

PAL2-03



STITCH IN TIME

A One-Round D&D[®] LIVING GREYHAWK[®]
Theocracy of the Pale Regional Adventure

Version 1

by Derek Schubert

Triad Review: Robert Wiese; **RPGA HQ reviewers:** Christopher Lindsay and Stephen Radney-MacFarland.

Outside the cities of the Pale, ancient ways guard against ancient evils. But when the Blinding Light shines into a forgotten corner, it casts dark shadows. Can a group of heroes keep the fabric of the land from unraveling? An adventure for characters levels 1-6.

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 Willams, Richard Baker, and Peter Adkison.

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

PREPARATION

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

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

SUMMARY AND BACKGROUND

Thousands of years ago, the nefarious Ur-Flan performed rituals to foul powers. This included Nerull, even before crops existed for him to reap, and others now long forgotten. The rituals brought evil magic and even fiends into the Flanaess. Over time, the repeated blasphemy and depravity blurred the boundary between this plane and the Outer Planes. Formerly resilient, the boundary became pocked with tears, making the summoning easier.

Druids of the Old Faith and good Flan sorcerers discovered and defeated the Ur-Flan, but they could not destroy the evil rifts, which they called the Scars of Nerull. They merely devised a way to seal the Scars for one year at a time with their own rituals. So they stayed vigilant, sealing the Scars and keeping their locations secret, even through two hundred years of Oeridian and Pholtan rulership.

A few scholars remember the Ur-Flan; even fewer seek to revive their powers; but none of them knew where to find one of the vile Scars... until now.

Someone recently learned that a Scar lies near a small Flan farming village called Oak Bend (the Common rendering of the Flan name of Ochveend). He, or she, or it sent a dream of the Scar to a miscreant who had become intrigued with the history of the Ur-Flan. The dream inspired him to travel in disguise as Brother Telios, a cleric of Pholtus visiting the farming villages, and to order the villagers to stop the "pagan rituals" that keep a Scar of Nerull, closed each year. He believes that he can revive the cause of the Ur-Flan by opening the Scar and releasing evil outsiders into the world. However, he is really just a pawn in some larger plot, and makes a convenient scapegoat for the destruction and death that the outsider caused, and, by association, the Flan people blame the Pholtan clergy.

The false cleric, Brother Telios, visited the thorp of Oak Bend two days before the adventure begins. He had just discovered and removed the seal from the Scar that lies in the forest a few miles away. Passing through Oak Bend with his guards, he confronted the village elder, Taraya, a druid of the Old Faith. He announced that he was rooting out flagrant paganism on the order of the Church in Stradsett and had destroyed the site in the forest. He accused her of having pagan loyalties but said that he was generously declining to arrest her. She was horrified and shocked that he knew about the secret location of the Scar, but she could only resolve to work on a new seal. Telios's timing was terrible for the village, but no accident. For the new seal would not be ready before evil creatures start invading the world.

On the road to Stradsett, the characters save a family of Flan farmers from an attack of monstrous centipedes. The farmers do not know why these creatures, normally forest-dwellers, have attacked their homestead, so they ask the heroes to accompany them to warn inhabitants in the nearby village of Oak Bend.

The farmers call at the house of the wise woman Taraya. Although the rescued farmers vouch for the characters, Taraya may not welcome them, especially with strong ties to the Church of the One True Path. Taraya tells more of her story to diplomatic characters (and their skilled players). She spent the previous week making the seal that Telios ruined; now she works single-mindedly to create a new seal, but knows that it will not be ready for another day. She also knows that the Scar will open a gate to the Outer Planes tonight, when the moons are dark. She has never failed to keep the Scar sealed, so she does not know exactly what may arrive. The legends state that the outsider is weakest when it first enters into this world but gains strength quickly. Since Taraya must remain in the village to continue her rituals, she asks her apprentice, and the heroes to go to the Scar.

The heroes make their way through the forest, which the Scar's influence has turned against living creatures. Some animals of the forest, frightened by the horrible presence in their home, may run into conflict with the heroes.

The heroes reach the blighted clearing, where a shadowy gate forms as night falls. When it opens at midnight, evil outsiders emerge, albeit in a weakened state, and fight the heroes. If the heroes stay in the village, the outsiders attack there after midnight.

The next day, Taraya finishes the new seal and installs it at the Scar. The new seal immediately improves the health of the forest and closes the gate to the Outer Planes.

That evening, as the residents of Oak Bend tell stories around a communal fire, the impostor Telios comes to gloat, but he is furious when he deduces that the heroes defeated the outsiders. He tries to arrest the heroes but eventually reveals himself as an impostor and fights. If they travel to Stradsett to check out the story, the heroes may instead encounter the impostor and his guards on the road.

When the heroes reach Stradsett, they learn that the Church did not issue the harsh order against the pagans. The heroes might get an audience with Prelate Andon Kavelle himself. Depending on what they tell him about the Scar or the seal, he may call for a full Church investigation or a mission to seal the Scar permanently in the name of Pholtus... but that is another adventure.

INTRODUCTION

THE ROAD TO STRADSETT

The scenario finds the characters traveling eastward to Stradsett, in the southern Pale near the Gamboge Forest. It is Moonday, the 10th of Goodmonth; the next day is Dark Night, when both moons are new and people pray to ward off evil omens, but Stradsett's summer festival takes place in a few days, promising some amusement and camaraderie. Other hooks include visiting family members or church brethren in the city.

Keep track of time on this first day of the scenario, since it affects when the characters arrive at the clearing in Encounter 5. You can relate the speed of the characters to the distance along trails. For example, a Speed of 30 ft. allows three miles of travel in an hour. It is about 9 o'clock in the morning.

The wheel of the year has spun to Goodmonth, warm relief from the grim grayness that dominates the skies over the Theocracy of the Pale. Here in the southern part of the nation, at least, the weather does not bite so fiercely. The summer morning is already growing hot, the sun having risen even over the steep Rakers an hour ago.

The road to Stradsett bears a few other travelers besides you. Patrols of the Prelatal Army pass infrequently, as the war has drawn most troops to the north. Merchants drive their carts and wagons along the road, mostly toward Stradsett for the High Summer fair in a few days. Two Aerdi men with clipped beards sit at the front of a horse-drawn wagon loaded with goods, their fashionable plaid cloaks folded beside them on the seat. The low sounds of horse-hooves, wagon-wheels, and your footsteps keep you company.

Small signs along the road announce the presence of farmsteads and ranches. Most include two sets of text, the upper in Common with the name of the family or of the land.

The other set of text on the signs is in the Flan language; if any character can read Flan, say that the text includes not only the name but also the phrase “Welcome, friends.”

Allow the players to describe their characters, to each other. Let them talk awhile by way of introductions.

The merchants are named Garreb and Borstan. They are traveling from Hawksburgh to Stradsett and intend to enjoy the fair while in town as a welcome break.

When the players seem to be finished with introductions or you need to move on, proceed:

A high shout rings out in the morning air. “Help! Somebody help!”

From a side path punctuated by a cluster of trees runs a girl of about thirteen, her curly hair streaming behind her as she closes the distance to the road with swift strides. Her coppery skin is flushed with exertion and her eyes wide with urgency. Seeing your weapons, she runs to you and exclaims, “Please, help! Monsters are attacking our farm, eating our cows! They crawled from the fields and one bit Papa before he could get into the house with Mama and Hal!”

She looks expectantly at all of you. The two merchants blanch behind their beards and urge their horses and wagon along the road at a trot. The girl glares after them for a second, looks back toward you, and turns to run back down the path. Apparently, she is going with or without you.

☞ **Eolóra**: Female human Com1.

ENCOUNTER 1: THE RESCUE

At the farmhouse, the heroes fight the monstrous centipedes and meet the Flan farmers.

Use Map 1 for this encounter. The characters must cover 250 feet of path before reaching the map. Slower characters may arrive too late for the action... or too late to save the faster characters. A hedgerow blocks the characters' view from the road to the barn, but the leading character sees the following scene:

The warm morning belies any hint of danger ahead, but the path leads to the scene of a grim feast. Stopping to hide behind the corner of the small wood-sided farmhouse on the left, the girl points frantically across the yard to the right but you need no hint. Before the barn, a few massive brown centipedes swarm over the corpse of a cow. Another centipede, about six feet long, lies motionless on the ground with its head crushed. Their mandibles clack against the bones as their antennae wave about in the air. But they must have reached the end of that course of their meal, for they are starting to skitter toward you.

Set up the centipedes in the area indicated on the map. At APL 4 or 6, the centipedes are too big to fit entirely, so at least the head of each centipede should be inside the area.

APL 2 (EL 2)

☞ **Medium-size Monstrous Centipedes (3)**: hp 4, 4, 4; see *Monster Manual*.

APL 4 (EL 4)

☞ **Large Monstrous Centipedes (4)**: hp 9, 9, 9, 9; see *Monster Manual*.

APL 6 (EL 6)

☞ **Huge Monstrous Centipedes (4)**: hp 18, 18, 18, 18; see *Monster Manual*.

Tactics: Still hungry, the centipedes merely charge the nearest character. To avoid bunching up, they may split up to move around the hedgerow.

Remember that poison causes secondary damage one minute after the initial wound.

When the characters have defeated the centipedes, the girl's family comes out of the farmhouse to thank their rescuers.

The side door of the farmhouse opens to reveal a Flan woman in her late thirties. She wears a yellow kerchief tied around her hair, but the skirt of her bright blue dress is spotted darkly with blood—apparently that of her husband, who wears a red-soaked bandage around his leg as he limps to the door. A teenage boy helps keep him upright, but he would probably be better off lying down instead.

☞ **Davorah (wife)**: Female human Com2; hp 5.

☞ **Halrai (husband)**: Male human Com2; hp 7 (currently 2); Dex 10 (currently 7).

☞ **Halvoh “Hal” (son)**: Male human Com1; hp 4.

All of them thank the characters. Having watched from the house; the son Halvoh can compliment the characters for specific actions. If any of the characters suffered Dexterity damage from the centipedes' poison, Halrai talks with a sense of shared valor.

This family worships Pholtus but also pray to Mother Beory and the agricultural deities for fruitful crops and a healthy herd. They raise some cattle and sheep and grow wheat. A garden behind the house provides vegetables.

Since the centipedes' attack came as a surprise, these farmers want to warn their friends in the farming village of Oak Bend about the danger. Halrai might also seek the druid Taraya for further care, and recommends her skill in healing to any injured characters. They ask the characters to come along with them. The village of Oak Bend is on the way to Stradsett, and the characters could enjoy the hospitality of the very people who take goods to the summer festival.

The characters may want to investigate the centipedes' tracks first. They can easily follow the trail, especially with the larger creatures at APL 4 or 6, through the fields, in the direction of the forest. The tracks end in

a large hole in the field, but there is no sign of further centipedes in it.

These centipedes are far from home; a successful Knowledge (nature) check (DC 15) or a druid's Nature Sense ability identifies these as forest-dwelling centipedes. This is a clue to the unnatural presence in the nearby forest.

Assuming that the characters decide to go to Oak Bend, the family hitches a mule to a cart so Halrai does not have to walk. Halvoh stays behind to mind the house for a few hours.

ENCOUNTER 2: OAK BEND

At the village, the heroes meet the druid elder Taraya (rhymes with Mariah) and her apprentice Balach (rhymes with Alec) and learn about the conflict central to this adventure.

The path leads past a few other farmsteads over the two or three miles before coming to a denser settlement. Davorah introduces it as the village of Oak Bend; truthfully it is too small to be a village. The modest buildings here resemble those in most of the villages of the Pale, but some of the details are subtly different. A tree or two, some old, some young, stands before each house: fruit trees and elms and slender bronzedwood. Gaps between the houses afford views to the gardens and livestock yards in the rear. The residents wave to your hosts if they see them. Some children run laughing past you with two dogs close behind. Eolóra breaks off to chase the dogs but she soon returns.

A village square of sorts sits where the road that you have been following meets the road north to Stradsett. A huge oak, with a trunk as thick as a person and easily the height of a dozen, stands in the center of the roads. The tracks of people, beasts, and wagons divert around the village's oldest resident.

Oak Bend is a tiny village of about 70 residents, and technically a thorp, according to the *DUNGEON MASTER'S Guide*, but local farmers visit frequently. Feel free, as the DM, to make up typical residents, such as other farmers, children, a blacksmith, and so on. The characters could buy or barter for some items from the *Player's Handbook*, but there is no weapon or armor shop.

Most of the villagers are indifferent to the characters but become friendlier, with a mix of admiration and fear, if they hear of the battle against the centipedes. Only a few met Brother Telios when he visited yesterday, but they take offense at how he treated their respected elder Taraya. If the characters spend much time meeting the people of Oak Bend, they may (as strangers) get disapproving glares from these few.

The residents do not know about the Scar or the true extent of the danger. They hold a small annual celebration at this time of year, unaware that they are celebrating another year of peace and freedom from the Scar.

The characters may catch some elements of Flan culture here; people talking to their animals or trees or other reverence for the natural world, but remember that this is still a village in the Theocracy of the Pale. Customs

that defy the Pholtan rulership must be subtle. If the characters were visiting northern Tenh or the Barrens, the old ways would be more apparent. Many of the villagers do worship Pholtus, but even those who don't, know to claim that they do when certain people ask.

Your hosts head toward a house similar to the rest. A few trees, perhaps plum or apple, form a small grove behind the house. A pair of mature, 30-ft. tall hornwood trees flanks the door to either side, but many of their leaves have already browned and fallen. Halrai looks to Davorah in dismay.

A successful Knowledge (nature) check (DC 10) reveals that the tree is under stress, such as that caused by drought. Most Flan characters know that the ill health of the tree is a traditional Flan bad omen for the resident of a given house; a successful bardic knowledge check (DC 15) reveals the same.

The house is that of the druid Taraya. She has been working to restore the magical seal for the Scar, using the Craft Wondrous Item feat to channel divine magic into a protective item.

Davorah's knock at the door goes unanswered for about a minute, until a young man opens the door enough to show his face. She and her husband greet the young man, and Eolóra smiles shyly, and they exchange a few words in the Flan language. Furrowed brows, pursed lips, and uneasy pauses in the conversation indicate clearly that something is amiss. Inside the house, a woman asks after the guests and the young man opens the door wider.

The new speaker takes a few steps to reach the threshold. This woman, wearing a shift of yellow and green, stands a few inches shorter than the young man. A few strands of silver spin through her dark hair and bright amber eyes glint from a fine web of lines that should convey both cheer and wisdom, but today her posture indicates fatigue, until she sees you and straightens.

"Welcome to my home," she says in Common, with a note of strain in her greeting. "I am called Taraya and this is my son, Balach. Please come in and share bread and drink with us."

☛ **Taraya:** Female human Drd6; hp 39; see Appendix I.

When the characters encounter Taraya, she has expended the majority of her spells on the new seal. See Appendix 1 to see what she has remaining.

Taraya is actually about sixty years old but looks and seems younger. She has looked after the people of Oak Bend for decades, first as an apprentice and then as a full druid. The villagers do not think of her as a druid per se, but they are grateful for her help with their crops and livestock and respect her advice on other matters. As a follower of the Old Faith (Beory), she is heir to a long tradition that the Pholtan rulership has forced into secrecy. Things change though, even if it takes centuries; the Light that Blinds may burn itself out, or at least become dim enough to allow other lights of truth to shine. She keeps cordial relations with the clergy in

Stradsett, and is always careful not to attract undue attention.

◆ **Balach:** Male human Drd1; hp 9; see Appendix I.

Balach is Taraya's adopted son and apprentice, a handsome and friendly fellow of eighteen. He has been studying as a druid, but is still young and enjoys riding and spending time with the other teens in town. Occasionally he annoys strangers when he tries to impress them with his new knowledge of plants and animals. One can take only so much of the horticultural characteristics of a local vine or the coat variations of tree squirrels.

Over a spare meal of bread, butter, and ale, Taraya talks with the farmers to learn about the attack on their farm and the characters' bravery or other actions. She apologizes for not being able to cure Halrai's poison damage but advises him to get some rest. She thanks them for the warning but also thinks that the centipedes may be the least of their worries. The farmers do not press this hint, but the characters may want to do so. The three farmers excuse themselves from Taraya's house before the talk becomes serious. They stay in town briefly to talk with other friends before going home.

Taraya has much to tell, but she shares her story only with characters that convince her of their good intentions. She is desperate for help but her pride and anger at Brother Telios and the Church of the One True Path may get in the way. Characters should note her general uneasiness. She is very cool toward characters that are visibly or vocally faithful Pholtans. She is warmer to Flan characters or those who wear the symbols of Flan gods such as Beory or Pelor. If the party contains both Pholtans and non-Pholtans, Taraya hints that she may say more without the Pholtans in the room: for example, "I have been sleeping poorly; the Light of the stars has been shining too brightly into my room." If the players do not catch on, the characters may attempt an Innuendo check (DC 10) or Sense Motive check (DC 15) to understand her meaning.

Taraya provides a basic outline of her predicament. She explains that Brother Telios, a cleric of Pholtus, came to the village two days ago with his guards and gave great offense to her. They desecrated what they wrongly called a pagan site. Their foolish action has put the village in danger.

You should roleplay the interaction between Taraya and the characters without giving away too much information at first. Let her ask questions of the characters too. Once you and the players have roleplayed to your satisfaction, have the characters make a Diplomacy check. Up to two characters may assist the leader. Below are possible modifiers to each character's check.

- +4 character talks to her in Flan or Druidic
- +2 character is visibly a follower of a deity other than Pholtus
- -2 character is visibly a cleric or paladin of Pholtus

- -1 party is playing at APL 4
- -2 party is playing at APL 6
- up to +2 or -2 circumstance depending upon other actions the characters take

The result of the check corresponds to the amount of information that Taraya gives to the characters. If the characters are threatening or are hard-line Pholtans, cut out certain pieces of information that do not make sense for her to reveal.

(DC 15) Brother Telios claimed to act on the order of Prelate Andon Kavelle of Stradsett, to stamp out paganism. The desecration will allow "demons" to enter the world tonight, when both moons are dark. She believes that the demons would ravage this simple farming village but that the characters look like they could defeat them if they confront the "demons" at the site, when they are most vulnerable. The people of Oak Bend would be in their debt; word of their heroism may reach well beyond the village. If the characters are brave enough to go to the Scar, Balach can lead them to it.

(DC 20) As DC 15, plus... She reveals that she is a druid of Beory. She has never suffered such oppression from the clergy in Stradsett. She performs a sealing ritual each year to secure the site against a lingering evil. The Church of the One True Path has never known about the site, but somehow this Pholtan cleric knew. Telios destroyed this year's new seal, so she is working to make a new seal. Telios's timing was terrible for the village, for the new seal will not be ready until tomorrow and the legends indicate that tonight, at the dark of the moons, even though not yet the true Dark Night, is the first night for evil creatures to emerge into the world.

(DC 25) As DC 20, plus... She explains the name of the site, the Scar of Nerull, and its origin as a remnant of Ur-Flan rituals of depravity and wickedness. There are more Scars throughout the Pale and Tenh, all kept secret for centuries.

APL 2 ONLY

If a character achieved a Diplomacy check result of 15 or better, Taraya provides two silver daggers to help the characters fight the threat.

The wise woman breathes heavily and says, "I have been fortunate never to face a fiend passing through the gate, but I remember the tale of Nathrei, a brave scion of the Flan, many years before this one. Where many warriors could not, he cut deep with shining claws to drive back the darkness. His blades pass from one keeper to the next, in case we should need them."

She steps into another room for a minute or two and returns with a small leather bundle. She unwraps it to reveal a matched pair of daggers, their sheaths intricately decorated. As she draws one, light gleams off a silver blade. If these daggers are old, she must maintain them diligently.

"The claws of the mother bear are small things, too," she curls her fingers like a claw, "but she finds them large enough to

defend her children from harm. Please, take these weapons tonight."

These are non-magical silver daggers. Taraya expects that the characters to return them when they have defeated the creature. The opponent at the Scar might otherwise be invulnerable to an inexperienced party's weapons.

At APL 4 or higher, Taraya may tell the tale of the hero Nathrei, but she does not lend the silver daggers. The characters should already have weapons and spells to defeat opponents with damage reduction.

Although Taraya impresses upon the characters that a fight at the site itself offers the best chance of victory, the heroes may still decide to wait in the village. If the characters do not go, the creatures are stronger when they reach the village. Run the combat in Encounter 5 at midnight of this night.

Note that hard-line Pholtan characters may refuse to help known pagans. If such a character is stonewalling the party, reframe the problem as one of risk to innocent citizens of the Pale. Many of the villagers do hold Pholtus first in their hearts; many more worshippers are at risk in Stradsett if the evil here goes unchecked.

Whatever the characters choose, Taraya returns to her magical efforts for the rest of the day.

ENCOUNTER 3: THE BEAR

When the characters are ready to leave, Balach leads them along a path south from the village. Balach tries to show off his knowledge, identifying the various grasses, the willows and sycamores along a stream, the birds flying past, and so on.

The three-mile walk ends at the edge of a woodlot, an extension of the Gamboge Forest. The forest at the edge looks normal, and the characters can enter without difficulty. Ask the players to put the characters into a marching order along the ten-foot-wide path through the undergrowth. Characters may move off the path, through the undergrowth, at half speed; druids of at least 2nd level may move at full speed. Balach agrees to lead the way, but would prefer to have a strong-looking character up front with him.

The trees of the forest stand tall, their thick canopies permitting few shafts of light to the floor, but at least making your walk cooler than it was on the open path. Most of the trees here are oaks, with some elms and bronzedwood trees mingling. Birds chirp in the boughs above and wing from tree to tree. Occasionally a squirrel or other small animal scurries among the ground plants that thrive in the dim conditions.

Have the characters make a Spot check (DC 15) to notice that the birds and animals are moving in a consistent direction, toward the edge of the forest. On a successful Knowledge (nature) roll (DC 15), a character can detect signs in their behavior that convey a sense of danger. If the characters learned much from Taraya, they may conclude that this danger is the evil presence of the unsealed Scar.

Characters who achieved a result of 25 or higher on the Spot check also see a dozen crows in the trees watching the characters for a few seconds before moving on. Allow the characters to draw their own conclusions. As far as this adventure is concerned, it is a red herring.

After the characters have followed the trail for a mile, a bear and her two cubs cross the characters' path. Only careless characters, those not passing a Listen check (DC 5), are surprised when the animals burst from the undergrowth. Roll initiative and go through the partial actions of the surprise round. The mother bear stops on the path about 15 feet from the lead member of the party; her cubs are on either side of her, making one cub only 10 feet from the lead character. The cubs do not fight.

APL 2 (EL 2)

🐾 **Black Bear:** hp 19; see *Monster Manual*.

APL 4 (EL 4)

🐾 **Brown Bear:** hp 51; see *Monster Manual*.

APL 6 (EL 6)

🐾 **Brown Bear, Advanced:** hp 80; see Appendix I.

Tactics: The bear's initial attitude is Unfriendly; she is afraid and easily provoked, especially if the characters appear to threaten her cubs. The evil presence in the area has upset her tremendously. If the characters attack her, she fights back. A successful Animal Empathy check (DC 15) shifts the bear's attitude to Indifferent, and a successful check (DC 25) shifts the bear's attitude to Friendly. A spell such as *calm animals* or *animal friendship* defuses the situation easily, and the mother bear ambles on with her cubs. Balach may make an Animal Empathy check if the characters want to avoid combat, and if none of them has the skill, though you should let the characters take the lead here.

After this situation is dealt with, one way or another, the characters may continue along the path to Encounter 4. If the players ask, the path does seem to lead to the place from which the animals are fleeing.

ENCOUNTER 4: THE ELUSIVE TRAIL

It is probably mid-afternoon by now. Balach and the characters believe that they have been making progress toward the clearing, but the forest itself has actually been hindering the characters. If the characters have not strayed from the path to find the Scar, they find themselves a couple miles off-course.

After a couple of miles along the trail, Balach stops, "Hmmm, we should have gotten there by now... how strange." Looking about as if for the first time, he is surprised to see the condition of the forest. The trees here appear considerably less straight and

healthy than did the trees at the periphery. The undergrowth twines dense and thorny along the path. Above you, the leaves sway with a dull murmur, but the thickness of the canopy makes it hard to tell where the sun is coming from.

If the characters succeed at a Spot check (DC 20), they notice the slow shifting of the roots or undergrowth around them. The trail ahead moves to the left by tiny increments. Even if they do not see this motion, the characters probably realize that they must leave the trail to get to where they want to go.

Although it is difficult, the characters may make their way through the forest by following the landmarks of the stationary forms of hills and trees and the clues of the fleeing wildlife. It is a slow process. Describe the passing minutes and hours as Balach and the characters inch toward the clearing.

The characters have three chances to succeed at two Wilderness Lore checks (DC 20) to reach the clearing by nightfall. Each check represents two hours of work. Balach can try to assist a more skilled character on these checks.

A successful Intuit Direction check (DC 15), *know direction* spell, or other magical assistance gives a +2 circumstance bonus to the Wilderness Lore check.

If the characters fail at the Wilderness Lore checks but persist in searching, they arrive at the clearing in *Encounter 5* just in time for the fight, one round before the *dispel magic* effect occurs.

ENCOUNTER 5: THE DOGS

This is the fight against the outsiders. It probably occurs in the clearing, but the characters may have stayed in the village as a defense force. Whatever their location, at midnight the outsiders begin to come into the world.

Use Map 2 for this Encounter. When the battle occurs, shrubs and saplings shift to close the entrance that the characters used, so the entire clearing is surrounded by vegetation.

Your persistence has brought you to a clearing, but you might wish otherwise. The ground lies open to the sky in an area about a hundred feet across. Tall, sprawling brambles peel away from several decrepit stones in the middle of the area. Trees contort at the edge, seeming to loom inward if you glance away.

The stones were clearly set into place by intelligent creatures. All were once large but some have broken. A successful Search check (DC 15) reveals faint carved runes on the stones. These are ancient Ur-Flan runes. Characters that read Flan recognize some of the symbols, but the forms are archaic. Characters may also recognize the symbols by passing a Knowledge (arcana) check (DC 20), a Knowledge (history or religion) check (DC 20), or a bardic knowledge check (DC 25).

The dense brambles stand 5 feet high, effectively blocking movement and line of sight and providing cover. If the characters try to chop down the brambles,

the brambles re-grow to fill in the gaps within minutes: an effect of the evil at work here.

Depending on how long the characters took in Oak Bend and in reaching the site by the shifting trail, they might have several hours or very little time before the impending battle. Adapt the following description to suit the situation:

Dusk advances in the clearing. As the sun disappears, the silence of the forest gives way to a faint sound, and the ground and air begin to dance dimly with shadowy shapes. The air here is oddly hot but Balach shudders with momentary chill.

The faint sounds and apparitions grow more forceful with the darkening of the sky. Neither of the moons shines overhead, so the stars gleam all the brighter. Some of the ghostly forms shed a pale glow, lighting the branches of the trees at the edge.

Allow the characters to prepare a battle plan and cast spells with whatever time they have left before midnight.

Just before midnight, a fluctuation in the planar boundary sends a wave of anti-magic through the clearing:

The position of the stars seems to indicate the midnight hour. The sound and light pulse through the ground and your feet. It leaves a dull hum in your ears and a pounding in your heart for a few seconds.

Outside the clearing, the vines and other plants have begun to writhe unnervingly.

This fluctuation in the planar boundary *dispels magic*, as per the “Area Dispel” effect (APL 2: 5th-level caster, APL 4: 7th-level caster, APL 6: 9th-level caster) in the entire clearing. The effect may nullify certain combat-enhancing spells that the characters have cast. Check against the spell effects on each character, as in the description of the spell. Though each character can have only one effect *dispelled*. Remember that an *everburning torch* is just a stick with a *continual flame* spell on it, cast by a 3rd-level caster.

The movement of the plants beyond the boundary of the clearing is like an *entangle* effect that requires a Reflex save (DC 11) to avoid. The plants stay still under the outsiders and cannot *entangle* them.

Roll initiative at this point. The sounds begin and sound like dogs barking or wolves howling. The outsider(s) appear on the second round. The characters can see the unwavering, glowing, red eyes and the black canine body that accompanies each pair of eyes, 30 feet above the ground. The characters might have attacks readied, but they are not able to charge into melee against a foe at such a height.

Special: The three outsiders begin at less than full hit points, but they draw strength from the Scar. This effectively gives them Fast Healing 1 for 10 rounds, but only if they are within (or above) the 120-ft. diameter clearing. Keep track of these rounds through the combat. They might try to fly out of melee and hide in the clearing to heal for a few rounds.

Balach generally stays out of the way, frightened by the creatures. He uses his curing magic or an untrained Heal skill check to stabilize fallen characters.

If the characters stayed in the village, read or paraphrase the following:

Oak Bend quiets after dusk, but candles remain lit in windows.

The night advances, bringing the typical sounds of night birds and other animals. A cool breeze blows along the road, giving chills to the fearful. No moons shine in the sky, so the stars gleam all the brighter.

At perhaps half an hour past midnight, faint sounds from the south grow louder. What were once formless noises coalesce into now recognizable barking and yips, as from dogs or wolves. The sound grows quickly, approaching fast, until a bone-numbing howl splits the air.

Foes at the village are at full hit points, having healed fully before leaving the Scar.

APL 2 (EL 3)

🐾 **Yeth hound (2):** 25 hp (currently 19); see *Monster Manual*.

Tactics: As a move-equivalent action, the yeth hound appears near the center of the circle (30 feet up) and immediately bays as a standard action. Panicked characters run into the *entangle* effect described above. The yeth hound prefers to attack isolated characters, especially wizards or other apparent spellcasters, avoids readied attacks or reach weapons, and uses cover to deny characters a clear route for a charge. It flies with *good* maneuverability, which means it can hover, fly backward, fly straight up or down, and generally can fly circles around the characters. It tries to attack from above (+1 to hit for higher ground) and from behind. The yeth hound fights to the death.

APL 4 (EL 5)

🐾 **Yeth hound (2):** 25 hp each (currently 19); see *Monster Manual*.

Tactics: These yeth hounds start 60 feet apart, diametrically opposed across the stone circle, but still 30 ft. up. As at APL 2, the yeth hounds appear and bay in their first round of actions; the Characters must make two Will saves against the effect. Characters who try to flee run into the *entangle* effect as described above.

The two hounds fight the characters as a team, concentrating on one foe with flank attacks and attacks against tripped (prone) foes. They prefer to attack wizards or other apparent spellcasters. They use their superior speed and mobility to their advantage, flying over characters to gain flank positions, to avoid reach weapons, or to attack wizards behind front-line fighters. They fight to the death.

APL 6 (EL 7)

🐾 **Yeth hound (2):** 25 hp each (currently 19); see *Monster Manual*.

🐾 **Half-Fiend/Half-Dire Wolf:** hp 60 (currently 50); see Appendix I.

Tactics: These three appear 30 feet above the stone circle, as far from each other as possible, making an equilateral triangle among their position. Place the half-fiend close to a likely character target so it can partial-charge in the first round.

Tactics for the yeth hounds are the same as for APL 4.

The half-fiend appears to be a black wolf, even larger than the yeth hounds, with glowing, red eyes, bat wings, and sharp claws. It fights alongside the yeth hounds but is a less agile flyer. With only average maneuverability, it cannot hover. If archers or spellcasters are doing harm from a distance, it uses its *darkness* ability on a touched object to disrupt their line of sight. It uses its *unholy blight* ability (range 160 ft, radius 20 ft) after being reduced to 50% of its hit points, after one of the yeth hounds has been killed, or to hurt characters that it cannot touch, such as those under a *protection from evil* effect.

Development: After the characters have defeated the outsiders, the clearing is eerily quiet. The sounds of fiends persist, but only faintly and distantly. Balach, ashen-faced but exhilarated, says that the Scar can release no more demons, tonight at least. And Taraya should have the new seal ready to install tomorrow.

ENCOUNTER 6: THE NEW SEAL

The characters return to Oak Bend.

If the characters want to know more about what they encountered in the clearing, have them make a new Diplomacy check with a +10 bonus. Taraya may be willing to share more about the Scars with heroes who have proven their mettle.

Taraya has the new seal ready around noon. Although her work has been exhausting, and twice as much as she normally does at this time of the year, though the sense of completion revives her.

She announces that she will go to the clearing immediately to install the new seal. She would welcome the characters' company.

If the characters have been wounded so badly that they want to rest in the village all day, they may do so, but they miss out on seeing the ritual. Balach recounts it to them later in the day.

The characters might even want to leave for Stradsett to talk with the prelate or the Church Militant. Taraya asks them to stay another day to enjoy tonight's Dark Night gathering and to give her time to reward them properly the next day (in Encounter 8). If the characters

do leave, run Encounter 7 on the road several miles from Oak Bend.

If the characters go back to the Scar with her, they have a minor delay in negotiating the forest and reaching the Scar, but no encounters.

At the Scar, Taraya performs the ritual to seal the rift for the coming year:

Having pushed away some of the briar that covers the center of the clearing, the wise woman pulls out the new seal from a bag slung over her shoulder. The seal takes the form of a long flexible twig bent into a hoop and bound with intricate knots of fiber and leather. Strands extend beyond the hoop as if rays from the sun.

She begins to chant in a low voice. After circling the stones three times, she crosses the boundary of the stones. Still chanting, she sets down the hoop at the center and lays the strands along the ground toward each of the stones. When the twelfth ray is in place, Taraya's voice rises to a final triumphant sound that resonates in the air and in the soil. The earth itself rises in ridges and swallows each ray-strand, while the center writhes in a mass of leaves and twigs to engulf the hoop.

A swirling breeze blows first hot, then cool, a refreshing draft perhaps from deeper woods or the distant Rakers. When Taraya has completed her ritual, the taint of evil dissolves before your eyes. The blighted undergrowth starts to die back, a rain of dead leaves falls from the trees, twisted limbs straighten just a bit, and newly green buds appear poised for a last flush of growth before autumn arrives.

The seal blends into the encompassing vegetation so effectively that only a successful Search check (DC 20) reveals it. Telios's mysterious dream-patron had told him exactly what to look for, and where. Once found and unearthed, the seal may be destroyed easily with a slashing weapon.

ENCOUNTER 7: THE IMPOSTOR

Back in the village, the impostor Telios returns to the scene of the crime with his guards. Having cast a *light* spell on his breastplate to look imposing and suitably Pholtan, he rides in. He hopes that the sight of him reinforces the villagers' animosity toward Pholtans, and he wants to gloat over what should have happened.

Telios is a man in his late twenties, of mostly Oeridian descent. A high forehead rises to dark reddish hair, worn long on top but short in back, and his deep-set eyes are dark-blue.

Telios is a charlatan, often charming but hotheaded and actually rather lucky to have lived this long. He often pretends to be a cleric of some sort, gaining the confidence, and money, of gullible townsfolk. His illusions and his Bluff skill make convincing divine spells. But his loyalties lie not with the good powers at all. If he prayed, it would be to Nerull or Syrul or similar foul patrons. Having wandered Nyrond for several months, he received a dream vision calling him to the Scar of Nerull

near the village of Oak Bend. He brushed up on his knowledge of Pholtan doctrine, gathered a few guards, and rode to the Theocracy of the Pale. His mysterious informant also left him a *wand of undetectable alignment*, with enough charges to foil *detect evil* spells while he is in the Pale.

If the characters left the village to go to Stradsett, they meet Telios and his guards on the road in the afternoon. Make up a simple map for the road being fifteen feet wide. Telios asks probing questions about the activity in town, eventually accusing all the characters of paganism and conspiracy and picking a fight.

Otherwise, use Map 3 for this encounter. The Flan villagers sit around the fire pit (a few people may occupy a 5-ft square when not in combat). The farmers from Encounter 1 are here to celebrate, and they greet the characters warmly. Taraya asks the characters to sit near her and Balach in the place of honor on the northwest side of the fire pit, but the characters are free to be wherever they want.

This evening has turned cool, a taste of the seasons ahead. On Dark Night, both moons are new, so people must bring their own light. Many of the villagers have gathered to share food and stories in the central area. The warmth of the fire and of companionship drives away some of the horrors of the previous night. Halrai explains that some residents throw their first morsel of food into the fire, in accordance with the tradition of their birth-horoscope.

Taraya and other villagers take turns telling stories, some in the Flan tongue and some in Common. The words of some of the stories have been the same for generations, but new stories also find a voice here.

Young Balach stands, at first nervously, but soon gathering courage as he tells his story. Although the words are in the old language, the names of the new heroes are easy to note in certain passages; the villagers' eyes turn in awe to your group and back to the young speaker as he tells his tale.

Soon, the jingle of arms and thud of hoof beats creep into the congenial sounds of the gathering. From the northern road, glimmers of light approach. One of a small group of riders appears to be armored not in steel but in light. As he draws near, it becomes clear that the light is shining from the breastplate of this rider, casting eerie shadows about his face and his companions, who bear torches.

They rein in their horses at the edge of the gathering, with the old oak behind them. The glowing rider, a red-haired Oeridian nearing thirty, says, "You are wise to invoke the light of Pholtus to stave off the sadness that hangs heavy in the dark tonight. I am sorry for your loss; look to the Blinding Light to sustain you."

Telios expects the villagers to be in mourning, not celebration. When he sees the heroes, he realizes that something has gone wrong with his plan. He says that he heard unearthly howls last night (true) and heard rumors in Stradsett that some farmers perished fighting a demon (false). He asks about the clearing in the forest, trying to implicate the characters in pagan practices. In desperation, he arrests them in the name of the Church. At APL 4 or 6, Telios has already drunk a *potion of glibness*,

so his Bluff skill increases by +30. The characters might not see through his lies, but the players may react as they wish. If the characters resist arrest or accuse him of plotting to bring ruin on this village, he denies their suspicions, but he soon realizes that the game is up and he fights.

Telios and his men dismount to talk, and to avoid being on spooked horses for the inevitable fight. The villagers move away from Telios and his men, but might be endangered by the fight. Taraya's spells are depleted for the day, so she avoids combat except to use the Heal skill to stabilize unconscious characters.

If the characters are so naïve as to turn themselves in, Telios and his men lead them half a mile along the road toward Stradsett, then launch a surprise attack.

Tactics: The tactics of this group are similar at all APLs. Telios wants to catch the characters unaware when he attacks. His guards delay until he gives the order to attack. On his first turn, preferably before the characters suspect a fight, Telios sings a song of bardic music (Inspire Courage), to give the guards bonuses to attack and damage after a full round of listening. The effect is a grisly song of corrupted Pholtan motifs:

The priest begins to sing in a rich baritone. The first bar of the tune seems to derive from a Pholtan hymn, but it quickly dives into dark notes and horrific imagery:

*“Shine on, o light, o searing rays!
Set even mortal flesh ablaze.
Melt errant eyes, spark hair to burn,
Make pure each heathen frame in turn.
Tread carefully thy One True Path
For one misstep brings hellfire’s wrath.
But even reaching life’s surcease,
Your bleached bones will win no peace!”*

In the second round, he stops singing to cast *cause fear* (APL 2) or *sound burst* (APL 4) against the characters, or to drink his *potion of haste* and cast *confusion* (APL 6); Fighters or rogues, with their low Will saves, make ideal targets for these spells. Remember to check for Arcane Spell Failure for his armor. The effects of his song last 5 rounds after he stops singing. After the second round, he might attack with his poisoned dagger or cast further spells.

Once Telios's song takes effect, his footman guards move into melee using their bastard swords. They try to keep themselves between the characters and Telios. If an archer guard is present (APL 4 and 6), he stays by Telios' side and shoots as needed, perhaps readying shots against character spellcasters. He can fire two arrows (Rapid Shot) in the first round after Quick-Drawing his bow.

If he is reduced to 5 hp or less and he cannot heal himself, Telios tries to flee on his horse. His guards flee or surrender the next round.

APL 2 (EL 5)

➤ **“Brother Telios”:** Male human Brd3; hp 17; see Appendix I.

➤ **Guards (3):** Male human Ftr1; hp 14, 14, 14; see Appendix I.

APL 4 (EL 7)

Note: Telios has already cast *bull's strength* on one of his footman guards (no chance of arcane spell failure, since he was not wearing armor when casting). Roll to determine the Strength bonus for this guard.

➤ **“Brother Telios”:** Male human Brd5; hp 27; see Appendix I.

➤ **Footman Guards (3):** Male human Ftr2; hp 21, 21, 21; see Appendix I.

➤ **Archer Guard:** Male human Ftr2; hp 18; see Appendix I.

APL 6 (EL 9)

Note: Telios has already cast *bull's strength* on two of his guards (no chance of arcane spell failure, since he was not wearing armor when casting). Roll to determine the Strength bonus for each of the two guards.

➤ **“Brother Telios”:** Male human Brd7; hp 37; see Appendix I.

➤ **Footman Guards (3):** Male human Ftr4; hp 39, 39, 39; see Appendix I.

➤ **Archer Guard:** Male human Ftr4; hp 36; see Appendix I.

Development: If the characters take Telios alive, he has little of use to tell them. He raves about the glory of the Ur-Flan and the power that the true masters of the Flanaess will grant him for helping them return. He does not know who told him where to find the Scar, as he received inspiration from a dream, in which a shadowy humanoid figure told him in a haunting feminine voice what to do. The guards know nothing about the mission. Telios hired them in northern Nyrond. They suspect him to be a fraud, but he pays them well and his songs allow them to fight better.

For their heroic service, the characters receive an Influence Point with Taraya.

ENCOUNTER 8: THE REWARDS

After the defeat or flight of Telios, the villagers resume their celebration, but more somberly. Some keep the fire burning all night, to see the dark night through to the dawn.

Taraya tells the characters that she and Balach will prepare gifts the following day, a *Flan spell-knot* with the 1st-level druid spell of each character's choice, so she asks them to choose a spell before they go to sleep: either *calm animals*, *cure light wounds*, *endure elements*, or *obscuring mist*.

Several strips of cured leather lie on a table in Taraya's house. She ties one around your wrist with an elaborate and beautiful

knot. She speaks a few words of magic and the knot quivers against your wrist briefly.

Taraya reminds the characters that they now know a great secret. She hopes that they recognize that the Old Faith has kept the Scar (or Scars, depending on how much of the story she has told the characters) a secret for a very long time, even though the Church of Pholtus might see it as an unacceptable risk. If the characters go to Stradsett to report the crimes of Telios to the Church Militant, she asks that they look in their hearts to decide what to do about their additional knowledge.

Treasure: All levels: *Flan spell-knots* (25 gp added to Item Value)

CONCLUSION

STRADSETT

In Stradsett, if the characters do not report the Scar to the authorities, they simply have a good time at the fair, one of the few safe fairs in the Flanaess, it seems, and the adventure is over.

Otherwise, they might go to the Church Militant or seek audience with Prelate Andon Kavelle. They might also turn in Brother Telios to the authorities.

Church Militant: The Church Militant takes great interest in the case of Telios. Impersonating a cleric of Pholtus is a crime, and the Church Militant finds further evidence of his wrong doings in the Pale and in Nyrond. The commander of the local station thanks the characters for their loyalty and service.

If the characters state (but only vaguely) that pagan activity continues in the village, the commander tells them that he will investigate, if only to send them on their way. The Church Militant does not consider paganism among the farmers to be a threat requiring intervention.

If the characters give details about the Scar, the history, the sealing rituals, the battle against outsiders, and so on, then the commander sends them to present their information to Prelate Andon Kavelle. He signs a letter to gain audience with the prelate.

Prelate Kavelle: If the characters seek Prelate Kavelle without a letter from the commander of the Church Militant, the prelate's assistant Phillipe talks with them. The blond-haired man, in his mid-twenties, listens intently to the characters' story, gently winning their trust. The Theocracy of the Pale website includes more information about Phillipe and Andon Kavelle. Phillipe can tell the characters that there was no order to root out paganism in the Flan farming communities, and he has never heard of a cleric named Telios. Phillipe does suspect that some farmers persist in saying prayers to agricultural deities, but he sees no harm if they hold Pholtus first in their hearts. If the characters tell Phillipe

about the Scar, he is skeptical at first but agrees to let the characters meet the prelate.

Prelate Kavelle grants audience only to hear evidence of the threat that the Scars pose. Phillipe ushers the characters into the prelate's well-appointed office, where a few splendid roses from the prelate's garden stand in vases. The prelate, slender and youthful at sixty, greets the characters courteously, especially female characters, who find him amazingly charming. After hearing what they have to say, he tells the characters that he will launch a formal investigation. The good folk of the Pale should not have to live under the menace of these portals to foul realms. He commends the characters for their service and asks for their names, for he might call on them later to help against this threat.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1: The Rescue

Defeat the monstrous centipedes.

APL 2	30 XP
APL 4	120 XP
APL 6	180 XP

Encounter 3: The Bear

Defeat or diffuse the situation with the bear.

APL 2	30 XP
APL 4	120 XP
APL 6	180 XP

Encounter 5: The Dogs

Defeat the yeth hound(s)/Half-Fiend/Half Dire Wolf.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP

Encounter 7: The Imposter

Defeat Telios and his men.

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	840 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 treasurer.

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

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

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

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

TREASURE KEY:

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

Encounter 7: The Imposter

Defeat Telios and his guards and strip them of their gear.

APL 2: L: 128 gp; C: 0 gp; M: *wand of undetectable alignment* (1 charge) (Value 14 gp per character); *potion of cure moderate wounds* (Value 45 gp per character).

APL 4: L: 233 gp; C: 0 gp; M: *wand of undetectable alignment* (1 charge) (Value 14 gp per character); *potion of cure moderate wounds* (Value 45 gp per character).

APL 6: L: 377 gp; C: 0 gp; M: *wand of undetectable alignment* (1 charge) (Value 14 gp per character); *potion of cure moderate wounds* (Value 45 gp per character); +1 *breastplate armor* (Value 206 gp per character); *brooch of*

shielding (20 hrs remaining) (Value 45 gp per character); *potion of haste* (Value 113 gp per character).

Total Possible Treasure

APL 2: 207 gp

APL 4: 292 gp

APL 6: 800 gp

Special

Please put this on the Adventure Certificate.

— **Flan spell-knot:** The elaborate knot in this strip of leather, tied around the wearer's wrist, contains a single 1st-level druid spell cast at 1st caster level. Circle the spell from this list:

calm animals *cure light wounds*
endure elements *obscuring mist*

The wearer may activate this spell as a standard action that does not provoke an attack of opportunity. As it uses the spell completion method of activation, the wearer must have the spell on his or her spell list to activate the magic. Untying the knot destroys the magic without activating the spell.

Caster Level: 1st; Prerequisites: Scribe Scroll, appropriate spell; Market Price: 25 gp, may not be sold or traded; Weight *.

(Frequency: Adventure; Requirements: successful closure of the Scar in this adventure.)

Influence Point with Taraya: You have saved the village of Oak Bend from evildoers. For your help, the wise woman Taraya will welcome you as a true friend whenever you are near the city of Stradsett in the southern Pale and may help in ways that neither of you can foresee.

APPENDIX I: NPCS

ENCOUNTER 2: OAK BEND

☞ **Taraya**: Female human Drd6; CR 6; Medium-size humanoid (human); HD 6d8+6; hp 39; Init -1; Spd 30 ft.; AC 9 (touch 9, flat-footed 9); Atk +4 melee (1d6, club); SQ Nature sense, animal companion, woodland stride, trackless step, resist nature's lure, *wildshape* 2/day; AL NG; SV Fort +6, Ref +1, Will +8; Str 10, Dex 9, Con 12, Int 13, Wis 17, Cha 14.

Skills and Feats: Animal Empathy +11, Handle Animal +13, Heal +9, Innuendo +4, Knowledge (nature) +10, Knowledge (the planes) +3, Listen +5, Perform (epic, pan pipes, storytelling) +5, Spot +5, Wilderness Lore +12; Alertness, Craft Wondrous Item, Scribe Scroll, Track.

Possessions: club (oaken cudgel), dagger.

Spells Prepared (5/4/4/3; base DC = 13 + spell level): 0 – create water (2), cure minor wounds, light, purify food and drink; 1st – calm animals, endure elements, goodberry (2); 2nd – animal messenger, lesser restoration, speak with animals, wood shape; 3rd – cure moderate wounds, remove disease, speak with plants.

☞ **Balach**: Male human Drd1; CR 1; Medium-size humanoid (human); HD 1d8+1; hp 9; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +0 melee (1d6, club) or +2 ranged (1d4/19-20, thrown dagger); SQ Nature sense; AL NG; SV Fort +3, Ref +2, Will +4; Str 11, Dex 15, Con 12, Int 10, Wis 14, Cha 12.

Skills and Feats: Animal Empathy +2, Handle Animal +5, Knowledge (nature) +2, Perform (pan pipes, storytelling) +3, Ride +6, Speak Language (Flan), Wilderness Lore +5; Dodge, Scribe Scroll.

Possessions: club (oaken cudgel), dagger.

Spells Prepared (3/2; base DC = 12 + spell level): 0 – create water, cure minor wounds, light; 1st – cure light wounds, obscuring mist.

ENCOUNTER 3: THE BEAR

☞ **Brown Bear, Advanced**: CR 6; Large animal; HD 10d8+40; hp 80; Init +1; Spd 40 ft.; AC 15 (touch 10, flat-footed 14); Atk +14 melee (1d8+8, 2 claws) and +9 melee (2d8+4, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Improved grab; SQ Scent; AL N; SV Fort +11, Ref +8, Will +4; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills: Listen +4, Spot +7, Swim +14.

ENCOUNTER 5: THE DOGS

APL 6 (EL 7)

☞ **Half-Fiend/Half-Dire Wolf**: CR 5; Large outsider; HD 6d8+24; hp 60 (currently 50); Init +4; Spd 50 ft., fly 50 ft. (average); AC 17 (touch 13, flat-footed 13); Atk +12 melee (1d8+13, bite) and +10/+10 melee (1d6+4, 2 claws); SA Trip, darkness 3/day, desecrate 1/day, unholy blight 1/day; SQ Scent, darkvision 60 ft., immune to poison, possesses acid, cold, electricity, and fire

resistance 20; AL NE; SV Fort +9, Ref +9, Will +6; Str 29, Dex 19, Con 19, Int 6, Wis 12, Cha 12.

Skills and Feats: Hide +8, Listen +8, Move Silently +11, Sense Motive +4, Spot +8, Wilderness Lore +7 (+11 if tracking by scent); Multiattack.

ENCOUNTER 7: THE IMPOSTER

APL 2 (EL 5)

☞ **“Brother Telios”**: Male human Brd3; CR 3; Medium-size humanoid (human); HD 3d6+3; hp 17; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +3 melee (1d8+1, morningstar) or +3 melee (1d4+1 plus poison/19–20, poisoned dagger) or +4 ranged (1d8/19–20, light crossbow); SQ Bardic music (*inspire courage, countersong, fascinate*), bardic knowledge +4; AL NE; SV Fort +2, Ref +7, Will +4; Str 12, Dex 14, Con 12, Int 13, Wis 9, Cha 15.

Skills and Feats: Bluff +8, Disguise +10, Intimidate +6, Knowledge (arcana) +4, Knowledge (religion) +6, Knowledge (the planes) +3, Perform +7, Ride +3, Spellcraft +5; Improved Initiative, Iron Will, Lightning Reflexes.

Possessions: breastplate, morningstar, dagger*, light crossbow, 10 bolts, wooden holy symbol of Pholtus, wand of undetectable alignment (1 charge), potion of cure moderate wounds, light horse, bit and bridle, riding saddle; map to the clearing written in a delicate hand (not his own).

Spells Known (3/2; base DC = 12 + spell level): 0 – daze, detect magic, flare, ghost sound, light, read magic; 1st – cause fear, cure light wounds, silent image.

*Poison (Large Scorpion Venom): Injury (DC 18); Initial/Secondary Damage (1d6 Str/1d6 Str).

☞ **Guards (3)**: Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+4; hp 14; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +4 melee (1d10+2/19–20, bastard sword) or +2 ranged (1d8/19–20, light crossbow); AL N; SV Fort +3, Ref +1, Will +0; Str 14, Dex 12, Con 13, Int 9, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Ride +5; Exotic Weapon Proficiency (bastard sword), Toughness, Weapon Focus (bastard sword).

Possessions: chainmail, large wooden shield, bastard sword, dagger, light crossbow, 10 bolts, 3 torches, light horse, bit and bridle, riding saddle.

APL 4 (EL 7)

☞ **“Brother Telios”**: Male human Brd5; CR 5; Medium-size humanoid (human); HD 5d6+5; hp 27; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +5 melee (1d8+1, morningstar) or +5 melee (1d4+1 plus poison/19–20, poisoned dagger) or +5 ranged (1d8/19–20, light crossbow); SQ Bardic music (*inspire courage, countersong, fascinate, inspire competence*), bardic knowledge +6; AL NE; SV Fort +2, Ref +8, Will +5; Str 12, Dex 14, Con 12, Int 13, Wis 9, Cha 16.

Skills and Feats: Bluff +11, Disguise +13, Intimidate +7, Knowledge (arcana) +5, Knowledge (religion) +6, Knowledge (the planes) +4, Perform +11, Ride +3, Spellcraft +5, Tumble +1; Improved Initiative, Iron Will, Lightning Reflexes.

Possessions: breastplate, masterwork morningstar, masterwork dagger*, light crossbow, 10 bolts, wooden holy symbol of Pholtus, *wand of undetectable alignment* (1 charge), *potion of cure moderate wounds*; light horse, bit and bridle, riding saddle; map to the clearing written in a delicate hand (not his own).

Spells Known (3/4/2; base DC = 13 + spell level): 0 – daze, detect magic, flare, ghost sound, light, read magic; 1st – cause fear, charm person, cure light wounds, silent image; 2nd – bull's strength, mirror image, sound burst.

*Poison (Large Scorpion Venom): Injury (DC 18); Initial/Secondary Damage (1d6 Str/1d6 Str).

➤**Footman Guards (3):** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+5; hp 21; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +5 melee (1d10+2/19–20, bastard sword) or +3 ranged (1d8/19–20, light crossbow); AL N; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 13, Int 9, Wis 10, Cha 10.

Skills and Feats: Handle Animal +5, Ride +6; Exotic Weapon Proficiency (bastard sword), Power Attack, Toughness, Weapon Focus (bastard sword).

Possessions: chainmail, large wooden shield, bastard sword, dagger, light crossbow, 10 bolts, 3 torches, light horse, bit and bridle, riding saddle.

➤**Archer Guard:** Male human Ftr2; CR 2; Medium-size humanoid; HD 2d10+2; hp 18; Init +2; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +5 ranged (1d8+1/x3, mighty composite longbow) or +3 melee (1d6+1/19–20, shortsword); AL N; SV Fort +4, Ref +2, Will +0; Str 12, Dex 14, Con 13, Int 9, Wis 10, Cha 10.

Skills and Feats: Handle Animal +5, Ride +7; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow).

Possessions: chainmail, mighty composite longbow (+1), quiver with 20 arrows, short sword, dagger, 3 torches, light horse, bit and bridle, riding saddle.

APL 6 (EL 9)

➤**“Brother Telios”:** Male human Brd7; CR 7; Medium-size humanoid (human); HD 7d6+7; hp 37; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +7 melee (1d8+1, morningstar) or +7 melee (1d4+1 plus poison/19–20, poisoned dagger) or +7 ranged (1d8/19–20, light crossbow); SQ Bardic music (*inspire courage, countersong, fascinate, inspire competence, suggestion*), bardic knowledge +8; AL NE; SV Fort +3, Ref +9, Will +6; Str 12, Dex 14, Con 12, Int 13, Wis 9, Cha 16.

Skills and Feats: Bluff +13, Disguise +15, Intimidate +7, Knowledge (arcana) +6, Knowledge (religion) +6, Knowledge (the planes) +6, Perform +13, Ride +4, Spellcraft +5, Tumble +2; Improved Initiative, Iron Will, Lightning Reflexes, Spell Focus (Enchantment).

Possessions: +1 breastplate, masterwork morningstar, masterwork dagger*, light crossbow, 10 bolts, wooden holy symbol of Pholtus, *wand of undetectable alignment* (1 charge), *potion of cure moderate wounds*, brooch of shielding (20 hps remaining), *potion of haste*, *potion of glibness*, light horse, bit and bridle, riding saddle; map to the clearing written in a delicate hand (not his own).

Spells Known (3/4/3/1; base DC = 13 + spell level; 15 + spell level for Enchantment spells): 0 – daze, detect magic, flare, ghost sound, light, read magic; 1st – cause fear, charm person, cure light wounds, silent image; 2nd – bull's strength, hold person, mirror image, sound burst, 3rd – confusion, summon monster III.

*Poison (Large Scorpion Venom): Injury (DC 18); Initial/Secondary Damage (1d6 Str/1d6 Str).

➤**Footman Guards (3):** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+11; hp 39; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atk +8 melee (1d10+4/19–20, bastard sword) or +5 ranged (1d8/19–20, light crossbow); AL N; SV Fort +6, Ref +2, Will +1; Str 14, Dex 12, Con 14, Int 9, Wis 10, Cha 10.

Skills and Feats: Handle Animal +7, Ride +8; Cleave, Exotic Weapon Proficiency (bastard sword), Power Attack, Toughness, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: banded mail, large wooden shield, masterwork bastard sword, dagger, light crossbow, 10 bolts, 3 torches; light horse, bit and bridle, riding saddle.

➤**Archer Guard:** Male human Ftr4; CR 4; Medium-size humanoid; HD 4d10+8; hp 36; Init +2; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +9 ranged (1d8+3/x3, mighty composite longbow) or +5 melee (1d6+1/19–20, shortsword); AL N; SV Fort +6, Ref +3, Will +1; Str 12, Dex 14, Con 14, Int 9, Wis 10, Cha 10.

Skills and Feats: Handle Animal +7, Ride +9; Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Possessions: chainmail, masterwork mighty composite longbow (+1), quiver with 20 masterwork arrows, short sword, dagger, 3 torches, light horse, bit and bridle, riding saddle.

FEEDBACK TO THE AUTHOR

Note to judges: If you judge this scenario before December 31, 2002, the results of your game may affect future scenarios in this storyline. Please e-mail derek.schubert@alumni.duke.edu with the letter of the appropriate outcome below, as well as other results or comments.

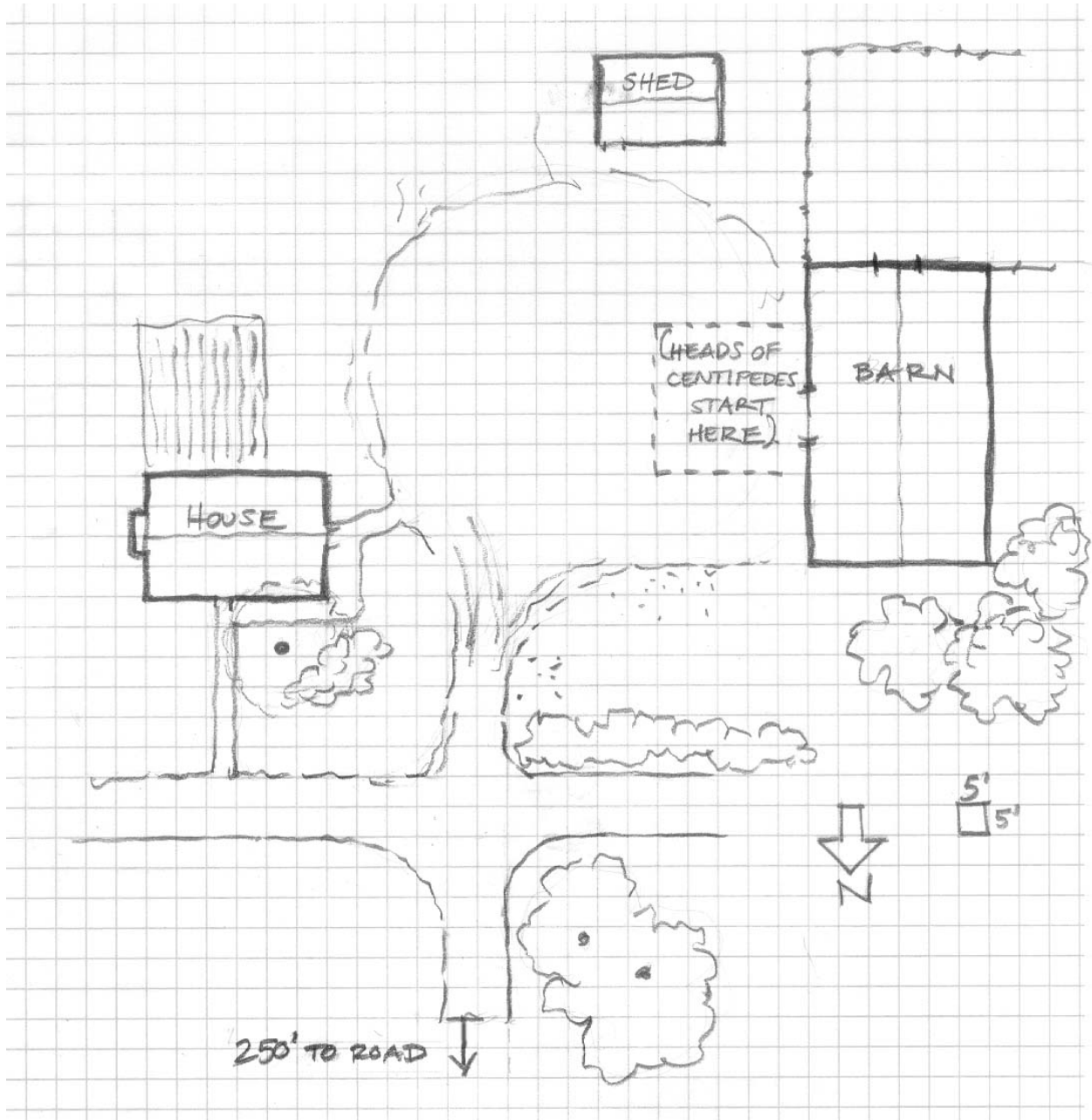
Outcome A: The characters saved Oak Bend and kept the villagers from turning against the Pholtan rulership... for now. They also guarded the secret of the Scars from the Church Militant and the Prelate.

Outcome B: The characters saved Oak Bend, but they did alert the Church of the One True Path to the existence of the Scars, so there will be a formal investigation.

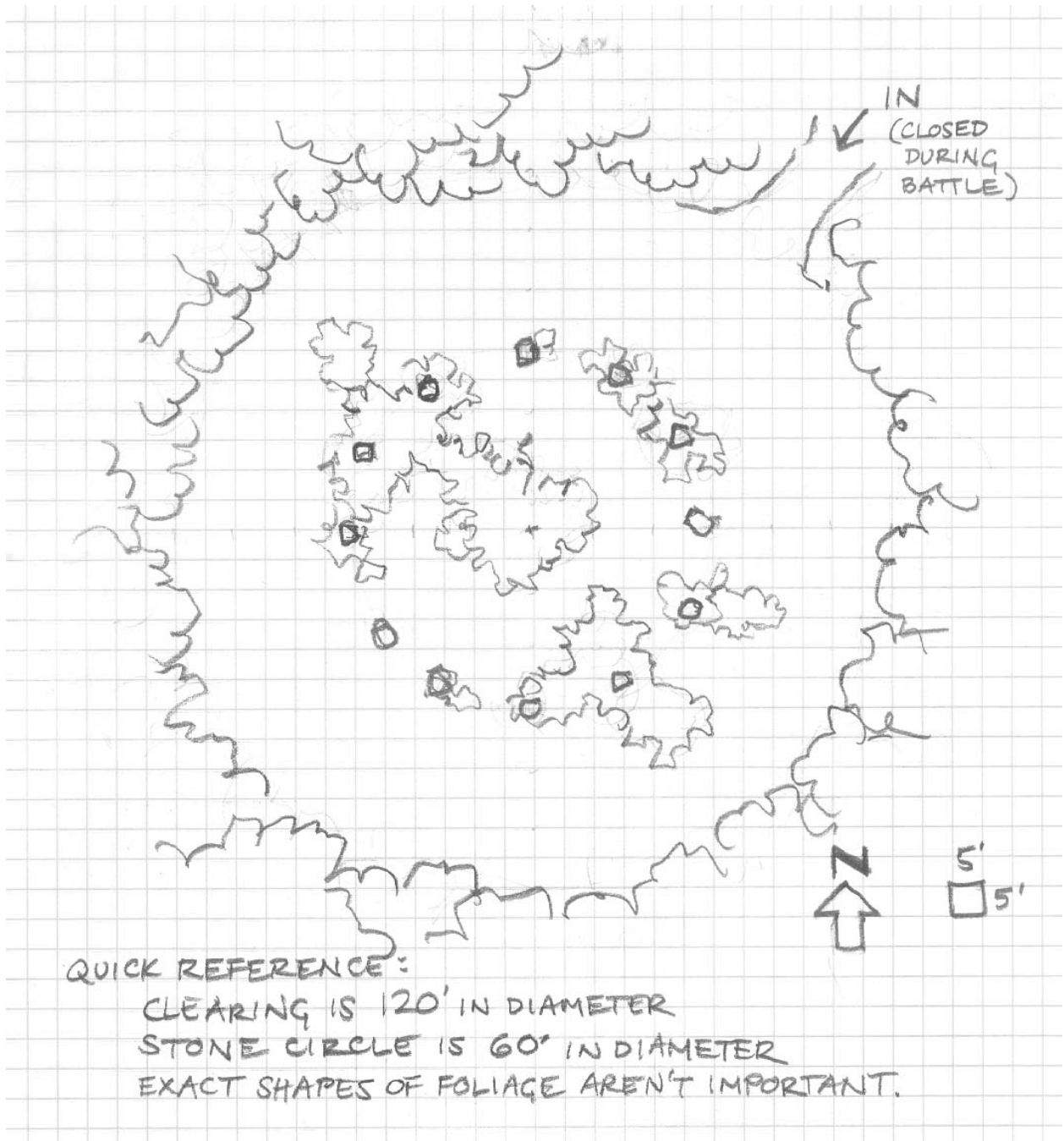
Outcome C: The characters died in the fight against Telios and his guards. The villagers realize that Telios is a fraud; they do not blame the Church of the One True Path for the events of the past few days but do mourn the brave characters and will remember them in their stories.

Outcome D: The characters died in the fight against the evil outsiders. The outsiders attack the village and kill several villagers before Taraya and some farmers defeat it using torches. Taraya seals the Scar the next day. The villagers blame the destruction on the meddling of Telios and, by extension, the Church of the One True Path. As in Conclusion B, the villagers mourn the brave characters and will remember them in their stories—but they may have to fabricate some of the details of the battle if no witnesses survived.

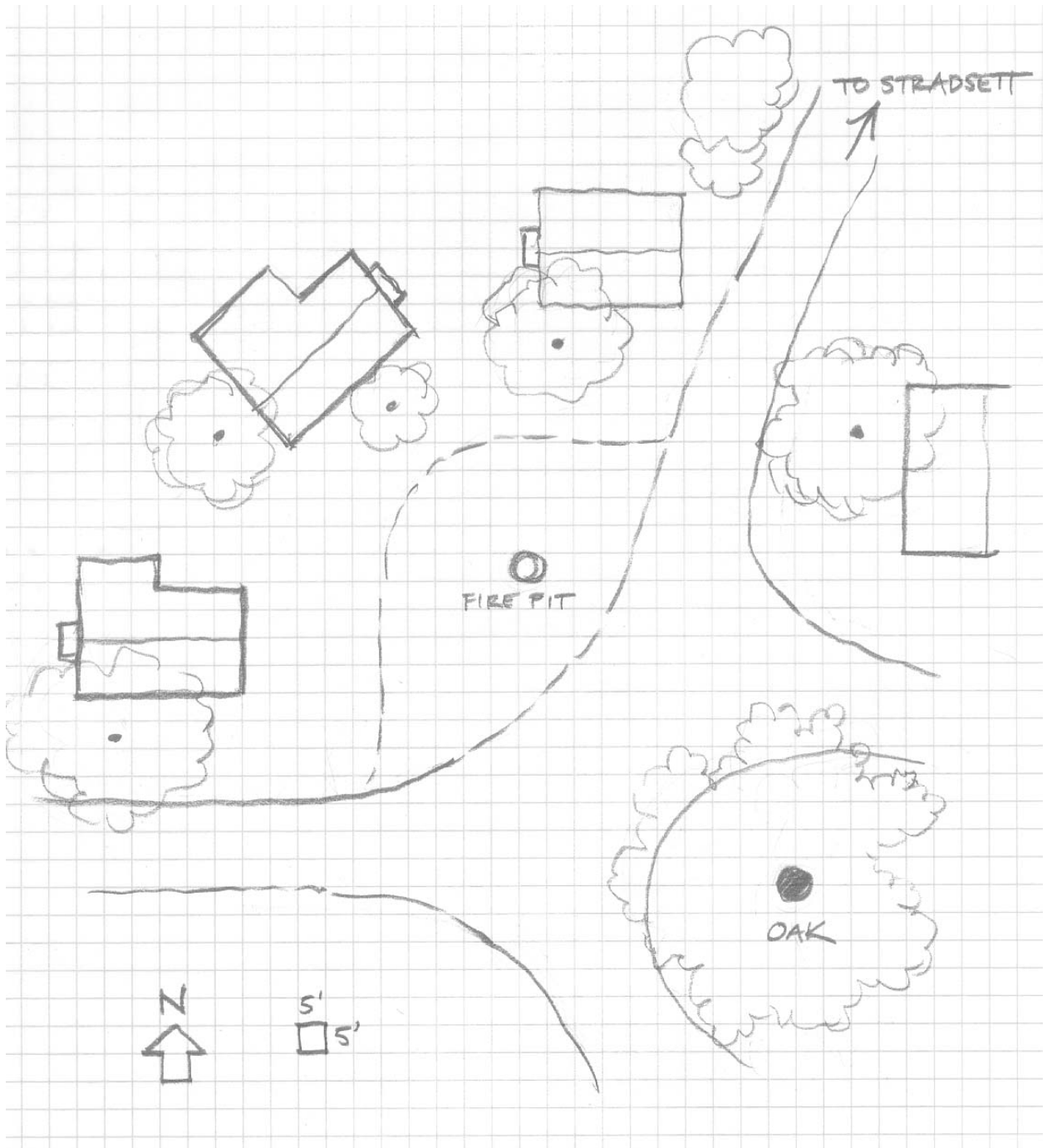
MAP 1: THE FARM



MAP 2: THE CLEARING



MAP 3: THE VILLAGE



ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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