, Motivate Attack, Sv Fort +6, Ref +2, Will +9. Str 12, Dex 14, Con 14, Int 8, Wis 10, Cha 17.

Skills and Feats: Bluff +11, Diplomacy +18, Intimidate +11, Sense Motive +7, Improved Initiative, Iron Will, Weapon Focus Flail.

Possessions: Chain Shirt, Large Wooden Shield, Flail, *Bag of Tricks, Rust*.

Appendix One – APL 8

Encounter Five

Human Fighter (3): CR 2; HD 4d10+8; hp 36; Init +2; Spd 30 ft. AC 16 (17 with dodge), touch 12, flat-footed 14 (chain shirt +4, dexterity +2); Base Atk/Grp: +2/+5; Atk +8 melee (1d10+6, heavy flail); Full Atk +8 melee (1d10+6, heavy flail); Space/Reach: 5ft./5 ft.; AL LE; Sv Fort +6, Ref +5, Will +4. Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Jump +9, Knowledge (Religion) +2, Listen +3, Spot +4. Combat Reflexes, Dodge, Iron Will, Lightning Reflexes, Weapon Focus (Heavy Flail), Weapon Specialization (Heavy Flail).

Possessions: Heavy Flail, Chain Shirt.
NOTE: The first fighter listed wields **Hextor's Wrath**. This gives an additional +1 to hit and damage. The weapon is Vicious (+2d6 damage to victim, +1d6 damage to user per hit). He also has **Bracers of Quick Strike** (One extra attack at full attack bonus one time per day) and **Gauntlets of Fortuitous Striking** (May re-roll one attack per day).

Human Monk (2): CR 2; HD 4d8+8; hp 31; Init +6; Spd 40 ft. AC 15, touch 15, flat-footed 13 (dexterity +2, wisdom +3); Base Atk/Grp: +2/+4; Atk +5 melee (1d6+2 unarmed strike); Full Atk +5 melee (1d6+2, unarmed strike); Space/Reach: 5ft./5 ft.; AL LE; SQ: Fast Movement, Flurry of Blows, Sv Fort +6, Ref +6, Will +7. Str 15, Dex 14, Con 14, Int 8, Wis 16, Cha 8.

Skills and Feats: Jump +9, Knowledge (Religion) +7, Spot +7, Tumble +11, Combat Reflexes, Dodge, Evasion, Improved Initiative, Sense Motive +7, Still Mind, Stunning Fist (DC 14), Unarmed Strike, Weapon Focus Unarmed Strike)

Possessions: The first monk listed as a +1 dagger of *ki focus*. This gives her a full attack of +3 to hit melee (1d4+3, dagger +1) and allows her to use her stunning fist through the dagger.

Human Marshal (1): CR 7; HD 7d8+14; hp 55; Init +6; Spd 30 ft. AC 18, touch 12, flat-footed 16 (chain shirt +4, large wooden shield +2, dexterity +2); Base Atk/Grp: +5/+6; Atk +5 melee (1d8+1 flail); Full Atk +5 melee (1d8+1, flail); Space/Reach: 5ft./5 ft.; AL LE; SQ: Minor Aura: Accurate Strike, Master of Tactics, Force of Will, Over the Top, Major Aura: Hardy Soldiers, Motivate Attack, Sv Fort +6, Ref +2, Will +9. Str 12, Dex 14, Con 14, Int 8, Wis 10, Cha 17.

Skills and Feats: Bluff +13, Diplomacy +20, Intimidate +13, Sense Motive +9, Improved Initiative, Iron Will, Toughness, Weapon Focus Flail.

Possessions: Chain Shirt, Large Wooden Shield, Flail, *Bag of Tricks*, *Rust*, *Horn of Volume*.

Appendix Two

The Marshal (Table 1-5)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Minor Auras Known	Major Auras Known
1st	+0	+2	+0	+2	Skill Focus (Diplomacy), Minor aura	1	0
2nd	+1	+3	+0	+3	Major aura +1	1	1
3rd	+2	+3	+1	+3	-	2	1
4th	+3	+4	+1	+4	Grant move action 1/day	2	1
5th	+3	+4	+1	+4	-	3	2
6th	+4	+5	+2	+5	-	3	2
7th	+5	+5	+2	+5	Major aura +2	4	2
8th	+6/+1	+6	+2	+6	Grant move action 2/day	4	2
9th	+6/+1	+6	+3	+6	-	5	3
10th	+7/+2	+7	+3	+7	-	5	3
11th	+8/+3	+7	+3	+7	-	5	3
12th	+9/+4	+8	+4	+8	Grant move action 3/day	6	3
13th	+9/+4	+8	+4	+8	-	6	3
14th	+10/+5	+9	+4	+9	Major aura +3	6	4
15th	+11/+6/+1	+9	+5	+9	-	7	4
16th	+12/+7/+2	+10	+5	+10	Grant move action 4/day	7	4
17th	+12/+7/+2	+10	+5	+10	-	7	4
18th	+13/+8/+3	+11	+6	+11	-	7	4
19th	+14/+9/+4	+11	+6	+11	-	8	4
20th	+15/+10/+5	+12	+6	+12	Grant move action 5/day, Major aura +5	8	5

Sometimes it is not enough to be a conquering warrior, a champion of all that's right, an experienced sellsword, or an elite foot soldier. Sometimes the circumstances require a solid commander of soldiers and situations. Sometimes the circumstances require a marshal.

Marshals inspire trust in those they lead. They learn that trust by slogging through harsh landscapes, dangerous battlefields, and haunted catacombs along with those under their command. With a look, they can see where to best deploy their resources or come up with a sneaky ruse to fool their enemies. A marshal has a tactician's mind, a cartographer's overview of the disputed landscape(or dungeon warren), and a way with words that can inspire battle-hardened fighters to give it their all when melee breaks out.

Adventurers: Whether leading troops or a company of adventurers, marshals accept commissions in return for their service. Once a commission is accepted, most marshals feel honor-bound to see the contract through to its end. If

the choice is between honoring the commission and the survival of his company, though, many a marshal will break the commission and lead his forces to a new patron in distant lands.

Characteristics: Trained in the basics of fighting, marshals possess a general knowledge of weapons and armor. Their real strength is their ability to lead those who follow them to success they might not otherwise reach in combat. Marshals make passable warriors themselves, when personal danger finds them.

Alignment: Marshals may be of any alignment. Good-aligned marshals are often crusading leaders who seek out and fight evil. Lawful-aligned marshals accept commissions from people who face invasion by foreign aggressors. Chaotic-aligned marshals lead mercenaries to wherever the pay is best. Evil-aligned marshals tend to lead forces of foreign aggressors set on invasion and plunder.

Religion: Marshals often worship Heironeous or Kord. Some worship St. Cuthbert, Hextor, or Erythnul.

Background: Marshals come to their profession through study and desire. Most have had formal training in a noble's army, where they are given positions of authority. Others have trained in formal academies, preparing themselves for careers as military officers. Marshals see others of their class as part of a special group, especially those they have studied with. Even enemy marshals can be afforded some respect, though the enemy's forces must be crushed all the same.

Races: Human marshals often follow in the footsteps of their parents, who served as officers in earlier wars, conflicts, or mercenary companies. Dwarf marshals are trained to lead strike teams that protect the underground dwarven kingdoms. Elf marshals rarely enroll in military academies, though half-elves often do. Half-orc marshals fight an uphill battle in trying to garner respect in mixed-race units.

Among the brutal humanoid, few manage to enroll in the academies where the elite skills of command are taught.

Other Classes: The marshal relies on the other classes in all ways- it is his job to support a team, magnifying the strengths of each member for success in battles or forays into dangerous cavern complexes.

Role: In most adventuring parties, the marshal serves as the lead tactician, while his comrades support him with spells, ranged attacks, and other effects. However, once a plan is in motion, most marshals enter the melee to ensure victory.

GAME RULE INFORMATION

Marshals have the following game statistics.

Abilities: Charisma is especially important for marshals because it improves their standing with those they lead, as well as permitting them to magnify the efforts of the group. Constitution is important for a marshal's staying power. Intelligence is important for the many skills required by the marshals to complete their commissions.

Alignment: Any

Hit Die: d8

Class Skills

The marshal's class skills (and the key ability for each skill) are Bluff(Cha), Diplomacy(Cha), Handle Animal(Cha), Intimidate(Cha), Knowledge(Int), Listen(Wis), Perform(Cha), Ride(Dex), Sense Motive(Wis), Speak Language(n/a), Spot(Wis), Survival(Wis), and Swim(Str).

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

Class Features

All of the following are class features of the marshal.

Weapon and Armor Proficiency: Marshals are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Auras(Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (minor or major). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A marshal sizes up the enemy, allies, and the terrain, then gives allies the direction they can use to do their best.

Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

A marshal begins play knowing one minor aura of his choice. As his marshal level increases, he gains access to new auras, as indicated on table 1-5: The Marshal.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

Accurate Strike: Bonus on rolls to confirm critical hits.

Art of War: Bonus on disarm, trip, bull rush, and sunder attempts.

Demand Fortitude: Bonus on Fortitude saves.

Determined Caster: Bonus on rolls to overcome spell resistance.

Force of Will: Bonus on Will saves.

Master of Opportunity: Bonus on Armor Class against attacks of opportunity.

Master of Tactics: Bonus on damage rolls when flanking.

Motivate Charisma: Bonus on Charisma checks and Charisma-based skill checks.

Motivate Constitution: Bonus on Constitution checks and Constitution-based skill checks.

Motivate Dexterity: Bonus on Dexterity checks and Dexterity-based skill checks.

Motivate Intelligence: Bonus on Intelligence checks and Intelligence-based skill checks.

Motivate Strength: Bonus on Strength checks and Strength-based skill checks.

Motivate Wisdom: Bonus on Wisdom checks and Wisdom-based skill checks.

Over the Top: Bonus on damage rolls when charging.

Watchful Eye: Bonus on Reflex saves.

Major Aura: Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th, and 20th level.

Hardy soldiers: The marshal's allies gain damage reduction equal to the amount of bonus the aura provides. For example, if the marshal is 10th level, everyone effected gains DR 2/-.

Motivate Ardor: Bonus on damage rolls.

Motivate Attack: Bonus on melee attack rolls.

Motivate Care: Bonus to Armor Class.

Motivate Urgency: Allies base land speed is increased by a number of feet equal to 5 x the amount of bonus the aura provides. For example, the allies of a 10th-level marshal (+2 major aura) add 10 feet to their base land speed.

Resilient Troops: Bonus on all saves.

Steady Hand: Bonus on ranged attack rolls.

Skill Focus(Diplomacy): Because a marshal has a way with people, he gains this feat as a bonus feat. If the marshal already has the feat, he can choose a different one.

Grant Move Action(Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn.)

At 8th level, a marshal gains the ability to grant an extra move action to his allies twice per day. The frequency increases to three times per day at 12th level, four times per day at 16th level, and five times per day at 20th level.

A character can only take one extra move action per round. (In other words, two marshals can't use this ability on the same ally in the same round.) If an ally chooses not to take the extra move action, it is lost.

Hextor's Wrath

This heavy flail is encrusted with various symbols and pictures each depicting the worship and ideology of Hextor. The weapon has important significance to the various Cults of Hextor throughout the Flaness, with each cell wanting ownership of the weapon. It is rumored that the size and the powers manifested by Hextor's Wrath are dependant upon the evil within the wielder, as well as the belief that the wielder is immune to domination based affects.

For the purposes of this event, Hextor's Wrath will be manifesting as the following weapons as listed below.

APL 2: masterwork heavy flail

APL 4: +1 heavy flail

APL 6: +1 heavy flail

APL 8: +1 vicious heavy flail

Hextor's Wrath also leaves a permanent scar upon the unfortunates who fall to its wielder in combat. The symbol of Hextor, a fist holding six arrows facing downward in a fan, appears as a deep scarring wound on the victim's left cheek. Normal healing and healing magic have proven ineffectual in removing the scars. To cover up the scars, it takes a Disguise check of DC 30 or better.

Player's Handout One

Recently, you were contacted by an agent of the Free Marines known only as Pike. This "gentleman" advised that certain "military" operations to take place in the Shield Lands would require adventurers dedicated to the interests of Dyvers. You were selected to undertake a top secret infiltration of a quasi-military unit that operates out of Critwall known as the "Pathfinders". Your job was to act as pathfinders for a few weeks, then report back to your contact with the Navy. You were supposed to keep your ears open for anything involving "Admunfort" (the former capital of the Shield Lands), "Axepport" (a former trading center), or Dyvers.

You were given a set of forged documents and a cover story of being former Shield Landers now returning to the Shield Lands with a desire to serve. Since nearly all Shield Landers were displaced in the war with Iuz, this was a good cover story.

You quickly found yourself integrated into the Shield Lands. It seemed everyone wondered where you were from. Having been separated from their homelands for nearly 15 years, the average Shield Lander, it turns out, has an EXCELLENT ear for regional dialects and speech mannerisms. Now you had always thought that those in Dyvers spoke with no particular accent, but that in and of itself was enough for the sharp-eared Shield Landers who were used to hearing accents! Nonetheless, your cover story met with "Ah, well Home is here and you are Home", followed by a round of drinks and the occasional free meal.

In your duties, you were assigned to a learned that being a pathfinder meant performing LOTS of patrols for Iuzians in the countryside. You also discovered the Shield Lands is currently under a nasty plague known as the "Black Breath of Iuz". After two weeks of patrols (and avoiding the plague), you were reassigned to Bright Sentry. On this little island, you fell under the watchful eye of the church of Pholtus.

It was in Bright Sentry that you heard that a mission was being put together involving Dyvers. Someone pointed out your manner of speech was similar to that in Dyvers and as a result you may make an excellent choice for the mission. And thus, you found yourself boarding the ship known as the *Wavester*, heading for Dyvers!

Map One

