

NMR3-03

Blind Faith, Muted Voices

A one-Round D&D LIVING GREYHAWK[®]
Nyronde Meta-Regional Adventure

Version 1.0

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The renewal of Nyronde has begun, but forgotten among all the obstacles that King Lynwerd has had to deal with is the issue of Midmeadow. The Valorous League of Blindness would like to keep it this way, as they draw closer and closer to completing their plan with their Palish brothers to the north. Tenh refugees from the recent invasion of that land bloat the tent camps that cripple the local economy. What role will the Urnst states play in all this? A once beautiful city -- a gift from the elves of the Gamboge Forest -- has become a foul place, but soon all will change. Part one in the "Issue of Midmeadow" meta-regional series. An adventure for PCs level 1-13.

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

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Introduction

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks

during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Scoring

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

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

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

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

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

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

Living Greyhawk Levels of Play

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

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will

receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING

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

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. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Nyrond and its Environs. Characters native to Nyrond, Theocracy of the Pale, Duchy of Urnst, County of Urnst, or Ratic pay one Time Unit per round; all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

DM Background and Adventure Summary

During the time of Overking Portillan, a great noble ruled over Midmeadow and the surrounding farmlands. His name was Kyliris the Falcon. He was named as such because of his love for predatory birds. He kept them, raised them, and trained them to hunt. The area was peaceful and prosperous, unlike much of the rest of the Great Kingdom. The ancient forest of the Gamboge was home to a tribe of High Elves called the Simikvan. These elves realized that the humans would not stop expanding into their home, so they decided to embrace them as equals, instead of fighting. In a great, historical meeting, the Simikvan elves presented their plan to build a mystically enchanted city. The Simikvan sent a group of druids known as the Naikvan. These druids, along with a task force of labors grew and shaped the palisade of the city. The Naikvan then began to plant and grow the trees that would form the basis for the dwellings within the town. In the town center, the humans constructed a beautiful sculpture of stone depicting the Simikvan and the humans working together. Elves and men lived in harmony and they had a city to share together.

The peace did not last, though. The uprising of the other Nyrondese nobles threatened to destroy Kyliris' peaceful existence. Soon enough the revolt spread to the outlying areas and many of his vassals betrayed him for the power grab that was leading to the secession of Nyrond. True to the Overking until his end, Kyliris fled Midmeadow and was tracked down by the other nobles. He was convicted of treason by the new Nyrond government and executed.

However, in an unexpected turn of events, followers loyal to him and to the Overking stole his lifeless body. They were never found, although they were thought to have headed into the east where the Great Kingdom still lived.

During more recent times, the Valorous League of Blindness stumbled upon a shrine to the foul deity Incabulos. They quickly destroyed it, but those that follow the dark god were already drawn to the area. Among them is a powerful creature known only as Shattador the Wretched. Little else is known of him or his plans.

The story begins in with the PCs traveling through the northern reaches of Nyrond and hearing tales of the upcoming celebration of Growfest in Midmeadow. During their travels they pass the many tent camps that dot the northern lands like fleas on the back of a dog.

The PCs can see a fortress looming off in the distance, and the smoke rising from the town of Midmeadow tells them that they are not more than a day's journey from the city. Traveling towards it, they spy a group of refugees trying to fend off an unusual looking creature. More of the creatures appear, fading into existence from another plane. The refugees are grossly in need of help!

After defeating the ether threat, a group of mounted knights come charging up from the nearby hillside. They charge into the group of refugees, lancing several of them. They circle back around and display their shields bearing the symbol of Pholtus and call for the PCs and refugees to surrender. They will not attack the PCs.

Once the PCs surrender or are forced into submission, they are hauled off to the fortress in the distance. It is a newly erected walled camp called a "New Dawn Camp" by the group of Pholtan knights. The knights are known as the Valorous League of Blindness. Several of them have even put out one of their own eyes as a show of faith to the Blinding One.

The knights explain that they have been on a fiend hunt for several months and do not look kindly on strangers, particularly arcane magic wielders. After the PCs explain that they and the refugees are innocent and that either group did not summon the creatures, the PCs are allowed to leave freely. The knights provide an escort to the town of Midmeadow.

[Alternate intro #1: If the PCs are Theocracy of the Pale characters and worshippers of Pholtus, they begin by meeting with Prelate Zacktinerim and receiving a sealed note to deliver to the Temple of Pholtus in Midmeadow. They are also encouraged to attend the Growfest celebration.]

[Alternate intro #2: If the PCs are Nyrond characters, they have been charged with the task of escorting the leader of Midmeadow back from his meeting with the King in Rel Mord. During the trip, they will have to protect him from an attack by the ether creatures. Upon arrival in Midmeadow, they are directed to talk with the Valorous League at the temple of Pholtus.]

In Midmeadow, the PCs are confronted dead on with the many issues that have plagued the town for several decades. The streets are filthy. The people are rude and poor. Crime is rampant, and there is nary a place to find a good meal. The winter has ended. People are supposed to be happy that they no longer need to fear the long nights and cold, icy storms. They should have everything to look forward to, but instead they are as somber as if it were mid-winter.

At this point the PCs meet Jeven Ael'Zaqueruil and his secret organization and underground political movement, the Rotten Apple Brigade. Jeven is from a poor peasant family, but he moved to the city with hopes and dreams of becoming the elected leader of the town. He and his group of followers is putting together a petition to present to King Lynwerd that will allow the people of Woodverge to elect a leader, who will be presented to the king and sworn into service to the throne for a decade. Jeven will provide the PCs with a place to rest during the night and more information about the current events of Midmeadow. However, Jeven and his group have been noticed by Kyliris and he is planning to use their organization for his own ends.

Jeven explains the role of the Valorous League and how the knights have been strong-arming their way into the leadership role in the absence of the mayor. He talks at length about the "uprising", which was started by his group in reaction to the impending opening of the New Dawn Camp by the Knights Valorous. Jeven and his compatriots have heard numerous rumors about the mayor, including that he has been consorting with demons.

Jeven also has information about the refugee camps. He tells the PCs that the Valorous League has recruited heavily from the refugees in hopes of gaining enough support to convince the Theocracy to the north that they have control over the region. The league is hoping that the Theocracy will invade and wrest control of the area from Nyronnd. In addition, the refugee camps have been ravaged by disease and famine, which seems to be growing ever worse by the day. Bloated, dead bodies have turned up in the sewers on several occasions and the people are frightened to go out at night because "the rats are the size and temperament of wolves now".

It is also possible that the PCs will not want to ally with this underground group. There are few other possibilities for lodging for the PCs at night.

One possibility is the temple of Pholtus. This is the "recruiting" center for the Valorous League. It serves as their base of operations for the city and a soup kitchen for the poor who follow Pholtus' teachings. Here they can learn more about Pholtus and the Valorous League. Of course, they are teaching the fanatical, LN slanted lessons of the Theocracy of the Pale Pholtans and not the typical Pholtan dogma. The only other real option is to stay outside.

During the night, the streets are filled with the minions of evil. These include rats, dire rats, and moon rats, which have become sentient during this full-moon evening. They can be observed dragging corpses, trash,

and other foul material through the sewers. The PCs may feel compelled to try and stop them. The moon rats aren't friendly, either.

This strange occurrence leads the PCs to the sewers, which web the underworld all over the city and to the outskirts near the refugee camps. Here they encounter the disease, famine, and filth that are ravaging the refugee population. There are many evil spies and agents of the Falcon and his cohort, Shattador. The PCs must be careful with whom they speak and what information they give and seek.

After an evening of terror in the streets of Midmeadow, the city awakens to a bright and beautiful new day. The day is special because it is the celebration of Growfest, a festive occasion honoring the start of the growing season. There are many special events prepared for this day and the Valorous League's presence in town has been increased dramatically as both a show of good faith and a marketing ploy. The PCs can participate in the many festivities that are going on throughout the day and gather a bit more information about the rumors and strange happenings of the evening before. They also observe the Valorous League's interactions with the general populace and the refugees, neither of which would be considered a positive experience for the two underprivileged parties.

Finally, as twilight falls on the city and the party begins to die down, the local leader of the town emerges. His face is pale, his body weakened, and his speech is stammered. He brings news of a terrifying evil that has awakened in the castle. Just then, vermin crawl out from under his clothing and he collapses to the ground. At the same time, a group of undead is unleashed on the town and a riot erupts. Agents of evil cause general chaos and the Valorous League rides off to the castle. Inside, they find the castle empty. Its dozens of guards have been slaughtered. The only evidence is a note. The letter says nothing more than: "I have awakened."

Alternate Introduction #1

This introduction should be used to as a hook for any characters that are allied with the Church of Pholtus in the Theocracy of the Pale. The goal of this encounter is to give the PCs a minor task to establish a basis for their travel to Midmeadow.

Prelate Zacktinerim has summoned you to her. Her records show favorably of your deeds in the past and she has entrusted you with a task of delivering a sealed message to the Temple of Pholtus in

Midmeadow. In addition, she knows that you have been under great stress of late and she recommends that you relax in the town for the celebration of Growfest, which is said to be quite a party in the fertile northern lands of Nyrond. Pressing her seal in wax upon the letter, she places it in a wooden tube and lays it on the table before you. "I trust in your faith in Pholtus to guide this letter to Midmeadow. Its importance is great and this is why I call upon you. Go forth and may Pholtus' light guide you with speed, steadiness, and safety. Her servants usher you out of the Spartan quarters and return you to your horses. Your errand has begun.

The message is detailed in the Appendix, if the PCs decide to open it and read it.

After this brief introduction, proceed to the standard introduction.

Alternate Introduction #2

If the PCs are Nyrond characters, they have been charged with the task of escorting the leader of Midmeadow back from his meeting with the King in Rel Mord. During the trip, they will have to protect him from an attack by the ether creatures. Upon arrival in Midmeadow, they are directed to talk with the Valorous League at the temple of Pholtus.

Your summons by the court aides of King Lynwerd went well. You were given the simple task of escorting the crown's appointed ruler of Woodverge, Sir Weynoud Aspranth, back to his castle in Midmeadow. He had been in Rel Mord for an important meeting with the King and wants to arrive in Midmeadow in time for the celebration. Your journey to the north has been uneventful to this point. A passing merchant here and there and acres of farmland all newly turned for the upcoming growing season. The smell of manure is strong in the air, as the good weather has allowed many of the farmers to get a head start on their fertilizing. However, as you reach the apex of a hill, you spot a farmer fending off what looks like a large beetle. The creature spits a foul liquid at the farmer and half of his rake vanishes into thin air. He screams out: "Help me! Help me!"

APL 2 (EL 2)

Etherspitter: hp 13; see Appendix A.

APL 4 (EL 4)

Etherspitters (2): hp 15, 12; see Appendix A.

APL 6-12 (EL 6)

Etherscouts (2): hp 26, 22; see Appendix A,

Etherspitter (2): hp 14, 13; see Appendix A.

Once the ether creatures have been fended off, Aspranth warns the PCs that he must hurry to get back to his town and make sure everything is in order there. The PCs make their way back to Midmeadow safely and arrive at the temple of Pholtus where Aspranth leaves them and gives them their payment. You can give them one quarter of the gold piece payment that is to be made to them at the end of the scenario.

Here they can question the Valorous League members about the town and find out about several local happenings:

- Why do some of you have one eye missing? What's with the blinders?

We're members of the Valorous League of Blindness. Pholtus guides down the One True Path. We need but one eye in this world. Pholtus shows us with his light.

- What were those creatures that attacked us on the way here?

Most likely they are fiends. Our knights, led by Zylinchin, have been hunting fiends in this area for quite some time now. I'm sure he'd love to hear your story.

- Has anything else been going on here recently?

Well, there have been a lot of refugees that have come to town recently. Many more than usual. They are coming from the north, from Tenh. Also, we are preparing to celebrate Growfest tomorrow. That is what all the preparations here are for and in the town center.

- Where can we find good lodgings?

We would recommend that you stay here, at the temple. The other establishments in town are filled with scoundrels and thieves who choose to ignore the light of Pholtus.

- What is with all those refugees?

They are fleeing the evil occupation of Tenh. They have been here for years, but their numbers have increased recently. They have also been suffering greatly from famine and disease. We do what we can to help those who choose to come to the light of Pholtus, but we have not the resources to help them all.

If the heroes complete this introduction, there is no need to do the regular introduction. Proceed directly to Encounter One.

Introduction

The goal of this encounter is to provide a hook for the PCs to enter the scenario. Feel free to modify and create new situations as motivation for the PCs. Important points in this encounter include meeting the refugees, who have recently been displaced by the invasion of Tenh. They are extremely frightened of the ether creatures, with the exception of their leader, a fearless ranger who has led them to Woodverge seeking refuge. Another important point is to introduce the Valorous League of Blindness. It is important to show that they are the powerful force that is in control of this area and they operate unchecked as such.

It's a beautiful spring day for a stroll in the in rolling meadows of the Woodverge. Fleeing the terrible invasion of ethereal creatures to the north, you seek some leisure before setting out on your next adventure. Travelers have told you stories of the great celebration during Growfest in Midmeadow. You've made friends during your travel thus far and one of them points out a plume of smoke on the horizon, which can only be the town of Midmeadow. Birds of prey circle above the lush fields of northern Nyrond, hunting for field mice among the thicket. Another companion notices a large keep to the north. However, you spy a ring of travelers struggling to fend off a terrible beetle-like creature. As you watch, you see another creature begin to materialize as the other spits at one of the vagabonds. As the gooey-looking non-substance hits the shrieking woman, her torso disappears and she collapses to the ground.

All APLs

Del'fye: Female human (Flan) Rgr2, hp 16 (currently 7); see Appendix A.

Tenh refugees (4): Assorted human (Flan) Com1, hp 4, 3, 3, 2.

APL 2 (EL 2)

Etherspitter: hp 13; see Appendix A.

APL 4 (EL 4)

Etherspitters (2): hp 15, 12; see Appendix A.

APL 6-12 (EL 6)

Etherscouts (2): hp 26, 22; see Appendix A,

Etherspitter (2): hp 14, 13; see Appendix A.

Development: As the ether creatures distract the PCs, a group of Knights Valorous notices them and approach on horseback. Any PCs not engaged in combat should get a chance to spot them (Spot DC 20) or hear them approach (Listen DC 20). After the threat is defeated, the knights circle around and rear their horses. They order the remaining people (including the PCs) to surrender and drop their weapons. The PCs should immediately recognize these mounted knights as Pholtans. Though the situation is tense, it should not lead to combat. If the party seems like one that might attempt to fight the Pholtans, feel free to modify this interaction accordingly, such as having the Pholtans ride up and surround the group with their lances pointed down at them in an attempt to intimidate. The Knights Valorous are more concerned with the refugees than the PCs, unless there are arcane casters in the party who have cast spells during the combat.

They will not use lethal force on the PCs. They are convinced that the Tenh refugees are "summoning" the ether creatures. The black stones that they have found on some of them are further believed to be a component in the summoning of the creatures. The knights explain that they have not seen these "fiends" except in the presence of the refugees. They have no problem exacting justice on the nomadic Tenha refugees. They believe that any refugees that do not live in the camps are consorting with fiends and must be put to death.

All APLs

Knights Valorous Fighters (6): Male human Ftr4; hp 38, 35, 34, 32, 31, 31; see Appendix A.

Knight Valorous Archers (4): Male human Ftr4; hp 33, 32, 32, 30; see Appendix A.

Knights Valorous Clerics (3): Male human Clr4; hp 25, 24, 22; see Appendix A.

Sir Edgrus of the Light: Male human Ftr6; hp 68; see Appendix A.

Any PCs that openly worship Pholtus can make a Diplomacy check (DC 10) to convince the knights that they are actually friendly. This can also be role-played instead of the skill check, however if there are not Pholtans in the group it will be impossible to convince the knights that they shouldn't take the PCs in for questioning.

Development: During this encounter, Kyliris is monitoring the situation from the skies. His trained falcons are flying above and he is using them to scout for information about the Valorous League. The PCs have already noticed the raptors in the sky. They do not know of the significance of them, though.

New Dawn Camp

If the PCs are not able to negotiate their way out of the encounter with the Knights Valorous, they will be taken to the newly built New Dawn Camp.

You are taken into the gate of a large fortress. The courtyard is wide open and nearly empty. Construction equipment lines several of the walls of this unfinished structure. The central building is complete, but the outer buildings have just their foundations. Guards flank each doorway and there is a group of warriors sparing in the yard. The smell of baking bread permeates the air as you enter the central building. Inside there are several warrior-priests eating very plain looking bread and gruel meals. The knight sits you down at a table.

Development: Here the PCs are questioned about their allegiances, particularly if there was any arcane spell casting during the combat with the ethereal creatures. The leader of the Knights Valorous is Zylinchin. He is argumentative and skeptical at first, but can easily be calmed with a Diplomacy check (DC 15).

Zylinchin, Chief Fiendfinder-General: head of the Knights Valorous. Age 41, at 5'3" and nearly 240 pounds of muscle, he has cropped brown hair, and hazel amber eyes.

The Pholtans speak of their "fiend hunt" and the protection of the town from external threats. They continue to place blame on the refugees for bringing

fiends with them from Tenh. After they are convinced that the PCs are not fiend worshippers (the DM should really play up the threatening nature of the situation), they will answer any questions that the PCs pose. Some of the questions might be:

- *Who are those nomads?*

They are fiend-worshippers from Tenh. They are known evildoers and consorting with them is an offense punishable by death.

- *What is this place? Who are you?*

This is a New Dawn Camp. It is a place in which we can bring those who have strayed from the One True Path and need to be shown the light of Pholtus once again.

- *This isn't the Pale. What are you doing here?*

We are here by order of the King to help maintain order. This area has been a breeding ground of chaos for decades and Pholtus has guided us to show the misguided people his light.

- *Where are the fiends that you are hunting?*

You saw some appear before you, but there are many others. In fact, we just recently uncovered a shrine devoted to the fiend Incubulos! Our leader has shown the people of Midmeadow how this is what can happen when you stray from the One True Path. This is but one example of Pholtus' strength.

After the interrogation, the knights agree to escort the PCs to Midmeadow. They recommend lodging at the temple of Pholtus, as there are no other "preferred" lodging establishments. There are, of course, other inns, though.

Encounter One: Midmeadow

The goal of this encounter is to introduce the city of Midmeadow and describe its unique nature to the PCs. The DM should emphasize the elven architecture that underlies the broken and worn facade that has been built over it. In addition, interactions with NPCs should be played out as suspicious as possible, as the people do not easily warm to outsiders.

The characters arrive in Midmeadow. The city's native population is smaller than the size of the town would suggest, but outside the walls there are a large number of refugees living in tent camps all around the

city. Inside the walls, the city itself has been choked from all the filth that surrounds it. See the Appendix for an overview of the city itself. The following sub-sections describe a few key locations in the city:

General City Layout

The city was designed and planned by elves of the Gamboge forest. Centuries ago, the elves felt that by giving the humans a jewel of a city, they could slow their encroachment on the forest. It worked for a time, but as wars ravaged the human lands, Midmeadow fell into decay. The beautiful living wooden palisade has been patched in numerous places with bare boards nailed to the trees that have fallen. Many of the packed clay streets have been covered with cobblestones. The cascading waterfalls and fountains of the town square have been littered with trash and polluted with foul refuse that was not disposed of in the intricate sewer system. Many of the wide pedestrian paths that snake through the city under trees and over streams have become too dangerous to travel on regularly and have turned into breeding grounds for illicit activities. Generally the city is not very dense and seems even less so in the areas that have decayed the least. Some urban renewal has begun around the temple of Pholtus, but that has mostly destroyed the elven beauty and replaced it with the utilitarian Pholtan influence.

The people of the city reflect the poverty that has hampered this region for hundreds of years. Most are unfriendly to outsiders. They generally wear tattered clothing and worn shoes. There are very few upper class people in Midmeadow. Most of the wealth has been swallowed by the temple of Pholtus. Those that follow Pholtus tend to be easily recognizable, usually wearing clean, gleaming white clothes. Those common folk that are friendly enough to talk to adventurers tend to be beggars or thieves.

Travel throughout the city should be filled with suspense. The PCs should be constantly aware of rats scurrying under foot and eyes watching their every move. They shouldn't be able to pinpoint anyone in particular, but they should feel threatened at every moment. Someone or something is stalking them from the shadows.

Temple of Pholtus

A wide boulevard leads directly toward an opulent white marble structure. Protruding skyward are four great stone spires each rising at least 50 feet into the air. A beam of light shines brightly even during the day from the middle of the structure

straight into the sky. All around the temple are large white marble slabs that have been used to pave the area around the temple for 150 feet in all directions. The stone is plain and smooth. No decorations adorn the exterior of the temple whatsoever.

The Valorous League has erected a large temple of Pholtus that dominates the center of the city where a once great statue depicting elves and humans working together to build the city once stood. It has a beam of light that continually shines into the sky from the altar through a skylight in the roof. Around the temple, they have placed huge slabs of white marble to reflect the light that Pholtus provides. This area is the only area in town that is devoid of poor, down trodden people and is extremely clean.

Inside the temple, there is a 10 ft. diameter ball of light that sits in the middle of the temple. Four altars surround the ball of light from which the priest perform their holy ceremonies and prayers.

Here the PCs can talk to the acolytes of Pholtus and learn some of the rumors detailed in the Appendix. There are sermons 24 hours a day here that rotate in shifts from one hall to the next. There is also a constant stream of poor people seeking alms that line up in the temple. The highest level cleric available at this temple (and in the town of Midmeadow at the time) is 11th-level.

Sir Weynoud Aspranth's Manor

The manor house of Sir Weynoud Aspranth is situated on the northern end of the town, opposite the ornate temple dedicated to Pholtus. It sits on top of a small rise and overlooks the entire city. The walls are 15 feet tall and crafted out of worked stone. There are numerous arrow slits and murder holes set up on the perimeter walls. It is not the kind of place you would want to siege.

The manor is heavily fortified and guarded at all times. During this time of year, it is being decorated for the celebration of Growfest. There are about 20-30 people about in the courtyard and surrounding area plus 10-15 guards. Aspranth himself is not easily accessible for the PCs. He has a personal guard at all times of four 6th-level fighters. They will gladly take a report to the mayor for the PCs if they inquire to see him. If the PCs manage to confront the mayor, he is far too busy to trifle

with their affairs at the moment and will direct them to give a report to his guard for him to address later. The mayor has just arrived back home from his trip to Rel Mord to meet with King Lynwerd and is currently preparing for the upcoming celebration.

Crystal Mere Park

The Crystal Mere Park is one of the largest parks in the city. It has a small lake called the Crystal Mere because of its calm, clear surface. The mirror-like lake reflects the surrounding trees making the glade around it seem much larger than it actually is.

This location is the favorite meditation spot of the "Widow Sage" and many other elves in the community. She has a lot of information about the old times in Midmeadow during the age of the Great Kingdom. See Appendix C for information to give the players, should they seek it. She also has the following story to tell:

The old elven woman pulls up her sleeve and gestures gracefully. In her palm appears an image of an elven man harnessed to a tree. As he waves his hands, he appears to be shaping the trees to form a wall. You recognize that wall as palisade that surrounds this city. The Widow Sage speaks as the image continues to play:

"This was my husband. He was one of the elders of our tribe known as Simikvan. We aided the humans in creating this city, which we hoped would ensure peace between elf and man in this region for an eternity."

Now the image shifts to that of a great battlefield. The same man, with a familiar looking woman by his side, is trying to fend off a group of plate-mail-clad knights who are pillaging their home. The knight swings his flail and the man falls to the ground unmoving. The woman collapses to his side sobbing mournfully.

"Peace did not last in these lands. Men's ambitions once again got the best of them and they warred over power, glory, and most of all gold. My poor husband was a victim of their greed and decadence. Now his spirit lives on in this place. In the trees, meadows, and ponds of Midmeadow – the place he helped create."

She is not interested in using her divinations to aid the PCs. She has not taken sides among the people of Midmeadow in many decades and is not about to start now. However, any PCs able to succeed at a Diplomacy

check (DC 12) get the following special rumor, related to the riddle in the sewer. Be sure to apply any circumstance modifiers that you see fit. Examples of circumstance bonuses might be upkeep modifiers, extraordinary roleplaying, or a character with a heritage from Midmeadow or the Gamboge forest. Examples of circumstance penalties might be belligerent characters, Pholtan characters, or those that display a disdain for nature.

"A great, long time ago – several human generations – a great ruler of men known to the elves as "the Falcon" resided as protector of these lands. He and his falcon companion, Destiny, ruled this place justly and honorably, in the name of the Great Kingdom. He revered the land and all of the inhabitants of the area. There was peace between the humans and elves and the city grew thick and lush. Not since that time has there been prosperity in these lands."

"Widow Sage": Female high elf Div12; hp 37; see Appendix A.

Roebelle's Ointments and Elixirs

The old man Roebelle runs a shop in town that is one of the few shops that has remained profitable throughout the downtrodden years. No one knows why it is still open, as very few people frequent it, but he is said to sell some of the strangest and most unique concoctions on the Flanaess.

The shop is small and smells of strange chemicals. The walls seem to be coated with a strange greenish paste. The room isn't very well lit. The shelves behind the counter are filled with various bottles, jars, and vials, all labeled with an odd marking system.

Here the PCs can purchase several different alchemical items. In addition to those alchemical items listed in the Player's Handbook, the following items are available:

All APLs:

Potion of water-breathing (Adventure; limit 2; DMG)

APL 6+:

Sovereign glue (Adventure; limit 2; DMG)

APL 10+:

Stone salve (Adventure; limit 2 per character; DMG)

Roebelle also knows a bit about the Valorous League and how they have affected commerce and trade in the city. He is in favor of their presence, as they have done a remarkable job of cleaning up parts of the city. He is not fond of the "old city" and wishes that business were better. He's certainly not seen any petition, nor would he sign any such devilry.

Roebelle, Male human Com7; hp 30; see Appendix A.

Ironworks by Greedow

There is probably not another dwarf in town as well known and respected as Greedow, the blacksmith. He has had his shop Ironworks throughout the bad years and has been chief supplier of horseshoes, pots, pans, weapons, and armor for the Valorous League since they have been here. He is not a worshipper of Pholtus, rather he is much more fond of Moradin. He has seen the petition and is considering signing it.

Greedow has the following items for sale, in addition to those items listed in the equipment section of the Player's Handbook.

APL 4

Horseshoes of Speed: (Adventure; DMG)

APL 6

Horseshoes of Speed: (Adventure; DMG)

Horseshoes of a Zephyr: (Adventure; DMG)

APL 8-12

Horseshoes of Speed: (Adventure; DMG)

Horseshoes of a Zephyr: (Adventure; DMG)

Adamantine Breastplate: (Adventure; DMG)

Greedow, Male dwarf War4/Com4; hp 47; see Appendix A.

Parlor Excelle

This is the closest thing to pass as an inn. Adventurers frequent it, but mostly it is filled with low-lives and the parasites that feed off of the occasional traveler. Gambling, drinking, and debauchery are the standard here and fights are more common than good song. Thieves buzz around the common room, stealing anything they can get their mitts on. They are the most skilled members of the community and the owners usually get a cut when they (rarely) get caught. Most people here turn the other cheek when trouble boils to a

head, but some use the opportunity to make even more profit.

Here the PCs meet a young woman named Jilinea. She immediately takes a liking to the least comely male PC. She offers him a drink, trying to get him to drink a *potion of love*. If he drinks it, make sure to have that player note the results on their Adventure Record. If he does not drink it, but instead they befriend her, she will give them a potion of love. Jilinea wants desperately to leave Midmeadow. She does not like her chosen profession and is enthralled by adventurers and the stories they have to tell.

All APLs:

Potion of Love: (Adventure; DMG)

Jilinea, Female human Com2 (Parlor "employee"); hp 8; see Appendix A.

Tent Camps

Outside the palisade is where the refugees live, set up in tent camps that dot the landscape for miles throughout Woodverge. A large concentration of them is close to the city, feeding off the scraps that are tossed to the side by the city's permanent residents. These tent camps are even more dangerous than the city itself. They are filled with disease and famine the likes of which are hard to find this side of the realm of the Old One. A large segment of the population has turned to the Valorous League and Pholtus for help. Zylinchin has recruited heavily from the ranks of the poor and desperate. The promise of food and medicine has brought many in need to the doors of the temple. Yet, with the influx of new refugees from Tenh, the burden on the Valorous League is too great and they have had to turn away some of the needy in recent days. This has caused a temporary worsening of relations between the haves and the have-nots in the tent city. Dark forces are taking grip here as desperation leads many to turn to powers that will listen to them. If the PCs choose to come here during the day, the DM has the option to run Encounter 5 here instead of after the trek through the sewers.

Rotten Apple Brigade

If the PCs do not choose to stay at the Temple of Pholtus, the peasant hero Jeven Ael'Zaqueruil will confront them. Jeven is the leader of a group known as the Rotten Apple Brigade. They are named so because many of them at one time or another were called "rotten apples" by their parents or other relatives.

Jeven Ael'Zaqueruil, leader of the Rotten Apple Brigade, Male half-elf Rog5; hp 22; see Appendix A.

The following is an example of a situation that may be used to introduce Jeven:

As you keenly examine the street life of the town, you can't help but overhear a wiry young man and a group of burly looking teenagers engaged in a conversation.

"As I see it, the blinders only make them blind to the problems that are real. We're starving in the street while they send our food to the Pale. Why should we stand for it? Our mothers and fathers are breaking their backs in the fields for what? So some rich Palite can have three different kinds of bread for dinner," says the wiry man. "Yeah, my grand pappy died in the field. They didn't even give him a proper burial!" says another boy. The wiry man continues, "That's just it. We've got to get the petition to the King. I know he'll listen to us. I only need two hundred more signatures and then he can't turn me away!"

If the PCs curiously invade the conversation, Jeven will react accordingly. If they are sympathetic, he will give them some information and invite them over to his place for dinner and a discussion. Any PCs interacting this way should make Innuendo checks (DC 12) to understand his hidden meaning. He will explain more about the situation with the Valorous League and their role in trying to secede Woodverge and incorporate it into the Theocracy of the Pale. He is opposed to this. He knows that the current leader, Sir Weynoud Aspranth, is allied closely with the Valorous League and his efforts to rejuvenate the area have been ineffective at best. He and his motley group of young, enthusiastic commoners have circulated a petition among the locals stating support for an elected governor of Woodverge who would swear allegiance to the King and no one else. According to his proposal, the local leader would be elected by the residents and approved by the King and finally appointed to rule for a term of 10 years. Jeven will not disclose his intentions to anyone bearing a symbol of Pholtus or who shows the slightest allegiance to the Valorous League. He has stayed out of their way for the most part and they have left him alone. His organization has been behind many of the anti-Pholtan demonstrations and riots that have occurred recently, so there is great fear of a "Midnight Raid" against him or others of his group. Thus far, they have been lucky.

Jeven and his companions have other general information that is detailed in the Appendix as well.

In addition, if the heroes befriend his cause and sign the petition, he will recognize that they are adventurers and offer them a token of appreciation. He will offer them *dust of tracelessness* to use in case of trouble – the PCs still need to purchase this item as he will want it back at the end. He has enough for each PC to purchase some but will only give one application for the time being.

All APLs:

Dust of Tracelessness: (Adventure; DMG)

Development: The PCs can gather a lot of information about the various issues in Midmeadow by hanging around any of the above areas. See the Appendix for a list of information that can be provided to the PCs through role-playing or Gather Information skill checks.

Feel free to ad-lib other encounters with interesting personalities as needed to create the atmosphere surrounding the city. Be sure to portray the chaotic nature of the typical city-folk in contrast to the extremely ridged nature of the Valorous League.

Before the evening, the PCs should be given a chance to meet together to discuss their findings in town.

The PCs should establish a good understanding of the powers that be in town (the Valorous League and the underground movement led by Jeven). The political intrigue will give way to the diabolical occurrences that plague the streets during the nighttime hours.

Encounter Two: Moonlit Madness

The goal of this encounter is to show the powerful forces at work in the city during the night. By this time the characters should have a feel of the city, its layout, and the general atmosphere. During the evening, the city transforms into a terrible place, filled with thieves, scum, low-lives, and villainy.

No matter where the PCs decide to stay, the full moon brings out the minions of evil into the streets. Common rats are enchanted with intelligence and strength beyond that of any normal rat. These moon rats are on a mission to collect more fresh corpses for their lycanthrope and undead masters. If the heroes stay the night anywhere except the temple of Pholtus or are investigating around during the evening, they will observe the scene that follows, either by being awoken during their slumber or random coincidence.

The following passage describes the scene:

The torches on the streets have been lit to protect the inhabitants of Midmeadow from the wicked denizens of the night. The rats outnumber the people in this town a hundred to one it seems. Tonight they all seem to be out. But wait. Something seems rather curious about these rats. They move as if they have a purpose – a plan. Organized, efficient, and fast. These are unlike any rats you've ever seen. Admiring them seems a bit strange and you can't help but notice their extraordinary ability. One rat you see picks up an entire pile of trash and hauls it off into the sewer. Two rats corner an alley cat and the cat barely escapes, until it falls into a trap set up by two others. Finally, you notice three rats hauling off a bleeding man. He lets out a subdued moan as he is picked up and tossed into the sewer. Immediately, half a dozen rats follow, with several left behind. It seems like they are covering their brothers' escape.

All APLs:

moonrats (10): hp 2 each; see Appendix A.

Tactics: The moon rats are not concerned with the PCs. They just want to fulfill their obligation to their master and provide him with fresh bodies. If the PCs attack, the moon rats will flee to the sewers.

What if the party splits up?

If the some or all of the heroes decided to stay at the temple, then they will not encounter the moon rats. However, feel free to create a situation to have them pursue a lead in the tent camps and run Encounters 3, 4, and 5 in reverse. An example situation might be one of the following:

- A peasant looking for alms at the church might describe some “weird pagan activity” in the tent camps that goes on at night.
- Roebelle might tell the characters that the Flan refugees from Tenh provide him with the ingredients for the magical elixirs that he creates. He could provide them a contact and tell them that its best to visit at night.
- A group of refugees could come into the temple at night and the Pholtans could ask the PCs to escort them out to the tent camps.
- In the case of a split party, you can have them arrive just before springing the combat on them (after the sewer delvers have already passed through the sewer). This leads to a lot of flexibility for different paths through the adventure. Be prepared as a DM to manage this. However, it makes for an interesting and unique adventure.

By the end of this encounter the PCs should be led to the sewers, where they will be able to investigate the harrowing occurrences that are happening down there.

Encounter Three: Underworld Necropolis

The goal of this encounter is to establish mood. The PCs should feel as if they have crawled into a whole other world. This world is filled with rats, decay, and death. Make sure to describe in detail all the sensations that they experience, including the putrid scents, sickening wetness, and the shadow-filled crypt-like walls.

Crawling down into these wretched sewers feels just as eerie as you thought. The stench is oppressive, worse than even the foulest troll's breath. The water here is deep and extremely putrid. You'd guess that it must rise to your waist, at least, if you stood on the floor. And it looks like you're going to have to if you want to find out what's going on down here.

The PCs can travel in the sewers and pursue the fleeing rats. The rats are swimming and pulling the man down the sewers and away from them. If they decide to

pursue, they must make a Fortitude check as described below.

Environment: poison sewer gas, 1d3 temporary Con damage, Fort (DC 14) to resist.

They can quickly catch up with the rats (who cannot swim very fast at all), however the man has already drowned.

All APLs

rats (numerous): hp 2 each.

moonrats (10): hp 2 each; see Appendix A.

Tactics: These rats are not concerned with the PCs. They have a job to do and that is to collect bodies for their master, Shattador. They will flee if engaged. Be sure to remember that they have an effective Int 10 during the full moon and play them accordingly.

Allow PCs not engaged directly in combat to make Spot checks (DC 15) to notice the coves in the walls, which once held the fallen leaders of the Great Kingdom.

After the urgency of the situation has subsided, they realize that they are in an underground necropolis. Read or paraphrase the following description:

The walls of these sewers are lined with crypts. Rats crawl all over the skeletal remains. The chattering noises echo through the sewers, bouncing off the old brick walls creating a cacophony effect. The walls themselves have old ruins on them written in an ancient, dead language. The tunnels lead off in either direction into the darkness beyond.

See the map in Appendix B for the layout of the sewer passages. The PCs may make a Decipher Script check (DC 30) to read the language on the walls. See the Decipher Script skill description on page 66 of the Player's Handbook for details on how to make Decipher Script checks. The PCs can also use the *comprehend languages* spell or other similar magic to learn what the writing on the wall is. If successful, they learn that the markings are dates, most likely marking the date of death for the person who occupied the alcove.

Puzzle: There is a large sewer chamber with walls covered with crypts. Each crypt has a date carved into the granite above it.

Upon entering the large, underground sewer chamber, the PCs notice three statues on the walls. The one on the wall opposite them is of a **falcon** standing

upright with its wings folded. The one to the right is of a **knight** looking to the left with his sword pointed toward the ground. The statue to the left is of a great noble (the **Overking** of the Great Kingdom) figure dressed in a flowing cloak with a majestic crown atop his head.

Each of the statues has writing at their base, which is just out of the sewage. The writing is written in Old Oeridian.

- Knight writing:

"You must start your journey from the statue that is my destiny."

- Falcon writing:

"A quantity of gold coins must be placed at the end of your journey."

- King writing:

"Travel for only as many steps as he sees."

A *detect magic* spell will detect that some of the numbers on the walls are magical. Each of the numbers that is magical can be traced to the point that each of the statues is looking at with a Spot check (DC 20). A Search check (DC 18) can also reveal that each of the statues seems to be looking at a number, but it will not reveal the magically marked portion of the number. The numbers are each part of the dates above the crypts. For instance, if the date were "Growing 21 540 CY", the number revealed by the detect magic might be "54".

Any PCs with Knowledge (history) may make a check (DC 20) to recognize the king as Overking Portillan of the Great Kingdom. He ruled over the Great Kingdom from 345CY to 396 CY. He was Overking during the time of the Nyronid rebellion.

The dates printed above the crypts that the three statues are pointing at are as follows. The pertinent numbers are bracketed.

• Knight date:

"Reaping [16] 332 CY"

• Falcon date:

"Flocktime 8 [29] 9 CY"

• Overking date:

"Sunsebb 20 3 [40] CY"

The key to the riddle is in the clues carved into their bases. If the PCs talked with the "Widow Sage" earlier in the scenario, they should have received the clue alluding to the name of the falcon – "Destiny". The answer to the riddle is:

1. The PCs must start from Destiny, the falcon.
2. Then they must step the number of steps that Destiny's number revealed (29).
3. Finally, they must place a quantity of gold, all at once, at the spot that they have arrived at. The quantity of gold is also equal to the number Destiny revealed 29 gp).

If done correctly, the gold disappears and the floor in front of the person who placed the gold crumbles away. The water on the floor rushes into the opened chamber, quickly filling what little emptiness remained. The trick is that they only need the number given to them by Destiny the falcon. The other numbers do not matter. They are there to trick intruders into falling for the trap.

If the PCs put together any other combination of steps, starting points, or gold, it will trigger a trap as detailed below.

APL 2-4: EL 2

Bricks from Ceiling: CR 2; mechanical; special trigger; repair reset; Atk +12 melee (2d6, bricks); multiple targets (all targets in two adjacent 5-ft. squares); Search (DC 20); Disable Device (DC 20).

APL 6: EL 4

Collapsing Ceiling: CR 4; mechanical; special trigger; repair reset; Atk +15 melee (6d6, stone blocks); multiple targets (all targets in a 10-ft. by 10-ft. area); Search (DC 20); Disable Device (DC 24).

APL 8-10: EL 6

Collapsing Ceiling: CR 6; mechanical; special trigger; repair reset; Atk +20 melee (8d6, stone blocks); multiple targets (all targets in a 10-ft. by 10-ft. area); Search (DC 20); Disable Device (DC 24).

APL 12: EL 8

Collapsing Ceiling: CR 8; mechanical; special trigger; repair reset; Atk +24 melee (10d6, stone blocks); multiple targets (all targets in a 10-ft. by 10-ft. area); Search (DC 20); Disable Device (DC 24).

If the heroes trigger the trap, it will be impossible to find the opening to the room below, as the passageway is covered with granite.

Regardless of whether the PCs are able to find the opening to the secret chamber, they can continue

through the sewers, arriving eventually at a grate that is near the tent camps outside the palisade.

The heroes should exit this encounter with the experience of the old world of the Great Kingdom. The crypts down below harkens back to an age where tyranny and oppression ruled, and a great noble class dominated the rest of the masses. Relating this to the current situation with the rise in power of the Valorous League of Blindness is an important piece of the story.

Encounter Four: Sepulcher of Kyliris

The goal of this encounter is to give the characters more insight into what is going on in town. This crypt was the resting place for the local lord who clung to an allegiance to the Great Kingdom, even while Nyronnd was in revolt. Discovering it empty should provide a great clue as to what lies ahead for the PCs.

Placing the pile of coins where you believe the clues have led you, the floor begins to crumble away. As you dodge swiftly from the spot, the water on the floor swiftly rushes into the opening and fills whatever remaining air was trapped below. It seems you have uncovered a hidden chamber.

If the PCs solve the riddle to uncover the passage, the coins immediately vanish. The floor beneath their feet begins to crumble and a pit opens up below. The water begins to rush into the chamber below. Diving down, they find that the chamber has a sarcophagus in it. However, the cover lies broken against the wall. Someone or something must have gotten here first. The name "Sir Kyliris the Falcon" is engraved on the wall of this vault and there is an unopened chest at the foot of the empty coffin, broken sarcophagus. Of course, this is all under water, so they will have to swim down there with a light source just to see this disappointing news for them.

Diving into the murky depths below, you reveal another catacomb. This seems to be a burial chamber for a great noble who has long since passed into the afterlife. However, as your light refracts through the water you see that the sarcophagus has been disturbed. The massive stone lid lies crumbled up against the far wall and the contents of the coffin seem missing. At the foot of the tomb sits an unopened chest adorned with some regal heraldry. A stone plaque on the wall bears the name of the noble laid to rest here: Kyliris the Falcon.

Refer to the Dungeon Master's Guide page 85 for complete rules on water dangers and drowning.

Anyone with Knowledge (history) can make a check (DC 15) to determine that the heraldry on the chest is that of the Great Kingdom.

The PCs may also attempt a spot check while near the sarcophagus. Scoring above a 20, they will notice that the lid is broken in such a way as to indicate that the force used to remove the lid came from within.

If they are able to haul the chest out of the crypt, they find it filled with treasure. Also inside is a journal. The pertinent information is detailed in Appendix C.

The following describes what is in the chest:

Opening the soaked chest, you see a gleam from inside. Inside there seems to be jewels. As you look closer, you see that the jewels are actually attached to a chain. The chain is crafted of what looks like electrum. The detail on the chain shows a stately looking falcon standing with its wings folded.

The chain itself is a chain of command for the lordship of Midmeadow from the age of the Great Kingdom. It would typically be worn to hold together a heavy cloak or robe and also as a decorative symbol of rule and fealty to the Overking.

If they cannot solve the riddle in a reasonable amount of time, they may move on to the duct that ends at the tent city. Proceed to Encounter 5.

Upon exiting this encounter, the PCs may be aware that a powerful, possibly undead force has arisen from this town if they were able to find the crypt.

Encounter Five: Death Camps

The goal of this encounter is to introduce the PCs to yet another problem that Midmeadow has to deal with. Its growing population of refugees is a strain on the town's limited resources. The factionalism of this micro-society is apparent from the first glance. The DM should concentrate on displaying this duality between the followers of Pholtans, who are blinded to their problems by his ridged doctrine, and the other inhabitants who have resorted to anarchy and lawlessness, scrounging for every bit of resource that they can possibly find, including embracing dark forces.

The following description is an example of the scene outside of the sewer:

The sewer empties into a small stream just outside of town. Here you can see the terrible

conditions that the refugees live in. Flies and rats crawl all over the trash that is piled all around. Bonfires burn openly all about the camps and people sit huddled around them trying to keep warm. The moon glows full above providing you enough light to see that the group of refugees in front of you is performing a religious ceremony. The symbol of Pholtus flashes in the hands of the peasants, reflecting the firelight and moonlight above. People lurk about in the shadows, digging through the discarded trash of others like the rats and dogs that share their plight.

The PCs can ask questions of the refugees, but there are many agents of both Kyliris and the evil priest Shattador around the camp. Be sure to convey the sense of unwelcomeness in the camp. They do not like outsiders or city folk, especially not wealthy adventurers. They will, however, provide them with some information:

- Disease and famine are hitting the camps hard in recent days. The Pholtans are not as badly affected, but there have been numerous outbreaks among the others.
- Some say dark forces are at work and that they have seen rats and other creatures prowling the sewers in the middle of the night. It almost looks like they are in search of something.
- Others think the Valorous League is to blame for all the problems. They think that they are consorting with demons themselves and are trying to convert the refugees by spreading disease and giving food and medicine to those that choose the One True Path.

It is important to display the two opposing sides that have been created in the refugee camps outside of town. One side has embraced the Valorous League and is receiving food and other essentials from them. The other faction is a chaotic mess of thieves, beggars, and poor starving refugees. They have no food and no protection. The underworld elements are firmly in place around here and any information that the PCs obtain also exposes them to the spies of the dark lord Kyliris.

Shattador will dispatch some of his minions to attack the PCs during their discussions with refugees.

APL 2: EL 4

were-rats (2): hp 7, 6; see Monster Manual page 219.

rats (6): hp 2, 2, 2, 2, 2, 1; see Monster Manual page 201.

APL 4: EL 6

were-rats (4): hp 8, 7, 6, 3; see Monster Manual page 219.

rats (8): hp 2, 2, 2, 2, 1, 1, 1; see Monster Manual page 201.

APL 6: EL 8

Shattador's henchman: Male human/were-rat Rgr1/Rog3; hp 28; see Appendix A.

Shattador's henchman: Female human/were-rat Sor4; hp 17; see Appendix A.

common raggamoffyn: hp 18; see Appendix A.

rats (8): hp 2 each; see Monster Manual page 201.

APL 8: EL 10

Shattador's henchman: Male human/were-rat Rgr1/Rog3; hp 26; see Appendix A.

Shattador's henchman: Female human/were-rat Sor4; hp 17; see Appendix A.

common raggamoffyn (2): hp 20, 16; see Appendix A.

shrapnyl: hp 66; see Appendix A.

rats (8): hp 2 each; see Monster Manual page 201.

APL 10: EL 12

Shattador's henchman: Female human/were-rat Ftr1/Rgr1/Bbn2/Rog3; hp 53; see Appendix A.

Shattador's henchman: Female human/were-rat Sor7; hp 29; see Appendix A.

shrapnyl (2): hp 71, 67; see Appendix A.

rats (8): hp 2 each; see Monster Manual page 201.

APL 12: EL 14

Shattador's henchman: Male human/were-rat Ftr2/Rgr1/Bbn2/Rog3; hp 62; see Appendix A.

Shattador's henchman: Female human/were-rat Sor10; hp 41; see Appendix A.

shrapnyl (3): hp 71, 67, 64; see Appendix A.

rats (8): hp 2 each; see Monster Manual page 201.

Tactics: The were-rats will wait for the raggamoffyns to attack any PCs that pass too close to the heaps of garbage. After one round, the were-rats will charge into the fray in hybrid form and catch the PCs flat-footed. They will

attempt to ambush any spellcasters or rear-rank PCs from behind while the fighters take on the raggamoffyns. If the were-rats are severely beaten, they will attempt to flee and are not likely to fight to the death. However, if they are captured, they will speak of terrible retribution by their lord, Incabulos. They know nothing of Kyliris and they believe that Shattador is an avatar of the god Incabulos. They would rather die than return to him, not knowing what unspeakable punishment they will receive.

The raggamoffyns form due the exorbitant amount of magic that was used to create the lasting structure of the city by the elves. Combined with the energy of the diametrically opposed cults at work in the tent camps, raggamoffyns are what is spawned. They do not attack the were-rats, because they are shape changers. If the raggamoffyns are involved, they should be used to start the encounter, in which case soon after the shape shifters attack.

The heroes should become fully aware that there is an evil presence in this area of the city and that it has something to do with the god Incabulos. They should not learn of the connection between Shattador and the undead creature that was once Kyliris.

Encounter Six: The Growfest Celebration

The celebration is meant to be a tribute to the history and culture of northern Nyron. It should also display the chaotic, anarchic nature of the town. The presence of the Valorous League looms over the setting like riot police. The joyous occasion is near the brink of chaos.

The PCs should be given the chance to rest. They have spent most of the night combating the forces of evil and will likely want to rest to recover spells. Give anyone that wants an opportunity to talk to the various members of the community the chance. Be sure to play up the celebration's fun that differs greatly to the rest of the experience so far. After they are done with that, you can move to the evening's events.

The celebration can be described similar to the following:

The twilight has come and the city has awoken in celebration. Many people have been partying all day, but now there is hardly a building not lit with candles, lanterns, and hearth fires. Common people carry torches throughout the streets, hollering, drinking, and carousing. The smell of roasted meats

and burning firewood creates a delectable sensation. The release of emotion through song purges some of the tension, but the looming knights of the Valorous League remind everyone that there is still a lawful presence in this place.

Development: During the Growfest celebration, the PCs encounter an old elven woman. She has been a resident in the area of Midmeadow for nearly 600 years and is the last remaining resident from the building party some 300 years ago. She is known only as the "Widow Sage", as her husband was killed during the construction of the city and it is said that his spirit lives in the walls of the buildings in town.

"**Widow Sage**", Female high elf Div12; hp 37; See Appendix A.

In addition to talking with the other personalities presented in Encounter One, the heroes can potentially meet with one of Jeven's close advisors, Wyrri, if they had earlier encounter him and spoke with him about the petition

Wyrri: Male human Rog6; hp32; see Appendix A.

He will give one of the heroes a gift "from Jeven". It is actually a cursed item from Kyliris. Make sure to describe it as either *gauntlets of ogre power* or *gloves of dexterity*, depending on the makeup of the PCs interacting with him. Any characters attempting to Sense Motive (DC 16) on him can determine that he is acting rather carelessly in offering the item to you. However, he seems sincere in his offer. Casting a *detect thoughts* on him will reveal that he is determined to give the characters this item as a reward.

All APLs:

Gauntlets of Fumbling: (Special [cursed]; 1,300gp; DMG)

If caught, Wyrri will surrender. He knows little of what is really going on, as he has been the subject of a powerful *suggestion* spell. If attempts are made to detect his thoughts or other types of divinations, they will turn up empty because he has finished his *suggestion*. He does not know who made the *suggestion* or where the *suggestion* was made.

The goal of this encounter is to build some tension before the climax of the story. By the end of this encounter, the characters should have yet again

experienced the tensions between the common people of Midmeadow and the Valorous League.

Encounter Seven: Army of Darkness

This encounter is intended to be the climax of the scenario. Tension should have been mounting (temporarily alleviated by the celebration) the entire time leading up to this point.

The following describes the scene as the mayor emerges at the celebration:

The throngs of residents are in high spirits, as the celebration has been a wonderful time. Throughout the day, you have seen many interesting people in this city. Despite the downtrodden economy, the experience has made brought a sense of hope to the residents.

The calm is broken as a wounded, bleeding, pale-skinned man stumbles into your midst. He breathes weakly. Looking closer, you notice that he wears the clothing of a noble. You hear whispers in the crowd: "Oh my, what has happened to the mayor." The man spits out blood as he speaks:

"Something has taken the keep. A dark force has come and slaughtered my guards. We must flee the city..."

Just then he collapses to the ground. From beneath his robes, vermin crawl over his hands and face. Screams echo in the distance. The pounding of hooves is felt in the ground, as the Knights Valorous come storming through the square heading toward the keep. They shout to you:

"Defend the people! We are off to the keep. These fiends will be driven aback by the light of Pholtus!"

The following section is a listing of a typical undead party that the PCs will encounter during the undead invasion:

APL 2: EL 4

medium-size skeletal warriors (4): hp 10, 7; see Monster Manual page 165.

medium-size zombies (2): hp 17, 16; see Monster Manual page 191.

ghouls (2): hp 20, 12; see Monster Manual page 97.

APL 4: EL 6

same as APL 2 plus

wights (2): hp 29, 24; see Monster Manual page 183.

APL 6: EL 8

same as APL 4 plus

spell-stitched wights (2): hp 29, 24; see Appendix A.

APL 8: EL 10

same as APL 6 plus

Volgul: Spellstitched ghaſt Nec4; hp48; see Appendix A.

APL 10: EL 12

same as APL 8 plus

bodaks (2): hp 70, 57; see Monster Manual page 27.

APL 12: EL 14

same as APL 6 plus

Volgul: Spellstitched ghaſt Nec6; hp 61; see Appendix A.

bodaks (4), advanced 13HD: hp 103, 79; see Appendix A.

Tactics: The undead ſwarm throughout the city. The Valorous League fights many of them and the general population tries deſperately to defend themſelves as well. A group of mounted knights rides off to the mayoral manor. The PCs will likely want to end up there as well. Kyliris' prize creation, Volgul the Terror of Woodverge, leads the group's onſlaught at APL 8-12. The ſkeletons and zombies lead the fray, with the other undead lurking in the ſhadows waiting to ambush from the ſides and behind the party. Make ſure to challenge them appropriately, using a variety of ſkeleton and zombie types (i.e. ſkeletal mounted warriors, zombie dogs and cats, and their wight commanders). Volgul has pre-caſt ſome of his ſpells including *ſee invisibility*, *mage armor*, *magic circle againſt good*, and *haſte*. For the purposes of duration, aſſume the *haſte* has half its duration expired by the time they encounter the PCs.

If the PCs decide to go to the keep, make ſure to throw ſome random ſkeletons or zombies at them on their way to ſhow the ſwarm of undead throughout the town. Then, when they arrive at the keep, deſcribe as follows:

The gate of this well-fortified fortress ſtands unprotected. Soldiers lie fallen at the portcullis. Entering the courtyard, you ſee that its inhabitants have all been killed. Soldiers and knights lie dead on the grounds, many of them gripping their holy ſymbols. An eerie magical ſilence fills the air. A corner of the yard is covered in a ſtrange inky blackneſs that ſeems to be the lingering effect of a ſpell.

Inside the building is a ſimilar ſcene. Empty. No one left alive. Searching through the remains, you find a lone knight actually alive. He mumbles ſomething unintelligible and grips a piece of parchment.

The knight is the ſole ſurviving member of the group that rode off to the keep. He has been driven to catatonia. The note that he grips has juſt one ſentence written on it. It ſays, "I have awakened."

The goal of this encounter is to combat and drive back the evil forces that have poured out of the keep. The PCs ſhould learn that their are evil forces that have awakened and that Midmeadow's problems have only grown worſe.

Conclusion

The city of Midmeadow is left in ſhambles. Their leader has been turned into a catatonic lunatic and the Valorous League has ſuffered ſerious casualties. The knights have ordered a ſtate of martial law and are consolidating power rapidly under their leadership. Speaking with Zylinchin, the heroes are told that the Valorous League has the ſituation under control, thanks to their help. They will encourage the PCs to ſtay as long as they wiſh to help maintain order among the chaos. However, there are ſtill many queſtions to be answered in the future.

As a reward for their efforts, the Valorous League gives the heroes a platinum moon. It is a large, finely crafted piece of platinum in the ſhape of the ſymbol of Pholtus. See treasure ſummary for its gp value.

Also, it is important to reſolve what the PCs do with the chain. If they mention it to the Valorous League, they will claim imminent domain over it. If the PCs reſuſe to give it up, they will attempt to purchase it from them for half value. If they take it to Jeven, he will thank them and reward them with gp equal to half its value. If they decide to keep it, its value is loſt, but one of the players can mark it on their Adventure Record. See the Adventure Record for its details.

The End

Experience Point Summary

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

Introduction

Defeat the ether creatures
APL2 60 xp; APL4 120 xp; APL6 180 xp;
APL8 180 xp; APL10 180 xp; APL12 180 xp;

Encounter One

Meet with Jeven and further his cause
APL2 25 xp; APL4 25 xp; APL6 25 xp;
APL8 25 xp; APL10 25 xp; APL12 25 xp;

Encounter Two

Attempt to save dying man from moonrats
APL2 25 xp; APL4 25 xp; APL6 25 xp;
APL8 25 xp; APL10 25 xp; APL12 25 xp;

Encounter Three

Defeat the puzzle or survive the trap
APL2 60 xp; APL4 60 xp; APL6 120 xp;
APL8 180 xp; APL10 180xp; APL12 240xp;

Encounter Four

Explore Kyliris' crypt and find the treasure
APL2 25 xp; APL4 25 xp; APL6 25 xp;
APL8 25 xp; APL10 25xp; APL12 25 xp;

Encounter Five

Defeat Shattador's minions
APL2 120 xp; APL4 180 xp; APL6 240 xp;
APL8 300 xp; APL10 360 xp; APL12 420 xp;

Encounter Six

Discover Wyrat's deceit
APL2 15 xp; APL4 15 xp; APL6 15 xp;
APL8 15 xp; APL10 15 xp; APL12 15 xp;

Encounter Seven

Defeat the undead hordes
APL2 120 xp; APL4 180 xp; APL6 240 xp;
APL8 300 xp; APL10 360 xp; APL12 420 xp;

Story Award

Protected the town from the undead horde and revealed the presence of the evil threats

APL2 0 xp; APL4 45 xp; APL6 90 xp;
APL8 135 xp; APL10 180 xp; APL12 225 xp;

Total possible experience:

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

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the

number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter One: Introduction

All APLs:

dust of tracelessness 250 gp

potion of love 150 gp

potion of blur 300 gp

Total GP Value: 700 gp

Encounter Four:

APL 2: 500 gp coin

Total GP Value: 500 gp

APL 4:

1000 gp coin and gems

Total GP Value: 1000 gp

APL 6-8:

wand of magic missile (3rd-level caster) 2250 gp

+1 rapier 1320 gp

potion of invisibility 300 gp

potion of invisibility 300 gp

masterwork studded leather 175 gp

scroll of acid arrow 150 gp

scroll of mirror image 150 gp

tanglefoot bag (2) 100 gp

thunderstone 30 gp

silk rope 10 gp

dagger 2 gp

Total GP Value: 4787 gp

APL 10:

+2 mithral chain shirt 5100 gp

+1 wounding rapier 8320 gp

+1 kukri 2308 gp

potion of cure light wounds 50 gp

potion of cure light wounds 50 gp

scroll of fireball 375 gp

scroll of mirror image 150 gp

+1 cloak of resistance 1000 gp

wand of magic missile (5th-level caster) 3750 gp

Total GP Value: 21103 gp

APL 12:

+2 mithral chain shirt 5100 gp

+1 wounding rapier 8320 gp

+1 wounding kukri 8308 gp

potion of cure moderate wounds 300 gp

potion of cure moderate wounds 300 gp

scroll of fireball 375 gp

scroll of mirror image 150 gp

+1 cloak of resistance 1000 gp

wand of magic missile (5th-level caster) 3750 gp

pink and green ioun stone 8000 gp

Total GP Value: 35600 gp

Encounter Five:

All APLs:

jeweled chain of Midmeadow 1000 gp

Total GP Value: 1000 gp

Encounter Seven:

APL 8-10:

headband of intellect 4000 gp

Total GP Value: 4000 gp

APL 8-12:

scroll of blindness/deafness 150 gp

scroll of spider climb 25 gp

scroll of blur 150 gp

scroll of summon undead III 375 gp

Total GP Value: 700 gp

Conclusion:

APL 2:

reward 500 gp coin

APL 4-12:

reward 1000 gp coin

Total Possible Treasure

APL 2: 308 gp

APL 4: 475 gp

APL 6: 790 gp

APL 8: 1182 gp

APL 10: 2100 gp

APL 12: 3000 gp

Items Appearing on the Adventure Record:

Volgul's Scorcher

Evocation [Fire]

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5ft./2 levels)

Area: 5-ft.-wide path to close range (25ft. + 5 ft./2 levels)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A jet of roaring flame bursts from your outstretched hand, scorching any creature in a 5-foot-wide path to the edge of the spell's range. *Volgul's scorcher* deals 1d8 points of damage per two caster levels, to a maximum of 5d8 points of damage.

Focus: A red dragon's scale.

Gauntlets of Fumbling: These gauntlets may be of supple leather or heavy protective material suitable for use with armor (ring, scale, chain, and so on). In the former instance, they appear to be *gloves of Dexterity* or *gauntlets of ogre power* until the wearer finds herself under attack or in a life-and-death situation. At that time, the curse is activated. The wearer becomes fumble-fingered, with a 50% chance each round of dropping anything held in either hand. (If items are held in both hands, roll only once. If the d% result is 01-50, roll again: even = right hand, odd = left hand). The gauntlets also lower Dexterity by 2 points. Once the curse is activated, the gloves can be removed only by means of a *remove curse* spell, a *wish*, or a *miracle*.

Caster Level: 7th; *Prerequisites:* Create Wondrous Item, *bestow curse*; *Market Price:* 1,300 gp.

NOTE: The Chain of the Falcon is only awarded to at most one character per table.

Chain of the Falcon: This electrum chain was found in the crypt of Kyliris the Falcon. It would typically be worn to hold together a heavy cloak or robe and also as a decorative symbol of rule and fealty to the Overking. It is unknown what significance it held to him and its value is unknown. (Adventure; 0 gp;)

APL 8+:

Volgul's Spellbook: This crimson-colored leather-bound book contains the following spells: 1st—*burning hands*, *cause fear*, *chill touch*, *mage armor*, *magic missile*, *obscuring mist*, *protection from good*, *ray of enfeeblement*, *spider climb*, *true strike*; 2nd—*Volgul's scorcher*, *blur*, *darkness*, *ghoul touch*, *mirror image*, *scare*, *see invisibility*, *spectral hand*; 3rd—*haste*, *magic circle against good*, *vampiric touch*. (Adventure; 820 gp)

Adventure Record Items Found List:

APL 2

Potion of water-breathing (Adventure; limit 2 per PC; DMG)

Dust of tracelessness (Adventure; DMG)

APL 4 (all of APL 2 plus the following)

Horseshoes of speed (Adventure; DMG)

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

Sovereign glue (Adventure; limit 2 per PC; DMG)

Horseshoes of a zephyr (Adventure; DMG)

Wand of magic missile (Adventure; 3rd-level caster; DMG)

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

Headband of intellect (Region; DMG)

Adamantine breastplate (Region; DMG)

APL 10 (all of APL 2-8 plus the following)

Stone salve (Adventure; limit 2 per PC; DMG)

+1 wounding rapier (Adventure; DMG)

+2 mithral shirt (Adventure; DMG)

Wand of magic missile (Adventure; 5th-level caster; DMG)

APL 12 (all of APL 2-10 plus the following)

+1 wounding kukri (Adventure; DMG)

NPCs

Introduction

All APLs:

Del'fye: Female human (Flan) Rgr2; CR 2; Medium-size humanoid; HD 2d10; hp 16; Init +2; Spd 30ft.; AC 14 (Dex, leather armor), touch 12, flat-footed 12; Atk +3 melee (1d6+1, shortsword), +1/+1 melee (1d6+1, shortsword; 1d4+1 dagger), +4 ranged (1d4+1, dagger); SQ favored enemy (orcs); AL CG; SV Fort +3, Ref +2, Will +2; Str 12, Dex 14, Con 11, Int 12, Wis 15, Cha 11.

Skills and Feats: Animal Empathy +5, Craft (weaving) +6, Handle Animal +4, Heal +4, Hide +5, Intuit Direction +4, Knowledge (nature) +4, Move Silently +5, Wilderness Lore +6; Ambidexterity, Dodge, Improved Initiative, Improved Two-weapon Fighting, Track.

Possessions: shortsword, dagger, leather armor, trail rations, bedroll, wineskin, hemp rope, black stone heart (4).

Description: Del'fye is a displaced refugee from Tenh. She was the leader of her clan of Flan people before the Ether creatures invaded that land and forced them out of their settlement. They are roaming around northern Nyron and eastern County of Urnst looking for lands that are friendlier. She has torn leather armor and an old bedroll. The refugees are very short on food and weak from fatigue. She covets the black stone hearts that she found in Tenh before leaving, hoping that they will bring some riches for her and her people. She speaks quietly, but has an aggressive streak in her. She particularly despises orcs, as they have often hunted her people in their native lands.

Knight Valorous Fighter: Male human Ftr4; CR 4; Medium-size humanoid; HD 4d10+4; hp varies; Init +0; Spd 20ft., 50ft. (mounted); AC 19 (Half-plate, large steel shield), touch 10, flat-footed 19; Atk +9 melee (1d8+3, masterwork light flail), +4 ranged (1d8, light crossbow); AL LN; SV Fort +6, Ref +2, Will +2; Str 16, Dex 10, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Intimidate +1, Knowledge (Religion) + 2, Ride +7, Spot +3; Mounted Combat, Ride-by Attack, Spirited Charge, Power Attack, Cleave, Weapon Focus (light flail).

Possessions: heavy warhorse, masterwork light flail, light crossbow, 20 bolts, half-plate, large steel shield, +1 cloak of protection, potion of bull's strength.

Knight Valorous Crossbowman: Male human Ftr4; CR 4; Medium-size humanoid; HD 4d10+4; hp varies; Init +2 (Dex); Spd 20ft., 60ft. (mounted); AC 19 (Dex, half-plate), touch 12, flat-footed 17; Atk +5 melee (1d8+1, light flail), +6 ranged (1d10, masterwork heavy crossbow); AL LN; SV Fort +6, Ref +2, Will +2; Str 12, Dex 14, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Intimidate +1, Knowledge (Religion) + 2, Ride +7, Spot +3; Mounted Combat, Mounted Archery, Point Blank Shot, Precise Shot, Rapid Shot, Rapid Reload.

Possessions: light warhorse, light flail, masterwork heavy crossbow, 20 bolts, half-plate, +1 cloak of protection, potion of cat's grace.

Knights Valorous Cleric: Male human Clr4; CR 4; Medium-size humanoid; HD 4d8+4; hp varies; Init +0; Spd 20ft., 60ft. (mounted); AC 16 (banded mail), touch 10, flat-footed 16; Atk +4 melee (1d6, masterwork quarterstaff), +3 ranged (1d8, light crossbow); SQ domain spells, undead turning; AL LN; SV Fort +5, Ref +1, Will +7; Str 10, Dex 10, Con 12, Int 11, Wis 16, Cha 14.

Skills and Feats: Diplomacy +5, Heal +8, Knowledge (Religion) +5, Ride +3, Sense Motive +4; Mounted Combat, Trample, Ride-by Attack.

Special Qualities: Law Domain Power, Sun Domain Power, Undead turning.

Possessions: light warhorse, masterwork quarterstaff, light crossbow, 10 bolts, banded mail, wand of cure light wounds, steel holy symbol (Pholtus).

Spells Prepared (4/4/3) (DC = 13 + spell level): 0--; 1st--; 2nd--.

Domain spells: 1st--Endure Elements; 2nd--Spiritual Weapon.

Sir Edgrus of the Light: Male human Ftr8; CR 8; Medium-size humanoid; HD 8d10+16; hp 68; Init +1; Spd 20ft., 100ft. (mounted, horseshoes of speed); AC 22 (full plate, +1 large steel shield, dex), touch 11, flat-footed 21; Atk +14/+9 melee (1d8+8, +2 morningstar), +12/+7 melee (1d10+5, +1 heavy lance), +9/+4 ranged (1d8,

light crossbow); AL LG; SV Fort +10, Ref +5, Will +5; Str 18, Dex 12, Con 15, Int 10, Wis 13, Cha 15.

Skills and Feats: Intimidate +3, Knowledge (Religion) + 2, Ride +11, Spot +3, Sense Motive +3; Blindfight, Combat Reflexes, Mounted Combat, Ride-by

Attack, Spirited Charge, Power Attack, Cleave, Weapon Focus (morningstar), Weapon Specialization (morningstar).

Possessions: heavy warhorse, +1 heavy lance, +2 morningstar, light crossbow, 20 bolts, full plate, +1 large steel shield, +2 cloak of protection, horseshoes of speed.

Etherspitter: CR 2; Small Aberration; HD 3d8; hp varies; Init +8; Spd 40ft.; AC 19 (touch 15, flat-footed 15) [+4 Dex, +1 size, +4 natural]; Atk +5 melee (1d6+3, bite); SA Ethereal Spit, Steal Dead; SQ Stick, Minor Fading, Fast Healing 1, Chitter; AL N; SV Fort +1, Ref +5, Will +3; Str 14, Dex 18, Con 11, Int 1, Wis 10, Cha 10. Length 3ft.

Skills and Feats: Listen +3, Spot +3; Improved Initiative.

Ethereal Spit (Su): Opposed to a bite attack, the Etherspitter can issue forth a gob of highly magical spit. Treat this attack as a +7 ranged touch attack with a range of 10 feet. Anything hit by this spit receives 1d8 points of damage as a portion of the target is forcefully shifted to the Ethereal plane. This spit can be used on objects as well as living beings and ignores any hardness the object might possess. This spit has no effect within the area of a dimensional anchor spell or similar effect that prevents planar travel. This ability can be used every round.

Steal Dead (Su): As a full round action, the Etherspitter can shift the entire body of a dead creature to the Ethereal Plane. This ability may only be used on dead creatures of size large or smaller. If damaged during this action, the shift is disrupted. This ability may only be used if three or more Etherspitters participate in the action. This ability cannot be used within the area of a dimensional anchor or other similar effect that prevents planar travel.

Stick (Ex): The many legs of an Etherspitter allow it to move at full speed along any surface. This effect is similar to that of spider climb but without the speed restriction.

Minor Fading (Su): With this ability, the Etherspitter can shift between the Ethereal and Material planes. This feat takes 1d6 rounds to complete during which time the Etherspitter is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The Etherspitter can take only move actions during this period. Activating this ability is not possible within the area of a dimensional anchor or other magic that prevent planar travel.

Fast healing 1 (Ex): With this ability, the Etherspitter recovers 1 hit point per round spent on the Ethereal plane. An Etherspitter reduced to -10 hit points still dies however. This ability has no effect on the Material plane.

Chitter (Ex): The Etherspitter emits a constant clicking noise. This noise ruins any attempt at surprise that the creature might attempt to gain and results in a -8 circumstance penalty to any Move Silently skill check.

APL 6-12:

Etherscout: CR 3; Medium-sized Aberration; HD 4d8+4; hp varies; Init +5; Spd 30 ft., fly 60 ft. (good); AC 17 (touch 12, flat-footed 15) [+5 Dex, +2 natural]; Atk +4 melee (1d8+1, bite), +2 melee (1d6, claw x2); SA Breath Weapon; SQ Darkvision 60 ft., Ethereal Jaunt, Fast Healing 1; AL N; SV Fort +2, Ref +6, Will +4; Str 12, Dex 20, Con 13, Int 7, Wis 11, Cha 10. Height 5 ft.

Skills and Feats: Listen +6, Move Silently +12, Spot +11*; Flyby Attack, Multiattack.

Breath Weapon (Su): Paralysis (1d4 hours), cone, 30 ft., every 2d4 rounds (but no more than four times per day), Fortitude save (DC 13).

Ethereal Jaunt (Su): An Etherscout can shift from the Ethereal to the Material plane as a free action, and can shift back again as a move-equivalent action (or as part of a move-equivalent action). This ability is otherwise identical with *ethereal jaunt* cast by a 15-th sorcerer.

Fast Healing 1 (Ex): An Etherscout recovers 1 hit point per round spent on the Ethereal plane. If reduced to -10 hit points or lower, the Etherscout still dies. This ability has no effect on the Material plane.

Skills: *Etherscouts receive a +4 racial bonus to Spot checks, due to their numerous eyes.

Encounter 1

Roebelle: CR 6; Male human Com7; HD 7d6; hp 30; AL NE; Cha 8;

Description: Roebelle is a small, slender man with dark, greasy hair and a pasty white complexion. He wears a white smock that is stained with many different colored substances. He tends to rub his hands together a lot and glance around nervously. He tilts his head from side to side as he speaks and talks with a severe lisp.

Greedow: CR 8; Male dwarf War4/Com4; HD 4d8+4d6+8; hp 47; AL NG; Cha 11;

Description: Greedow is a stout, thick, round dwarf with a long, well braided beard that is graying with age. He wears a skull cap to hide his balding head. He also wears a thick leather shirt to keep the sparks and hot metal from burning his skin. Each of his hands is missing at least one finger and one of his eyes is cloudy from blindness. This doesn't seem to hinder his ability to craft fine items. He talks with a brash, loud voice, but is very personable. He likes to slap people on the shoulder or back when he talks to them and prefers physical contact to aid in telling his stories about adventuring and metalworking.

Jilinea: CR 2; Female human Com2; HD 2d6; hp 8; AL CN; Cha 18;

Description: Jilinea is a beautiful, petite, curvaceous woman. She is about 22 years of age. She has dirty blonde hair that is well groomed and her skin is milky white. She wears very revealing clothes and knows how to use her body to gain the attention of men. In speaking, she is very flirtatious. She tends to talk to the least comely individual, as she knows that they also tend to be the least sly. They make the best marks.

Jeven Ael'Zaqueruul: Male half-elf Rog5; CR 5; Medium-size humanoid; HD 5d6; hp 22; Init +7; Spd 30ft.; AC 15 (leather, Dex), touch 12, flat-footed 15; Atk +5 melee (1d4, masterwork dagger), +5 ranged (1d8, light crossbow); AL CG; SV Fort +1, Ref +6, Will +1; Str 12, Dex 15, Con 11, Int 12, Wis 11, Cha 17.

Skills and Feats: Bluff +11, Decipher Script +9, Diplomacy +11, Disguise +7, Escape Artist +6, Forgery +5, Gather Information +11, Innuendo +8, Listen +4, Search +5, Sense Motive +8, Spot +4; Improved Initiative, Weapon Finesse (dagger).

Possessions: masterwork dagger, masterwork leather armor, silk rope, potion of cure light wounds, potion of glibness, potion of change self.

Description: Jeven is a thin, young half-elf who is full of ambition and energy. He wears a cloak with many pockets on the inside of it and a gray tunic that fits snugly over his thin frame. One of a very few remaining half-elves in Midmeadow, he is prideful of both his human and elven heritages. He is sly, but beautiful, witty and kind, talkative and mindful of others. He is a very charismatic young man. Jeven talks with a smile all the time, though he is serious more often than not. He has grand plans that he wants to achieve and he's quick to point out the flaws in the current system to people he trusts.

"Widow Sage": Female high-elf Div12; CR 12; Medium-size humanoid; HD 12d4; hp 37; Init +6; Spd 30ft.; AC 10; Atk +6/+1 melee (1d6, masterwork quarterstaff); AL NG; SV Fort +6, Ref +4, Will +10; Str 8, Dex 11, Con 10, Int 22, Wis 15, Cha 12.

Skills and Feats: Concentration +10, Craft (woodcarving) +8, Handle Animal +3, Heal +4, Knowledge (arcana) +11, Knowledge (history) +11, Knowledge (history, Midmeadow) +11, Knowledge (history, Nyrond) +11, Knowledge (nature) +11, Knowledge (religion) +11, Listen +4, Scry +21, Search +8, Spellcraft +16, Spot +4; Craft Rod, Craft Wand, Great Fortitude, Improved Initiative, Spell Focus (divination), Spell Focus (evocation), Spell Penetration.

Possessions: masterwork quarterstaff, spellbook.

Spells Prepared (4/7/7/6/5/5/4)(DC = 16 + spell level, 18 + spell level for divination): 0—detect poison, detect magic, prestidigitation, read magic; 1st—comprehend languages, identify, message; 2nd—detect thoughts, locate object, see invisibility, levitate, pyrotechnics, rope trick, whispering wind; 3rd—dispel magic, nondetection, clairaudience/clairvoyance, tongues, gaseous form; 4th—remove curse, arcane eye, detect scrying, locate creature, scrying; 5th—contact other plane, false vision, prying eyes, Volgul's telepathic bond, telekinesis; 6th—guards and wards, analyze dweomer, legend lore, true seeing.

Description: The "Widow Sage", as she is known, is the oldest known living member of the city of Midmeadow. She has been a resident since the city was built by the elves of the Gamboge Forest. Her face is lined slightly, but her features are still beautiful. Her golden eyes glow with youth, despite her somewhat weathered skin. Her hair is still golden and long. It is

braided to keep it off the ground. She wears earth-tone colors, which clash with her golden features, but help her to blend in with the park and the trees that make her company. She speaks in a soft voice and never interrupts.

Mostly she likes to listen to other people's stories, but she has been known to spin a tale or two herself. Her husband was killed during the construction of Midmeadow and was reincarnated as a tree in the park where she sits nearly every day.

Encounter 2

All APLs:

Moonrat: CR 1/4; Tiny magical beast; HD 1/4d10; hp 1; Init +2; Spd 15 ft., climb 15 ft.; AC 14 (+2 size, +2 Dex), touch 14, flat-footed 14; Atk +8 melee (1d3, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Darkvision 60 ft., low-light vision, lunar mind, scent, uncanny dodge; AL NE; SV Fort +2, Ref +4, Will +3; Str 2+8, Dex 15, Con 11, Int 2+8, Wis 13, Cha 2.

Skills and Feats: Balance +10, Climb +10, Hide +16, Move Silently +8; Iron Will, Weapon Finesse (bite).

Lunar Mind (Ex): A lunar modifier applies to a moonrat's Strength and Intelligence scores while under the influence of moonlight. The size of this modifier depends on the amount of moonlight that reaches the moonrat, according to the table below. On a clear night, the moonlight equivalent is the same as the actual phase of the moon. On a night when clouds or heavy mist obscure the moon, the moonlight equivalent is one or two steps (DM's choice) lower on the table than the actual moon phase. On worlds with multiple moons, either choose only one moon to influence the moonrats, or estimate the moonlight equivalent of both moons on any given night, using the new moon and full moon entries as the minimum and maximum values, respectively, for that world.

Moonlight Equivalent	Lunar Modifier
New Moon	+0
Crescent	+1
Quarter	+2
Half	+4
Gibbous	+6
Full	+8 (Add to the above stats)

For every 2 points of Strength increase, a moonrat gains +1 bonus on attack and damage rolls. The effect of the Intelligence boost is open to considerable DM interpretation. Use the Intelligence scores for the following creatures as benchmarks to determine the moonrats' increased intellectual capacity: Int 3 (minimum for a human), Int 6 (average for a centaur or gnoll), Int 9 (average for an orc), Int 10 (average for a goblin). No extra skill points are gained for a lunar Intelligence boost.

Scent (Ex): A moonrat can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Uncanny Dodge (Ex): Because of its extraordinary sense of smell, a moonrat retains its Dexterity bonus to AC even when flat-footed, and it cannot be flanked.

Skills: A moonrat receives a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus on Balance checks. It uses its Dexterity modifier for Climb checks.

Encounter 4

APL 6-8:

Shattador's Henchman Rogue: Male human/were-rat Rog3/Rgr1; CR 6; Medium-size shapechanger; HD 3d6+1d10+8; hp 28; Init +7; Spd 30ft.; AC 18 (studded leather, Dex, +2 natural armor), touch 13, flat-footed 18; Atk +7 melee (1d6+1, +1 rapier), +5/+2 melee (1d6+1, +1 rapier, 1d4+1 dagger), +6 ranged (1d6, shortbow); BAB +3; SA rat empathy, curse of lycanthropy; SQ alternate form, hybrid form, DR 15/silver, favored enemy (orcs); AL LE; SV Fort +7, Ref +6, Will +3; Str 12, Dex 17, Con 15, Int 10, Wis 11, Cha 9.

Skills and Feats: Bluff +4, Climb +7, Escape Artist +9, Hide +9, Jump +7, Listen +8, Move Silently +19, Pickpocket +9, Search +8, Spot +15, Tumble +7; Dodge, Improved Initiative, Weapon Finesse (rapier).

Possessions: +1 rapier, masterwork studded leather armor, dagger, silk rope, tanglefoot bag (2), thunderstone, potion of invisibility.

Shattador's Henchman Sorcerer: Female human/were-rat Sor4; CR 6; Medium-size humanoid; HD 4d4+4; hp 17; Init +2; Spd 30ft.; AC 14 (Dex, +2 natural armor), touch 12, flat-footed 12; Atk +2 melee (1d4, dagger), +4 ranged (1d4, dagger); BAB +2; SA rat empathy, curse of lycanthropy; SQ alternate form, hybrid form, DR 15/silver, familiar (rat); AL LE; SV Fort +4, Ref +3, Will +7; Str 10, Dex 15, Con 13, Int 10, Wis 12, Cha 17.

Skills and Feats: Bluff +1, Concentration +8, Hide +4, Listen +9, Move Silently +4, Search +8, Spot +9, Spellcraft +4; Combat Casting, Silent Spell, Spell Focus (Evocation).

Possessions: dagger, scroll of acid arrow, scroll of mirror image, wand of magic missile (3rd-level caster), potion of invisibility.

Spells Known (Cast 6/7/4) DC: 13 + spell level, 15 + spell level (evocation): 0-daze, flare, light, ray of frost, read magic, resistance; 1st- color spray, grease, magic missile, ray of enfeeblement, true strike; 2nd-flaming sphere.

Raggamoffyn, common: CR 3; Medium-size construct; HD 3d10; hp varies; Init +2 (Dex); Spd 30ft., fly 30 ft. (clumsy); AC 17 (+2 Dex, +5 natural), touch 12, flat-footed 15; Atk +4 melee (1d6+3, slam); SA control host, improved grab, suffocate, wrap; SQ construct traits; AL N; SV Fort +1, Ref +3, Will +3; Str 14, Dex 15, Con -, Int 10, Wis 15, Cha 17.

Control Host (Su): A raggamoffyn can attempt to take control of any creature it has wrapped (see below). This ability functions like the dominate monster spell (caster level 18th; Will save DC 14). As a free action, the monster may relinquish control over its host by physically and mentally disengaging itself from the latter's body. Use the captured one template (see appendix) for a creature under the control of a raggamoffyn.

Improved Grab (Ex): If a raggamoffyn hits an opponent that is its own size or smaller with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (+4 grapple bonus). If it gets a hold, it can attempt to wrap (see below) in the next round. Alternatively, the raggamoffyn has the option to conduct a grapple normally, or simply use its appendage to hold the opponent (-20 penalty on grapple check, but the raggamoffyn is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam damage.

Wrap (Ex): With a successful grapple check, a raggamoffyn can wrap itself around any foe it has already grabbed with another successful grapple check. The monster forms a skintight layer around the wrapped creature, covering it from head to toe but leaving enough space for the creature to breathe through its mouth and nose. Attacks on such a target deal half their damage to the monster and half to the wrapped creature. An affected creature can extract itself by making a successful grapple check. Once it has wrapped a creature, the raggamoffyn can attempt to control it on its next action.

Construct Traits: A raggamoffyn is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A raggamoffyn has darkvision (60 ft. range).

Suffocate (Ex): A common raggamoffyn can asphyxiate a wrapped creature by drawing the air from its lungs. This attack automatically deals 1d4 points of damage per round.

Shrapnyl: CR 7; Large construct; HD 12d10; hp varies; Init +0; Spd 20ft., fly 10 ft. (clumsy); AC 24 (-1 size, +15 natural), touch 9, flat-footed 24; Atk +12 melee (1d8+4, slam) or +12 melee (1d8+4, gore); SA cloud of steel,

control host, improved grab, wrap; Face/Reach: 5 ft. by 5 ft./10ft.; SQ construct traits, vulnerability to shatter; AL N; SV Fort +4, Ref +4, Will +8; Str 18, Dex 11, Con -, Int 10, Wis 19, Cha 17.

Control Host (Su): A raggamoffyn can attempt to take control of any creature it has wrapped (see below). This ability functions like the dominate monster spell (caster level 18th; Will save DC 19). As a free action, the monster may relinquish control over its host by physically and mentally disengaging itself from the latter's body. Use the captured one template (see appendix) for a creature under the control of a raggamoffyn.

Improved Grab (Ex): If a raggamoffyn hits an opponent that is its own size or smaller with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (+17 grapple bonus). If it gets a hold, it can attempt to wrap (see below) in the next round. Alternatively, the raggamoffyn has the option to conduct a grapple normally, or simply use its appendage to hold the opponent (-20 penalty on grapple check, but the raggamoffyn is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam damage.

Wrap (Ex): With a successful grapple check, a raggamoffyn can wrap itself around any foe it has already grabbed with another successful grapple check. The monster forms a skintight layer around the wrapped creature, covering it from head to toe but leaving enough space for the creature to breathe through its mouth and nose. Attacks on such a target deal half their damage to the monster and half to the wrapped creature. An affected creature can extract itself by making a successful grapple check. Once it has wrapped a creature, the raggamoffyn can attempt to control it on its next action.

Construct Traits: A raggamoffyn is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A raggamoffyn has darkvision (60 ft. range).

Cloud of Steel (Ex): Once per day, a shrapnyl can explode into a deadly cloud of flying, sharp debris. Every creature within a 10-ft. spread centered on the shrapnyl takes 4d10 points of damage (Reflex save DC 16 half). This attack instantly frees a creature wrapped by the

shrapnyl from its control, and the wrapped creature takes no damage from that cloud of steel attack.

Vulnerability to shatter: The shatter spell deals 3d6 points of damage to a shrapnyl.

APL 10:

Shattador's Henchman Rogue advanced: Male human/were-rat Ftr1/ Rgr1/ Bbn2/Rog3; CR 9; Medium-size shapechanger; HD 2d12+2d10+3d6+14; hp 54; Init +7; Spd 40ft.; AC 21 (Dex, +2 mithral chain shirt, +2 natural armor), touch 13, flat-footed 21; Atk +10/+5 melee (1d6+3 and wounding 1, +1 wounding rapier), +6/+6/+1 melee (1d6+3 and wounding 1, +1 wounding rapier; 1d4+3, +1 kukri), +9/+4 ranged (1d6, shortbow); BAB +6; SA rat empathy, curse of lycanthropy, +2d6 sneak attack; SQ alternate form, hybrid form, DR 15/silver, evasion, uncanny dodge, rage 1/day, fast movement, favored enemy (orcs); AL LE; SV Fort +12, Ref +6, Will +5; Str 16*, Dex 16, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Balance +7, Bluff +5, Climb +9, Escape Artist +9, Hide +9, Intimidate +2, Jump +7, Listen +10, Move Silently +10, Search +9, Sense Motive +6, Spot +10, Swim +7 (minus gear), Tumble +9; Blind-fight, Combat Reflexes, Exotic Weapon Proficiency (kukri), Improved Initiative, Iron Will, Track.

Possessions: +2 mithral chain shirt, +1 wounding rapier, +1 kukri, potion of cure light wounds (2), ~~potion of bull's strength, potion of haste.~~

* add *bull's strength* to his strength score. It is not figured into this value. In addition, the sorcerer has cast *protection from arrows* on him. He is also hasted, so he gains an additional attack.

Shattador's Henchman Sorcerer: Female human Sor7; CR 9; Medium-size humanoid; HD 7d4+7; hp 29; Init +2; Spd 30ft.; AC 18 (Dex, +2 natural armor, *mage armor*), touch 12, flat-footed 16; Atk +3 melee (1d4, dagger), +5 ranged (1d4, dagger); BAB +3; SA rat empathy, curse of lycanthropy; SQ alternate form, hybrid form, DR 15/silver, familiar (rat); AL LE; SV Fort +6, Ref +5, Will +9; Str 10, Dex 15, Con 13, Int 10, Wis 12, Cha 20.

Skills and Feats: Bluff +1, Concentration +7, Hide +4, Listen +9, Move Silently +4, Search +8, Spot +9, Spellcraft +7; Empower Spell, Sculpt Spell, Silent Spell, Spell Focus (Evocation).

Possessions: dagger, scroll of fireball, ~~scroll of mage armor~~, scroll of mirror image, +1 cloak of resistance, wand of magic missile (5th-level caster).

Spells Known (Cast 6/7/7/5; currently 6/7/5/5) DC: 14 + spell level, 16 + spell level (evocation): 0—daze, flare, ghost sound, light, mage hand, ray of frost, read magic, resistance; 1st—color spray, grease, magic missile, ray of enfeeblement, true strike; 2nd—flaming sphere, protection from arrows, shatter; 3rd—dispel magic, lightning bolt.

* She has cast *protection from arrows* on both herself and the rogue henchman.

Shrapnyl: CR 7; Large construct; HD 12d10; hp varies; Init +0; Spd 20ft., fly 10 ft. (clumsy); AC 24 (-1 size, +15 natural), touch 9, flat-footed 24; Atk +12 melee (1d8+4, slam) or +12 melee (1d8+4, gore); SA cloud of steel, control host, improved grab, wrap; Face/Reach: 5 ft. by 5 ft./10ft.; SQ construct traits, vulnerability to shatter; AL N; SV Fort +4, Ref +4, Will +8; Str 18, Dex 11, Con -, Int 10, Wis 19, Cha 17.

Control Host (Su): A raggamoffyn can attempt to take control of any creature it has wrapped (see below). This ability functions like the dominate monster spell (caster level 18th; Will save DC 19). As a free action, the monster may relinquish control over its host by physically and mentally disengaging itself from the latter's body. Use the captured one template (see appendix) for a creature under the control of a raggamoffyn.

Improved Grab (Ex): If a raggamoffyn hits an opponent that is its own size or smaller with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (+17 grapple bonus). If it gets a hold, it can attempt to wrap (see below) in the next round. Alternatively, the raggamoffyn has the option to conduct a grapple normally, or simply use its appendage to hold the opponent (-20 penalty on grapple check, but the raggamoffyn is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam damage.

Wrap (Ex): With a successful grapple check, a raggamoffyn can wrap itself around any foe it has already grabbed with another successful grapple check. The monster forms a skintight layer around the wrapped creature, covering it from head to toe but leaving enough space for the creature to breathe through its mouth and nose. Attacks on such a target deal half their damage to the monster and half to the wrapped creature. An affected creature can extract itself by making a successful grapple check. Once it has wrapped a creature, the raggamoffyn can attempt to control it on its next action.

Construct Traits: A raggamoffyn is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A raggamoffyn has darkvision (60 ft. range).

Cloud of Steel (Ex): Once per day, a shrapnyl can explode into a deadly cloud of flying, sharp debris. Every creature within a 10-ft. spread centered on the shrapnyl takes 4d10 points of damage (Reflex save DC 16 half). This attack instantly frees a creature wrapped by the shrapnyl from its control, and the wrapped creature takes no damage from that cloud of steel attack.

Vulnerability to shatter: The shatter spell deals 3d6 points of damage to a shrapnyl.

APL 12:

Shattador's Henchman Rogue advanced: Male human/were-rat Ftr2/ Rgr1/ Bbn2/Rog3; CR 10; Medium-size shapechanger; HD 2d12+3d10+3d6+16; hp 62; Init +7; Spd 40ft.; AC 27 (Dex, +2 mithral chain shirt, +2 natural armor, +1 ring of protection, *haste*), touch 17, flat-footed 25; Atk +12/+7 melee (1d6+4 and wounding 1 (15-20/x2 critical), +1 keen wounding rapier), +9/+4 and +9 (off-hand) melee (1d6+3 and wounding 1 (15-20/x2 critical), +1 keen wounding rapier; 1d4+3 and wounding 1, +1 wounding kukri), +11/+6 ranged (1d6, shortbow); BAB +7; SA rat empathy, curse of lycanthropy, +2d6 sneak attack; SQ alternate form, hybrid form, DR 15/silver, evasion, uncanny dodge, rage 1/day, fast movement, favored enemy (orcs); AL LE; SV Fort +13, Ref +7, Will +5; Str 16*, Dex 18, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Balance +7, Bluff +7, Climb +9, Escape Artist +11, Hide +11, Intimidate +2, Jump +7, Listen +10, Move Silently +12, Search +9, Sense Motive +6, Spot +12, Swim +7 (minus gear), Tumble +11; Blind-fight, Combat Reflexes, Exotic Weapon Proficiency (kukri), Weapon focus (rapier), Improved Initiative, Iron Will, Track.

Possessions: +2 mithral chain shirt, +1 keen wounding rapier, +1 wounding kukri, +1 ring of protection, potion of cure moderate wounds (2), ~~potion of bull's strength, potion of haste, stone salve.~~

* add *bull's strength* to his strength score. It is not figured into this value. In addition, the sorcerer has cast *protection from arrows* and *protection from elements (lightning)* on him. He is also hasted, so he gains an additional attack, which is NOT listed in the above stat block. He has stone skin from his application of stone salve.

Shattador's Henchman Sorcerer: Female human Sor10; CR 12; Medium-size humanoid; HD 10d4+10; hp 41; Init +2; Spd 30ft.; AC 19 (Dex, +2 natural armor, *mage armor*), touch 13, flat-footed 16; Atk +5 melee (1d4, dagger), +8 ranged (1d4, dagger); BAB +5; SA rat empathy, curse of lycanthropy; SQ alternate form, hybrid form, DR 15/silver, familiar (rat); AL LE; SV Fort +8, Ref +8, Will +12; Str 10, Dex 16, Con 13, Int 10, Wis 12, Cha 20.

Skills and Feats: Bluff +3, Concentration +10, Hide +6, Listen +9, Move Silently +6, Search +8, Spot +8, Spellcraft +7; Empower Spell, Heighten Spell, Sculpt Spell, Silent Spell, Spell Focus (Evocation).

Possessions: dagger, scroll of fireball, ~~scroll of mage armor~~, scroll of mirror image, +2 cloak of resistance, wand of magic missile (5th-level caster), pink and green ioun stone.

Spells Known (Cast 6/7/7/7/6/3; currently 6/7/5/6/6/3) DC: 15 + spell level, 17 + spell level (evocation): 0—daze, flare, ghost sound, light, mage hand, ray of frost, read magic, resistance; 1st—color spray, grease, magic missile, ray of enfeeblement, true strike; 2nd—flaming sphere, melf's acid arrow, cat's grace, protection from arrows; 3rd—dispel magic, protection from elements, slow; 4th—ice storm, shadow conjuration; 5th—summon monster V.

* She has cast *protection from arrows* on both herself and the rogue henchman.

Shrapnyl: CR 7; Large construct; HD 12d10; hp varies; Init +0; Spd 20ft., fly 10 ft. (clumsy); AC 24 (-1 size, +15 natural), touch 9, flat-footed 24; Atk +12 melee (1d8+4, slam) or +12 melee (1d8+4, gore); SA cloud of steel, control host, improved grab, wrap; Face/Reach: 5 ft. by 5 ft./10ft.; SQ construct traits, vulnerability to shatter; AL N; SV Fort +4, Ref +4, Will +8; Str 18, Dex 11, Con -, Int 10, Wis 19, Cha 17.

Control Host (Su): A raggamoffyn can attempt to take control of any creature it has wrapped (see below). This ability functions like the dominate monster spell (caster level 18th; Will save DC 19). As a free action, the monster may relinquish control over its host by

physically and mentally disengaging itself from the latter's body. Use the captured one template (see appendix) for a creature under the control of a raggamoffyn.

Improved Grab (Ex): If a raggamoffyn hits an opponent that is its own size or smaller with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (+17 grapple bonus). If it gets a hold, it can attempt to wrap (see below) in the next round. Alternatively, the raggamoffyn has the option to conduct a grapple normally, or simply use its appendage to hold the opponent (-20 penalty on grapple check, but the raggamoffyn is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam damage.

Wrap (Ex): With a successful grapple check, a raggamoffyn can wrap itself around any foe it has already grabbed with another successful grapple check. The monster forms a skintight layer around the wrapped creature, covering it from head to toe but leaving enough space for the creature to breathe through its mouth and nose. Attacks on such a target deal half their damage to the monster and half to the wrapped creature. An affected creature can extract itself by making a successful grapple check. Once it has wrapped a creature, the raggamoffyn can attempt to control it on its next action.

Construct Traits: A raggamoffyn is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A raggamoffyn has darkvision (60 ft. range).

Cloud of Steel (Ex): Once per day, a shrapnyl can explode into a deadly cloud of flying, sharp debris. Every creature within a 10-ft. spread centered on the shrapnyl takes 4d10 points of damage (Reflex save DC 16 half). This attack instantly frees a creature wrapped by the shrapnyl from its control, and the wrapped creature takes no damage from that cloud of steel attack.

Vulnerability to shatter: The shatter spell deals 3d6 points of damage to a shrapnyl.

Encounter 6

All APLs:

Wyrat: Male human Rog6; CR 6; Medium-size humanoid; HD 6d6+6; hp 32; Init +7; Spd 30ft.; AC 17 (studded leather, Dex), touch 13, flat-footed 17; Atk +8 melee (1d4+2, +1 dagger), +7 ranged (1d8, light crossbow); AL CN; SV Fort +3, Ref +8, Will +1; Str 13, Dex 16, Con 13, Int 10, Wis 9, Cha 12.

Skills and Feats: Appraise +2, Balance +5, Bluff +7, Climb +7, Disguise +7, Escape Artist +8, Forgery +3, Gather Information +3, Innuendo +4, Jump +5, Listen +5, Move Silently +11, Open Lock +9, Pick Pocket +12, Search +6, Sense Motive +1, Spot +3, Tumble +5; Dodge, Improved Initiative, Track, Weapon Finesse (dagger).

Possessions: +1 dagger, masterwork studded leather armor, light crossbow, 10 bolts, silk rope, potion of hiding, potion of sneaking, potion of spider climb.

Description: Wyrat is a member of the Rotten Apple Brigade, Jeven's group of motley men. However, he has been subjected to a *suggestion* spell and given a set of bracers to give to the group. The bracers are cursed, but Wyrat is not aware of it. Wyrat is a close friend of Jeven's, but they had recently had a falling out. Wyrat is outspoken and wishes to have open war with the Valorous League. He is sly and scheming but not evil.

Encounter 7

APL 6:

Spell-stitched wight: CR 5; Medium-size undead; HD 4d12; hp 26; Init +1 (Dex); Spd 30ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; Atk +3 melee (1d4+1 and energy drain, slam); SA energy drain, create spawn, spell-like abilities; SQ undead, DR 5/+1, SR 17, +2 turn resistance; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.

Skills and Feats: Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8; Blind-fight.

Energy Drain (Su): Living creatures hit by a wight's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

Spell-like Abilities (-/2/2/2):

3/day—ray of enfeeblement, Volgul's scorcher.

1/day—chill touch, darkness, summon undead III, undead torch.

Caster level 4th; save DC 17 + spell level.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the control of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Turn Resistance (Ex): A spellstitched wight is treated as an undead with 8 Hit Dice for the purpose of turn, rebuke, command, and bolster attempts.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, sub-dual damage, ability damage, energy drain, or death from massive damage.

Skills: Wights receive a +8 racial bonus to Move Silently checks.

APL 8-10:

Volgul the Terror of Woodverge: Spellstitched ghost Nec4; CR 8; Medium-size undead; HD 6d12+4d4; hp 48; Init +2; Spd 30ft.; AC 20 (Dex, +4 natural, mage armor), touch 12, flat-footed 18; Atk +6 melee (1d8+1 and paralysis, bite), +3/+3 melee (1d4 and paralysis, 2 claws), +7 melee (touch spells); SA spell-like abilities, stench, paralysis, create spawn; SQ DR 5/+2, undead, +4 turn resistance, SR 18; AL CE; SV Fort +4, Ref +6, Will +12; Str 13, Dex 15, Con -, Int 18, Wis 14, Cha 16.

Skills and Feats: Climb +6, Concentration +9, Escape Artist +8, Hide +8, Intimidate +7, Intuit Direction +3, Jump +6, Knowledge (undead) +11, Listen +8, Move Silently +7, Scry +10, Search +9, Spellcraft +11, Spot +7; Multiattack, Scribe Scroll, Weapon Finesse (bite), Weapon Finesse (touch).

Possessions: spellbook, scroll of spider climb, scroll of blindness/deafness, scroll of blur, scroll of summon undead III, headband of intellect.

Stench (Ex): The stink of death and corruption surrounding these creatures is sickening. Those within 10 feet must succeed at a Fortitude save (DC 15) or be wracked with nausea, suffering a -2 circumstance penalty to all attacks, saves, and skill checks for 1d6+4 minutes.

Paralysis (Ex): Those hit by a ghost's bite or claw attack must succeed at a Fortitude save (DC 15) or be paralyzed for 1d6+4 minutes. Even elves are vulnerable to this paralysis.

Spell-like Abilities (-/2/2/2): 3/day—Volgul's scorcher, ray of enfeeblement.

1/day—fireball, ghoulish touch, lightning bolt, obscuring mist.

Caster level 6th; save DC 17 + spell level.

Spells Prepared (4/5/4)(DC = 14 + spell level, 16 + spell level for necromancy): 0—daze, ray of frost (3); 1st—burning hands, chill touch, ~~mage armor~~, ray of enfeeblement (2); 2nd—ghoulish touch, mirror image, ~~see invisibility~~, spectral hand.

Spellbook: 1st—burning hands, cause fear, chill touch, mage armor, magic missile, obscuring mist, protection from good, ray of enfeeblement, spider climb, true strike; 2nd—aganazzar's scorcher, blur, darkness, ghoulish touch, mirror image, scare, see invisibility, spectral hand.

Spell-stitched wight: CR 5; Medium-size undead; HD 4d12; hp 26; Init +1 (Dex); Spd 30ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; Atk +3 melee (1d4+1 and energy drain, slam); SA energy drain, create spawn, spell-like abilities; SQ undead, DR 5/+1, SR 17, +2 turn resistance; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.

Skills and Feats: Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8; Blind-fight.

Energy Drain (Su): Living creatures hit by a wight's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

Spell-like Abilities (-/2/2/2):

3/day—ray of enfeeblement, Volgul's scorcher.

1/day—chill touch, darkness, summon undead III, undead torch.

Caster level 4th; save DC 17 + spell level.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the control of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Turn Resistance (Ex): A spellstitched wight is treated as an undead with 8 Hit Dice for the purpose of turn, rebuke, command, and bolster attempts.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, sub-dual damage, ability damage, energy drain, or death from massive damage.

Skills: Wights receive a +8 racial bonus to Move Silently checks.

APL 12:

Bodak, advanced: CR 9; Medium-size undead; HD 13d12; hp 86; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20ft.; AC 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; Atk +8 melee (1d8+1, slam); SA death gaze; SQ DR 15/silver, fire and acid resistance 20, electricity immunity, sunlight vulnerability, flashbacks; AL CE; SV Fort +4, Ref +6, Will +9; Str 13, Dex 15, Con –, Int 6, Wis 12, Cha 12.

Skills and Feats: Listen +13, Move Silently +17, Spot +16; Dodge, Improved Initiative, Power Attack (+7), Weapon Focus (slam).

Death Gaze (Su): Death, range 30 ft., Fortitude negates DC 15. Humanoids who die from this attack are transformed into bodaks in one day.

Sunlight Vulnerability (Ex): Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to the direct rays of the sun deals 1 point of damage to the creature.

Flashbacks (Ex): From time to time, a bodak sees something that reminds it of its almost-forgotten life. At the start of every encounter, there is a 5% chance that it notices something about an opponent (randomly determined, if more than one opponent is present) that causes it to recall its life. If this happens, the bodak takes

no action for 1 round and thereafter suffers a –2 morale penalty to all attacks directed at that opponent.

Volgul the Terror of Woodverge: Spellstitched ghost Nec6; CR 10; Medium-size undead; HD 7d12+6d4; hp 61; Init +2; Spd 30ft.; AC 22 (Dex, +4 natural, *haste, magic circle against good*), touch 18, flat-footed 16; Atk +7/+2 melee (1d8+1+2d4 [undead torch] and paralysis, bite), +4/+4 melee (1d4 and paralysis, 2 claws), +7 melee (touch spells); SA spell-like abilities, stench, paralysis, create spawn; SQ DR 10/+3, SR 18, undead, +4 turn resistance; AL CE; SV Fort +6(+8. *magic circle against good*), Ref +8(+10. *magic circle against good*), Will +14(+16. *magic circle against good*); Str 13, Dex 15, Con –, Int 18, Wis 14, Cha 16.

Skills and Feats: Climb +6, Concentration +9, Escape Artist +8, Hide +8, Intimidate +7, Intuit Direction +3, Jump +6, Knowledge (undead) +11, Listen +8, Move Silently +7, Scry +12, Search +9, Spellcraft +12, Spot +8; Multiattack, Scribe Scroll, Still Spell, Weapon Finesse (bite), Weapon Finesse (claw), Weapon Finesse (touch).

Possessions: spellbook, scroll of spider climb, scroll of obscuring mist, scroll of blur.

Stench (Ex): The stink of death and corruption surrounding these creatures is sickening. Those within 10 feet must succeed at a Fortitude save (DC 15) or be wracked with nausea, suffering a –2 circumstance penalty to all attacks, saves, and skill checks for 1d6+4 minutes.

Paralysis (Ex): Those hit by a ghost's bite or claw attack must succeed at a Fortitude save (DC 15) or be paralyzed for 1d6+4 minutes. Even elves are vulnerable to this paralysis.

Spell-like Abilities (-/2/2/2): 3/day—Volgul's scorcher, ray of enfeeblement.

1/day—fireball, ghoulish touch, lightning bolt, obscuring mist.

Caster level 10th; save DC 17 + spell level.

Spells Prepared (4/5/5/4)(DC = 14 + spell level, 16 + spell level for necromancy): 0—daze, ray of frost (3); 1st—burning hands, chill touch, mage armor, magic missile, ray of enfeeblement (2); 2nd—Volgul's scorcher, ghoulish touch, mirror image, ~~see invisibility~~, spectral hand; 3rd—~~haste, magic circle against good, undead torch~~, vampiric touch.

Spellbook: 1st—burning hands, cause fear, chill touch, mage armor, magic missile, obscuring mist, protection from good, ray of enfeeblement, spider climb, true strike; 2nd—Volgul's scorcher, blur, darkness, ghoulish

touch, mirror image, scare, see invisibility, spectral hand; 3rd—haste, magic circle against good, summon undead III, undead torch, vampiric touch.

Spell-stitched wight: CR 5; Medium-size undead; HD 4d12; hp 26; Init +1 (Dex); Spd 30ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; Atk +3 melee (1d4+1 and energy drain, slam); SA energy drain, create spawn, spell-like abilities; SQ undead, DR 5/+1, SR 17, +2 turn resistance; AL LE; SV Fort +3, Ref +4, Will +7; Str 12, Dex 12, Con –, Int 11, Wis 13, Cha 15.

Skills and Feats: Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8; Blind-fight.

Energy Drain (Su): Living creatures hit by a wight's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

Spell-like Abilities (-/2/2/2):

3/day –ray of enfeeblement, Volgul's scorcher.

1/day –chill touch, darkness, summon undead III, undead torch.

Caster level 4th; save DC 17 + spell level.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the control of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Turn Resistance (Ex): A spellstitched wight is treated as an undead with 8 Hit Dice for the purpose of turn, rebuke, command, and bolster attempts.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, sub-dual damage, ability damage, energy drain, or death from massive damage.

Skills: Wights receive a +8 racial bonus to Move Silently checks.

New Rules

(the following feats were taken from various sources specified below)

Rapid Reload

from *Sword and Fist*

You reload a crossbow more quickly than normal.

Prerequisites: Base attack bonus +2, proficiency with crossbow used.

Benefit: You can reload a hand crossbow or light crossbow as a free action that provokes an attack of opportunity. You may reload a heavy crossbow as a move-equivalent action that provokes an attack of opportunity. You can use this feat once per round.

Normal: Loading a hand or light crossbow is a move-equivalent action, and loading a heavy crossbow is a full-round action.

(The following spells were taken from the Forgotten Realm's Campaign Setting and Magic of Faerun sourcebooks)

Aganazzar's Scorcher (renamed Volgul's Scorcher)

Evocation [Fire]

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5ft./2 levels)

Area: 5-ft.-wide path to close range (25ft. + 5 ft./2 levels)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A jet of roaring flame bursts from your outstretched hand, scorching any creature in a 5-foot-wide path to the edge of the spell's range. *Aganazzar's scorcher* deals 1d8 points of damage per two caster levels, to a maximum of 5d8 points of damage.

Focus: A red dragon's scale.

Summon Undead III

Conjuration (Summoning)

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart.

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

As *summon monster I*, except that you summon an undead creature. The spell conjures one of the creatures from the 3rd-level list on the *Summon Undead* table below, 1d3 undead of the same type from the 2nd-level list, or 1d4+1 undead of the same type from the 1st-level list. You choose which creature to summon, and you can change that choice each time you cast the spell. Summoned undead do not count toward your total Hit Dice of undead you can control with *animate dead* or clerical negative energy.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Focus: A tiny bag, a small (not lit) candle, and a carved bone from any humanoid.

1st Level

Medium-size skeleton

Small zombie

2nd Level

Medium-size zombie

Large skeleton

3rd Level

Large zombie

Ghoul

Huge skeleton

Undead Torch

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One corporeal undead

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You cause a corporeal undead to give off cold blue energy that disrupts the life force of living creatures but has no effect on objects or undead. The target creature does an additional 2d4 points of damage with its melee attacks. If an attacked creature has spell resistance, the resistance is checked the first time the creature attacks it. If it succeeds, the creature is unaffected by that casting of the *undead torch*.

If the undead creature is destroyed, the *undead torch* continues to burn at the location of its destruction until the duration ends, and creatures that come in contact with the remains take damage. If the undead creature assumes an incorporeal state (such as a vampire assuming *gaseous form*), the spell disperses harmlessly.

Material Component: A living or dead firefly or glowworm.

(The following monster entries were taken from the *Monster Manual II* sourcebook)

Moonrat

Hit Dice:	1/4d10 (1 hp)
Initiative:	+2
Speed:	15 ft., climb 15 ft.
AC:	14 (+2 size, +2 Dex) touch 14, flat-footed 14
Attacks:	Bite +4 melee
Damage:	Bite 1d3-4
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Qualities:	Darkvision 60 ft., low-light vision, lunar mind, scent, uncanny dodge
Saves:	Fort +2, Ref +4, Will +3
Abilities:	Str 2, Dex 15, Con 11, Int 2, Wis 13, Cha 2
Skills:	Balance +10, Climb +10, Hide +16, Move Silently +8
Feats:	Iron Will, Weapon Finesse (bite)
Climate/Terrain:	Any land or underground
Organization:	swarm (10-100)
Challenge Rating:	1/4
Treasure:	None
Alignment:	Always evil
Advancement:	--

Moonlight Equivalent	Lunar Modifier
New Moon	+0
Crescent	+1
Quarter	+2
Half	+4
Gibbous	+6
Full	+8

Moonrats are indistinguishable from normal rats except in moonlight. Lunar light has an insidious effect on these creatures, making them smarter, stronger, and more ferocious than any rat ought to be. On nights when the moon shines, moonrats pour out of their darkened lairs to soak up the pallid rays and spread terror throughout humanoid settlements.

Combat

Moonrats fight just like normal rats do, biting and tearing with their teeth. Under the influence of lunar light, moonrats also gain the ability to organize, converse with one another, formulate complex plans, and operate complicated devices. Their leaders remember things done and learned nights or even months before. When the moon's light is at its peak, moonrats are capable of making and acting on long range plans that may require dozens of full-moon nights to complete. These schemes are often so subtle and involved that casual observers do not connect the incidents relating to a long-range moonrat plan until it is too late to stop it.

Lunar Mind (Ex): A lunar modifier applies to a moonrat's Strength and Intelligence scores while under the influence of moonlight. The size of this modifier depends on the amount of moonlight that reaches the moonrat, according to the table below. On a clear night, the moonlight equivalent is the same as the actual phase of the moon. On a night when clouds or heavy mist obscure the moon, the moonlight equivalent is one or two steps (DM's choice) lower on the table than the actual moon phase. On worlds with multiple moons, either choose only one moon to influence the moonrats, or estimate the moonlight equivalent of both moons on any given night, using the new moon and full moon entries as the minimum and maximum values, respectively, for that world.

For every 2 points of Strength increase, a moonrat gains +1 bonus on attack and damage rolls. The effect of the Intelligence boost is open to considerable DM interpretation. Use the Intelligence scores for the following creatures as benchmarks to determine the moonrats' increased intellectual capacity: Int 3 (minimum for a human), Int 6 (average for a centaur or gnom), Int 9 (average for an orc), Int 10 (average for a goblin). No extra skill points are gained for a lunar Intelligence boost.

Scent (Ex): A moonrat can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Uncanny Dodge (Ex): Because of its extraordinary sense of smell, a moonrat retains its Dexterity bonus to AC even when flat-footed, and it cannot be flanked.

Skills: A moonrat receives a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus on Balance checks. It uses its Dexterity modifier for Climb checks.

Raggamoffyn

	Common	Shrapnyl
Hit Dice:	3d10 (16 hp)	12d10 (66 hp)
Initiative:	+2	+0
Speed:	30 ft., fly 30 ft. (clumsy)	20 ft., fly 10 ft. (clumsy)
AC:	17 (+2 Dex, +5 natural) touch 12, flat-footed 15	24 (-1 size, +15 natural) touch 9, flat-footed 24
Attacks:	Slam +4 melee	Slam +12 melee, or gore +12 melee
Damage:	Slam 1d6+3	Slam 1d8+4, gore 1d8+4
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Control host, improved grab, suffocate, wrap	Cloud of steel, control host, improved grab, wrap
Special Qualities:	Construct Traits	Construct Traits, Vulnerability to shatter
Saves:	Fort +1, Ref +3, Will +3	Fort +4, Ref +4, Will +8
Abilities:	Str 14, Dex 15, Con -, Int 10, Wis 15, Cha 17	Str 18, Dex 11, Con -, Int 10, Wis 19, Cha 17
Climate/Terrain:	Any	Any
Organization:	Solitary, pair, or gang (3-4)	Solitary or pair
Challenge Rating:	3	7
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	4 HD (Medium-size); 5-9 HD (Large)	13-18 HD (Large); 19-36 HD (Huge)

Raggamoffyns are mysterious constructs composed of animated scraps and bits of cloth, metal, or other refuse from civilized societies -- particularly those where magic is common. Raggamoffyns tend to cluster together, operating as much in secret as possible, taking control of selected hosts to further their agendas.

Unlike other constructs, a raggamoffyn is not the result of any deliberate act of creation. Rather, it is formed when leftover magical energy interacts with inanimate objects. The exact process is not well understood, but it always results in one of four types of raggamoffyn.

A raggamoffyn appears as an animated, ragtag assortment of odds and ends, roughly humanoid in shape. The four types differ both in the kinds of refuse that form their bodies and the powers they possess.

Combat

Above all, a raggamoffyn seeks to acquire a host that it can dominate. The creatures refrain from harming potential hosts as long as possible, so they work quickly by rushing in with touch attacks. A foe that is successfully dominated is wrapped by the raggamoffyn, which then uses its host to defend itself and other raggamoffyns. Raggamoffyns unleash their full melee attack capabilities against foes that are resistant to their mind controlling powers, fearing rightfully that an escaped foe will warn others of the raggamoffyn's existence.

Control Host (Su): A raggamoffyn can attempt to take control of any creature it has wrapped (see below). This ability functions like the *dominate monster* spell (caster level 18th; save DC varies). As a free action, the monster may relinquish control over its host by physically and mentally disengaging itself from the latter's body. Use the captured one template (see appendix) for a creature under the control of a raggamoffyn.

Improved Grab (Ex): If a raggamoffyn hits an opponent that is its own size or smaller with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus varies; see individual descriptions). If it gets a hold, it can attempt to wrap (see below) in the next round. Alternatively, the raggamoffyn has the option to conduct a grapple normally, or simply use its appendage to hold the opponent (-20 penalty on grapple check, but the raggamoffyn is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam damage.

Wrap (Ex): With a successful grapple check, a raggamoffyn can wrap itself around any foe it has already grabbed with another successful grapple check. The monster forms a skintight layer around the wrapped creature, covering it from head to toe but leaving enough space for the creature to breathe through its mouth and nose. Attacks on such a target deal half their damage to the monster and half to the wrapped creature. An affected creature can extract itself by making a successful grapple check. Once it has wrapped a creature, the raggamoffyn can attempt to control it on its next action.

Construct Traits: A raggamoffyn is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A raggamoffyn has darkvision (60 ft. range).

Common

Scholars theorize that common raggamoffyns form from enchanted gloves, robes, hats, and other magic clothing that was lost or discarded by its owners. They are usually found near cemeteries and places where magical battles have recently transpired.

A common raggamoffyn looks like a suit of mismatched clothing with no wearer. The clothing appears to be in good repair, and it would probably still be usable if it could be separated from the construct.

Combat

A common raggamoffyn directs its host creature in combat. It suffocates the host when it has either lost control over the creature or has no further use for it.

Control Host (Su): The common raggamoffyn's control host ability has a Will save DC 14.

Improved Grab (Ex): A common raggamoffyn's grapple bonus is +4.

Suffocate (Ex): A common raggamoffyn can asphyxiate a wrapped creature by drawing the air from its lungs. This attack automatically deals 1d4 points of damage per round.

Shrapnyl

Shrapnyls are the only raggamoffyns made entirely of metal. They lurk near battlegrounds as well as forges.

A shrapnyl consists of bits of metal in every size. Its appearance can vary greatly – one might consist of swords, shields, and cooking gear, while another could contain a helm, coins, chains, and keys.

Combat

Shrapnyls are the most aggressive of the raggamoffyns. They do not hesitate to use their cloud of steel attack when faced with an overwhelming situation.

Cloud of Steel (Ex): Once per day, a shrapnyl can explode into a deadly cloud of flying, sharp debris. Every creature within a 10-ft. spread centered on the shrapnyl takes 4d10 points of damage (Reflex save DC 16 half). This attack instantly frees a creature wrapped by the shrapnyl from its control, and the wrapped creature takes no damage from that cloud of steel attack.

Control Host (Su): A shrapnyl's control host ability has a Will save DC of 19.

Improved Grab (Ex): A shrapnyl's grapple bonus is +17.

Vulnerability to *shatter*: The *shatter* spell deals 3d6 points of damage to a shrapnyl.

Captured One Template

A captured one is a living creature that is under the control of a raggamoffyn. The raggamoffyn has access to its host's memories and draws on its host's experiences. The captured one eats, speaks, and lives all under the direction of its raggamoffyn master.

Captured ones speak Common and whatever languages the base creature speaks.

Creating a Captured One

"Captured one" is a template that can be added to a giant, humanoid, monstrous humanoid, animal, beast, or vermin (hereafter known as the "base creature") that is the same size or smaller than the dominating raggamoffyn. The creature's type changes to construct. Both the raggamoffyn's and the base creature's statistics and special abilities are modified as noted here.

Hit Dice: A captured one maintains separate hit point totals for each of its two parts.

Initiative: Same as raggamoffyn.

Speed: Same as base creature.

Armor Class: User either the raggamoffyn's natural armor bonus or the base creature's natural armor bonus (if any), whichever is higher.

Attacks: Same as base creature, modified by new ability modifiers.

Damage: Same as base creature.

Special Attacks: The raggamoffyn gains control over all special attacks that the base creature possesses, including spells and spell-like abilities. The raggamoffyn's wrap and improved grab special attacks are unavailable while it controls the host.

Special Qualities: Both the raggamoffyn and the base creature retain any special qualities they had previously.

Construct Traits: A captured one is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. The raggamoffyn cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A captured one has darkvision (60 ft. range).

Senses (Ex): The raggamoffyn sees and hears everything that the base creature is able to.

Shared Damage (Ex): An attack on a captured one deals half its damage to the raggamoffyn and half to the base creature.

Saves: A captured one uses the raggamoffyn's base Fortitude, Reflex, and Will saves.

Abilities: A captured one uses the Constitution, Intelligence, and Charisma scores of the base creature and the Strength, Dexterity, and Wisdom scores of the raggamoffyn.

Skills: Same as base creature.

Feats: Same as base creature.

Climate/Terrain: Same as raggamoffyn.

Organization: Solitary, pair, or gang (3-4).

Challenge Rating: Same as base creature + 2.

Treasure: Standard.

Alignment: Same as raggamoffyn.

Advancement: Same as base creature.

Spellstitched Template

Spellstitched creatures are undead creatures that have been powerfully enhanced and fortified by arcane means. The undead gain the ability to cast spells, can resist being turned, and become more difficult to attack in melee. The process benefits undead with intelligence far more than it helps those that are mindless, since intelligent undead can discharge their spells tactically.

The outward sign that an undead creature has been spellstitched is its rune-covered body. The runes are carved into the bones of skeletal undead or tattooed on the rotting flesh of other corporeal undead. These runes may not be immediately noticeable to an observer, appearing to be cracks in bones or wrinkles in the skin.

Spellstitched creatures can be created only by a wizard or sorcerer of sufficient level to cast the spells to be imbued in the undead's body. The process for creating a spellstitched creature requires the expenditure of 1,000 gp for carving or tattooing materials as well as 500 XP for every point of Wisdom that the undead creature possesses. Undead that are spellcasters can spellstitch themselves.

Creating a Spellstitched Creature

"Spellstitched" is a template that can be added to any corporeal undead (referred to hereafter as the base creature). The template uses all the base creature's statistics and special abilities except as noted here.

Special Attacks: A spellstitched creature retains all the special attacks of the base creature and gains the following special attack.

Spell-like abilities: A spellstitched creature with a Wisdom score of 10 or higher can be imbued with spell-like abilities. All spells must be from the schools of Conjuraction, Evocation, or Necromancy. These abilities are used as if the spells were cast by a sorcerer of the same level as the number of Hit Dice the spellstitched creature possesses.

Spells Known is the number of different spells the creature has access to as spell-like abilities. A creature with a Wisdom score higher than 10 gains the spells from the row on the table corresponding to its Wisdom score, and the spells from all the rows above that row.

Times/Day is the number of times per day that the creature can use spell-like abilities of a given level. The creator of the creature must decide how to allocate the spells known. Once this determination has been made for a particular ability, it cannot be changed.

Special Qualities: A spellstitched creature retains all the special qualities of the base creature and gains the following special qualities.

Damage Reduction: A spellstitched creature with 1-3 HD has no damage reduction. One with 4-7 HD has DR 5/+1; one with 8-11 HD has DR 5/+2; and one with 12 or more HD has DR 10/+3.

Spell Resistance: A spellstitched creature has spell resistance equal to 15 + base creature's Charisma bonus.

Turn Resistance (Ex): A spellstitched creature has +2 turn resistance. This value is added to the base creature's turn resistance (if any).

If the base creature already has one or more of these special qualities, use the better value.

Saves: Same as base creature + 2.

Abilities: Same as base creature.

Skills: Same as base creature.

Feats: Same as base creature.

Climate/Terrain: Same as base creature.

Organization: Same as base creature.

Challenge Rating: Same as base creature + 1.

Treasure: Same as base creature.

Alignment: Same as base creature.

Advancement: Same as base creature.

Wisdom	Example Undead	Spells Known	Times/Day
10	Skeleton, zombie	2 1 st -level	4
11-12	Bodak	plus 2 2 nd -level	4/4
13-14	Ghast, ghoul, wight	plus 2 3 rd -level	4/4/2
15-16	Devourer	plus 2 4 th -level	4/4/2/2
17-18	Lich	plus 2 5 th -level	4/4/2/2/2
19+	Nightshade	plus 1 6 th -level	4/4/2/2/2/1

NPC Information

The following is a list of general rumors that are known throughout the city. These are provided as examples; you are free and encouraged to expand upon these within the flavor set forth by the scenario.

- People in the streets of Midmeadow are trying to peddle the Black Stone hearts that they brought with them from Tenh. This is particularly apparent in the tent camps outside of town, where the vast majority of Tenh refugees live.
- Strange magical creatures have been tormenting the tent camps outside of town for some time. It is said that they are the spirits of the long departed elves that have been disturbed by the destruction of their beautiful architecture.
- The Valorous League of Blindness is a corrupt and evil organization. It poses as a helpful entity to draw people into it, but then exploits them. To what end is unknown.
- The renewal in the city is damaging the living organisms that the elves created long ago. Even though the city seems like it is being renewed, it is actually slowly dying.
- The elves of the Gamboge Forest have been driven further away from Midmeadow because of Zylinchin and his fiend hunts.
- The anarchists are planning to take over the city in the name of Vecna. They are agents of evil and are not to be trusted.
- The County of Urnst has been plotting to invade the northern territory of Nyronnd. They are supporting the separationists in order to weaken Nyronnd so that they can take the fertile county of Woodverge.
- Travelers from Ratik have brought news of a viscous plague that has entered their land. It is not known what caused it, but it moves swiftly through the populations. Some have spoken of an indigo rider on a fiery steed haunting their dreams.
- The Theocracy of the Pale's support for the Valorous League has never been stronger. Agents of the Pale have been seen coming and going from the temple as well as the outlying New Dawn Camp for several weeks.
- Grishken, the ambassador from the Pale, has been in Rel Mord for weeks. It is said that he has the ear of the king and that he is planting the seeds of secession in his mind.
- Cairndrell, the other founder of the Valorous League of Blindness, has not been heard from in some time around Woodverge. It is believed that she is afraid of the growing power of Grishken and Zylinchin's Knight's Valorous.
- A horrid being known only in legend as "The Terror of Woodverge" was supposedly seen wandering the meadows near Zylinchin's new fortress. Little else is known about this creature.

Historical Great Kingdom Info

Only the "Widow Sage" knows the following information. She can typically be found in or around the Crystal Mere Park.

- This area of Nyronnd was ruled by a powerful leader, known as "the Falcon" because of his love for raptors. He was one of the few rulers who were loyal to the King until the end.
- After the separation from the Great Kingdom, the young nobles went on a great hunt to purge the loyalists in the surrounding countryside. This also ended the alliance with the elves of the Gamboge, as they began logging that forest to rebuild much of what was destroyed during the war.

- The few loyal subjects that he had remaining buried the ruler of Midmeadow in a secret resting place. His life sacrificed to save them, they stole his remains from the rebel lords to place in a crypt more worthy of his great, unwavering leadership.
- A powerful guardian put in place by his subjects to keep the rebels from unearthing his remains supposedly protects his tomb. One whose loyalty lies with the Falcon can thwart the guardian. How this is shown, is not fully understood.
- The location of the tomb is unknown. Some think that it is beneath the Temple of Pholtus; others think that it is with the elves in the Gamboge. No one knows for sure, though.

Lies and Deceptions

- The Knights Valorous and Zylinchin have made a pact with an evil priest of Incabulos to help them convert refugees to Pholtus. The priest of Incabulos gets any who resist conversion to do with as he pleases and the Valorous League looks the other way.
- The King's newly appointed noble, Sir Aspranth, has recently returned from a meeting with the king in which he was given more absolute power over the people of Midmeadow. It is unclear what those powers are.
- The celebration of Growfest has turned into a recruiting party for the Valorous League. They use it solely to spread their lies and propaganda to the people.
- Agents of the County of Urnst have begun to infiltrate the government of Nyronnd in an effort to persuade King Lynwerd to embrace the separationist movement.
- The elves of the Gamboge Forest have sided with the Pholtans. They believe that by destabilizing the humans, it will weaken them and keep the forest safe.

Handout #1: Note From Prelate to Valorous League

Lord Grishken:

The winter has worn our reserves of food extremely thin. We hope that your growing season is as fruitful as it has been in the past. Be assured that Pholtus' light shines upon Woodverge more brightly than ever before. Our arrangement still stands as when we last spoke. Look for more of our assistance as needed in return for your continued support.

Word has also spread that your New Dawn Camp is nearing completion. This is a blessing indeed, as there are a great many in Midmeadow in need of instruction as to the way to walk the One True Path.

Finally, the news of Zylinchin's great discovery has come to my attention as well. It is deeply disturbing to know that such dark forces lurk in the shadows of Pholtus' beautiful light. We of the Pale hope that your efforts and the efforts of the great Fiend-hunter lead to a resolution of these problems. Be sure to show the people that you have control and do not allow common folk to be swayed further by this corruption. If a lesson needs to be taught, find some to put to the Question and do so as a public spectacle. This is the most effective means Pholtus provides for displaying his radiance to his people.

Yours in the Light

Prelate Zacktinerim of Eltison

Handout #2: Rotten Apple Brigade Petition

Residents of Midmeadow:

Our great King Lynwerd has bestowed us once again with a noble from his court that does not hold our interested in his heart. Too long has he ignored our plight to fight battles that he feels are more important. While his back is turned, our families have fallen into poverty. The grains from our fields are sent to the north out of Woodverge to the Theocracy of the Pale while our people starve. The desperate travelers from Tenh cause more strain on our city and their talents are ill-used. The Valorous League has swooped in like a vulture to pick the scraps of power left by the ineffective lord. Their power grows stronger, but their agenda is only to expand the relations with the Pale. Their intentions are obvious to even the blind, though few seem willing to admit it openly. They wish to join that country and force their ways onto the people of our territory.

As it stands now, we must take action to prevent our plight from worsening. Looking toward our noble for guidance has been fruitless. Our king is good and gracious and we do not wish to splinter from his rule. Therefore I propose that we bring forth this issue with him directly. Our group is circulating this petition to gain audience with King Lynwerd to discuss our leadership. Given enough support, he cannot turn us away. I believe deeply that we can convince him that our destiny is also the destiny of Nyrond. We must be allowed to control it ourselves, with his guidance.

Truly

Jeven Ael'Zaqueruil, leader of the R.A.B.

<Names listed below>

Handout #3: Book of Kyliris' Life

My Liege,

In my journey to court these past months, it has come to my attention that many of the local nobles are unhappy with what they call the tyranny of the Overking. I would like for you to know that I bear no such ill will toward you or the Great Kingdom. As baron of Woodverge, I swear upon the land I protect and the oath that I made to you that I will do everything in my power to protect your interests in this region. Our patron has given me a vision and I deeply believe that we can emerge stronger than ever before. I ask only for one more battalion of soldiers to help me battle those that might want to secede. Your glory reigns in my heart.

Your servant,
Kyliris the Falcon

Journal Entry

The revolt has begun and still there is no word from the crown. I have to believe that my letter arrived in the hands of the Overking, but I grow impatient. My troops are also impatient. There have been several skirmishes at the border to the south. The elves have retreated into the forest and do not wish to take any part in the conflicts of men. We have few allies here and I fear that we will not be able to hold out for long if war erupts. I pray for a sign that the Overking is still with us.

Journal Entry

War is upon us. I have no choice but to fight for my Overking. He has served us so well for so long, and my oath still stands as strong today as the first day I received my knighthood from him. My knights are stalwart and my militia is well paid. I believe we can hold the line, but we will need support from the Overking soon.

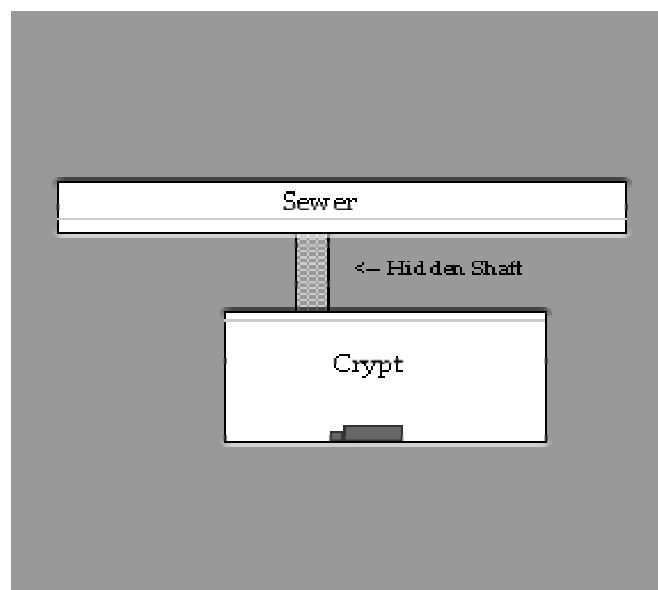
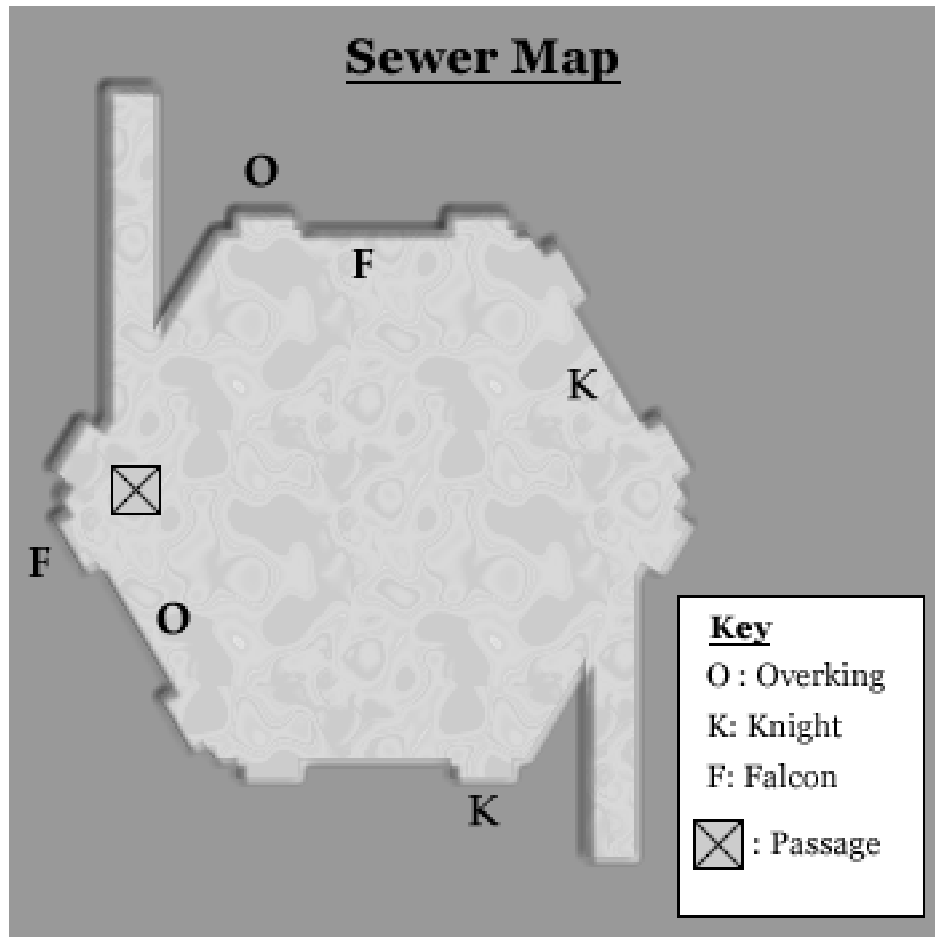
Journal Entry

The tide has turned as quick as a cat. My knights have abandoned me and treachery runs rampant in my court. I fear for my survival but I will not turn on my Overking. I cannot turn on him. My desperation gives me only one choice. A great sage, Volgul, has begun instructing me on how I can call upon the divine might of a past age to fend off the forces that rise against the king. I am unsure, but I have no other choice but to listen.

Journal Entry

I fear that this will be my last chance to write about our time. I am on the run; only Volgul and a few brave soldiers are at my side. Deceit has done me in. Spies and rogues have caused me to abandon the comforts of my castle. The elves of the Gamboge have turned me away. Their reclusiveness has hurt me greatly. Volgul advises me to embrace his patron and give in to my pursuers. I believe he may be wavering as well. I have not the heart to deny Pelor and seek the power of Nerull to grant me salvation.

Map



DM Background: Midmeadow Info

The following is taken from the Official Nyronnd Living Greyhawk campaign web site:

Midmeadow

Midmeadow, the capital of the new province, reflects the continuation of difficult times here. While most cities in Nyronnd have been growing since the Wars, Midmeadow has shrunk, to 11,100. Once perhaps the most beautiful city in Nyronnd, with many buildings designed by elven architects, a series of arsons, tax riots, plague, and a ruler who did nothing useful left much in ruins. The new ruler has managed to restore public order, in part by acknowledging the Valorous League as effectively a second police force. Tho officially allies, the militia and the League get along poorly. The 600 militia deem the League know-it-all amateurs and resent that the League's rule is preferred in some parts of town, particularly where there is a heavy Pholtus population. However, during the years under the previous ruler, the militia were ordered only to protect a few of the major public building from rioters and the League were the ones who actively kept order within the town. The League deems the militia slackers who are unwilling to enforce the laws of Pholtus, the only ones that count in their view. But with a major crime problem, the two forces must work together.

The biggest limitation to the spread of the League has been a smoldering resentment by many of the poor who go hungry while local produce, and even Gamboge produce, were sent north to the Pale to be sold for badly needed revenues. As times have improved this is less of a problem, but such resentful hatred has a way lingering long past its time.

Much of the crime problem is due to the presence of large numbers of Tenhas. An estimated 10,000 fled from Tenh to Nyronnd when Iuz took over that country. Perhaps half of those stayed in Woodverge, and half of those that stayed settled in shanty camps around Midmeadow. The locals deem them lazy, indolent, feckless, and arrogant. A number of the refugees have skills that were well honored in Tenh, but are rather useless in Nyronnd, which makes them scornful of the lowly jobs they can do, and not eager to do a good job. So, as in many places in Nyronnd, they suffer considerable discrimination. To survive, they do what they must, which can include begging, stealing, and scavenging. Debauchery, drink, and prostitution are common. Some have turned to evil cults and others are bandits, none of which improves their reputation.