

SHL2-04



# SECRETS WITHIN...

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

Version 1

by Christopher Hussey

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

More refugees are returning home, and you must escort the latest group to arrive, but when some start dying, the heroes must find out why, and what it has to do with a mysterious item that everyone seems to want. An adventure for levels 1-8.

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

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

## PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

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

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

## SCORING

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

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

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

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

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

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

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

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

## LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

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

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

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

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

## TIME UNITS AND UPKEEP

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

## ADVENTURE SUMMARY AND BACKGROUND

When the reclamation of Critwall began, the forces of the Old One retreated deeper into the Shield Lands. They didn't go easy however. The brave warriors led by Lady Katarina soon discovered numerous traps and other sabotage that made total reclamation difficult. One of the many nasty surprises left behind by the servants of Iuz were various demonic 'sleeper agents'. These outsiders, bound in service to the Old One's minions, yet kept on their home plane, could only be released under special circumstances. Their mission, once free, was to infiltrate the reclaimed lands and wreak havoc of a covert or overt nature so as to undermine the morale and internal fiber of the Shield Lands.

One of these agents, a succubus named Jeenverreia (jen-VER-ee-ah), was placed in the destroyed ruins of a former temple to Heironeous. Though many scavenging parties came out to salvage the stone to help in the rebuilding process, none stayed long enough to awaken

the vessel that held the demonic agent. This was about to change.

Compared to last year, things are beginning to improve in the Shield Lands. Word of these improvements has made their way around the Nyr Dyv, and to the ears of many that once lived in the Shield Lands. A group of refugees from the County of Urnst has been sent home and have been put down near the mouth of the Veng River. Events regarding this can be found in the County of Urnst adventure *URC1-09 Jeux de vagues*. This adventure picks up where that one leaves off.

Divining by the clerics of Pholtus have determined roughly where the refugees have landed, and Sir Todarius Wentworth, aid to Lord Natan Enerick and rabid devotee of Pholtus, has been placed in charge of the mission to recruit Pathfinders to travel there and escort the refugees safely home. Normally, the Church of Blinding Light would have these refugees taken to Bright Sentry, where they could strengthen the devotees to Pholtus in that city. High-ranking clerics within the Church have decided that it would best serve their goals to "keep the riff-raff out of Bright Sentry" until they are better able to deal with their own refugee problem. Sir Todarius meets with the characters and gives them their simple mission.

Travel to the refugees takes the better part of a day and the characters arrive not long after the refugees themselves have been dropped off. After introductions are complete, the characters begin the trying process of escorting the group of nearly 50 refugees, some of which are injured from minor ailments, back home. As it is near nighttime, the party decides to make camp. Watches of the camp prove quite tough, as not all of the refugees decide that sleep is right for them after weeks on a ship. The characters spend their evening chasing down problems, settling disputes and keeping people inside the camp. To make matters worse a rainstorm sets in, creating even more complications for the characters.

During that rainy evening, while the characters are dealing with their distractions, one of the refugees, Ameria, is called by a supernatural presence away from the camp to some nearby ruins. There, she comes across a strange stone that has yet to be salvaged. When she touches it, she summons the sleeper agent within, the succubus Jeenverreia. Hungry after her imprisonment, the demon consumes the young girl, disposes of the body and assumes her identity along with parts of her knowledge.

Not long after, the party hears Ameria's cries for help, and comes running. They discover her being set upon by a group of gnolls, hoping for a quick kill. After a brief engagement, the party returns the young girl to the camp. She covers her story saying she is a bit ill and feverish and had wandered off after she thought she saw a young child. Using her magic, she avoids detection of her true self.

Once back in Critwall, the refugees are brought to Tent Town, where they begin a new chapter of their lives. The characters report to Todarius and all is well.

One week later, the characters are summoned once again to Todarius' chamber. He informs them that some

of the newly arrived refugees from Urnst, have turned up dead in Tent Town. He wants the party to investigate the incident and determine what is going on. He also demands constant updates on their progress.

## BEHIND THE SCENES

During that week, a number of events have played out that brought the story to this point. Jeenverreia has been laying low and learning about what is occurring within Critwall and the Shield Lands. During her investigation, she becomes better acquainted with Bartael, the alchemist, who traveled with the Urnst refugees. She learns a number of his secrets, thanks in part to her *charm* ability, including the fact that he is in possession of an *amulet of the planes*.

Though she tried to use her powers to get the amulet herself, hoping to use it in some way to aid her nefarious plots, the alchemist refused to surrender the item. Not wanting to raise suspicion, the demon was forced to resort to another option.

During this time, those of the Urnst refugees who had a trade or profession began to get their life back in order. It did not take long to attract the attention of the two competing thieves guilds, who were more than happy to run protection rackets and other illegal schemes on the newly arrived "meat."

A few of the tradesmen, led by the blacksmith "Good" Borne Tergon, resisted the overtures of one guild, known simply by the name "the Guild of Critwall". Not happy with this, the members of the Guild of Critwall decided to go ahead with more "persuasive" efforts.

The other guild, called the Magsmens' Association was also trying to make inroads into the Urnst group. They attracted the attention of Jeenverreia. Using her abilities, she convinced a small group of Magsmens' Association members to steal Bartael's amulet. One of the thieves, a clever cutpurse going by the moniker of Arcan suspected something was up with Jeenverreia, particularly after his companions became so eager to aid her, but he played along with his charmed companions and the demon's plans.

When they stole the amulet, Arcan made sure he took possession of it, and broke away from the group when en route to meet with the demon. When she learned that the group did not have the amulet, she took out her rage on the thieves, turning their bodies into dried husks. Angry at being set back, the succubus decided to get the job done herself. She soon found work in a local tavern as a serving girl, using her charms to learn the whereabouts of the amulet and Arcan. It is here, when she first meets Todarius, who comes to the seamy tavern looking to satisfy his weakness for the flesh. Her demonic charm powers are more than the man can take, and she takes control over him, planning to use him as a pawn at some point; always good to have someone in power. By the time Todarius summons the characters to conduct their investigation, he has drained no levels from him. The demoness also continues pursuing Arcan and the amulet.

A few nights after the amulet is stolen, members of the Guild of Critwall break into the house of Good Bornel Tergon and severely beat members of his family, leaving them alive enough as a warning for the smith to submit to the thieves' desires.

## **BACK TO THE PLOT**

The characters head into Tent Town and begin their investigation. They soon learn that the initial information given them was somewhat inaccurate. None of the Urnst refugees have died, but one is close. The party is pointed in the direction of Good Bornel Tergon and his family. The party also learns about the thieves' bodies that were found, and the bizarre condition they were in. Additionally they discover that Bartael the alchemist had an item stolen by thieves.

When they visit the Tergon family, they find Bornel hunched over the makeshift bed of his son, who is very near death. Bornel is fuming with anger and through the tears he relates the events from his perspective over the past two weeks. He provides a name, Suri, the only information he has on the thieves who he believes did this to his family. He begs the characters to help restore his faith in the ideas of the Shield Lands and bring justice to his son.

Visiting with Bartael, the characters learn that he had an amulet stolen. He does not easily reveal what it does, but confesses that it is magical and vital to his work. He also expresses concern for his friend, Ameria, who he has not seen since last night. He speaks of her beauty, and says with all that has been happening, he fears for her safety. He urges the characters to find the item, but says there is little he can offer for its safe return.

When the characters start asking around for Suri, they attract the attention of the thief. Suri, a member of the Guild of Critwall, in turn, decides to set the characters up. They drop a lead to the Slain Ogre, a seamy tavern on the edge of Tent Town. The party is told they can find Suri there, and be able to arrest him.

The characters arrive, and unbeknownst to them, the Slain Ogre is a haven for the Guild of Critwall. Drugged ales are soon served to the characters that weaken them without knocking them out. The party finds it quite easy to find and confront Suri. The arrogant and overconfident thief boldly confesses to the beatings given to the smith's family, but admits he knows nothing about any amulet. He actually suggests that it might be the Magsmens' Association, even though he does not know for certain, he's hoping to put some heat on his competition.

A confrontation ensues. During the melee, observant characters catch sight of Todarius on the upper balcony, half-dressed; a beautiful woman can be seen in the shadows of the doorway behind him. The pholtan warrior quickly lends a hand to the characters in their fight with the thieves.

After things have calmed down, the characters get a chance to do some interrogation. Questioning Suri proves that he wasn't lying. He honestly doesn't know anything about the amulet. His best guess is that the Magsmens' Association was involved, but he informs the characters

that the odds of any of them finding a member of Magsmens' Association are nil tonight. Word of the fight at the Slain Ogre spreads like wildfire, and any thief worth his silver lays low. Suri is taken off in chains for justice.

If the characters question Todarius as to why he is here, he simply says he was also investigating a lead on the amulet, but was unable to get any information from the woman before the melee began. Though he seems a bit disoriented, he tells the party to see what they can find on the Magsmens' Association and report back.

As the party leaves, making their way back to the barracks, they are approached by a mysterious figure. He asks about the amulet, and informs the characters if they would like to deal, the amulet can be theirs for a healthy sum. They should meet near the merchant's quarter in Critwall the following evening, just the characters, no guards and no funny stuff.

When the characters report this to Todarius, he informs the characters that no actual deal should be made with thieves. Todarius tells the party that they should play by the thieves' rules, but only to a point. He assembles some town guardsmen to help close a trap once the deal is about to go down. He promises to keep them back far enough so as not to arouse suspicion.

## **BEHIND THE SCENES PART 2**

By now, the party might be wondering why the Magsmens' Association would even want to deal with the amulet when they might be able to fence it safely elsewhere. Good question. Though a stealthy thief, Arcan has become jumpy since taking the amulet. He's feeling the heat from Jeenverreia, and has let his paranoia get the best of him. He wants to dump the amulet, and chooses the characters as his best option.

When Todarius reveals the deal that the characters and he have set up, Jeenverreia realizes this is her chance to get the amulet. She bewitches Todarius into making sure that he gets the amulet and turns it over to her. Todarius, because of his weakness is now almost completely under her control. He readily agrees.

## **BACK TO THE PLOT ONCE MORE**

The characters go to the rendezvous point and set themselves up. If they are lucky, they may even spot a hidden thief or two, but nothing more than they expected. Arcan is ready for the characters though. He and his cronies have a few surprises when things go bad.

Disguised and hiding amongst the buildings of the district are Todarius and Jeenverreia, waiting to spring their own trap. On the outskirts of the merchants' quarter are several town guards, waiting for a signal.

The deal goes down, and as the characters are about to make the transaction, one of the thieves opens fire with a crossbow at the character doing the deal.

Chaos breaks out as both the characters and the members of Magsmens' Association go for the amulet. Todarius sees his chance and makes his play as well. Whether through deception or force, Todarius ends up

with the amulet, and begins to run. As the town guard comes in and the rest of the thieves begin to scatter, the characters catch sight of the same woman they saw earlier with Todarius. Charging in, Jeenverreia reveals her true form and though reluctant to join combat, she lays into the party so she can gain the amulet.

Things are going badly for our heroes, when out of nowhere the characters suddenly find they have a new ally. Bartael steps out from the shadows with axe in hand and attacks. With the odds suddenly changing, Jeenverreia decides to cut her losses and teleports away, amulet in hand if possible. After this, Todarius ceases combat and begins to look confused. Bartael curses the loss of his amulet, if it is lost, and informs the characters of his suspicions after doing some research of his own into the amulet's theft. He confesses he only recently learned about what had become of his amulet. He also realizes that Ameria had likely been a succubus the entire time, or perhaps the demon assumed her identity.

After a few days, things are straightened out and the characters are summoned to the chamber of Lord Natan Enerick. He thanks the characters for their assistance over the past several days and for aiding the cause of Pholtus. He tells the party that Todarius is being cared for, but needs some time to make sure he is free of the enchantments and atones for his sins. He confesses that this has not been the easiest week for him, or his top aide, and asks the party to not speak of the events, and offers them a reward for their troubles as well. The party is sent on their way, and the adventure ends.

## INTRODUCTION

The characters should be together when this adventure begins, and they have just sat down for their midday meal. Allow them to introduce themselves to one another before you proceed with the text below.

*Depending on whom you ask, the Shield Lands are nothing like they were one year ago. Some may tell you that the return of Torkeep and Gensal has brought a new sense of hope and prosperity to a people who desperately need it. Ask another, and she may say that the Shield Lands are still a pale shadow of what they once were, and much more work needs to be done.*

*Regardless of either opinion, one thing is for certain. Those who once lived here have begun to return, hoping for a chance to reclaim what was once theirs, and resume the life they once knew.*

*Your days recently have been slow and uneventful. Aside from a few patrols within the reclaimed lands, or brief forays out past the border, you have seen little action.*

*You are enjoying your midday meal with your fellow Pathfinders at a small outdoor plaza, when a robed acolyte bearing the symbol of Pholtus approaches you.*

*He smiles warmly. "Greetings Pathfinders. The Temple of the Blinding Light and the restoration of the Shield Lands have need of you for a special mission. I have orders from Council Lord Natan Enerick himself." The acolyte produces a sealed scroll and hands it to [insert name of nearest character].*

The acolyte, who goes by the title "Light Seer Garris," waits patiently for the characters to read the scroll and discuss it amongst themselves. It is indeed from Lord Natan Enerick. Give them *Player's Handout 1*.

When they are ready, Light Seer Garris escorts the party to the Temple of the Blinding Light, after first casting a *light* spell on his staff. If asked for any more information, Garris simply says. *"The light of Pholtus illuminates all answers. You will share in his knowledge when we arrive at the Church."*

*You pass through the bustling, dirty, streets of the Critwall merchant's plaza. Vendors shout at you, vying for your attention and gold. Sweet and spicy scents war with each other, their tempting odors reminding you that you hadn't yet finished your meal. On any other day, you might actually answer the calls around you, but you have more pressing matters.*

*As you squeeze between two carts, a trio of beggars approach, one accosting Garris, the others placing their hands upon [pick two characters names] Light Seer Garris gently, but firmly pushes the man back, telling him that seeking the True Way of Pholtus is his best road to salvation. Without waiting for a reply, he continues on. [allow the characters approached to make their own reactions here]*

*Ten minutes later, you find yourself approaching the Temple of the Blinding Light. Though still unfinished, the bright, white stone shines out amid the din and dirt that surrounds it, almost as a beacon of safety. The top spires of the Church glow nearly as bright as the sun, the magical light making the area around the Church's entrance almost unbearable.*

*Once brought in, Garris turns to you, and requests that those who are about to set foot upon the Righteous Path must remove their weapons and leave them here. Further, you are asked to remove your footwear, and instead place a pair of sandals on your feet.*

*Once you comply with his requests, Garris leads you from the foyer through a side passage and down a flight of stairs. At the end of a hallway lined with doors, he stops before one of the many, and opens it.*

*You're led into a small waiting area. Light Seer Garris of Pholtus turns to you and says. "The Illuminated Todarius Wentworth and aid to Lord Natan Enerick will join you shortly. Please wait here and contemplate why you have been chosen to receive the light of Pholtus."*

The characters must comply with all of Garris' request before getting to Todarius' office. Those characters that do not leave their weapons and footwear are not allowed deeper into the temple. No exceptions.

The waiting area here is sparse, but the walls are a bright white and yellow, with an intricate outdoor mural painted on the walls. There is one other door in this room, but it is currently locked.

Sir Todarius Wentworth the Illuminated arrives after about five minutes from behind the locked door. He greets the characters warmly, but seems to carry a sense of arrogance, even to those who may follow Pholtus. After introductions are complete, he invites the characters through the now unlocked door into his office.

Sir Todarius shows you each a seat. His office is beautiful, even though it may consist of simple furnishings. As you take in the surroundings, something catches your eye. On one of the walls rests a window. Through it you can see the bright sun of the midday. Beyond the window lies a lush field of green, where children seem to run about chasing rabbits in a playful scene. The images bring a smile to your face, until you realize it is impossible for there to be a window in his office, much less a green field beyond.

"A gift from Lord Enerick for my years of faithful service. It reminds me that even in the depths of this temple, Pholtus' Light shines."

As Wentworth sits, you notice the mural that hangs on the far wall behind him. It is the symbol of his god, and it glows with a light of its own. When Wentworth sits, his head rests dead center in the mural, with the glow of the moon creating a halo-like effect around the man.

"I do not need to tell you the state the Shield Lands are currently in. Word of our recent successes at Torkeep and Gensal has spread to those regions where refugees still live. This has inspired them to return home to the land of their birth."

"Recent divinations cast by the Illuminated in the Church has determined that a ship from Urnst will soon be coming ashore with as load of refugees who need to be escorted home. The True One has a simple request for you: Travel there and locate the refugees, then escort them safely back to Critwall."

This is the mission. The Pholtus clerics have determined that the Urnst ship is due to drop the refugees off near the mouth of the Veng River. The trip should take about a day to get there. Sir Wentworth does not know any of the refugee names. He merely wants them to be safely escorted to Critwall, as there are several Pholtus followers among them. The party needs to leave first thing in the morning, and Wentworth further mandates that they report back to him immediately upon their return.

Wentworth does not know why the characters were chosen, particularly if there are no Pholtus followers among the party, and does not know why they are to return to Critwall rather than Bright Sentry. He does know that the characters should not concern themselves with such details, leaving those matters to those "more suited to those types of concerns."

During the Q&A it is important that Wentworth comes off as truly arrogant, especially if there are any followers of St. Cuthbert or Trithereon. If a character asks what Todarius considers an obvious question, he provides the answer, but with an insult such as "The light of Pholtus does not shine very brightly upon you does it?" Todarius is very secure in his religion and it worms its way into nearly every aspect of his life, particularly his speech. His final act is to give the party the proper paperwork for their mission.

When negotiations are done, Garris returns from just outside the door and escorts the party out of the temple.

## **APL 2 (EL 2)**

➤ **Sir Todarius Wentworth:** Male human Pal2; hp 20; see Appendix I.

## **APL 4 (EL 4)**

➤ **Sir Todarius Wentworth:** Male human Pal4; hp 40; see Appendix I.

## **APL 6 (EL 6)**

➤ **Sir Todarius Wentworth:** Male human Pal6; hp 58; see Appendix I: NPCs.

## **APL 8 (EL 8)**

➤ **Sir Todarius Wentworth:** Male human Pal8; hp 76; see Appendix I.

# **ENCOUNTER 1: MEETING THE REFUGEES**

It is not long after dawn as you and your friends gather at Critwall's southern gate. After presenting your paperwork, you are set out. It feels strange to be heading south, away from the border. Though nowhere near the same as in the occupied lands, the wilderness noises seem to take a on a more sinister aspect, and you find your eyes constantly darting about, hands resting on your weapons.

Despite your jitters, your travel remains uneventful. As the sun nears the end of its descent downward, you come over a hill and take in the breadth of the Nyr Dyv. It's sight and smells are a rush to your senses. Off in the distance, you can see a ship slowly sailing away, almost nothing more than a large dot on the horizon's edge. At the shore below, in the ruins of what looks like an old village is a large group of people. They appear to be milling about, with the din of their conversation rising to meet you. Looks like you have found who you were sent to find.

There are 50 refugees in this group, with a variety of people and professions. There are no nobles among the group, but several merchants and craftspeople.

When the characters identify themselves, the refugees cheer with delight. Then come the barrage of questions. What is it like in Critwall? Do you know my brother/sister/cousin/? Tell me of the Battle of Torkeep. How soon till we return? Do you have any healing? My friend here is injured. All injuries are minor scraps and bruises, common colds and leftover seasickness from their journey on the Nyr Dyv.

It should become obvious to the party that they are in way over their head at this point. To further complicate matters, the characters notice storm clouds rolling in. Camp needs to be made, and order needs to be restored quickly. The refugees generally listen to the characters, but don't make it easy for them. The more outspoken of the refugees may question the characters at every turn, just out of frustration over the long voyage home. It should be an interesting night.

It begins raining in about an hour from this point. During the night, as the party takes watches, they deal with a number of problems. Feel free to make brief encounters out of these, but nothing should last longer

than a few minutes, and they may occur in any order, and any number of times. If you think the characters are pressed for time, then simply summarize that these events are happening.

### Nighttime Fun Encounters

- A fight or two break out amongst the refugees over food.
- A few curious refugees wander off to explore the village ruins.
- Refugees that cannot sleep come and talk to the characters on watch, interfering with their ability to do their job.
- A number of children start to cry, just as the characters hear something suspicious beyond the edge of camp, though there is nothing there.

## ENCOUNTER 2: RESCUING AMERIA

Whoever is on watch in the middle of the night gets the following encounter.

*Things could be going better. The rain has been coming down for several hours. You have already had to deal with one fight over accusations of theft, several crying babies that attracted the attention of predators, and of course, the incessant bathroom breaks from the refugees.*

*As you try in vain to shield yourself from the pounding rain, a sound cuts through the downpour. You can hear someone crying for help.*

The cries seem to be coming from the ruins of the temple. When the character(s) approach, proceed with the following:

*You reach the temple ruins, which are not much more than a few random stones. You see one of the refugees running toward camp, closely followed by several humanoid shapes who are gaining on her.*

The shapes are a group of raiders who the succubus lured back to camp after disposing of Ameria's body.

### APL 2 (EL 4)

👉 **Gnolls (4):** hp 12, 12, 12, 12; see *Monster Manual*.

### APL 4 (EL 6)

👉 **Gnolls (4):** hp 12, 12, 12, 12; see *Monster Manual*.

👉 **Ogres (2):** hp 30, 30; see *Monster Manual*.

### APL 6 (EL 8)

👉 **Gnolls (8):** hp 12, 12, 12, 12, 12, 12, 12, 12; see *Monster Manual*.

👉 **Ogres (4):** hp 30, 30, 30, 30; see *Monster Manual*.

### APL 8 (EL 10)

👉 **Ogres (6):** hp 30, 30, 30, 30, 30, 30; see *Monster Manual*.

👉 **Hill Giants (2):** hp 110, 105; see *Monster Manual*.

**Tactics:** The monsters ignore Ameria and concentrate on the party. These monsters are no fools however, and attempt to get flanking positions and may even hold actions if the situation warrants it. The ogres use their longswords to the best advantage possible. They flee when they have lost 50% of their numbers.

**Treasure:** See Treasure Summary.

**Development:** The woman who the gnolls (or giants) were after is Ameria. Or at least that is who she appears to be. By the time the characters arrive, the succubus Jeenverreia has killed the real Ameria and taken her form. She has disposed of the body by flying it about a mile to the east and dumping it in the Nyr Dyv. Note that the adventure continues to refer to her as Ameria when necessary. She then lured the raiders back to camp to cause chaos and cover her "return".

Ameria thanks the party and says she has not been feeling well for days and is a bit feverish. She had wandered off to go to the bathroom, when the raiders surprised her. The succubus Ameria has a unique ability to cast *misdirection* usable at will (DC 17). While talking to the characters, if they even bother to find her after the fight, she uses it to cover her true self by misdirecting detection attempts to a nearby rock or tree. If for any reason the characters discover her true identity or attack her, she simply teleports away and abandons the "Ameria" identity, but the event continues otherwise unchanged.

### APL 2 (EL 9)

👉 **Jeenverreia/Ameria (Succubus):** hp 40; see *Monster Manual*.

### APL 4 (EL 9)

👉 **Jeenverreia/Ameria (Succubus):** hp 40; see *Monster Manual*.

### APL 6 (EL 11)

👉 **Jeenverreia/Ameria (Succubus):** Succubus Sor2; hp 47; see Appendix I.

### APL 8 (EL 13)

👉 **Jeenverreia/Ameria (Succubus):** Succubus Sor4; hp 55; see Appendix I.

## ENCOUNTER 3: MISSION ACCOMPLISHED

*The journey back to Critwall takes longer than it did to rendezvous with the refugees, but you arrive unscathed. The refugees are checked in, and you finish your task by escorting the*



lot to Tent Town. Many are shocked at the condition in Critwall, but some are simply happy to be back home, no matter what condition it is in.

You say your good-byes, and the refugees thank you over and over again for doing your duty. From there, you make your way back to the Church of the Blinding Light to report to Sir Todarius Wentworth.

Upon arrival and formalities, you are brought directly to his office, and the well-dressed Todarius Wentworth greets you once again.

*"So, tell me what happened."*

**Development:** Todarius listens to the characters' report, and asks appropriate questions. Once he is satisfied with what they have to say, he thanks them and dismisses them.

Allow the characters to do a brief activity or two for the day, and then proceed to *Encounter 4*.

## ENCOUNTER 4: CALLED ONCE AGAIN

*It has been almost week since you performed your mission for the Church of Righteous Truth. Since then, your life has quickly reverted back to monotony you had before, duty on the wall, duty on patrol, and duty in the city.*

*It is early morning and you and your companions have received your duty assignments. Once again you are to report to The Illuminated, Sir Todarius Wentworth of Pholtus at the Temple of the Blinding Light.*

*After going through the same ritual as before, you soon find yourself once again facing Wentworth. He sits behind his desk, but the grim expression on his face sits in sharp contrast to the glowing banner behind him.*

*"We have some trouble it seems. Last night, word that some of the refugees you escorted from the County of Urnst have been killed, and supposedly under strange circumstances. Since you were the group that brought them here, I want you to investigate the deaths."*

**Development:** Todarius knows little beyond that. In fact he only knows about it because someone in the church saw a report from the town watch. When the questions end, proceed with the following:

*Wentworth's face darkens a bit. "Something about this troubles me. Deaths occur all the time in Tent Town, but the fact that Pholtus saw fit to shine his light upon these deaths is a sign to me, I believe. I want to know everything you find. Report to me all that you discover, for I must be sure that the True Path is being followed."*

*With that, you are dismissed.*

## ENCOUNTER 5: INVESTIGATION

*It takes you a while to wend your way through Tent Town to find some of the refugees you escorted to Critwall, but find them you do. A group sits near a well, gathering water.*

**Development:** Just like talking around a water cooler, this group of Tent Towners is discussing what went on last night. When approached by the characters, they can relate the following information. Note that all this information is available. No Gather Information checks are necessary.

No one from the Urnst group died, but the family of Good Bornel Tergon was attacked last night and his son is near death from a severe beating. Tergon is a blacksmith who had just recently opened his shop. No one knows who attacked Tergon's family or why.

The deaths these folks heard about were supposedly a group of thieves. Who they were working for no one knows. Nor does anyone know what has been stolen. What is odd about these deaths is the fact that all three bodies looked like withered husks.

One member of the Urnst group was the victim of a theft last night. His name is Bartael, the alchemist. They don't know what was stolen, but Bartael was pretty upset about it.

It is important to note that though the above information is known, there is likely to be a lot of embellishment. The straight story has yet to be determined. Feel free to have a number of "well-talkers" give slightly different angles or takes on the above facts. Not enough to confuse the characters, but enough to drive home the point of confusion surrounding the high level of activity last night.

From here the characters are free to explore any of these angles in any order.

### A) Meeting Good Bornel Tergon

*"Good" Bornel Tergon is a human blacksmith who has only recently set up his small shop in Tent Town. He and his family live next to the open-air shop. A large, makeshift tent is all that stands for the Tergon home.*

Finding the Tergon smithy is relatively easy. As the characters approach, they notice the forge is cold and the sounds of weeping can be heard from the tent.

Inside, Tergon sits hunched over in a corner next to his wife. It appears as though both are crying over a body. It is the Tergon son, who is very near death. He is badly beaten, but a *cure* spell of any sort from a cleric would go a long way to helping him stabilize. The characters also notice that Tergon's wife is also injured.

When he spots the characters, he vaguely recognizes them, and asks what their business is.

If the characters ask about the body on the ground, proceed with the following:

Tergon wipes his face with a rag from around his waist. He lays a shoulder on his wife.

*"Damn thieves!" spits the smith. "They did this!" I was away last night, trying to get a deal on some iron for my shop. They wanted me to pay them "protection" money, protection from them it seems. I'm an honest man. I refused. They didn't like that. Told me I'd be sorry. Well, I guess they were right about that. Look at my wife and son now! You Pathfinders are part of the law here. Find the thieves who did this and bring them some justice."*

Tergon can only give them the name 'Suri' as the only bit of information he has. He knows nothing about the alchemist Bartael, and only heard in passing about the dead bodies found last night.

If the characters agree to look into the matter, both Tergons thank them profusely for their help and in restoring their faith in the Shield Lands.

☞ **Good Bornel Tergon:** Male human Exp3.

### B) Meeting the Dead Thieves

*It takes a bit of work, but your search for the dead thieves leads you to a ramshackle guardhouse on the south edge of Tent Town. The dirty, smelly guard, who goes by the name of Jamis is surprised when you arrive, but takes you around back.*

*He throws back a tarp to reveal three withered bodies, expressions of intense pain frozen on their face. The guard laughs nervously. "Not too pleasant, huh? Brought them here a few days ago. Going to have a detail take 'em out for burial later today. I'd a done it sooner but we were told to leave 'um be till someone could investigate. That mus' be you."*

The guard knows that the bodies were found on the "border" of Critwall and Tent Town. Doesn't know why they were brought here, but he figures nobody else wanted to deal with the hassle. Nothing out of the ordinary was found on them, and they currently have nothing on but their clothes. The guard has their equipment in the guardhouse. Poking through their gear gives the characters enough clues to realize these people were thieves.

Examining the bodies can reveal the following information with a successful Heal check. Results as follows:

- **DC 10:** Though the bodies are somewhat withered, they do appear to have blood inside still, though it has dried. There are no teeth marks.
- **DC 15:** Each thief has a small tattoo under the left ear and just behind the jaw. It is in the design of a dark blob with a sword poking through it.
- **DC 20:** In addition to the information above, the character notices small streaks in the thieves' skin that seem to run toward the victim's mouth. Two of the bodies show minute signs of a struggle.

### C) Meeting Bartael

*It doesn't take too long to find Bartael the alchemist either. Though he lives in a tent, it is a more stable structure, with the side of the tent seeming a bit stronger.*

Bartael greets the characters warmly, and when he notices they are Pathfinders, asks if they've come to help him.

The alchemist explains that he did indeed lose an amulet. He confesses it is magical, but does not immediately tell the party what it does, other than say it is vitally important to his work (*amulet of the planes*). If the party can convince Bartael they can be trusted via roleplaying and with either a successful Diplomacy check (DC 20), or a successful Bluff check (DC 25), he tells them what the amulet does. He won't tell them who he really is or what he does, but he swears to them that he serves the Shield Lands.

If asked, Bartael explains that he was out a few nights ago when the amulet was taken. He went off to acquire some goods for his alchemical experiments. When he returned, the amulet was gone. Oddly, other items in his possession, which were also magical, were not taken.

Bartael also expresses concern for his young friend Ameria, who he has not seen since yesterday. Normally, the two meet for breakfast, or at least lunch. He is worried, because this is not like her.

The alchemist knows little else about the amulet or its whereabouts. He urges the characters to find it soon, as those who don't know how to use it properly could be putting themselves in grave danger.

☞ **Bartael Riniet:** Male human Pal8/Wiz5 (Heironeous); hp 93; see Appendix I.

### D) Checking on Ameria

Though the characters search, they can find no helpful information of Ameria.

### E) Looking for Suri

The characters likely start poking around for the name 'Suri' or a thief named Suri. Their first few attempts end up in dead ends, but in actuality, some people do know Suri, but are more afraid of him than the characters. Suri quickly catches wind of Pathfinders looking for him, and arranges a set-up hoping to humiliate the characters.

Eventually, the characters find someone who does know Suri, and points them in the direction of the *Slain Ogre*, a seamy tavern near the edge of Tent Town. Suri supposedly hangs out there most nights, and the Pathfinders should be able to find and arrest him there.

All this legwork takes most of the day, and the characters need to report in to Sir Wentworth. He takes down the information, and tells the characters to proceed with the meet and arrest this thief so more can be learned.

## ENCOUNTER 6: SURI, YOU MUST BE JOKING

Before proceeding to this encounter, ask the characters if they will be wearing any insignia identifying where their allegiances lie.

The sun has set, and you are hoping you will be able to find this mysterious Suri. Perhaps he will know something about the amulet. Even if he doesn't, what he and his cohorts did to Good Bornel Tergon and his family is more than enough for justice to be served to this criminal.

The din coming from within the Slain Ogre is raucous. Laughter, shouts, up tempo music, and the clink of ale mugs all compete for dominance.

Outside, numerous individuals talk quietly to themselves, giving you only the slightest glances as you enter.

A pall of smoke from innumerable pipes floats lazily above the heads of the patrons, rising to the second story, where men and women, laughing, chase each other into the various rooms above.

The main floor is abuzz with activity. A small space is cleared for dancing, where a trio of minstrels provides the fast paced music that many patrons struggle to keep step with. Servers move to and fro, ale sloshing in mugs, trying to keep up with orders. No one pays you a second glance as you make your way in.

Suri is in here, waiting for the characters to show. Several of his friends are here as well, and are waiting for something to happen. Have the characters make a Spot Check (DC 20). A successful check indicates the character spots the informant who told them Suri would be here.

Allow the characters time to case the tavern. It is quite a festive atmosphere here, with many people. Even if the characters are sporting Pathfinder insignia, most patrons ignore them.

Any character that orders a drink has a drug placed in it. The bartender is a friend of Suri's and is in on the set up. The drug requires a successful Fort Save (DC 15) to resist. Failure means the target suffers -2 on all melee attack rolls, saves, and Dexterity checks. The effects set in after 2 minutes. A successful save means the character is not affected. Failure means they are affected as above for two hours.

When the characters approach Suri and ask about the beatings to the Tergon family, he boldly confess to the crime.

*"Of course I did it, me and my mates here. The fool deserved the punishment he got. It's not wise to mess around with the Guild."*

If asked about the Amulet, Suri says he doesn't know what they're talking about. He tries to lay blame on the Magsmens' Association.

After a few rounds of conversation, and if the characters have not started a fight, read the following:

*Suri rises, cocks his head and looks you over. "Well, that's enough questions for you. Don't think of any wise ideas about taking me in. It doesn't work that way here. No one messes with the Guild." Suri claps his hands loudly, and takes a step back. You*

*see quick movements around you and hear the sounds of weapons being drawn.*

### APL 2 (EL 3)

☛ **Suri:** Male human Rog2; hp 12; see Appendix I.

☛ **Suri's Thug:** Male human Rog1; hp 7; see Appendix I.

### APL 4 (EL 5)

☛ **Suri:** Male human Rog4; hp 22; see Appendix I.

☛ **Suri's Thug:** Male human Rog2; hp 12; see Appendix I.

### APL 6 (EL 7)

☛ **Suri:** Male human Rog6; hp 32; see Appendix I.

☛ **Suri's Thugs (2):** Male human Rog2; hp 12, 12; see Appendix I.

### APL 8 (EL 9)

☛ **Suri:** Male human Rog8; hp 42; see Appendix I.

☛ **Suri's Thugs (4):** Male human Rog2; hp 12, 12, 12, 12; see Appendix I.

**Tactics:** Suri does not want to kill the characters. He feels humiliation can be so much more effective in situations like this. Being no fool, the thief plans to inflict some real pain, along with the beating he hopes to give, and uses his sword.

His thugs attack with their saps, ganging up if possible on some characters. Suri himself dances around from battle to battle, doing his best to inflict a cut or two from his short sword.

**Treasure:** Each thug has the equipment listed, as well as 10 sp, and 2 gp. Suri has 20 sp and 20 gp

**Development:** Once the battle begins, the bar erupts into chaos. Many patrons flee, while others simply get out of the way. The DM can make the crowd an excellent random element in the battle, or simply keep it in the background.

After three rounds of combat, each character may make a Spot Check (DC 20). Those who succeed notice Sir Todarius Wentworth standing on the upper level walkway. His shirt is hanging out, and he appears a bit disheveled, though he is carrying his sword. Next to his side stands a beautiful woman in a long gown. Wentworth watches the action. It should be noted that Jeenverreia does not look like Ameria any longer.

The following round, Wentworth springs into action, attacking Suri's thugs, coming to the lower level and assisting the characters.

When the battle is over, Wentworth takes command, wanting to know what is going on. He asks about Suri, who should stay alive for questioning, and has the characters question him. If anyone asks Wentworth what he is doing at the Slain Ogre, he simply says he was investigating a lead that one of his subordinates had stumbled across, but the lead turned up a dead end. A character may make a Sense Motive Check (DC 20) to

realize that Wentworth is not telling the truth, and that he seems somewhat out of sorts. If the characters call him on his behavior, he admits to "having perhaps a bit too much ale in his quest to get the information."

Wentworth takes his leave of the characters, and has them report to him in the morning with whatever information they find out tonight.

The characters may question Suri, who has been a bit humbled by the characters. He knows the following information, and gives it up freely.

- He truly knows nothing about the amulet. His best guess is that the Magsmens' Association has it, but the characters have no hope finding it tonight. Word of the fight tonight spreads quickly, and any thief worth his salt lays low.
- He and his cronies were trying to expand their extortion racket, but never had any intention of killing Bornel Tergon. No money can be made that way. He admits one of his men got carried away with the boy.
- He's never heard of a girl named Ameria, or a man named Bartael
- He heard about the bodies found the other night, but swears they were not members of the Guild. He remarks about the tattoos under their ears to prove his point. "That's the symbol of the Magsmens' Association."

After several minutes, several members of the city watch arrive and escort any of the living thieves away.

## ENCOUNTER 7: SAY WHAT?

*You step out of the Slain Ogre into the cool, fresh night air. Instead of solving some of your problems, more seem to have cropped up. If the members of the Guild of Critwall did not steal the amulet, what do they have to do with the Urnst refugees? If the Magsmens' Association did steal the amulet, why haven't you been able to find any information on them? And is Sir Wentworth working by himself on this mission? If so, why?*

*As you wrack your heads for answers, a small pebble lands in front of you and skitters to a stop. A figure steps out of a shadowy alley, "Oops, sorry about that. Glad I didn't hit you. Wouldn't do to hurt a friend."*

*The man continues walking past you, keeping a safe distance, but speaking in a pleasant tone. "The weather is gorgeous this evening. Hear it's to be just as nice tomorrow night."*

At this point, the DM should make a secret roll for any character that has the Innuendo skill. If the result is a DC 10 or better, that character understands that the message being sent is simply: "I have a deal for you that can solve your problems tomorrow night."

The character(s) who understood the message may now respond in kind to let the individual know that they understand. If no character has Innuendo, see below.

After a character has responded, proceed with the following:

*"I heard that if you know where to shop at close to the right time, you can find the best deals on whatever you might be looking for, but some merchants don't sell to just anyone. Only several individuals are lucky enough to get these deals. You've got to look at the right place, but you folks always are near those spots. Heck, some of you even lay claim to them."*

Innuendo Translation (DC 15): "Tomorrow night, the Merchants Plaza near the warehouse owned by the Pathfinder named Rennick, two hours after closing, the Amulet could be yours. Minimum 500 gp, but bring more, just in case. No funny stuff. Come alone."

With that the man picks up another stone, begins singing a tune and walks down the next street.

If the characters do not have Innuendo read the following:

*The man seems to pause for a moment, and looks at you curiously. He smiles, turns and starts walking toward you, quickly putting his hands up in a non-threatening pose. As he gets close, he leans in and whispers. "I'll be brief, there may be others listening. I can bring you the amulet you seek, but it'll cost you. Five hundred gold knights, but likely more. Tomorrow night, the Merchant's Plaza near that warehouse owned by the Pathfinder named Rennick, two hours after closing. Just you. No tricks."*

*With that, the man smiles, turns, picks up another stone, and begins singing a tune as he walks down the next street.*

When (or if) the party reports this information to Sir Wentworth (likely the next morning), he sits and thinks for a moment, then tells the characters that of course, no deal is to be actually made. "Pholtus does not condone such acts. That is not the True Way of things."

He admits however, that the thieves' game should be played, to a point. He tells the party that they should go ahead with the deal, but he assembles a backup force to make sure that the amulet ends up in the hands of the Church of Righteous Truth. He promises to stay far enough away to raise no suspicions, so the characters may have to hold the thieves for a moment or two.

The characters can offer options to the plan, but Todarius makes sure it strays little from what he wishes to do. Todarius supplies the party with a sack filled mostly with copper, with enough gold coins to cover the top.

If the party decides to not report this information to Wentworth, assume that Jeenverreia learns of the meet later that evening and informs Todarius. The paladin does not take actions against the characters for their disobeying of his orders, though he simply lies in wait for the next encounter.

## ENCOUNTER 8: THE DEAL

It is time for the deal to go down. Allow the characters time to place themselves where they would like to be, to make the deal. They can have as many characters out in the open as they like, and they may place themselves on

tops of other buildings, but not inside, as those businesses are closed and locked when it comes time for the deal.

Arcan and his men arrive right at closing time and take up their positions. It is likely that the party may spot some of Arcan's men, and vice versa. Remind these characters that this is nothing more than what they expected, and the thieves are just protecting themselves.

When everyone is ready, proceed with the following:

*The sun set nearly an hour ago, and you feel as though you've been waiting forever. The Merchant's Quarter is mostly empty, save for the few beggars, and the occasional guardsmen chasing them away.*

*The sound of a small pebble hits the dirt from across the Plaza, and you hear the faint whistling of the same tune you heard last night. A figure steps from the shadows and leisurely makes his way out into the open. After coming out a ways, he stops, picks up his stone and casually plays catch with it.*

Allow the characters to make their moves at this point. The thief throwing the stone and whistling is Arcan of the Magsmen's Association, and he's keeping a cool face, despite the obvious tension of the deal. When the characters approach, he smiles and greets them, and asks if they are looking for a great deal. From there they can haggle price. Arcan announces that circumstances have changed and that the price is now 750 gp, but he can be haggled down to 600 gp (through good roleplaying and Diplomacy or Bluff checks against him).

The DM should play up the tension of the deal. Arcan constantly keeps moving, pacing, making a slow arc, albeit slowly, and never lets the characters get too close. He only makes the actual transaction with one character that must step up.

When the deal is about to be made, proceed with the following:

*Arcan gently reaches behind his back to retrieve something. Your first instinct is to reach for your blade, but the thief produces a small pouch. He gives you another smile, and waits for you to produce the coin.*

Once it is shown, continue:

*Arcan takes another step toward you, one hand reaching for the coin sack, the other holding the pouch. You are nearly inches from grabbing the pouch, when a 'hissss' passes right in front of you. You and the thief look down and see a crossbow bolt lodged in the ground. You hear a curse escape Arcan's lips, as he yanks his arms back.*

Arcan was actually hoping to make the deal and get rid of the amulet, but one of his cronies just got an itchy trigger finger.

Firing the crossbow bolt was an accident, but once done, the deal is over. Arcan and his thugs attempt to flee. Arcan shouts, "SCATTER!" and makes a break for it, as do his men. The thieves do not try to fight, even if attacked, they know their plan has failed and they just want to escape.

## APL 2 (EL 4)

➤ **Arcan:** Male half-elf Rog2; hp 12; see Appendix I.

➤ **Arcan's Thug:** Male human Rog2; hp 12; see Appendix I.

## APL 4 (EL 6)

➤ **Arcan:** Male half-elf Rog4; hp 22; see Appendix I.

➤ **Arcan's Thugs (2):** Male human Rog2; hp 12, 12; see Appendix I.

## APL 6 (EL 8)

➤ **Arcan:** Male half-elf Rog6; hp 32; see Appendix I.

➤ **Arcan's Thugs (4):** Male human Rog2; hp 12, 12, 12, 12; see Appendix I.

## APL 8 (EL 10)

➤ **Arcan:** Male half-elf Rog8; hp 42; see Appendix I.

➤ **Arcan's Thugs (4):** Male human Rog4; hp 22, 22, 22, 22; see Appendix I.

**Treasure:** Each thief has the equipment listed, as well as 10 sp and 3 gp.

**Tactics:** Arcan really just wanted to make the deal, but now that his thugs have botched it, he just wants to get away. His life is more important than the amulet. His men fall back and provide cover for his escape then they try to escape themselves. If any are still around when Wentworth comes out and grabs the amulet (Encounter 9), they do their best to simply get away, forgetting about covering for Arcan.

**Development:** At APL2, Arcan and his thug both make a break for immediately. At higher APLs, let the combat run as normal. In APLs 4-6, Arcan attempts to hide and not participate in the battle until the cost is clear or he sees that the characters are beating his thugs; at which time he makes a break for it. At APL8, Arcan joins in the battle hoping to drive off the characters, but runs as soon as things turn against his group.

As Arcan is trying to run away, Wentworth bursts from the shadows and takes the amulet. Proceed with the following:

*In the confusion, the man with the amulet tries to run off, but takes only a few steps down the street away from you when a dark blur bursts from the shadows in front of him. The man-size shape charges the surprised thief and slams into him, knocking him to the ground with a thud. Before the stunned rogue can react, his attacker reaches down and snatches the amulet from his limp hand.*

*The flickering light of the street lamps catches the attacker's face, illuminating it for the first time. With a wild look in his eyes, Sir Todarius Wentworth, the Illuminated of Pholtus holds the amulet triumphantly in the air before him and yells, "I have it my love! I have your amulet!"*

Proceed to Encounter 9.

## ENCOUNTER 9: THE SUCCUBUS

*Sir Wentworth stands before you, defending himself and the amulet, but you do not know why. His face reads a mix of confusion and determination as he readies his weapon. The woman you saw him with at the Slain Ogre comes rushing forward out of the shadows, eager to reach his side.*

*The woman pauses mere steps from Wentworth and even from where you stand you can see the satisfaction of victory in her eyes and the look of utter devotion in Wentworth's.*

*"Leave us and you shall live to see the sunrise! All I want is the amulet," she spits with a voice like hot venom. "Give me the amulet my love, before these fools try to take it from you!" Wentworth seems to hang on her every word and begins to hand the amulet toward her.*

Roll initiative. Sharp eyed characters might catch the look of surprise on Wentworth's face at that last comment and a successful Sense Motive check (DC 18) tells them he seems hesitant to hand over the amulet.

All Jeenverreia wants is the amulet. She uses Wentworth's "love" against him and forces him to fight the characters to protect her and delay them long enough for her to escape.

If the characters try to parlay rather than fight, Wentworth tries to reason with them and orders them to back off and allow him and his love to leave. If anyone attacks or threatens Jeenverreia, Wentworth attacks. If the characters try for the amulet, Wentworth considers that an attack and responds in kind.

Under no circumstances does Wentworth give the characters the amulet, but he hesitates to give it to Jeenverreia. She on the other hand becomes increasingly angry and begins demanding the amulet from Wentworth. Allow this drama to continue for a couple of rounds, assuming the characters don't force the issue sooner, before Wentworth gives in and throws the amulet to her.

Since Wentworth has yet to do anything that technically violates his paladin's vows, he still has his paladin abilities. That is right up until he actively attacks a character. Once he does that, he has taken the final step on his road to being an ex-paladin. From that point on, treat him like a fighter of the same level.

### APL 2 (EL 4)

➤ **Sir Todarius Wentworth:** Male human Pal2; hp 20; see Appendix I.

➤ **Jeenverreia/Ameria (Succubus):** hp 40; see *Monster Manual*.

### APL 4 (EL 6)

➤ **Sir Todarius Wentworth:** Male human Pal4; hp 40; see Appendix I.

➤ **Jeenverreia/Ameria (Succubus):** hp 40; see *Monster Manual*.

### APL 6 (EL 8)

➤ **Sir Todarius Wentworth:** Male human Pal6; hp 58; see Appendix I.

➤ **Jeenverreia/Ameria (Succubus):** Succubus Sor2; hp 47; see Appendix I.

### APL 8 (EL 10)

➤ **Sir Todarius Wentworth:** Male human Pal8; hp 76; see Appendix I.

➤ **Jeenverreia/Ameria (Succubus):** Succubus Sor4; hp 55; see Appendix I.

**Tactics:** Though Jeenverreia is a fearsome opponent, she refuses to engage in combat. She uses her spells and abilities to defend herself and do what she needs to get the amulet as quickly as possible. She only defends Wentworth if it benefits her and avoids revealing her true form unless she has no choice. Once she does, she flies as much as possible to avoid melee attacks. If she returns to her demon form, read the following:

*The woman with Wentworth slowly starts to change. Bat-like wings sprout from her back, and he beautiful face takes on a more demonic appearance. She hisses at you, "Leave us and you shall live to see the sunrise! The amulet is mine!" With that she moves in to attack.*

Wentworth throws himself in the path of the characters to prevent them from harming the demoness, as he believes she is in love with her. He tries not to harm the characters, but if any of them attack Jeenverreia, he attacks that character without hesitation and continues to fight even after she leaves, until he is subdued or killed.

Jeenverreia moves in only to retrieve the amulet. Once she has done so successfully, she teleports away.

**Development:** There is a very good chance Jeenverreia and Wentworth kill the party very quickly. As soon as she gets the amulet from Wentworth or whomever, she teleports away, leaving Wentworth to face the characters alone.

If Jeenverreia chooses to summon another Tanar'ri, which only occurs if it seems like she won't get the amulet or be able to escape, allow the roll to succeed automatically. As she is a special succubus, Jeenverreia chooses to only summon dretches. Under no circumstances during this event will she summon a balor.

If the party is having a tough time with this fight, they may receive some unexpected help. Bartael emerges from the shadows (the shadows are just full of NPCs tonight) and attacks Wentworth, allowing the party a chance to get to the demon. This option should be used only if necessary. The characters should be allowed to succeed on their own merits. It is not necessary to have Bartael show up to move the adventure forward, but it's a good way to prevent unnecessary character deaths.

After the battle, Wentworth slumps to the ground. He looks extremely confused and is not even sure what

has been going on. He recognizes the characters and asks for their help returning to the church. It should be obvious to the characters at this point that the paladin was under the influence of the demoness.

If Wentworth is dead or unconscious members of the Church of the Blinding Light, led by Light Seer Garris arrive on the scene and escort the party and Wentworth back to the church.

## ENCOUNTER 10: AT THE TEMPLE OF BLINDING LIGHT

When the party arrives at the church, they are rushed in, even bypassing the footwear and weapons removal, and taken to Wentworth's office. When they arrive, they find Lord Natan Enerick looking through Wentworth's desk. He stops as the door is shut behind the characters. If Wentworth is with the party, he is quite surprised, and Enerick silences him with a wave, before he can even speak.

The council member looks at the characters sternly and says:

*"I'm not sure what has exactly happened here this night, or for the past few days, but I intend to find out. I ask of you a simple favor; please do not speak of any of this until I have determined what happened. We do not need wild rumors running through the streets. I will summon you in a few days hence."*

Enerick makes sure the characters have any healing they may need, before they are sent on their way.

Before going on to the next encounter, allow the players a few moments to discuss the events.

## CONCLUSION

*Two days later, you find yourselves once again at the entryway of the Church of the Blinding Light. After removing your footwear and weapons, Light Seer Garris leads you in a different direction. This time you ascend a set of stairs to a resplendent hallway lined with white and gold carpeting. The Pholtus acolyte leads you to the end, where he knocks gently. A stern voice behind the door answers, and you are allowed in.*

*While you expect to find a luxurious office, accented with the signs of Pholtus, you are surprised at its simplicity. The only markings that this office is even in a church, is the small stature to the Light Bringer that rests behind the desk of Lord Natan Enerick. Instead of murals, his walls are decorated with maps. Maps of the Shield Lands, the whole of Oerth, and a city you do not recognize.*

*Standing next to the council lord is an obvious cleric of Pholtus. His expression is blank and he regards you with a neutral gaze.*

*The red-haired Enerick rises to greet you as Garris exits, shutting the door behind you. The council lord is dressed casually, and offers you each a morning drink.*

*After the pleasantries, Lord Natan sits back down. He places a hand on a small chest resting on his desk. "The Church*

*of Righteous Truth and myself personally, would like to thank you for the incredible effort you have undertaken these last few days."*

*He folds his hands in his lap and his expression turns a bit sad. "It has been revealed to us that my aide, Sir Todarius Wentworth was under the horrible influence of the creature you fought. It has been further revealed that he was acting in a manner that is not becoming of his station or a follower of the Light Bringer. You are not the only ones to have been subjected to his strange ways the past few days."*

*The cleric of Pholtus next to Enerick leans over and whispers something into the man's ear.*

If the party failed to kill the succubus, proceed with the following:

*The Council Lord leans forward, and his face darkens with concern. "The fact that this creature remains alive is of great concern to us, but rest assured, we will deal with it. There is still one problem that remains, knowledge of what is out there."*

Continue here, regardless:

*Once again, Enerick places a hand on the chest. "Before I reward you, I make of you this one request: Never speak of these events to anyone. The damage that could be done to the will and spirit of the people could be immeasurable if word of what happened here were to spread. You do not need to answer to me, for Pholtus knows all in his revealing light.*

*With that, Enerick rises, and opens the chest. He takes out a small, glass sphere. Inside, a light glows dimly. He comes around the front of the desk, followed closely by the cleric who has yet to speak to you. Enerick extends the sphere. "Place your hand on the sphere and receive the reward of Pholtus."*

**Development:** Have the players write down their answer "yes" or "no" to Enerick's request and turn the answers in to you. The answer given relates to what benefit the character receives on the Adventure Cert.

If a character chooses not to place their hand on the sphere, Enerick smiles, places his hand on that character's shoulder and commends them for their convictions. The player must still answer Enerick's request however and still receives either Pholtus' Protection or Scorn. Placing a hand on the sphere is used mostly for effect and ceremony.

After that is complete, Enerick thanks the party once more, and dismisses them.

If the party members have any questions, they may be free to ask, Enerick happily listens to them. The cleric once again whispers into Enerick's ear from time to time during the conversation.

- What about the amulet?
- If the party recovered the amulet, the Church takes it and eventually returns it to Bartael.
- What, no debriefing?
- If the characters wonder why they were not questioned, Enerick tells them that Pholtus' Light

has shown them the truth of what occurred. No questions of the characters are needed.

- *What about Wentworth?*
- If the party asks about Wentworth, Enerick simply tells them that he is resting comfortably, recovering, and is sure to return to active duty soon.

The mysterious cleric with Lord Enerick has a *discern lies* and *detect magic* spells active. If the party has the amulet for some reason, but refuses to turn it over, the cleric detects it and informs Enerick. Enerick becomes very angry at any deception and threatens to have them imprisoned for treason.

Once the characters have asked all the questions they want, they are free to return to their normal duties in the service of the Shield Lands.

### The End

## EXPERIENCE POINT SUMMARY

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

### Encounter 2: Rescuing Ameria

Defeat the raiders.

APL2	60 xp
APL4	150 xp
APL6	210 xp
APL8	300 xp

### Encounter 6: Suri, You Must by Joking

Defeat Suri and his thugs.

APL2	60 xp
APL4	120 xp
APL6	210 xp
APL8	300 xp

### Encounter 8: The Deal

Defeat Arcan and his thugs.

APL2	60 xp
APL4	150 xp
APL6	240 xp
APL8	300 xp

### Encounter 9: The Succubus

Defeat Sir Wentworth and retrieve the amulet.

APL2	120 xp
APL4	180 xp
APL6	240 xp
APL8	300 xp

### Total possible experience:

APL2	300 xp
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APL4  
APL6  
APL8

600 xp  
900 xp  
1200 xp

## TREASURE SUMMARY

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

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

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

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

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

### TREASURE KEY:

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

### Encounter 2: Rescuing America

Defeat the raiders and strip them of their gear and gold.

APL 2: L: 39 gp; C: 0 gp; M: 0 gp  
APL 4: L: 43 gp; C: 0 gp; M: 0 gp  
APL 6: L: 86 gp; C: 20 gp; M: 0 gp  
APL 8: L: 16 gp; C: 90 gp; M: 0 gp



### Encounter 6: Suri, You Must be Joking

Defeat Suri and his thugs and strip them of their gear and money.

APL 2: L: 48 gp; C: 25 gp; M: *potion of cure light wounds* (Value 8 gp per character).

APL 4: L: 48 gp; C: 28 gp; M: *potion of cure light wounds* (Value 8 gp per character).

APL 6: L: 34 gp; C: 34 gp; M: *potion of cure light wounds* (Value 8 gp per character); +1 *leather armor* (Value 174 gp per character).

APL 8: L: 5 gp; C: 40 gp; M: *potion of cure light wounds* (Value 8 gp per character); +1 *leather armor* (Value 174 gp per character); +1 *short sword* (Value 347 gp per character); *ring of protection* +1 (Value 300 gp per character).

### Encounter 8: The Deal

Defeat Arcan and his thugs and strip them of their gear and money.

APL 2: L: 23 gp; C: 2 gp; M: 0

APL 4: L: 40 gp; C: 2 gp; M: 0

APL 6: L: 83 gp; C: 4 gp; M: 0

APL 8: L: 113 gp; C: 3 gp; M: *potion of cure light wounds* (Value 8 gp per character).

### Total Possible Treasure

APL 2: 145 gp

APL 4: 169 gp

APL 6: 443 gp

APL 8: 1095 gp

### Special

#### Protection of Pholtus

A character that chooses to keep silent about the events regarding Sir Todarius Wentworth the Illuminated and the succubus has been granted the *Protection of Pholtus*. The character may call upon the aid of Pholtus. This aid comes in the form of a personal *shield of faith* spell as if cast by a 7<sup>th</sup> level cleric. This aid may be called up to a maximum of four times. Activating this ability is a standard action.

[][][]

#### Scorn of Pholtus

A character that chooses to speak out about what happened regarding Sir Todarius Wentworth the Illuminated and the succubus has been given the *Scorn of Pholtus*. The character has an automatic -4 circumstantial modifier to all Charisma based skills when dealing with followers of Pholtus, and all clerics of Pholtus refuse this character any healing aid. This modifier does not be removed.

## APPENDIX I: NPCS

### INTRODUCTION

AND

### ENCOUNTER 9: THE SUCCUBUS

#### APL 2 (EL 2)

➤ **Sir Todarius Wentworth:** Male human Pal2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atk +4 melee (1d8+2/19-20, longsword); SA Smite evil; SQ Detect evil, divine grace, lay on hands, divine health, aura of courage; AL LG; SV Fort +7, Ref +3, Will +3; Str 15, Dex 12, Con 15, Int 12, Wis 12, Cha 15.

*Skills and Feats:* Diplomacy +6, Intimidate +4, Knowledge (religion) +5, Ride +5, Spot +3; Dodge, Power Attack.

*Possessions:* longsword, chainmail, small steel shield, *potion of cure light wounds*.

#### APL 4 (EL 4)

➤ **Sir Todarius Wentworth:** Male human Pal4; CR 4; Medium-size humanoid (human); HD 4d10+12; hp 40; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atk +7 melee (1d8+2/19-20, longsword); SA Smite evil, turn undead; SQ Detect evil, divine grace, lay on hands, divine health, aura of courage, remove disease; AL LG; SV Fort +8, Ref +4, Will +4; Str 15, Dex 12, Con 16, Int 12, Wis 12, Cha 15.

*Skills and Feats:* Diplomacy +8, Heal +2, Intimidate +5, Knowledge (religion) +6, Ride +5, Spot +4; Dodge, Power Attack, Sunder.

*Possessions:* masterwork longsword, chainmail, small steel shield, *potion of cure light wounds*.

*Spells Prepared* (1; base DC = 11 + spell level): 1<sup>st</sup> – *bless weapon*.

#### APL 6 (EL 6)

➤ **Sir Todarius Wentworth:** Male human Pal6; CR 6; Medium-size humanoid (human); HD 6d10+18; hp 58; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +10/+5 melee (1d8+2/19-20, longsword); SA Smite evil, turn undead; SQ Detect evil, divine grace, lay on hands, divine health, aura of courage, remove disease (2/week), special mount; AL LG; SV Fort +9, Ref +5, Will +5; Str 15, Dex 12, Con 16, Int 12, Wis 12, Cha 15.

*Skills and Feats:* Diplomacy +8, Heal +2, Intimidate +7, Knowledge (religion) +7, Listen +2, Ride +6, Spot +4; Dodge, Power Attack, Sunder, Weapon Focus (longsword).

*Possessions:* masterwork longsword, +1 chainmail, small steel shield, *potion of cure moderate wounds*.

*Spells Prepared* (2; base DC = 11 + spell level): 1<sup>st</sup> – *bless weapon*, *cure light wounds*.

#### APL 8 (EL 8)

➤ **Sir Todarius Wentworth:** Male human Pal8; CR 8; Medium-size humanoid (human); HD 8d10+24; hp 76; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk

+12/+7 melee (1d8+3/19-20, longsword); SA Smite evil, turn undead; SQ Detect evil, divine grace, lay on hands, divine health, aura of courage, remove disease (2/week), special mount; AL LG; SV Fort +11, Ref +6, Will +6; Str 15, Dex 12, Con 16, Int 12, Wis 12, Cha 16.

*Skills and Feats:* Bluff +7, Diplomacy +9, Heal +2, Intimidate +8, Knowledge (religion) +7, Listen +2, Ride +6, Spot +4; Dodge, Power Attack, Sunder, Weapon Focus (longsword).

*Possessions:* +1 longsword, +1 chainmail, small steel shield, *potion of cure moderate wounds*.

*Spells Prepared* (2; base DC = 11 + spell level): 1<sup>st</sup> – *bless weapon*, *cure light wounds*.

**Description:** Sir Todarius Wentworth is a devout follower of Pholtus. Some might even call him an extremist. Born late to a minor noble family, Todarius knew that his chances of ever lording over his parents land were small. He decided instead to throw himself into the church life. It became quickly apparent that Todarius was more skilled in martial endeavors, and so pursued the path of a paladin. With his unquestionable loyalty, Todarius attracted the attention Lord Natan Enerick, a member of the Council of Lords and fellow devotee of Pholtus. Lord Enerick took Todarius into his entourage and he quickly rose through the ranks. All these things helped to fuel Todarius' ego to mammoth proportions. He sees himself above most everyone, save for Lord Enerick, and has a difficult time tolerating other "misguided" faiths, though he knows, politically, he must do so. Even some within the Temple of the Blinding Light itself have said that Todarius is arrogant and difficult to deal with.

Todarius sees Pholtus' answer in all things, and that belief makes its way into every aspect of his life, to the point where Todarius tone and behavior have put much distance between him and any friends he may have.

Todarius does have one, crippling weakness however. He is obsessed with women. As his personality generally pushes most women away, Todarius has taken to satisfying his urges with women from the seedier parts of Critwall. He knows that if he were ever caught, all he has built for his career could come crashing down. He could also end up damaging not only Lord Enerick's reputation, but the Temple of the Blinding Light as well. As he finds it impossible to resist his temptations, Todarius fights desperately to cover up this aspect of himself.

### ENCOUNTER 2: RESCUING AMERICA

AND

### ENCOUNTER 9: THE SUCCUBUS

#### APL 6 (EL 11)

➤ **Jeenverreia/Ameria (Succubus):** Succubus Sor2; CR 11; Medium-size outsider (chaotic, evil); HD 6d8+2d4+8; hp 47; Init +1; Spd 30 ft., fly 50 ft. (average);

AC 20 (touch 11, flat-footed 19); Atk +8 melee (1d3+1, 2 claws); SA Spell-like abilities, energy drain, summon tanar'ri; SQ DR 20/+2, tanar'ri qualities, alternate form, tongues; SR 12; AL CE; SV Fort +6, Ref +6, Will +10; Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 20.

**Skills and Feats:** Bluff +11, Concentration +14, Disguise +11\*, Escape Artist +7, Hide +7, Knowledge (Shield Lands) +9, Knowledge (arcana) +6, Listen +16, Move Silently +7, Ride +7, Search +9, Spot +16, Dodge, Mobility.

**Spells Known** (6/6; base DC = 15 + spell level): 0 – *daze, detect magic, flare, ghost sound, mage hand*; 1<sup>st</sup> – *ray of enfeeblement, shield*.

#### APL 8 (EL 13)

➤ **Jeenverreia/Ameria (Succubus):** Succubus Sor4; CR 13; Medium-size outsider (chaotic, evil); HD 6d8+4d4+10; hp 55; Init +6; Spd 30 ft., fly 50 ft. (average); AC 21 (touch 12, flat-footed 19); Atk +9 melee (1d3+1, 2 claws); SA Spell-like abilities, energy drain, summon tanar'ri; SQ DR 20/+2, tanar'ri qualities, alternate form, tongues; SR 12; AL CE; SV Fort +7, Ref +8, Will +11; Str 13, Dex 14, Con 13, Int 16, Wis 14, Cha 20.

**Skills and Feats:** Bluff +12, Concentration +15, Disguise +11\*, Escape Artist +7, Hide +9, Knowledge (Shield Lands) +9, Knowledge (arcana) +9, Listen +16, Move Silently +9, Ride +8, Search +9, Spot +16, Dodge, Improved Initiative, Mobility.

**Spells Known** (6/8/4; base DC = 15 + spell level): 0 – *daze, detect magic, flare, ghost sound, mage hand, read magic*; 1<sup>st</sup> – *cause fear, ray of enfeeblement, shield*; 2<sup>nd</sup> – *fog cloud*.

**Description:** Jeenverreia is a succubus summoned and bound into the service of Iuz after the Flight of Fiends. Though she never entered this world, her binding withstood the assault of the Crook of Rao. From the beginning, Jeenverreia was to be used as a "sleeper agent" of sorts, being called into this world only when certain conditions were met. From there, it was her mission to sow the seeds of mistrust and discontent within the Shield Lands.

Those summoning conditions were finally met when Ameria, a young merchant woman entered into the ruins to a temple of Heironeous. Ameria inadvertently touched the stone that freed the demoness. From there, the succubus assumed the identity of the woman.

Jeenverreia is evil to the core. She abhors combat, like most succubi, but engages for a short period of time if it suits her needs. She prefers to use and manipulate people from behind the scenes, using her charm ability to aid her. She rarely attempts to summon another tanar'ri unless absolutely pressed to.

Her interactions with Todarius Wentworth have given Jeenverreia a clear path to pursue in accomplishing her mission. She has been very careful in her manipulations of Wentworth to make sure that he does anything that might jeopardize his abilities as a paladin, as she needs his skills to help her accomplish

her goals. Jeenverreia desperately wants the *amulet of the planes*, but values her life first and foremost, and her mission in the Shield Lands more, and runs away to scheme another day.

### WILL THE REAL AMERIA PLEASE STAND UP

➤ **Ameria Talbin:** Female human Exp4.

Ameria is 26 years old, with long auburn hair. Her stunning natural beauty is matched by her mind, both intelligent and wise beyond her years. However, she has a complicated and tragic personality, arising from the choices she has had to make during her difficult life. She is the heiress to a wealthy merchant family from the city of Alhaster, presently in Redhand in the Bandit Kingdoms, but she shows few signs of her considerable resources. Ameria's family fled Redhand in 580CY in response to the invasion of the Shield Lands started by Tyrant Cedro of Reyhu. She traveled to Urnst on a ship allied with Prince Zeech of Redhand. Her parents were looted, harassed, and extorted out of much of their wealth. They entrusted their most precious family valuables to the young Ameria, who hid them on her person and in her luggage. During the voyage to Urnst from Alhaster, Ameria's father (Granard) took arms against the malicious ship's captain. His wife was summarily thrown overboard to punish him. Granard's fury over this led him into a fit of rage, where he strangled the captain with his bare hands. The ship's officers killed Granard, but the remaining passengers rose up against the crew and took the ship. Ameria safely arrived in Urnst, orphaned and forever traumatized by bearing witness to the whole event. Some of her personality can be explained by the fact that her mother was the most beautiful and wonderful person she ever knew.

Ameria holds an absolute hatred for Prince Zeech, his lieutenants, and any lackeys of the former Bandit Kingdoms. She is now very wealthy, having channeled her anger into productive business enterprises while in Urnst. She does nothing to accentuate her alarming natural beauty. Her voice is alluring; she speaks calmly with a sense of pain and purpose. Ameria has nearly given up on happiness in this life. Ameria is cool and aloof. She tends to have discussions only about philosophical topics and finds common chatter utterly wasteful and boring.

Note that Ameria's original stats are provided for reference only. The characters probably have little interaction with her.

### ENCOUNTER 5: INVESTIGATION

➤ **Bartael Riniet:** Male human Pal8/Wiz5 (Heironeous); CR 13; Medium-size humanoid (human); HD 8d10+5d4+26; hp 93; Init +2; Spd 30 ft. (20 ft. with armor); AC 12 (touch 12, flat-footed 10) or 25 (touch 11, flat-footed 24); Atk +15/+10 (1d10+5/19-20, bastard

sword); SA Smite evil, turn undead, spells; SQ Detect Evil, divine grace, lay on hands, divine health, aura of courage, remove disease (2/week), special mount; AL LG; SV Fort +12, Ref +8, Will +11; Str 14, Dex 14, Con 14, Int 13, Wis 14, Cha 17.

*Skills and Feats:* Alchemy +11, Craft (painting) +5, Diplomacy +9, Handle Animal +7, Knowledge (arcana) +2, Knowledge (history) +2, Knowledge (nature) +2, Knowledge (nobility and royalty) +6, Knowledge (the planes) +5, Profession (apothecary) +3, Profession (farmer) +3, Ride +10, Scry +3, Spellcraft +5, Swim +5, Use Rope +5; Exotic Weapon Proficiency (bastard sword), Blind-Fight, Brew Potion, Mounted Combat, Leadership, Scribe Scroll, Silent Spell, Skill Focus (Alchemy).

*Possessions:* amulet of the planes, amulet of proof against detection and location, +2 dagger, bag of holding 1 (contains: +2 full plate armor, +3 bastard sword, masterwork large steel shield with Shield Lands heraldry on it, assorted paladin gear, and a wide assortment of alchemical gear, kept safe from damage by being carefully bundled in the bag).

*Paladin Spells Prepared* (2/1; base DC = 12 + spell level): 1<sup>st</sup> – bless, detect undead; 2<sup>nd</sup> – remove paralysis.

*Wizard Spells Prepared* (4/4/2/1; base DC = 11 + spell level): 0 – detect magic, detect poison, read magic, resistance; 1<sup>st</sup> – comprehend languages, expeditious retreat, feather fall, protection from evil; 2<sup>nd</sup> – bull's strength, endurance; 3<sup>rd</sup> – dispel magic.

Bartael Riniet <BAR-tay-el rin-AY-et> is the most unusual passenger aboard the Kroesus, the ship, which delivered the refugees to the Shield Lands. He is 35 years old with a full head of prematurely gray hair. His face is chiseled and he has a commanding personal presence that seems out of place for his profession as an alchemist. Bartael began his adventuring career in the Shield Lands as a paladin of Heironeous named Lebarat Tirien. He is a former Knight of Holy Shielding whose life took a strange turn. Lebarat has traveled throughout the Flanaess and the planes of existence using his *amulet of the planes*. He has many stories to tell of history, nobility, war, and the like, but he limits his ship borne conversations to alchemy and benign topics.

Lebarat's own story is most interesting but he guards it with the utmost secrecy. Lebarat used to travel very often with a cleric of Zagyg by the dubious name of Entropimus, who claimed to be the first such cleric in all of history. On a particularly strange journey to a tesseract of Zagyg's own design, the Mad Archmage thought the paladin reminded him of the hero-god Murlynd. Zagyg thus set events in motion causing Lebarat's next level to be Wiz1 with the Brew Potion feat [his paladin caster level was 4<sup>th</sup> at the time]. Lebarat subsequently became skilled at spells and alchemy. He changed his name and identity to Bartael Riniet, an anagram of Lebarat Tirien. Though he retains his paladin abilities, he can never return fully to his former life. He laments this only slightly. For example, his squire is now lost to him.

Bartael presents himself only as an alchemist. However, his noble disposition and paladin training do not permit him to lie about his history. If asked, he simply says something like, "I prefer not to speak of such things." He can, of course, answer alchemical questions very well. Due to his amulet, he doesn't need this ship to get to Critwall. In fact, he doesn't even live in Urnst, and none of the other passengers know him. Bartael is on this boat to ensure the safety of the refugees as they return to the Shield Lands. He does not reveal himself as a paladin, though at the DM's discretion he may be used in desperate times to heal a dying refugee or possibly to defend the refugees. He always explains such actions in an alchemical manner.

Bartael is now very much an alchemist. For example, if the scrag is slain Bartael scrambles to obtain its blood and flesh. If asked, he says something about brewing healing potions from the stuff. Bartael has a touch of the mad scientist about him, though he is very honest and trustworthy. He owns a store in Greyhawk City called The Noble Elements. Only the most clever characters should be able to figure out that he is a paladin of renown, who fought alongside Artur Jakartai out-side the wall of Chendl, in defense of Furyondy against Iuz's armies. Once in Critwall, he leads his life as an alchemist, hopping back and forth between Critwall and Greyhawk using his amulet, while undertaking special missions for the Knights of Holy Shielding.

Bartael has quite a few of his sellable wares in his luggage. He has and can sell, at the DM's discretion any of the "Special Substances and Items" from Table 7-9 in the *Player's Handbook*. He has the following quantity of items on sale for list price (quantities are in parenthesis):

- Acid (flask) (4)
- Alchemist's Fire (2)
- Antitoxin (2)
- Smokestick (3)
- Sunrod (5)
- Tanglefoot bag (2)
- Thunderstone (2)
- Tindertwig (5)

Bartael has the following potions from the DUNGEON MASTER's Guide available:

- *Potion of Charisma* (1)
- *Potion of Intelligence* (1)
- *Potion of swimming* (2)
- *Potion of Wisdom* (1)
- *Potion of cure light wounds* (3)
- *Potion of jump* (2)
- *Potion of spider climb* (1)
- *Potion of endure elements* (1)
- *Potion of resist elements* (1)

- *Potion of delay poison* (1)
- *Potion of mage armor* (1)
- *Potion of invisibility* (2) (Note: he only sells these to person of proven virtue)
- *Potion of protection from evil* (1)
- *Potion of levitate* (1)
- *Potion of cat's grace* (1)
- *Potion of bull's strength* (1)

Bartael has the following substances and potions from the various builder books available at the listed price. Each is considered to have the frequency of "Adventure" and may only be purchased during or immediately after this event.

- *Waterproofing\** (6)
- *Potion of false life\** (2)
- *Potion of unerring direction\** (3)

\*See Appendix 2: New Rules for additional information. The judge must write this sale on the character's Adventure Cert.

## ENCOUNTER 6: SURI, YOU MUST BE JOKING

### APL 2 (EL 3)

☛**Suri:** Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+2; hp 12; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +3 melee (1d6+1/19-20, short sword), or +2 melee (1d6+1 subdual, sap); SA Sneak attack (+1d6); SQ Evasion; AL CN; SV Fort +1, Ref +6, Will +0; Str 13, Dex 16, Con 12, Int 12, Wis 10, Cha 13.

*Skills and Feats:* Appraise +5, Bluff +5, Climb +4, Intimidate +5, Jump +5, Hide +6, Innuendo +5, Move Silently +8, Open Lock +8, Pick Pocket +8, Spot +4, Tumble +7; Dodge, Improved Initiative.

*Possessions:* masterwork leather armor, sap, masterwork short sword, *potion of cure light wounds*.

☛**Suri's Thug:** Male human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+1; hp 7; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +0 melee (1d6 subdual, sap) or +0 melee (1d4/19-20, dagger) or +2 ranged (1d4/19-20, thrown dagger); SA Sneak attack (+1d6); AL CN; SV Fort +1, Ref +4, Will +0; Str 10, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Appraise +3, Bluff +4, Climb +3, Hide +6, Innuendo +4, Move Silently +6, Open Lock +5, Pick Pocket +6, Spot +3, Tumble +6; Dodge, Improved Initiative.

*Possessions:* leather armor, sap, dagger.

### APL 4 (EL 5)

☛**Suri:** Male human Rog4; CR 4; Medium-size humanoid (human); HD 4d6+4; hp 22; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +7 melee

(1d6+1/19-20, short sword), or +4 melee (1d6+1 subdual, sap); SA Sneak attack (+2d6); SQ Evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +2, Ref +7, Will +1; Str 13, Dex 17, Con 12, Int 12, Wis 10, Cha 13.

*Skills and Feats:* Appraise +6, Bluff +7, Climb +6, Intimidate +8, Jump +5, Hide +9, Innuendo +8, Move Silently +9, Open Lock +9, Pick Pocket +11, Spot +5, Tumble +7; Dodge, Improved Initiative, Weapon Finesse (short sword).

*Possessions:* masterwork leather armor, sap, masterwork short sword, *potion of cure light wounds*.

☛**Suri's Thug:** Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+2; hp 12; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +1 melee (1d6 subdual, sap) or +1 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, thrown dagger); SA Sneak attack (+1d6); SQ Evasion; AL CN; SV Fort +1, Ref +5, Will +0; Str 10, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Appraise +3, Bluff +5, Climb +4, Hide +6, Innuendo +4, Move Silently +6, Open Lock +6, Pick Pocket +8, Spot +5, Tumble +6; Dodge, Improved Initiative.

*Possessions:* leather armor, sap, dagger.

### APL 6 (EL 7)

☛**Suri:** Male human Rog6; CR 6; Medium-size humanoid (human); HD 6d6+6; hp 32; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +8 melee (1d6+1/19-20, short sword), or +5 melee (1d6+1 subdual, sap); SA Sneak attack (+3d6); SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL CN; SV Fort +3, Ref +8, Will +2; Str 13, Dex 17, Con 12, Int 12, Wis 10, Cha 13.

*Skills and Feats:* Appraise +8, Bluff +9, Climb +8, Intimidate +9, Jump +7, Hide +11, Innuendo +10, Move Silently +11, Open Lock +11, Pick Pocket +12, Spot +6, Tumble +8; Dodge, Expert Tactician\*, Improved Initiative, Weapon Finesse (short sword).

*Possessions:* +1 leather armor, sap, masterwork short sword, *potion of cure light wounds*.

\*See Appendix 2: New Rules for additional information.

☛**Suri's Thugs (2):** Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+2; hp 12; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +1 melee (1d6 subdual, sap) or +1 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, thrown dagger); SA Sneak attack (+1d6); SQ Evasion; AL CN; SV Fort +1, Ref +5, Will +0; Str 10, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Appraise +3, Bluff +5, Climb +4, Hide +6, Innuendo +4, Move Silently +6, Open Lock +6, Pick Pocket +8, Spot +5, Tumble +6; Dodge, Improved Initiative.

*Possessions:* leather armor, sap, dagger.

## APL 8 (EL 9)

☛**Suri:** Male human Rog8; CR 8; Medium-size humanoid (human); HD 8d6+8; hp 42; Init +8; Spd 30 ft.; AC 18 (touch 15, flat-footed 14); Atk +11/+6 melee (1d6+2/19-20, short sword), or +7/+2 melee (1d6+1 subdual, sap); SA Sneak attack (+4d6); SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL CN; SV Fort +3, Ref +10, Will +2; Str 13, Dex 18, Con 12, Int 12, Wis 10, Cha 13.

*Skills and Feats:* Appraise +10, Bluff +11, Climb +10, Intimidate +11, Jump +9, Hide +14, Innuendo +12, Move Silently +14, Open Lock +14, Pick Pocket +15, Spot +6, Tumble +9; Dodge, Expert Tactician\*, Improved Initiative, Weapon Finesse (short sword).

*Possessions:* +1 leather armor, sap, +1 short sword, potion of cure light wounds, ring of protection +1.

\*See Appendix 2: New Rules for additional information.

☛**Suri's Thugs (4):** Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+2; hp 12; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +1 melee (1d6 subdual, sap) or +1 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, thrown dagger); SA Sneak attack (+1d6); SQ Evasion; AL CN; SV Fort +1, Ref +5, Will +0; Str 10, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Appraise +3, Bluff +5, Climb +4, Hide +6, Innuendo +4, Move Silently +6, Open Lock +6, Pick Pocket +8, Spot +5, Tumble +6; Dodge, Improved Initiative.

*Possessions:* leather armor, sap, dagger.

## ENCOUNTER 8: THE DEAL

### APL 2 (EL 4)

☛**Arcan:** Male half-elf Rog2; CR 2; Medium-size humanoid (elf); HD 2d6+2; hp 12; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +2 melee (1d6+1/18-20, rapier) or +2 melee (1d4+1/19-20, dagger) or +3 ranged (1d4+1/19-20, thrown dagger); SA Sneak attack (+1d6); SQ Immunity to sleep spells, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, evasion; AL CN; SV Fort +1, Ref +5, Will +1; Str 12, Dex 15, Con 12, Int 13, Wis 12, Cha 13.

*Skills and Feats:* Bluff +5, Disable Device +4, Disguise +4, Gather Information +5, Innuendo +5, Listen +6, Move Silently +6, Open Lock +6, Pick Pocket +5, Search +5, Sense Motive +5, Spot +3; Improved Initiative.

*Possessions:* rapier, dagger, studded leather armor, tanglefoot bag, thunderstone.

☛**Arcan's Thug:** Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+2; hp 12; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +1 melee (1d6/19-20, short sword) or +1 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, thrown dagger); SA Sneak attack (+1d6); SQ Evasion; AL CN; SV Fort +1,

Ref +5, Will +0; Str 10, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Appraise +4, Bluff +5, Climb +4, Escape Artist +6, Jump +5, Move Silently +6, Open Lock +6, Pick Pocket +7, Spot +5, Tumble +7; Dodge, Improved Initiative.

*Possessions:* leather armor, dagger, short sword, tanglefoot bag, thunderstone.

### APL 4 (EL 6)

☛**Arcan:** Male half-elf Rog4; CR 4; Medium-size humanoid (elf); HD 4d6+4; hp 22; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +6 melee (1d6+1/18-20, rapier) or +4 melee (1d4+1/19-20, dagger) or +5 ranged (1d4+1/19-20, thrown dagger); SA Sneak attack (+2d6); SQ Immunity to sleep spells, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +2, Ref +7, Will +2; Str 12, Dex 16, Con 12, Int 13, Wis 12, Cha 13.

*Skills and Feats:* Bluff +6, Disable Device +5, Disguise +5, Escape Artist +6, Gather Information +6, Innuendo +7, Listen +7, Move Silently +9, Open Lock +9, Pick Pocket +8, Search +6, Sense Motive +6, Spot +3; Improved Initiative, Weapon Finesse (rapier).

*Possessions:* rapier, dagger, studded leather armor, tanglefoot bag, thunderstone.

☛**Arcan's Thugs (2):** Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+2; hp 12; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +1 melee (1d6/19-20, short sword) or +1 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, thrown dagger) or +3 ranged (1d8/19-20, light crossbow); SA Sneak attack (+1d6); SQ Evasion; AL CN; SV Fort +1, Ref +5, Will +0; Str 10, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Appraise +4, Bluff +5, Climb +4, Escape Artist +6, Jump +5, Move Silently +6, Open Lock +6, Pick Pocket +7, Spot +5, Tumble +7; Dodge, Improved Initiative.

*Possessions:* leather armor, dagger, short sword, light crossbow, 10 bolts, tanglefoot bag, thunderstone.

### APL 6 (EL 8)

☛**Arcan:** Male half-elf Rog6; CR 6; Medium-size humanoid (elf); HD 6d6+6; hp 32; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +7 melee (1d6+1/18-20, rapier) or +5 melee (1d4+1/19-20, dagger) or +6 ranged (1d4+1/19-20, thrown dagger); SA Sneak attack (+3d6); SQ Immunity to sleep spells, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL CN; SV Fort +3, Ref +8, Will +3; Str 12, Dex 16, Con 12, Int 13, Wis 12, Cha 13.

*Skills and Feats:* Bluff +8, Disable Device +7, Disguise +6, Escape Artist +6, Gather Information +8, Innuendo +8, Listen +8, Move Silently +12, Open Lock +10, Pick Pocket +10, Search +7, Sense Motive +7, Spot

+5; Expertise, Improved Initiative, Weapon Finesse (rapier).

*Possessions:* rapier, dagger, masterwork studded leather armor, tanglefoot bag, thunderstone.

☛**Arcan's Thugs (4):** Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+2; hp 12; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +1 melee (1d6/19-20, short sword) or +1 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, thrown dagger) or +3 ranged (1d8/19-20, light crossbow); SA Sneak attack (+1d6); SQ Evasion; AL CN; SV Fort +1, Ref +5, Will +0; Str 10, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Appraise +4, Bluff +5, Climb +4, Escape Artist +6, Jump +5, Move Silently +6, Open Lock +6, Pick Pocket +7, Spot +5, Tumble +7; Dodge, Improved Initiative.

*Possessions:* leather armor, dagger, short sword, light crossbow, 10 bolts, tanglefoot bag, thunderstone.

### APL 8 (EL 10)

☛**Arcan:** Male half-elf Rog8; CR 8; Medium-size humanoid (elf); HD 8d6+8; hp 42; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +10/+5 melee (1d6+1/18-20, rapier) or +7/+2 melee (1d4+1/19-20, dagger) or +8/+3 ranged (1d4+1/19-20, thrown dagger); SA Sneak attack (+4d6); SQ Immunity to sleep spells, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL CN; SV Fort +3, Ref +9, Will +3; Str 12, Dex 16, Con 12, Int 13, Wis 12, Cha 14.

*Skills and Feats:* Bluff +9, Climb +2, Disable Device +8, Disguise +7, Escape Artist +8, Gather Information +9, Innuendo +9, Listen +10, Move Silently +12, Open Lock +11, Pick Pocket +11, Search +10, Sense Motive +10, Spot +6; Expertise, Improved Initiative, Weapon Finesse (rapier).

*Possessions:* masterwork rapier, dagger, masterwork studded leather armor, tanglefoot bag, thunderstone, *potion of cure light wounds*.

☛**Arcan's Thugs (4):** Male human Rog4; CR 4; Medium-size humanoid (human); HD 4d6+4; hp 22; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +3 melee (1d6/19-20, short sword) or +3 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, thrown dagger) or +5 ranged (1d8/19-20, light crossbow); SA Sneak attack (+2d6); SQ Evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +2, Ref +6, Will +1; Str 10, Dex 15, Con 12, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Appraise +6, Bluff +7, Climb +6, Escape Artist +6, Jump +7, Move Silently +8, Open Lock +8, Pick Pocket +9, Spot +7, Tumble +9; Dodge, Improved Initiative, Mobility.

*Possessions:* leather armor, dagger, short sword, light crossbow, 10 bolts, tanglefoot bag, thunderstone.

## APPENDIX 2: NEW RULES

### **EXPERT TACTICIAN [GENERAL] AS PRESENTED IN *SWORD AND FIST***

Your tactical skill works to your advantage.

**Prerequisite:** Base attack bonus +3.

**Benefit:** You gain one extra partial action per round whenever a melee opponent is denied his Dexterity modifier to his AC. The partial action need not be an attack; you can perform any partial action. If you do attack, however, it must be against the opponent currently denied his Dexterity modifier to AC. You gain only one additional partial action regardless of how many melee opponents deprived of their Dexterity modifiers you face.

### **POTION OF FALSE LIFE AS PRESENTED IN *SWORD AND FIST***

The drinker gains 1d10+3 temporary hit points. The effect lasts 3 hours.

Caster Level: 3<sup>rd</sup>; Prerequisites: Brew Potion, *endurance*; Market Price: 300 gp

### **POTION OF UNERRING DIRECTION AS PRESENTED IN *MASTERS OF THE WILD***

A character drinking this potion gains a +10 circumstance bonus on Intuit Direction checks for 1 hour.

Caster Level: 2<sup>nd</sup>; Prerequisites: Brew Potion, spell caster level 6<sup>th</sup>; Market Price: 150 gp

### **WATERPROOFING AS PRESENTED IN *SONG AND SILENCE***

This useful compound comes in the form of a thick paste or polish in a tin container. When rubbed on wooden leather, paper, parchment, or metal items, it protects them from all water damage for up to 24 hours. An item so treated suffers no harm from any type of water exposure – be it dampness, a brief shower, or even complete immersion. One application covers an object the size of a lute or a pair of boots and lasts for seven days or until exposed to water. A tin of waterproofing contains enough polish for ten applications. Bards in particular find this item useful for protecting their precious instruments from inclement weather and sudden dunkings.



## APPENDIX 3: THE REFUGEES

The listing below is of the refugees the characters will escort back to Critwall. It is provided here for references sake only. Thanks to Gene "Zag" Head, creator of the original refugee list

- Ongier and Diena Mirbrot <on-JEER and DEE-eh-nuh MEER-brot>. Children: Ametta, Petern, Arvin. Ongier is a miller. Children are young and Diena is pregnant.
- Ansarcet and Manda Thentand <AN-sar-set and MAN-duh then-TAHND>. Merchant in foodstuffs and spirits. Devout follower of Zilchus.
- Fadien Jandin <FAH-dee-en JAN-din> with daughter Helisia <hel-EE-see-uh>. Wife is deceased.
- Dennen and Arilda Dossalane <DEN-en and ar-IL-da DOSS-eh-lane>. Sons: Menier and Fennel. The Dossalanes are fairly well-to-do farmers.
- Elona Mather <el-O-nuh MA-ther> with four children: Gremanda, Heranea, Causder, and Bemin. husband deceased. Mrs. Mather is a skilled seamstress, as are her two eldest daughters.
- Bero Sorata <BEH-row saw-RAH-tuh> carpenter.
- Gascin and Rotelda Thasinnard <GAS-kin and row-TEL-da THASS-in-ard>. Three children: Linard, Merquin, Reyndolina <li-NARD, MER-kwin, rain-doh-LEE-nuh>. Gascin is a leather-worker.
- Grantern and Madena Pretard <GRAN-tern and ma-DEEN-uh PREH-tard>. Children: Oland, Arisa, Chanielle, Antin. The Pretards are farmers.
- Aldromia Pelovory <al-DRO-mee-uh pel-oh-VORE-ee>. Merchant dealing in fine clothing and fabrics.
- Sendrin and Prenda Donfroi. <SEN-drin and PREN-da DON-froy> Child: Berdel (spoiled rotten). Merchant specializing in arms, armor, and ammunition (arrows, shot, ballista bolts)
- Dongin and Eutacia Flenard <DON-gin and YOO-tah-see-uh fle-NARD. Twin girls: Flena and Fona. Dongin is a miller.
- Lobin and Dena Renemet <LOW-bin and DEE-nuh REN-eh-met> Daughter Valiana <VA-lee-ah-nuh>. Lobin is a journeyman blacksmith.
- Jourel and Amerona Bandart <zhur-EL and A-mer-oh-nuh band-ART>. Children: Hanetta and Ludin. Farmers.
- Bornor Malen <BORE-ner MAL-en>. Subsis-tence farmer and miserly recluse.
- Gonarin and Ondromia Livachard <go-NAR-en and on-DRO-mee-uh liv-eh-CHARD>. Children: Ystian and Ranould. Farmers.
- Bornel and Duweena Tergon <TER-john>, blacksmith. Children: Frederick.

## APPENDIX 4: THE COUNCIL LORD

### Lord Natan Enerick

*Reagent of the Sharn Family of Bright Sentry*

*Faithful Follower of Pholtus*

*Member of the Council of Lords of the Shield Lands*

Lord Natan Enerick has been sitting on the Council of Lord since shortly after the end of the Greyhawk Wars. Natan is the reagent for the young Earl Simen Sharn of Bright Sentry, whose father was the former Earl Pabrin Sharn. Simen is far too young to take his father's place, Natan (so his maternal uncle) has agreed to serve until the boy comes of age. Natan's sister Esanna Sharn was affected greatly by the loss of her husband and much of their combined families when the Shield Lands fell to Iuz, otherwise she might have taken her husband's place on the Council of Lords. A devout follower of Pholtus, Lord Enerick has been instrumental in helping his faith survive and even thrive in the newly reclaimed Shield Lands even though he is not a cleric of the Blinding One himself.

Enerick stands a towering six and a half feet tall, and is well built, despite his age and absence on the battlefield. A daily regimen of martial prowess keeps his fighting edge keen, while numerous council sessions allow him time to keep up his political maneuverings.

Enerick has a few close allies and a few bitter enemies on the Council, though his does well in keeping an eye on both. He has had disagreements with Lady Katarina in the past, particularly on matters concerning Bright Sentry, the disposition of refugees, religion's place in the governing of the Shield Lands and the use of the Shield Knights.

Lord Enerick cares deeply about the Shield Lands and its restoration, but as his age advances, his leanings and feelings about Pholtus have become more obvious, where he sometimes displays the trademark arrogance that is often exhibited by clerics of the faith. Some have said that this has clouded his judgment on what is best for the Shield Lands and its people.

## PLAYER'S HANDOUT 1

Greetings, and may the Light of Pholtus Shine upon you

I, Lord Natan Enerick of the Council of Lords here in the beloved Shield Lands, and with the church of the True Way of Pholtus, do hereby request the service of this group of Pathfinders to undertake a mission of great importance to the Shield Lands and the Reclamation.

Please follow my aid, and undertake the mission requested of you. You will meet with Sir Todarius Wentworth, the Illuminated. Follow his orders to the letter, and the Light of Pholtus will keep you safe.

With my Thanks, For the Shield Lands, and the Church

Lord Natan Enerick

## ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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