

GRMN3-01

Pilgrimage

A One-Round D&D LIVING GREYHAWK[®] Gran March Regional Introductory Scenario

Version 1.0

Round 1

by Joe Masdon

A man with a malevolent past has been bathed in the Blinding Light and has taken the first step on the One True Path. The next steps of his path lead him on a pilgrimage from Buxton's Crossing to the Halls of Purity in Hookhill. The Church of Pholtus asks you to aid him walking the physical path that he might survive long enough to learn if his future holds redemption. An introductory scenario for parties consisting of 1st-level characters ONLY.

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.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Gran March. Characters native to Gran March pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

The Church of Pholtus in Gran March is facing a crisis. Many years ago, it was growing rapidly and on its way, its leaders believed, to being a dominant force in Gran March politics. The well-documented events of the Penbroke Massacre of CY 570 erased all of the political progress the church had made and slowed its growth to a trickle. To its credit, few members of the church left the faith over that incident. Most regarded it as a failure of mortal vessels to lovingly and properly apply the message of Pholtus. Other Gran March citizens have not been so generous. While even the lay-members of the faithful of Pholtus are among the most devout worshippers anywhere, the church saw little growth for many years. The leadership of the Church tended to the needs of Gran March, preached selfless devotion, and avoided the scrutiny of the Commandant in hopes that Penbroke would be forgotten in time.

Such horrors are rarely forgotten. Citizens who fear the degree of devotion that Pholtus inspires in his followers constantly remind the Pholtans in Gran March of the transgressions of those few at Penbroke. Shining Master Orden Maxwell, leader of the Gran March Church is frustrated by the stigma that looms over every action the Pholtans take in Gran March. While he has been able to suffer suppression quietly for many years, recent events have forced him to once again

make an effort to bring the Blinding Light to the needy masses.

In recent years, the influx of refugees from Geoff has been both a source of growth and a cause for concern for the Church. Many of the refugees entering Gran March have had their homes and faith destroyed and are in desperate need of order and faith in their lives. The clergy of Pholtus offers both physical and spiritual support to those needy people. The refugees that find the path to Pholtus readily embrace the security and order the faith brings and are often among the most fanatical worshippers of an already devout following. However, many of the refugees that are forced to leave their homes behind bring their faith with them. Many new religions, Pelor among them, are growing in Gran March, much faster than the existing churches are growing. Shining Master Orden Maxwell has issued instructions to his clerics that the time has come for the Church of Pholtus to reassert itself. The time of preaching against other faiths is past, the Shining Master teaches. The way to truly reach new followers is to reach out and provide aid. The Shining Master is a very wise man and he knows that many people resent aid, even while accepting it. In words to his immediate subordinates he said,

“While many look to Pholtus and some look to other, lesser entities for aid, there are those that are full of mortal pride and become angered when given aid, even as they beg for it. Soldiers, arcane casters and adventurers in particular pride themselves on their fierce ability to support themselves without any need for divine guidance. Sadly, many of these wandering individuals go on to be leaders of towns, knighthoods and guilds. To reach these potential followers and supporters and show them what is missing in their lives requires a different approach. The church must appeal to these individuals for help when the church has need. Exposure to Pholtus and the One True Path will certainly make a favorable impression if the faithful are humble and devout. These wandering souls will see how Pholtus tends to the needs of his followers. Pholtus and his faithful will then be present in their minds when the time comes that they find themselves in need. If these people turn to the Church when they feel that they are in need, they will come to realize that only the One True Path will always provide for their needs. In the end, many will come to understand that Pholtus is their only salvation from an eternity of torment and those souls will be saved. Bringing lost souls to the One True Path is our holiest mission, and one long neglected.”

Despite the obvious political overtones of his statement, the Shining Master is not interested in using deception

to increase the Church’s influence among adventurers and soldiers. He has given strict orders that adventurers, soldiers and others that are hired by the Church are to be employed for legitimate reasons, and are not to be treated badly. The main focus of this effort is to be targeted at adventurers and soldiers just beginning their dangerous careers. Those that advance through too many dangers before coming to Pholtus often begin to have delusions of their own divinity and are beyond help.

The Pilgrims of Purity

There are a surprising number of clerics of other gods that convert to the One True Path. Clerics and paladins who turn to Pholtus spend time in contemplation and atonement as Pilgrims of Purity. A compound in Hookhill houses these special followers of Pholtus, and few followers of the Blinding Light ever enter its halls.

Those that emerge with newfound devotion to Pholtus are unbending in their convictions, and often show others the way to the One True Path.

Adventure Summary

The only church of Pholtus in Buxton’s Crossing is a small medical building overseen by Combat Specialist (Master) Ferin. Master Ferin is a considerable oddity in the army and the Church of Pholtus as well. He is very old (77) for a human and has been in the military for 62 years. He was made a Combat Specialist when his training was complete and has refused every promotion since. He has advanced in the Church of Pholtus to the Order of the Shining Light, but he seeks to go no further there either. While just a Combat Specialist, he is afforded considerable freedoms in the exercise of his duties. He is more often called by his ecclesiastical title of Master than his military title of Combat Specialist, a very unusual situation. He is part of the headquarters unit, as his advanced age prevents him from operating in the field except in dire emergencies, usually involving undead. His lifelong faith in Pholtus is unshakable. One week ago, he awoke to find a man, rain-soaked and bleeding, huddled on the shrine altar. The man was shivering badly and burning with fever. Upon inspection, Master Ferin noted that the man wore the symbol of Erythnul, god of slaughter. Taken aback for a moment, Master Ferin did not immediately heal the man. He was preparing to summon the elector’s file when the man sputtered out the words, “Please, Pholtus save me.” Master Ferin turned back to the man and examined him with the power of the Blinding Light. While there was once evil in him, Pholtus cleansed away the shadows and revealed the truth to Master Ferin; There was no longer evil in the man, just deep regret and an aching

need to make things right. Master Ferin washed away the fever and wounds with the power of Pholtus. While the man slept, Master Ferin summoned the elector's file. They discovered the following:

- The man's name is Belgrum.
- He has been a cleric of Erythnul, and worse, a Ravager. (For details on the Ravagers, see *Sword and Fist*, pages 33-34 and 50-52.)
- He is from the Bone March.
- He does not know how he got here. He has no memory of traveling to Gran March, much less to the center of it.
- Over the past year, as Erythnul has demanded greater slaughter from him, he has felt his faith and power waning.
- His last memory was of a slaughter in a village along the southern reaches of the Bone March. He was poised to strike down a helpless woman and she turned to him, peaceful and serene. She wore the symbol of the full moon, partially eclipsed by a smaller crescent moon. His rage left him and confusion filled the void. It was the first time Belgrum had seen this symbol and it seized him like a tornado. The woman reached out to him and said, "You walk the wrong path. Another life has been chosen for you." Before he could respond, another of his band struck down the woman from behind. He recalls turning on his evil band, cutting into them with desperate fury, needing to stop the slaughter in the only way he knew how. He was cut many times, and should have died. As he fell, there was a blinding light and he heard himself saying, "Save me Pholtus." Then he was with Master Ferin.
- He is repentant of his faith in Erythnul. He wants to do good, but has no idea how. Violence and slaughter are the only ways he knows how to deal with confrontation and people. He has no social skills that do not involve killing. Rather than cause more harm, he plans to keep to himself until the clerics of Pholtus can teach him.
- He seeks to follow the One True Path

Other notable information:

Being a cleric of Erythnul is not presently against the law in Gran March, but adventurers or soldiers have usually killed those that have been encountered here.

While the 12th battle regularly patrols the road between Buxton's Crossing and Hookhill, it does not provide escort duty. Generally, no more than 24 hours passes

between patrols of different files of the 12th battle along this road.

Caravans frequently make the trip from Buxton's Crossing to Hookhill.

Humanoids from the Dim are becoming increasingly bold in approaching the main road. This is not causing a huge problem for travelers. The road is so far from the Forest that raiding bands are discovered quickly and usually tracked down and killed by cavalry long before making it back to the forest. Attacks still happen, though, so travelers need to be wary.

Master Ferin thinks that having Belgrum travel with a caravan is a very bad idea. Camping with a caravan is not such a bad idea as long as Belgrum can be kept away from most curious stares.

Master Ferin thinks that this is an excellent opportunity to introduce Pholtus to some young adventurers. While he could have booked passage for Belgrum on a caravan going to Hookhill, he has chosen instead to employ other escorts: the PCs. Additionally, Belgrum is in a difficult transition stage right now, and Master Ferin is afraid that he is too vulnerable to simply load on a wagon. He could entreat the elector to provide Belgrum with an armed escort, given the normally dangerous conditions a follower of Erythnul would present. While Master Ferin wants some protection for Belgrum as he makes his pilgrimage to Hookhill, he really does not want it to be a forced escort. Belgrum must make the journey of his own free will.

DM Summary

Master Ferin will approach the PCs in Buxton's Crossing. He will ask them to aid the Church of Pholtus on a very special mission. Those that agree will be introduced to Belgrum, and told of his past, and his hopeful future.

Belgrum will show some interest in the PCs and their faith. He will ask them of their beliefs and actions. Because they are all first level, most of this will be the character history from the player's imagination.

The PCs will encounter an army patrol on the road. One of the cavalry soldiers will recognize Belgrum's markings as those of a Ravager. The army will question the PCs. One of the soldiers is a follower of St. Cuthbert, and is unconvinced that Pholtus is much better than Erythnul.

The first night will be spent sleeping with the safety of caravans if the PCs wish. If the PCs sleep with the other travelers, then a group of goblins tries to rob supplies from the entire group and the PCs can get

involved. If the PCs choose to make their own camp, the goblin band attacks them.

The morning of the last day on the road, a woman wearing the symbol of Heironeous will approach the group with a warning about a murderer on the road. When she discovers Belgrum, she will demand that the PCs surrender him to her. If the PCs surrender him, he is hauled off and killed. If the PCs refuse, she group will reveal herself as a Ravager and attack the party. Belgrum will not fight, but will try to place himself in the path of any PC who is in grave danger. If a PC falls, Belgrum will try his very best to heal the PC with the power of the Blinding Light. Success is not guaranteed.

Introduction

It is a quiet day in Buxton's Crossing. Caravans going north to Hookhill and south to Shibolet left early this morning. The great amounts of dust kicked up by the wagons and riders has long since died down and business in Buxton's Crossing is continuing as usual. Moving through the market, you see an elderly man moving to the center of the market square. The old man is dressed in flowing white robes with gold and silver trim. On the robes is a silver full moon, partially eclipsed by a smaller, crescent moon. Beside him is a younger man carrying a large wooden crate. The young man sets the crate on the ground, turns and assists the elderly man stand upon the crate. Some folks milling about stop and turn expectantly, awaiting the cleric's words. But he does not speak. First he closes his eyes and seems to be saying a prayer. He opens his eyes and scans the crowd. His kindly face scans the crowd and stops: on you.

Pick a PC. He will motion for the PC to approach. He will continue to do this until he has chosen all of the PCs. He has asked Pholtus for guidance, and whether he has received divine guidance or made the choices on his own wisdom remains to be seen.

“Lost and wandering souls need the aid of those with strong spirits and blindingly bright potential. I am Master Ferin of the Shining Light. Blessed Pholtus has placed our Paths alongside for a brief time. Will you aid me?”

If the PCs agree to at least listen, Master Ferin will step down very gently, thank the man who helped him with the crate. The man bows reverently. Master Ferin will reach out for a nearby PC's arm for assistance walking.

If the PCs all recoil from the Pholtan, he will hobble along on his own. Make it clear that he is just old and has trouble walking. He will take them to the shrine of

Pholtus. PCs, especially Gran March military, might notice that Master Ferin wears the stripe of a soldier and the decoration of a combat specialist on his Pholtan robes (See appendix 2 for more details on Master Ferin).

“Youth; the time of exploration and adventure. Also the time of very difficult decisions with so little experience to call upon. Your life stands before you, envision your future and choose accordingly.”

PCs will almost certainly need to rebuff the old man's words. He lets them, patiently letting them tell him how much they have seen, or even that they are older even than him (some elves or dwarves possibly), and seen things that even he could not imagine. Once they have done so:

“If your decisions have led you here, it is my hope that you are content with the path you have walked up until now. If not, it is never too late to find a True Path. I need your help with one who has chosen poorly in nearly all paths he has walked. His life has been a ceaseless blur of hatred and carnage. He has sinned against his fellow man and has committed crimes abominable before the sight of all. This man, this poor lost man, has finally felt the weight of his transgressions and has collapsed beneath their weight. His redemption lies before him, but he will need help on the first steps of this long, narrow path.”

The party has reached the field hospital/Shrine to Pholtus and Master Ferin enters, bringing the PCs with him. Across the small building, kneeling before the altar of Pholtus, is a large man with a freshly shaven head (Belgrum). His back is to the party. Ferin calls to him, and the man slowly stands and turns toward the party. He is wearing simple white robes with silver lining, marking him as a supplicant of Pholtus. PCs with any ranks in knowledge - religion will recognize the robes even before the man turns around. His face is ornately tattooed in a horrifying, grinning skull that covers his face like a mask, with blasphemous symbols etched into his skin. Any number of skills will identify the tattoos as the markings of a Ravager of Erythnul (religion, history knowledge, etc, all DC 5). The Ravagers are known and feared throughout the land as compassionless devotees of slaughter and terror. They serve Erythnul, god of slaughter. Although they have not been encountered in Gran March as yet, their reputation for senseless brutality precedes them.

If a PC attacks Belgrum, Belgrum will not fight back. Master Ferin will implore the others to help him stop it, resorting to hold spells and commands if need be. It is not likely that a fight will happen here, but there is no

way to predict what histories players have built into their PCs. Any PC whose history involves the Ravagers will almost certainly have just cause for attacking a known Ravager. Assuming the option of continuing is available:

“Belgrum here was once one of the worst defilers and butchers of his fellow man to walk Oerth. Six days ago he came into my care. He is not sure exactly how he arrived, but that is a tale for him to tell if you wish. What is of greatest import is his desire to change his life. He seeks to find the One True Path, and spend his life trying to make amends for the untold horrors in which he has engaged. His Path will take him on a pilgrimage to the Halls of Purity in Hookhill. There he will be cleansed and instructed in the ways of Pholtus, so he might serve his fellow man that he has wronged so deeply. Will you assist him on this journey?”

The PCs will know that it is a three-day trip by foot to Hookhill.

PCs making a religion or Gran March knowledge check (DC 10) know that in the Halls of Purity is a compound where clerics of other religions that convert to Pholtus are helped to understand their True Path, and become clerics of Pholtus.

Master Ferin will compensate the PCs for their time (25 gp each) with additional payment upon arrival. Additional payment will reflect the success of getting Belgrum to Hookhill intact.

Belgrum does not detect as evil, and is wearing no magic.

Master Ferin has spoken at great length with the local magistrate about the situation. Belgrum has broken no laws in Gran March. Although Master Ferin has not extended asylum to Belgrum, Magistrate Hargett is not willing to take Belgrum away from the Church of Pholtus at this time. He is trusting Master Ferin to see to Belgrum’s pilgrimage. He has not provided any guarantee of safe passage.

Master Ferin will send a letter with the PCs, imploring all soldiers and citizens of Gran March to allow this man passage on his pilgrimage to Hookhill. Most of the soldiers of the 12th battle know who Master Ferin is, and probably will not know the PCs, so perhaps the letter will help. It is a plea from a member of the Pholtan Church, not a plea from an army representative. He trusts the PCs to intervene on Belgrum’s behalf if needed. Violence, of course, is not a solution.

Encounter One

The road from Buxton’s Crossing to Hookhill is well patrolled by the 12th Battle. The ancient road north is an absolute marvel of engineering and persistence. It is 30’ wide and has been scrapped level, and paved with fine rocks to keep the road firm even during the rainy season. The road stretches from Thornward in Bissel (north) to Niolo Dra in Keoland (south), through the center of Gran March. Bridges cover all the streams along the road and small tolls are collected at each bridge based on the number of wagons in your caravan. You will encounter toll bridges manned by soldiers every 15 – 25 miles, but you have been told that pedestrians and mounts are not taxed. The road is very well traveled and by lunchtime, you have already passed a handful of wagons going south. You were told as you left Buxton’s Crossing to be wary of goblins and their ilk, but none of the caravans you passed have mentioned any trouble. It seems that the inhabitants of the Dim Forest are becoming rather bold in their forays out toward the main trade road. The sky is clear and the air is crisp with the promise of planting season. As the day progresses, you come to a toll bridge, exchange pleasant greetings with the soldiers and continue without problems. Belgrum has been quiet during the walk thus far. He has the cowl of his pilgrim’s robe pulled over his head and walks with eyes downcast.

PCs have the option of approaching Belgrum or talking with each other. If no one talks to Belgrum, after a while he will turn toward a PC and ask them:

“How does one wipe away the blood of the past?”

Belgrum is trying to find answers, both from outside sources and from within. He will talk with any PC who will talk back. He is a dark, dangerous man, despite his recent conversion. In large part, the details of his past are a blank slate for a DM to create. He has done incredibly horrible things in his past, limited only by the DM’s unsavory imagination and the sensibilities of the players at the table. DMs should be sensitive to the ages of the players at the table and also the general level of discomfort concerning evil deeds. Belgrum will certainly not gloat about the things he has done, but he will also not lie. He will not glorify his deeds, and will be saddened if those deeds in some way impress any of the PCs. He is very matter-of-fact concerning his past, and is not yet ready to express the grief for what he has done. He knows that he will be ashamed soon, and he hopes to learn remorse and pity. He knows in his heart that Pholtus has shown him the One True Path, but is not yet to the point where he is

trying to convert others. In fact, he is still questioning his epiphany and its meaning. He is certain that he will not return to evil, and that his Path from here forward must lead to Pholtus. Other than that, he is eager to hear other views on faith. If anyone tries to persuade him away from Pholtus, he will listen, but it is not going to happen. If a PC tries to shock him by telling him of the Penbroke Massacre, he will be interested to hear about it, asking for details. He will accept this with stoic grace, saddened for the loss of life. It will not change his opinion on his current Path at this time, but he will consider the information and what lessons he should learn from it. He has a very good wisdom, but his entire value system has recently changes, and he is trying to determine what thoughts and feelings are appropriate.

Encounter Two

At some point during the day that the party leaves Buxton's Crossing, they will cross paths on the road with a file of cavalry soldiers from the 12th battle. The soldiers are going toward Buxton's Crossing. The PCs will see the cavalry file coming long before the two actually meet. This will give any PCs that want to duck off the road and try to hide in the shallow grass alongside the road a chance to do so. The soldiers are flying the banner of Gran March, which will be apparent nearly ½ mile away. Belgrum is walking along, cowl over his head, and hands together before him, looking every bit the part of a pilgrim.

Far ahead of you, on the road, you see a group of mounted men coming toward you. They are less than a mile away, but you can tell that they fly a banner of some sort.

Let PCs react.

As they draw closer, you recognize the red, blue and silver shield of Gran March on their banner. They appear to be cavalry, all wearing chain mail and armed with lances and long swords. As they see you, they wave a greeting.

The soldiers ride casually up to the party. The leader of the file, Corporal Stowe, will be polite, but obviously curious about what is bound to be an unusually mixed group that is traveling without any wagons or goods. He will address any soldier PCs directly and will talk in amiable terms. If there are no soldier PCs, he will speak with whoever addresses him. The other soldiers, all men, will be looking at the party, especially any charming, attractive females. Corporal Stowe will ask them their business, though in a polite way, and will

warn them of sporadic goblin attacks over the next 30 miles of road. The soldiers will recognize the robes Belgrum is wearing as those of a Pholtan, and think nothing is unusual. From the soldiers' vantage point (horseback), they cannot see much of Belgrum's face unless they make an effort. However, one of the soldiers (Soldier Trian) is a follower of St. Cuthbert. He will be looking at Belgrum very closely because he is suspicious of Pholtans. If a charming female PC attempts to distract Soldier Trian, he can be lured away by polite conversation (DC 5, charisma bonus and any applicable skill a PC is attempting to apply). Otherwise, Soldier Trian notices the tattoos on Belgrum's face under the cowl. He does not know what they are, but they are tremendously fierce, and worth reporting he feels. He will slide up to the Corporal and tell him in low tones what he has seen. PCs can certainly hear what is being said if they are close (DC 5 listen). If it goes this far and the PCs have not offered an explanation for their unusual companion, Corporal Stowe will address Belgrum directly:

"Follower of Pholtus, remove your cowl."

Belgrum will do so, revealing his facial markings. The soldiers do not draw weapons at this time, but all appear a bit concerned and confused. They are looking to each other to see if anyone knows what these markings mean. Unless the PCs jump in, after one round of silent debate, one of the other soldiers has a flash of memory. One of them will offer up that these markings look like something he has heard about a group of murderers and butchers called the Ravagers. They can recall that the Ravagers are religious zealots that serve an evil deity, but they are not sure which evil deity. At that, recognition dawns and the cavalry soldiers all drop back about 5' and lances start to be lowered. During all this time, Belgrum will make no aggressive action. The PCs have plenty of opportunity to talk their way through this. The soldiers will only arrest the party if the PCs make absolutely no effort to explain themselves and Belgrum. Being diplomatic, giving the Corporal the letter from Master Ferin, or simply telling the truth for the most part will all avoid any conflict. The PCs could choose to provoke a fight if they wish. This is obviously the wrong approach, but one that is available. The soldiers defend themselves if attacked. Belgrum makes no aggressive move.

Here are some points that the soldiers will reference if PCs discuss the situation with them:

- While there is some freedom of religion in Gran March, worship of some gods is a High Crime, and being a cleric is a Great Crime, punishable by death (after a trial, not here on the road). If someone mentions that the Ravagers are followers

of Erythnul, the soldiers will recall that Erythnul is not on the list of prohibited religions (he is not).

- Worshipping a god of slaughter is probably reason enough to be taken before a magistrate for questioning. PCs can point out that he already has been before a magistrate.
- Gran March magistrates are not generally in the habit of punishing people for crimes they commit elsewhere, unless there is clear evidence that the public is threatened. PCs could point out that Belgrum has passed numerous tests to prove his sincerity.
- The Church of Pholtus certainly has enough influence and respect that none of these soldiers want to take a stand against what is going on (assuming the PCs are honest with them).

Belgrum will not be extremely outgoing here. He has hated soldiers all of his life and is putting all of that behind him. He will state that he used to follow Erythnul and ride with the Ravagers, but now wants to follow the One True Path of Pholtus. He will not lie at any time, not even to agree with a story the PCs might be concocting. He will not become angry with anyone for any reason.

If the PCs choose to start a fight with the soldiers:

Cavalry Soldiers (8): Male human Ftr1; CR 1: Medium-size humanoid (human); HD 1d10+2 hp 10 each; Init +1 Spd 30 ft; AC 16 (touch 11, flat footed 15); Atk +4 melee(1d8+2/19-20 x2, long sword) or +3 melee (1d8+2/x3, lance): AL LG: SV Fort +4, Ref +2, Will +0; Str 14, Dex 15, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +5, Handle Animal +3, Jump +5 Profession (soldier) +2, Ride +6, Mounted Combat, Weapon Focus –Long Sword, Dodge.

Possessions: Light war horse, heavy lance, long sword, chain mail.

The soldiers only fight the PCs who fight them. They are really only worried about Belgrum unless a PC makes aggressive moves. If such an unlikely event occurs, the DM should determine if the entire group is taken back to Buxton's Crossing, or just the ones who picked the fight with the soldiers. The DM should try to avoid punishing the entire group for the role-playing choices of one or two players. If the PCs kill off the patrol, the DM must adapt accordingly.

As long as the PCs remain civil with the soldiers, the soldiers will return the civility. None of the soldiers is more than 21 years old, but they have seen a lot of combat and are not likely to overreact to indignant PCs.

Encounter Three

Despite the numerous warnings you have received, the road has been goblin-free thus far. As night begins to fall, you see signs of campfires far ahead. There have been signs on the road over the last few miles that you are approaching a caravan, and the fires ahead are likely from the caravan's camp.

The PCs can choose to either approach the camping caravan and request permission to share fires and safety of numbers, or camp on their own. The caravan is at least one mile ahead of them when they spot it. If the PCs choose to approach the caravan, go to Encounter 3a. If they camp on their own, go to Encounter 3b.

Encounter 3a

If the PCs approach the caravan, a mercenary guard leader greets them. The guard is happy to share camp space with the PCs (safety in numbers) assuming the PCs are being civil. The caravan has 6 wagons, and numerous teamsters and guards. Belgrum will not approach anyone on the caravan, and no one will bother him. Night will fall without incident. The mercenaries are keeping a guard. The PCs may choose to keep a guard or not. The mercenary leader positions the PCs on the south side of the encampment. Horses and wagons are on the north.

During the night (call it second watch), a band of 8 goblins will attempt to sneak into the camp, loot whatever they can get from the wagons, and sneak back off. Four of the goblins have been given the duty of sneaking around to the south end of camp and waiting there to cause a diversion if someone spots the sneak-thieves in the north. Goblins are very poor at following direction, however. Two of the goblins on the south side of camp (the PC side) will spot something shiny among the PCs' possessions (DM decision), and are going to try to get it. The DM should try to make it something near the edge of the camp rather than in the center, just to keep the goblins from looking too stupid.

Role opposed spot and listen check (any PCs on guard) to hide and move silently checks (2 goblins) to see where the goblins are detected. The DM should apply circumstance bonus to PC spot checks if the goblins have to do something really foolish, like move past a PC on guard to steal a backpack. When the goblins are discovered, the DM should have goblins discovered at the other side of camp as well. Shouting should begin from the PCs and from the rest of the caravan as well. There should be enough havoc and chaos from waking NPCs (and PCs) shouting and swinging weapons all around to make it seem like there are far more than just

8 goblins. Once fighting breaks out, the goblins fight for two rounds, then run.

Goblins (4): Male goblins: CR 1/4 ; Small-size humanoid (goblinoids); HD 1d8; hp 4 each; init +1; Spd 30 ft; AC 15 (touch 12, flat-footed 14); Atk +1 melee (1d8-1/ x2, morning star) or +3 ranged (1d6-1, javelin); SA none; SQ Darkvision 60 ft; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

Once the chaos has died down, a cleric of Sotillion will be visiting everyone who was injured to see if healing is needed. She will have 4 cure light wounds spells left for PCs (1d8 + 3).

Encounter 3b

If the PCs choose to make camp separate from the caravan, the goblins spying on this area will see them. The goblins will decide that the PCs make an easier target than the large caravan. They will try to sneak up on the camp (during second watch) and ambush the PCs. Have PCs on watch make opposed listen and spot checks against the goblin's hide and move silent checks. The DM needs to adjust circumstance modifiers for the darkness, light sources and low-light or darkvision as applicable. For simplicity sake, assume that the goblins are being very careful but that every round at least one of them makes some noise. The DC to spot and/or hear them is a 9 every round. The goblins move 10' closer every round. The PCs can begin making checks when the goblins are at 150 feet. Remember, for every 10' away the goblins are, the listen and spot checks suffer a -1 cumulative penalty. For the first check at 150 feet, the listen is at -15. If a PC yells a warning to his sleeping companions, the goblins stop sneaking and charge on the next round. After about half their number fall, the rest of the goblins break and run.

Goblins (8): Male goblins: CR 1/4 ; Small-size humanoid (goblinoids); HD 1d8; hp 4 each; init +1; Spd 30 ft; AC 15 (touch 12, flat-footed 14); Atk +1 melee (1d8-1/ x2, morning star) or +3 ranged (1d6-1, javelin); SA none; SQ Darkvision 60 ft; AL NE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

The guards from the caravan will hear the disturbance, and come to check on the PCs. They will have a cleric of Sotillion with them. If needed, any PCs who are

injured will be healed and the guards will invite the PCs to move their camp to be with the caravan to discourage the goblins from returning. Whatever the PCs do, the rest of the night is uneventful.

Encounter Four

On the morning following the goblin encounter, the PCs will pass the caravan that was camped either with them or just ahead of them. The PCs are moving faster than the caravan. Just after lunch, the PCs will encounter a woman on the road. Ask for their travel formation and adjust the encounter to allow for distance between party members. If there is time left in the round and the PCs have been actively engaging Belgrum in discussion on faith and choices, allow for more of it before this encounter.

A rider on a fast war-mount is riding briskly toward the party. The horse is not charging, but the rider appears to be in a fair hurry.

Allow the PCs to take whatever actions they feel are appropriate.

As the rider gets closer, you can see that it is a woman. She is wearing chain mail and carrying a large mace. She is carrying no banner, but she is wearing the symbol of Heironeous. She is young, tall and built like a soldier. Her long blonde hair is tied back and her face is more handsome than pretty. As she approaches your group, she calls, "Hail travelers, I am Rachele, warrior of Heironeous. I bring a warning! There is a dangerous man that is traveling this road. He will likely be in disguise, but his face bears the evil in his soul. Have you seen a man, heavily tattooed, and likely covered in the blood of innocents?" She is searching your group with her eyes from a distance as she speaks. She appears to be anxious.

Allow the PCs to interact with her. Her name is given as Rachele. Belgrum will say nothing as long as the PCs are interacting with Rachele. He keeps his eyes cast down. From horseback, she cannot see his face, but her suspicions will grow quickly. If the PCs are trying to mislead her or draw out the conversation, she will inform them that the man she seeks is a multiple murderer of women and children, and not to be trusted.

He is remorseless and evil throughout, and has been known to use trickery to deceive his victims before killing them. She will be sensing motive on the party when she says this, looking for some sign that the party knows something. If asked, she will tell the PCs that she was told of the Beast's coming in a dream. Eventually, she will uncover the truth about Belgrum, whether it is because he looks up at her or the PCs

come clean. When she uncovers Belgrum, her mood becomes less anxious and more predatory.

“So, Belgrum the Beast has been found. Nice company you travel with, soulless monster. Do they know of your past? Have they heard the screams of your victims? Have they felt the savage agony of the mercy you show innocent children?” She turns to you, “Give him to me before he can betray you and murder you in your sleep. I don’t know what ruse he plays at, but it is only time before he feasts on your blood.”

She is trying to persuade the PCs to give Belgrum to her without a fight. She will argue whatever point will get the PCs to turn him over to her. If the PCs do so, she takes him away and butchers him out of their sight.

Belgrum goes with her without a fight, and he dies the same way. He suspects the truth about Rachele and as he is taken away, he tells the PCs to flee as quickly as they can. Less than an hour after Rachele kills Belgrum, she returns for the PCs.

If the PCs do not surrender Belgrum, at some point during the discussion, Rachele will stop talking to the PCs and attack Belgrum. If she detects the PCs stalling for time and trying to move into combat positions, she will immediately attack Belgrum. She will likely be building herself into what appears to be anger, so the PCs will probably not be surprised when she attacks Belgrum. She will charge past the PCs and slam into Belgrum, sneak attacking and trampling him. Assume that her initiative beats Belgrum’s, that both she and her horse hit (roll dice anyway) and that he is knocked prone by the horse. She will likely provoke attacks of opportunity as she rides by, as her initial target is Belgrum alone. PCs will almost certainly move themselves between Belgrum and Rachele in an attempt to block her. She will attempt to trample those PCs to get to Belgrum. PCs have the option of moving aside to avoid being trampled and will still get attacks of opportunity on Rachele if their initiative is before hers. Belgrum will not defend himself.

After her initial charge on Belgrum, if she is still alive, she turns and wipes her hand across her face. The makeup is partially wiped away, revealing bits of a grinning skull face tattooed across her own face.

“The Beast, on his belly like one of his gutless victims. Death is too good for you.”

She will dismount and charge Belgrum. Seeing that he is unarmed, she is confident that Belgrum cannot put up much of a fight and she wants to kill him as closely as she possibly can. The party can intercede or not. Either way, Rachele will eventually try to kill the PCs as well.

The truth about Rachele:

- She is a Ravager
- She is not a powerful Ravager, but her skill at disguise lets her move among the populace more easily than other Ravagers.
- She is the only Ravager presently in Gran March. She serves as a scout for the Ravagers, moving through inhabited areas, assessing the populace and reporting to her superiors. She plans to report to her superiors that Gran March is best avoided for now. The Ravagers rely on terror and the ability to wipe out entire villages. Her experience with March villagers is that most of them are veterans who maintain military arms in their homes. Terror and slaughter would not come easy in Gran March.
- She is not eager to make her report to her superiors. She is certain that if she can follow up her report with the news that she single-handedly eliminated the rogue Ravager, she will not be punished for the report.
- Her “dream” was a magical sending from a cleric of Erythnul in The Bone March..
- Divination is not the strongest ability of Erythnulan clerics, so information on Belgrum’s whereabouts has not been very accurate. Interpreting divinations more complex than “destroy” have proven very difficult for Erythnul’s clerics.
- Although they have been able to find Belgrum, they have no idea what he has been doing since he turned on his fellow Ravagers in the Bone March. Rachele only knows that he is traveling along the road north, and is probably in disguise. She is making guesses on the rest of his behavior. She has no reason to suspect that he has embraced Pholtus. All they know is that he has turned on the Ravagers, and is refusing Erythnul’s blessings, so they are working to silence him.
- If detected, Rachele is chaotic evil.
- She is wearing make-up to disguise her skull-mask facial tattoo. She was very careful this morning, but it is a warm afternoon and she has been riding. She has not checked the make up recently. It is possible that PCs will be able to spot something unusual with her facial make-up. Make opposed disguise/spot checks if anyone states that they are suspicious of her. Any PC who specifically states that he is trying to see if she has any facial tattoos should get a bonus to his spot.

Rachelle: Female human Rog7/Rav1; CR 8: Medium-size humanoid (human); HD 7d6+7 1d10+1 hp 35; Init +5 Spd 30 (20) ft; AC 16 (touch 12, flat footed 16); Atk +8/+3 melee(1d8+1/x2, morning star): AL CE: SV Fort +5, Ref +6, Will +3; Str 13, Dex 12, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +8, Climb +5, Disguise +12, Gather Information +12, Intimidate +7, Jump +6, Listen +6, Knowledge (religion) +4, Read Lips +11, Ride +6, Sense Motive 11, Spot +6, Search +11, Wilderness Lore +5, Dirty Fighting, Improved Initiative, Power Attack, Sunder.

Possessions: Light warhorse, masterwork chain mail, +1 ring of deflection.

Belgrum is still in tremendous inner conflict. He will not take aggressive action, but if things are going badly, he will actively try to place himself in front of PCs so Rachelle attacks him, not the PCs. During the fight, if a PC is badly hurt or knocked to negative hit points while defending Belgrum, he will attempt to reach that PC. If possible, allow him to use other PCs as cover from attacks of opportunity, or move the fight away from the fallen PC. He will cradle that PC's head and pray to Pholtus for help and guidance. Pholtus will answer in the form of a first level spell, cure light wounds (1d8+5). This will stun Belgrum, as he has never channeled positive divine energy.

Even though Rachelle is much higher level than the PCs, she is not a powerful combatant. She will be hoping to catch Belgrum flat-footed and kill him with a sneak attack. She really has no chance of success with a single attack, but she does not know that. Because at least her first two attacks will be aimed at Belgrum, she will not be able to catch any PCs flat-footed or flank them, so she will not be able to do sneak attack damage to a PC. Because she will prefer attacking Belgrum, the PCs will hopefully be able to subdue or kill her without any losses. If the PCs capture her, she will spew the typical venom about Erythnul's vengeance and then refuse to speak further.

Conclusion 1

If the PCs get Belgrum to Hookhill safely, Cassandra Nemmenner, the high priestess of the Halls of Purity will be very pleased with them. She will reward the PCs with blessings and some material wealth. If Belgrum was killed in the fight with Rachelle, but the PCs tried to save him, Cassandra will be saddened, but grateful for the PCs' efforts. Modify the text accordingly to reflect Belgrum's death.

You arrive in Hookhill, the capital of Gran March, with Belgrum safely at your side. A high, strong wall surrounds the city of 7,500 and you can see more walled fortifications within. Inside the city you find your way to the Halls of Purity. High walls of purist marble are adorned with white and silver fixtures. The high sun gleams blindingly off the pure walls, making it difficult to look directly at your destination. Once inside, Guiding Light Cassandra Nemmenner, who seems to be very important, given how others are reacting, greets you.

“Thank you for your assistance in bringing light to this dark and wandering man. You will be compensated for your diligence and exemplary performance. More importantly, you have the gratitude of the Blinding Light.” With that she takes Belgrum by the hand and walks him into the shining Halls. He turns back to you and says, “Thank you.” Then he turns, and resumes walking his Path.

Conclusion 2

If the PCs fail to get Belgrum to Hookhill, the clerics of Pholtus will be very disappointed at the loss of a Pilgrim. If the PCs lost Belgrum to soldiers, the clerics will be a little annoyed that the PCs could not even get Belgrum past the least challenge. They will thank the PCs and offer a small amount of pay for the PCs efforts. If the PCs lost Belgrum by surrendering him to Rachelle, the clerics will be aghast with the PCs, and offer nothing in the way of thanks and little payment.

You arrive in Hookhill, the capital of Gran March. A high, strong wall surrounds the city of 7,500 and you can see more walled fortifications within. Inside the city you find your way to the Halls of Purity. High walls of purist marble are adorned with white and silver fixtures. The high sun gleams blindingly off the pure walls, making it difficult to look directly at your destination. Once inside, the clerics are rather distressed to learn the news of Belgrum's fate. They are clearly disappointed at the loss of a pilgrim. You are given additional payment for your efforts and are sent on your way. As you depart, you cannot shake the feeling that your failure to help Belgrum find his Path might have changed the direction of your own path.

The End

Experience Point Summary

Encounter One

Learn about the Ravagers and Belgrum's past and challenge Belgrum's apparent change of heart. 75 xp

Encounter Two

Diplomatically avoid any conflict with the cavalry patrol. 75 xp

Encounter Three

Defeat the Goblins 60 xp

Encounter Four

Defeat Rachele 150 xp

Story Award

Objective(s) met: Belgrum safely delivered to the Halls of Purity in Hookhill 45 xp

Discretionary roleplaying award

Judge may allocate up to the following for good role-playing 45 xp

Total possible experience: 450 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.

Introduction

L: 0 gp; C: 25 gp; M: 0 gp

Encounter Three:

L: 5 gp; C: 0 gp; M: 0 gp

Encounter Four:

L: 40 gp; C: 30 gp; M: 200 gp

Conclusion 1:

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

or

Conclusion 2:

L: 0 gp; C: 25 gp; M: 0 gp

Total Possible Treasure

L:45 gp; C: 155 gp; M: 200 gp - Total: 400 gp

Special

If the module ends with Conclusion 1:

Favourable Influence with the Church of Pholtus

Appendix 1

The Penbroke Massacre – Excerpt from the Church of Pholtus in Gran March Meta-Organization Document

Twenty-three years ago there was a great and powerful sermon delivered by Yoseph Jahsy. He railed against the forces of Chaos and those who used the appearance of Law to mask their assistance to the Forces of Chaos that worked against Law, and thus against the brethren of Pholtus. Not known as a fearsome orator or well skilled word-crafter, Yoseph Jahsy penned an impressively powerful sermon and on that day he was spectacular in his delivery. At the end of his sermon he denounced the Church of St. Cuthbert as being the prime church that claimed to be of Law, but in reality promoted the ascendancy of Chaos through the embracing of their destructive domain.

The young and old left the Church fired up and eager to show their allegiance to Pholtus. They marched down the street and into the countryside pronouncing their faith to Pholtus and the power of his law. What began as a mob of the faithful as distance stretched, became a gathering of the devout that had time to spend on such a march. Those with duties and businesses had mostly gone back to what they should be doing.

In the village of Penbroke the local church of St. Cuthbert was holding a service in advance of a wedding to be held the following rest day. The voices raised to honor St. Cuthbert along with the fiery reminder of Yoseph Jahsy's words enraged the mob of Pholtians, and they surrounded the Church of St. Cuthbert. When those inside would not come out to face the Truth of Pholtus, this mob boarded up the exits to the Church, and set the Church on fire. The children of Penbroke, along with not a few elders as well, died in the flame. There were no survivors on the inside of the Church. A few of the Pholtians realized what the mob planned to do, and they tried to stop the madness and in some cases lost their lives or were knocked unconscious. Nevertheless the role of Pholtus in Gran March was forever stained. Right thinking Pholtians knowing that what had been done in the name of the Ultimate Law was indeed the

Ultimate Evil or perhaps even worse the Ultimate Chaos. Many of the offenders were turned into the authorities by the Fellowship of Pholtus, but the clergy was not allowed on any official roundups which took place. For a little while it looked as if the larger congregation of St. Cuthbert would rise up with the destruction for which their God is known in mind, but such plans require organization and time. The Commandant intervened quickly, and the twenty-one primary offenders were quickly tried and executed. Others who looked on but did nothing were charged with lesser offenses or not charged at all, much to the dismay of the Church of St. Cuthbert. The Commandant called the leadership of Pholtus to hear his demands, and they were many. Either the Church of Pholtus must change the way they talk about the other recognized churches of the Gran March, or the church would be outlawed, and the leadership executed for crimes against Gran March. Not a few clergy would rather be outlaws and worship truly if not legally. However the leadership agreed with the demands, and no longer would the Church of Pholtus rail against the gods or churches of the Gran March. The clergy could still rail against the outside churches, plus those of an extreme evil or chaotic nature, but the accepted churches of the March should not appear in denouncing sermons, or else the Church of Pholtus in Gran March would be removed. A few disgruntled church members refused such a decree and they were exiled. The Shining Master and his allies were forced to resign in dismay, and a new Shining Master took up the requirements of the March in the liturgy of the faithful.

The Accepted Churches of the March, according to the agreement with the Commandant, are the following: Rao, Heironeous, St. Cuthbert, Ulaa, Zilchus, Allitur, Atroa, Phyton, Sotillon, Vlenius, Wenta, St. Gwen, and Merrika. While there are still older clergy who recall the old ways, twenty years of teaching the new way of Pholtus has taken its toll upon the followers of Pholtus. They are generally more accepting of other gods and churches. Evil has proved more politically correct to denounce in Gran March, and many have taken that road. The faithful hold ideals to fight Chaos and Evil in general rather than work against Gods and Churches in specific. Some followers of Pholtus even see the other gods as part of the natural order that Pholtus represents and they have good relations with them. Still the Church of St. Cuthbert has held a grudge against the Church of Pholtus and looks at every turn to trip up the church in its agreement with the Commandant.

Appendix 2

Belgrum “The Beast”. Formerly Cleric/Ravager of Erythnul: Male human Clr7/Rav2; CR 9: Medium-size humanoid (human); HD 7d8+14, 2d10+4 hp 79; Init +1 Spd 30 (20) ft; AC 11 (touch 11, flat footed 10); Atk +9/+4 melee (unarmed – will not attack anyone or anything during this module): AL LG (formerly CE): SV Fort +10, Ref +3, Will +8; Str 14, Dex 12, Con 14, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +10, Climb +6, Intimidate +9, Knowledge (religion) +4, Ride +5, Swim +6, Wilderness Lore +7, Dirty Fighting, Power Attack, Sunder, Cleave.

Possessions: none.

Belgrum’s history is sufficiently detailed in the Adventure Summary for a DM to run him in this module. DM’s should keep in mind that Belgrum has been a horrific monster for all of his life. He only recently came into the Blinding Light and he has no concept of how to perform good acts. At this point, he has determined that his most correct course of action is to do as little as possible, and therefore hopefully minimize the risk doing harm. All of his instincts are for overwhelming, blinding violence, and he now can feel that all of that is wrong. He has a whole lifetime of behavior to unlearn. He trusts Pholtus, and Master Ferin. Because Master Ferin has chosen to entrust the PCs with his transport, Belgrum feels a sense of trust toward the PCs. He is not stupid, and he is not subject to abusive manipulation by the PCs. Any PC who toys with him might unwittingly trigger a negative response. He will absolutely not attack anyone, PC or NPC during this module, but allowing a PC to catch a glimpse of the monster behind the mask might remind them that his conversion to good is only just beginning (Intimidate +9).

Master Ferin Male human Clr9; CR 9: Medium-size humanoid (human); HD 9d8-18 hp 18; Init +0 Spd 30 (20) ft; AC 10 (touch 10, flat footed 10); Atk +5/+0 melee (BAB +6/+1, but with STR penalties - he will not attack anyone or anything during this module): AL LG: SV Fort +4, Ref +3, Will +13; Str 8, Dex 10, Con 6, Int 12, Wis 20, Cha 15.

Skills and Feats: Concentration +8, Diplomacy +11, Healing +17, Knowledge – Religion +10, Sense Motive +9. Extra Turning, Combat Casting, Iron Will, Divine Cleansing, Heighten Turning.

Possessions: none

Master Ferin is something of an institution in Gran March. He found Pholtus early in life (9), and joined the church at 12. He enlisted in the army in 531 CY and was assigned to duty as a Combat Specialist. He discovered that military life suited him very well, and it meshed comfortably with the teachings of Pholtus. He spent his first tour of duty as a field healer with a taste for destroying undead when it appeared. He earned numerous commendations and when he re-enlisted for the first time, he was offered a promotion. He politely declined, saying that he had no intention of making a career out of the army; he had other duties to take care of soon. Sixty-two years later, Master Ferin is still making plans for what to do when he leaves the service of Gran March. Only he knows how many promotions he has declined. He continues to be offered promotions because his superiors all know that he would be insulted if he did not have the opportunity every few years to decline. Although his health prevents him from serving in the field, he is an exceptional field surgeon and hundreds of veterans owe their lives to his efforts. Some years ago, he transitioned from wearing a Gran March soldier uniform with Pholtan symbols to wearing Pholtan robes with a soldier’s stripe. His superiors approved it, and no one really questions it. There is actually a rumor that he was discharged a decade ago and no one had the heart to tell him, so they just keep paying him. He is kindly and loves people. He knows that his time is short and he is content to go to Pholtus.