

BDK2-04



RISING SHADOW

A One-Round D&D[®] LIVING GREYHAWK[®]
Bandit Kingdoms Regional Adventure

Version 1

by Tom Harrison

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

The end is near! So shout the prophets who wander the streets of Alhaster, beggars and lunatics blessed with a vision of the future. Some are drawn to them, searching for meaning. Others lock their homes and bar their windows. Something is coming, knocking at your door. Rising Shadow is the third part in the ongoing Steelbone Meadows saga. An adventure for characters level 3-10.

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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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 playing 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 Bandit Kingdoms. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

This is the third part in the ongoing Steelbone Meadows Saga. This adventure assumes the players have already participated in both *THE BDK1-02 Bleeding Moon* and *BDK1-04 Angry Bones*. While this is not necessary to play this adventure, *Rising Shadow* draws upon events from *BDK1-02 Bleeding Moon*. Before play begins, you should poll the players individually to see if a) they have played that adventure and b) what was the outcome of that adventure, specifically whether an allegiance was made with Amaral, the necromancer, and the cult of Nerull. Those heroes who did make an allegiance are singled out later in the adventure.

That Which Sleeps is waking. Tremors of its fell influence can be felt throughout the Flanaess in the form of ill omens and horrible visions visited on

diviners. These are vague forecasts, and despite the warnings, few are sure as to the source. There is no doubt that an evil beyond comprehension has begun to stir.

Lying at the center of this nexus of evil sits the Bandit Lands, which might explain why these forecasts are laid at the feet of the Old One in Dorakaa. Even Iuz knows not what to make of these premonitions, but his fiendish mind is at work on a million ways to bend it to his whim and turn it back upon his enemies, on this plane and others. The forces Cranzer and the fell sorcerers of the Fleischshriver race are working against one another to learn the secrets of the coming darkness, for he who whispers the secrets into the ears of the Old One will be richly rewarded. Yet despite their powers and spies, they have uncovered very little.

Nearly a year ago, Cranzer sent an emissary to seek out a young boy whose likeness had appeared in the dreams of his court diviners. The boy, it seemed, would have a crucial part to play in the coming darkness. Despite being accompanied by a well-armed envoy, the emissary never returned and the secret of the boy was never learned. Cranzer later learned that the remains of the emissary's company had been discovered on the road between Hallorn and Law's Forge, victims of outlaws. The emissary's body was not found amongst them, nor has he surfaced since.

Now a new name has come to the attention of the diviners of Riftcrag: Nadalie, the idiot sister of Prince Zeech himself. Already, Cranzer has dispatched loyal priests to learn what the woman knows.

Unbeknownst to any of them, the minions of That Which Sleeps are preparing to make their boldest move yet to free their imprisoned master. In key places in the Flanaess, nexus points to the *Realm of Shadow* forge the chains that bind That Which Sleeps. By weakening these chains, the beast in the gloom can be freed to walk the Oerth when it wakes from its magical slumber, and when it does, not even the darkest machinations of Iuz can stop it from devouring the world.

ENCOUNTER 1

In the hours before dawn, the heroes are roused from their beds at the Mariners Prize Inn of Alhaster by armed guards. They are ordered to accompany them to the common room where they find an agent of the Prince's secret police waiting for them. He presents them with an offer they dare not refuse; guard the Prince's sister from attack by mobs led by raving madmen forecasting the end of the world.

ENCOUNTER 2

As guests at the Prince's family cottage north of Alhaster, they meet the strange assortment of characters that tend to those grounds, as well as Nadalie, the Prince's sister. Another guest at the cottage is Hulgra, or "Auntie" as Nadalie calls her. The grounds are not all safe, however.

ENCOUNTER 3

That night, a mob arrives at the gates of the cottage, demanding Nadalie be turned over to them. Three deranged men, escapees from the local asylum who claim to be prophets of the world's end, lead them. The heroes must keep the crazed mob from breaching the walls of the cottage grounds. During the battle, one of the heroes is approached by an agent of the cult of Nerull, demanding they meet with Amaral.

ENCOUNTER 4

Hulgra makes her move, attempting to steal Nadalie's seedling, which she suspects has to do with the doom prophets predictions and That Which Sleeps. Her halfling companions, Osborn and Warren aid her.

ENCOUNTER 5

In their meeting with Amaral, the heroes learn about the dimensional gate at Wylro's Folly, and of the crowds gathering there for an evil sacrifice. The heroes must stop the sacrifice, but must discover the way into the ruins on their own.

ENCOUNTER 6

Arriving at Wylro's Folly, the heroes find their way into the ruins by using Nadalie's seedling. Within, they find an ancient shadow oak, one of the links in the chains that bind That Which Sleeps. In trying to reverse the damage done by the bloodletting sacrifice, the heroes are attacked by the minions of the sleeping one.

DM to Players prior to starting:

Different rules apply in the Bandit Kingdoms; heroes can be made, bought, or sold, all in the same day and all depending on the situation and the price. The question isn't what is the right thing to do in a given situation, but rather, what will be the ramifications of any decisions I make, whose bad side do I not want to be on, and when will I need to call in a favor. Remember, everything's negotiable, and some things are more negotiable than others.

INTRODUCTION

Note: Before you begin, determine how many of your players have participated in BDK1-02 Bleeding Moon and what the results of their adventures were.

These are strange days in the city of Alhaster. Today while visiting the marketplace, a friend and occasional companion was set upon by a ragged band of beggars and lunatics. They spoke with twisted words, forecasting the end of the world. The most maniacal among them seemed to take great delight in sniffing their opponents, like animals on the hunt.

These lunatics proved little challenge for you and your fellows, and were quickly dispatched. After answering a few

questions for the city watch, you were allowed on your way unmolested.

Now the city runs ramped with tales of madmen escaped from the asylum, of prophets of doom leading mobs of people, of citizens being taken from their homes. A strict curfew has been issued and night finds you confined to the Mariners Prize Inn. On the streets, the city watch moves unchecked, rounding up rioters and beggars indiscriminately. Perhaps tomorrow will be a better day.

ENCOUNTER 1: THE PROPOSITION

You awake with a start! A loud and constant pounding issues from the door of your room. From the hall beyond you hear a gruff voice command, "Open this door! By order of the city watch!"

It is only hours before dawn when the players receive this summons. At their door are four men wearing tabards of the city watch. Armed with short swords and halberds and clothed in chainmail armor, they command each of the heroes to dress and accompany them to the common room. Their weapons and armor are to be left in their rooms! There is no negotiation on this point. If a player insists on bringing a weapon along, as in the case of some cursed weapons, it is allowed only if they allow themselves to be shackled.

Once the heroes are prepared, they are led to the common room under armed guard where a man is waiting for them.

At the door of the inn stand two immense half-orcs. Sitting at a corner table, pouring a glass from a bottle of wine sits a well-groomed man in black leather and chain armor. At his side is a fine long sword, sheathed in a decorative scabbard of blood-toned leather. As you are brought before him, he smiles at you and beckons you to take a seat. "I am Elhilbor," he says, "his Grace's humble messenger."

The man is Elhilbor, a member of Prince Zeech's secret police. He has quite a reputation in Alhaster, not at all a good one. Should any of the heroes possess Knowledge (Redhand) and succeed at a (DC 13) skill check, they have heard of the man's exploits.

Elhilbor is the quiet, commanding sort, rarely given to raising his voice and not one to be intimidated (DC 35). He is there on the Prince's behalf to request a special favor of the heroes, and makes it clear Prince Zeech is not one who takes no for an answer.

"The current situation in Alhaster is rather distressing to his Grace, the Prince. He has heard of your exploits in Redhand

and elsewhere. For accepting the task I present to you, his Grace extends his noble regards.

The Prince possesses many familial lands throughout the land of Redhand. One of those, a small plot just north of the city walls, he fears may become a target of the brigands who now prowl the streets of this city. His Grace has empowered me to offer you the post of guarding this estate, as a personal favor to the throne."

If the heroes refuse, Elhilbor plays his trump card, accusing the heroes of conspiring with outlawed faiths to overthrow the rightful government of the Combination of Free Lords. He focuses specifically on any cleric or paladin in the group. All of them are to be arrested and sent to the palace dungeons to await trial and summary execution for treason. He establishes these charges calmly. If evidence is demanded of him, he simply asks,

"Do you think I need evidence to enforce his Grace's justice?"

Elhilbor also reassures the heroes there is no duplicity on the part of Prince Zeech. This is no trick to send the heroes up against an evil of impossible odds, or to assassinate some rival. They must simply protect the familial estate from the mobs roaming the city. He offers them no compensation, however. They are to do this as a favor to the Prince, one he will not forget.

Should the heroes ultimately refuse to Elhilbor's terms, it is doubtful they go willingly to the palace dungeons and a fight ensues among the henchmen. Depending on the outcome of that battle, go to Conclusion B or Conclusion C, respectively.

ALL APLS

➤ **Elhilbor, Captain of the Secret Police:** Male human Ftr8; hp 76; see Appendix I.

➤ **Watchmen (6):** Male human Ftr3; hp 28 each; see Appendix I.

➤ **Half-orc Muscle (2):** Male half-orc Ftr4; hp 44 each; see Appendix I.

If they accept the terms, Elhilbor smiles and beckons the two half-orcs guarding the door to escort the party to the awaiting carriage. Of course, the heroes are allowed to collect their gear and any shackles are removed. Elhilbor leaves the inn immediately, though he waits at a vantage point not far away in case the heroes go back on their word: Elhilbor is not exactly the trusting type.

Engaging Elhilbor and his lackeys in combat should be discouraged. Remind the heroes that the death of a man of his stature would surely warrant the most severe penalties. In addition, Elhilbor is a formidable opponent. However, if a fight should break out, he attempts to leave the inn at the earliest

convenience. Elhilbor is not going to risk his health for the Prince's sister.

Once their gear is stowed, the carriage takes the party to the Prince's cottage. As the heroes ride off, allow all of them to make a Spot check (DC 15). To those who succeed, read the following:

As the carriage clatters away from the Mariners Prize towards the city gates, you spy at the roadside, three figures donned in black robes. Each has a pale bone pendant at their throat. One of them, a woman, watches you intently as you go.

These pilgrims are none other than Amaral and a pair of her attendant priests on their way to pay the heroes a visit. They will not pursue the carriage, or even make their presence known. Still, any character that succeeds at the spot check (and has participated in *The Bleeding Moon*) may make an Intelligence check (DC 20) to recognize the woman.

As heroes that choose to take the "Living off the Wild" option as presented in RUP-3, have no reason to be staying in the Inn, they are instead considered companions of one or more of the characters with full knowledge of their accommodations.

The DM has two options here:

- 1) The heroes may volunteer where their rustic companion(s) are encamped so that Elhilbor and his henchmen can pay them a visit personally. In this case, simply summarize this encounter with those heroes, offering them the same options. Keep in mind, those who are camped individually may be significantly outclassed should combat erupt.
- 2) The heroes may leave a message with the innkeeper requesting their rustic companions join them at the Prince's country estate. Elhilbor orders two guards to remain at the inn, prompting descriptions from the heroes. These guards are charged with escorting the wayward characters to the estate at the earliest opportunity.

The idea here is to unite the party as quickly as possible.

ENCOUNTER 2: THE COTTAGE

The ride to the cottage takes the characters on a two-hour trek through the city's west gate and turns north up the rural track as depicted on the Alhaster map. The heroes arrive at dawn by carriage. Read the following:

The smell of apple blossoms fills the air as you look out onto the cottage grounds. Rows of apple and fig trees line the path as the carriage caters down toward a small cluster of rustic cottages. The roofs are thatched and ivy hides much of the walls. To your left is a large stable yard where ponies frolic in the early morning light. To the left of the master cottage sit

two smaller dwellings. A thin line of smoke rises from the chimney of one.

As the carriage pulls to a halt before the master house, the doors open and an old gnome dressed in regal clothes steps out on to the porch. His face ruddy in the morning light, he rubs his eyes and smiles broadly.

In a small garden to the right of the house, a woman kneels planting bulbs. She is dressed modestly, her light blue dress already soiled by patches of dirt. At her side is a small ceramic pot.

The carriage drivers unload the heroes' and their gear and are off quickly, leaving them to the cottage staff.

This encounter involves a great deal of roleplaying. The heroes should be expected to meet and interact with most of the NPCs on the estate grounds. Because of the broad nature of the encounter, descriptions of each of the NPCs follow, along with notes on their agenda. The boxed text provided is to be read or paraphrased upon the heroes' first encounter with that NPC. Statistics for each of the NPCs at various APLs are provided in Appendix 1: NPCs.

For those groups less interested in roleplay, the Nightmare Glade is provided as a short "dungeon crawl" within the adventure. Exploring the glade is not necessary to the successful completion of the scenario. Judges are free to use as much or as little of it in the adventure as they wish.

GERBO

Gerbo is an elderly gnome with ruddy features. What hair he has left is wispy and gray. He has a grandfatherly rapport with Nadalie and speaks with her lovingly. He dresses in gentleman's finery, with clean shirts and a fine coat. His duties at the cottage include seeing to the needs of guests, cooking and housecleaning duties. He takes an enormous amount of pride in his work. Gerbo is not much for excitement. He usually enjoys a pint of stout ale before bed. It is a mixture he brews himself.

Gerbo has a kind heart and speaks fondly of the days when Redhand was part of the Shield Lands. Despite his moral objections to many of the Prince's edicts, the gnome is respectful of his station. He is steadfastly loyal to Nadalie and would give his own life for her safety. He has long since won the trust of Prince Zeech and his recommendation on estate guards is always sought.

Playing Gerbo

Gerbo is a pleasant, kind-hearted fellow who is happy to show the characters around the estate and see to their needs as guests. He knows the lands and history of Redhand well and has many stories he enjoys telling over a mug of his favorite gnomish brew. He doesn't like Osborn and doesn't fully trust Hulgra. Gerbo knows nothing of Warren. He does not tolerate the heroes besmirching the name of Prince Zeech. He has no reason to lie to the heroes.

Meeting Gerbo

As the carriage pulls away, the small doorman approaches you, smiling broadly. "We were told to expect someone soon. I imagine you must be them." He extends his hand in greeting. "I'm Gerbo, caretaker of his Majesty's estate."

The gnome is likely the first NPC the heroes meet upon their arrival at the estate. He can act as a guide or intermediary during their stay.

What Gerbo knows

- 1) Nadalie discovered a strange bulb near the Nightmare Glade a few days ago. I scolded her for going near that place. (T)
- 2) Hulgra arrived only a week ago, at the behest of Prince Zeech. (F – but Gerbo believes the lie)
- 3) Hulgra spends much of her time in the cottage and the library. Though she seems to enjoy long walks in the orchard in the evenings. (T)
- 4) The house cook disappeared four months ago while gathering mushrooms near the Nightmare Glade. (T)

NADALIE

Nadalie is the younger sister of Prince Zeech. She is a simpleton, with the mind of a child. She is no less inquisitive but when confused is easily distressed. She has lived most of her life in the company of Gerbo and Tatyana and loves and trusts both of them unconditionally. She is quite trusting of strangers, but shies away from those who act threatening toward her. She has large, round features and a pleasant demeanor. She talks incessantly about the things she likes; gardening, ponies, and flowers. Nadalie knows her brother is a prince and believes one day she can go to live in a castle as a princess. These fantasies are completely innocent and entertained by her guardians.

Prince Zeech dearly loves his sister, despite her obvious deficiencies. She is perhaps the only thing pure in his world. Because of this, he is very particular about her protection. The guards at the cottage are hand picked for their noble dispositions. In the past, the Prince has dealt with those who have taken advantage of her mental deficiencies, or treated her poorly, with quiet cruelty. Gerbo and Tatyana have long since proved themselves worthy of their posts. The Prince visits Nadalie on occasion, always bringing her a gift, usually a pony or a new dress.

Meeting Nadalie

Kneeling in the garden, the woman carefully places individual seeds in a hole and fills it with dirt. She is a tall, thin with a distant look to her eyes. Her jaw is somewhat slacken. The woman looks up at you, her face a bit cautious. "Are you here to help me with the garden?" she asks.

The heroes are ultimately responsible for Nadalie's protection. Her identity is no secret here and everyone

on the estate grounds speaks freely of her relationship to the Prince.

Playing Nadalie

Resist the urge to play Nadalie as a buffoon or imbecile. She is an innocent, with no comprehension of the ways of the world. She exists in a land of princes and unicorns and sees only the good in things. She is inquisitive and sometimes clumsy. She loves everyone unconditionally.

Nadalie's Dream

Nadalie carries a clay flowerpot with her at all times. In it is a large bulb of unknown origin. A successful Knowledge (nature) check (DC 20), a successful Wilderness Lore check (DC 30), or simply being a Druid (Nature sense), allows a character to know that the bulb is not native to the Prime Material Plane. A successful Knowledge (the planes) check (DC 20) or a successful Bardic Knowledge check (DC 30) allows a character to identify it as a special flower native to the Plane of Shadow. The bulb neither detects as magic or evil if such spells are cast upon it. If asked about the bulb, Nadalie claims to have found it near the Nightmare Glade a few days ago. The night before her discovery, she had a dream:

"I dreamed I planted it in the dead place and all the flowers grew and bloomed. It was pretty and I wanted to cry."

The Bulb

Buried at the center of the flowerpot is an odd-looking plant bulb. It is large, almost gourd-like, with a milky shell ribbed in black. It is like no other you've ever seen, in these parts at least.

The bulb is actually the key necessary to enter Wylro's Folly in Encounter 6. No one at the estate is aware of the nature of the bulb, except Hulgra, who only suspects.

Nadalie does not part with the bulb willingly though she allows "friends" to see it if they can make a successful Diplomacy check (DC 13), but does not let it leave her sight. If it does, or if the heroes take it away from her against her objections, she begins to cry and wail uncontrollably. Only the return of the pot and bulb placates her. Neither Gerbo nor Tatyana tolerate the heroes stealing the bulb.

The bulb is necessary to enter the ruins of Wylro's Folly in Encounter 6. It features prominently in this adventure. If for some reason the players are slow to catch on to this fact, make frequent references to Nadalie's careful attention to the bulb. Others (like Hulgra) occasionally wonder if it is safe for the woman to keep it. Eventually, one of the players is bound to get curious.

What Nadalie Knows

- 1) Bad things lurk in the Nightmare Glade. (T)

- 2) I can speak halfling. Osborn has been teaching me. (T)
- 3) The old cook went away. (T)

TATYANA

Tatyana is a reclusive figure. She dresses modestly, concealing her beauty with simple clothes. She is Nadalie's handmaiden and quite diligent in her duties. She is strict in her demeanor, subservient and speaks softly. In confidence, she is cynical and pragmatic. She is not a confrontational woman, but does as she sees best in regards to Nadalie.

Tatyana has been in the service of Prince Zeech for some five years now and has proved her value and dedication to her station. She hides her resentment of her station well, for she sees herself more a slave than dutiful servant. Still, she has a genuine affection for Nadalie. She fears Prince Zeech and his wrath, having been witness to the fate of those who have taken advantage of Nadalie.

Playing Tatyana

Tatyana is cynical and bitter. She performs her tasks to the letter. Her love of Nadalie is genuine, but she is unforgiving of the rest of the staff. Tatyana does not like anyone on the estate, except Gerbo, to whom she feels comfortable enough to vent her frustrations to in private. She shows the heroes no more respect than they earn.

Meeting Tatyana

Tatyana is in her room in the cottage when the heroes arrive. Her room looks out into Nadalie's garden and she spies upon the initial meeting with the woman. Any character that is not involved in the conversation with Nadalie can make a Spot check (DC 15). If they succeed, read the following:

One of the window shutters overlooking the garden is open slightly. Behind it, a shadow moves. Someone is watching.

Tatyana is protective of Nadalie. Any commotion or disturbance involving the woman brings the handmaiden to her defense. Tatyana has little patience for adventurers.

What Tatyana knows

1. Osborn has been teaching Nadalie profanities in his language. (T)
2. Hulgra and Osborn have met at night in the orchard three times since she arrived. (T)

"AUNTIE" HULGRA

A priestess of Iuz, Hulgra, "Auntie" as she is called by Nadalie, has come to the cottage to investigate a number of divinations from Cranzer's sages. Her age belies her cunning and agility. Hulgra is ambitious and shrewd, having clawed her way up the priestly hierarchy through cold determination. Despite her

chaotic nature, she is not one for missteps and carefully measures her options.

Hulgra has been watching Nadalie and the cottage for nearly a year. It was she who arranged, through an intermediary of course, for the employment of Osborn and his brother as groundskeeper at the cottage estate. She has only arrived at the cottage a week before the party, who could stand in the way of her goals. Thus she is cautious in their company until she can determine how best to deal with them.

Playing Hulgra

Hulgra is a sinister and mysterious figure. She tries to convince the heroes she is an ally until she is certain of their plans. Hulgra is cautious and ambitious. She asks questions, but does not pry. She is neither overtly cruel nor malicious, though neither is she friendly.

If questioned about any connection to Osborn, Hulgra denies it or makes it seem coincidental. In fact, she has been meeting with Warren, Osborn's twin brother, a wererat who currently hides in the Nightmare Glade (see the Wererat Den for more info). Since her denials are based in fact, they withstand a Zone of Truth spell.

Meeting Hulgra

From the northern guest cottage emerges an elderly woman. She is robed in black and carries a gnarled cane. Her black hair is streaked with silver, and is pulled back tight in a bun. Her face, once comely, is now lined with age.

Hulgra introduces herself soon after the heroes arrive, likely as they move their gear into the second guest cottage. She is inquisitive and uses her Sense Motive skill to size up the heroes. If there are any who might seem sympathetic to her cause, she attempts to recruit them. Under no circumstances does she reveal the truth as to her presence there. Neither does she reveal Osborn and Warren's ruse.

What Hulgra knows

- 1) The bulb Nadalie carries is magical in nature. It may well be the seedling of an assassin vine. (F)
- 2) I was sent here to watch over the girl. (T)
- 3) Prince Zeech requested my presence here. (F)

OSBORN

A halfling with fine, narrow features, Osborn has a seedy quality about him. His oily hair is usually worn slicked back in a ponytail. His nose is unusually sharp for his race. As the groundskeeper of the estate, Osborn spends little time at the cottage. He can often be found roaming the grounds, watchful for poachers or dangerous animals. He is prompt for meals and eats ravenously. His condescending attitude towards Nadalie has won him no friends in the cottage. For his amusement, he has been teaching her halfling swear words, something expressly forbidden by Tatyana.

Osborn was made groundskeeper six months ago, an unexpected change by Prince Zeech, who has never fully explained his reasons to Gerbo or Tatyana. In truth, Osborn is little more than a spy for Hulgra. He and his brother, Warren, have maintained their charade flawlessly over this time. While they have no allies here, none suspect their true role at the estate. Osborn has a fondness for poisonous snakes.

Playing Osborn

The halfling is uncouth and has little sense of tact. He is more slimy than sinister. He is cunning however, and does not betray his connection to Hulgra. If there are any female halflings among the party, Osborn flirts mercilessly and unabashedly with those characters.

Meeting Osborn

Osborn quickly introduces himself to any female halfling in the party. His first move is to size up the party, to learn their strengths and weaknesses that he can later relate to Warren. He never willingly reveals his connection to Hulgra, or the whereabouts of his brother.

What Osborn knows

- 1) An assassin vine lies at the center of the bog in the Nightmare Glade. (F)
- 2) Gerbo keeps a barrel of his favorite gnomish brew in the pantry. (T)
- 3) Tatyana has been acting suspicious ever since Hulgra arrived. (F)

THE GUARDS

Two guards are already stationed at the estate. Their names are Gim and Rath. Both are lawful good and chosen for their post specifically because of their alignment. Gim is tall and lanky and speaks in a low baritone voice. He can be quite talkative on the subject of food and drink. Rath is broad shouldered and a good head shorter than his partner. He has a gruff, raspy voice and a ruddy face. He is the more alert and suspicious of the two. Despite any disagreements with Prince Zeech, they are loyal to Gerbo and Nadalie. They do not allow any ill to come of the woman, as much out of loyalty as fear of any consequences. They arrived around the same time as Osborn and are unaware of the connection between the halfling and Hulgra.

What the guards know

- 1) The Nightmare Glade is best avoided – it is filled with sinister horrors. (T)

KEY TO THE MASTER COTTAGE

Exterior doors to all structures are Strong Wooden Doors, while interior doors are Good Wooden Doors as detailed below.

☛ **Strong Wooden Doors:** Thickness 2 in.; Hardness 5; hp 20; Break (DC 25).

☛ **Good Wooden Doors:** Thickness 1 1/2 in.; Hardness 5; hp 15; Break (DC 18).

1) Entrance Hall

This chamber is simply furnished. Rugs are laid across the hardwood floors. A portrait of Prince Zeech, in proud and noble regalia, is hung opposite the entrance. Tapestries on the walls akimbo to the Dining Hall (6) depict heroic scenes from Redhand's war with the Shield Lands. No involvement by devils and the Horned Society are displayed.

2) Cloak Room

Pegs are set into the walls for cloaks to be set upon.

3) Gerbo's Bedchamber

A simple room, containing a bed, wardrobe and a footlocker set at the foot of the bed. The chest contains quilts and linens, as well as a silver flask (Value 30 gp) containing potent gnomish liquor. The flask is hidden.

4) Tatyana's Bedchamber

The door has a simple lock requiring a successful Open Locks check (DC 20) to open. The furnishings are identical to Gerbo's room (3). The bed is set against the southern wall. The northern door leads directly into Nadalie's room (6). Tatyana keeps a diary at the back of the top shelf of her wardrobe. In it, she makes clear her thoughts and feelings about her role at the cottage. She also lists the dates of Nadalie's discovery of the bulb, the arrival of Osborn and Hulgra, as well as the guards. There is nothing extraordinary in the diary. If the heroes are found reading it, Tatyana demands they leave the room and refuses to speak with them afterwards.

5) Nadalie's Bedchamber

A finely furnished room, the bed is high and canopied. The wardrobe is filled with dresses, many unworn. About the windows are shelves of potted ivies and other plants. Amongst these are fine porcelain figures of horses and other fantastical beasts including unicorns, pegasi, ki-rin, and such. The southeastern door leads directly into Tatyana's room (4).

6) Dining Hall

A large table here sits a dozen people.

7) Kitchen

Fully stocked with pots, pans, kettles, and utensils.

7a) Pantry

Sacks of grain, barrels of salt and other necessities can be found here. Gerbo keeps a small keg of his favorite liquor hidden amongst them.

8) Cook's Bedchamber (empty)

The estate has been without a cook since the last one's mysterious disappearance almost six months ago. Gerbo has been filling cook duties since then. The room is modestly furnished and almost identical to 3 and 4.

9) Barracks (Guards' Room)

This door has a simple lock, requiring a successful Open Locks check (DC 20) to open. Inside is a spartanly furnished room with two bunks where the guards, Gim and Rath, sleep. A rack for their weapons and armor is located on the east wall, opposite their bunks.

10) Osborn's Bedchamber

This door has an average lock, requiring a successful Open Locks check (DC 25). Despite its simple furnishings, this room is always messy. Clothes are scattered across the floor and bed, the footlocker is open with quilts spilling out. It has an odd smell to it. Osborn is very particular about his privacy and only allows women to enter his room for intentions that need not be explained here.

Osborn has a lockbox hidden under a loose floorboard beneath his bed. A successful Search check (DC 18) reveals its location. It is locked and trapped with a poison needle. Within are 10 gp, 30 sp, and a small silver locket (Value 30 gp), stolen from Nadalie's room (5).

🔒 **Lockbox:** Hardness 15; hp 30.

🦋 **Poison Needle Trap:** CR 2; +8 ranged (1, plus Malyss root paste); Search (DC 22); Disable Device (DC 20). *Malyss root paste:* Contact Fortitude save (DC 16) resists; (1 Dex/2d4 Dex).

11) Library and Study

This room has largely gone unused. The shelves contain some twenty leather-bound books, most dealing with the history of the Shield Lands and Redhand in particular. Most of the work was commissioned by Prince Zeech but did not meet his liking.

If the heroes search the shelves (DC 25), they may discover one of the history books has a page earmarked. Hulgra did this during her studies. The page remarks on the history of Wylro's Folly. Its contents are printed on *Player Handout 1*.

If the heroes go searching specifically for details on what Hulgra has been studying, or Wylro's Folly in particular, the Search DC is reduced to 15.

A successful Bardic Knowledge check (DC 20) reveals identical details about the ruins of Wylro's Folly.

THE GUEST COTTAGES

The two guest cottages are simply furnished. They are two room buildings with a small fireplace in the

common area, and a private sleeping area divided by a curtain. The ceiling is somewhat high, with wooden rafters exposed. The common area is centered on a low table with a few comfortable wooden chairs set about (usually 2-3). The sleeping area has two large beds, each of which fits two comfortably. Also found here are a wardrobe and a footlocker, containing quilts, linens and bedrolls (for sleeping additional guests).

HULGRA'S COTTAGE

Hulgra is staying in the northernmost cottage on the grounds. Common table is scattered about with votive materials and talismans, all specific to Iuz. The exterior door has a simple lock requiring a successful Open Locks check (DC 20) to open. It is locked at all times.

In APLs 6, 8, and 10, in the rafters above is the cottage guardian, a fiendish constrictor. It attacks anyone who enters the cottage without Hulgra.

APL 6 (EL 5)

🦋 **Fiendish Constrictor Snake, Advanced:** hp 51; see Appendix I.

APL 8 (EL 7)

🦋 **Fiendish Constrictor Snake, Advanced:** hp 66; see Appendix I.

APL 10 (EL 9)

🦋 **Fiendish Giant Constrictor Snake, Advanced:** hp 90; see Appendix I.

A Search of the bedroom (DC 25) reveals a small lockbox hidden beneath the bed mattress. The box is locked and is trapped with a poisoned needle.

🔒 **Lockbox:** Hardness 15; hp 30.

🦋 **Poison Needle Trap:** CR 2; +8 ranged (1, plus Malyss root paste); Search (DC 22); Disable Device (DC 20). *Malyss root paste:* Contact Fortitude save (DC 16) resists; (1 Dex/2d4 Dex).

Within are 200 gp and three crystal spirit stones. These crystals have a tiny glyph inscribed at their heart. These stones contain a large amount of negative energy (which any character can sense through contact with the stone), though the glyph within is generally indecipherable. If the characters take these, they may use them at the end of the adventure to restore the planar tree, which contains the binding *dimensional anchor* spell used to contain *That Which Sleeps*.

THE NIGHTMARE GLADE

Located in the far northeastern corner of the estate is what the folk here call the Nightmare Glade. It is little more than a twisted bog, complete with a few isolated

patches of quicksand and the like. To keep Nadalie from wandering into it, Gerbo and Tatyana have filled her head with nightmarish images of the place, succeeding in imbuing a healthy respect for the place in the simpleton woman. This reputation is not altogether unfounded, however.

Encounters in the Nightmare Glade

Exploring the Glade results in one encounter, minimum. The encounter varies slightly based on the APL of the adventure.

APL 4 (EL 2)

➔ **Huge Monstrous Centipede:** hp 18; see *Monster Manual*.

APL 6 (EL 4)

➔ **Huge Monstrous Centipedes (2):** hp 20, 18; see *Monster Manual*.

APL 8 (EL 6)

➔ **Fiendish Dire Boar, Advanced:** hp 59; see Appendix I.

APL 10 (EL 8)

➔ **Fiendish Dire Boar, Advanced:** hp 95; see Appendix I.

THE WERERAT DEN

After the encounter, a search check should be made (DC 20). Success indicates one of many large burrows have been discovered. The burrow is large enough for a small humanoid (halfling or gnome) to descend. A Wilderness Lore check (DC 15) may reveal tracks left by a large rodent.

A large hole in the ground, concealed by plants and deadfall, leads into a subterranean warren. At the center of the warren is a large hole, in which lies a mound of dirty quilts, taken from the master cottage. The place stinks of decay. A pack of salted meats (jerky) is hung from an exposed root. Remains of a fire can be found here as well.

This is the lair of the Osborn's twin brother, Warren, who is a wererat. He is not here if the characters discover this place. Warren spends much of his time in animal form (a small rat) roaming the orchards and spying upon the cottage staff. He reports what he learns back to Hulgra.

A successful Search of this place (DC 15) reveals the remains of a desiccated skeleton, stripped of flesh and buried in the loose earth of the den's wall. The corpse is human. It is actually the corpse of the old cook. She discovered Warren while collecting mushrooms at the edge of the Glade. He killed her and hid her corpse in his den.

Hidden in the mound of quilts is a fine porcelain figurine of a Rhennee dancer, stolen from Nadalie's room.

ENCOUNTER 3: THE MOB RULES

The night comes alive with the chirping of crickets and frogs. A warm breeze blowing off the Nyr Dyv rustles through the orchard. As you settle in for the evening, you detect an ominous sound, a rising tide of shouts and jeers. There is little doubt what it can be, and you are not surprised when the door to the cottage bursts open, the shape of Gim silhouetted in the moonlight standing there.

"They are coming," he says.

Gim and Rath have been standing guard at the gates to the estate as the mob approaches. Those gates have been locked and barred before Gim goes to alert the heroes. The players have only a few minutes to discuss their options here. Keep the encounter tense and moving, don't give the players too much time to discuss strategy – the lion is at the door and time for planning is over.

As the heroes arrive at the gate, proceed with the following:

Beyond the wrought iron gates of the estate is a mob of people; peasants and freeman brandishing makeshift weapons and clubs. At the heart of the mob is a large, barred wagon drawn by a quartet of horses. Amongst the crowd are three men dressed in rags, their hair wild and unkempt. One has a brand set into his cheek, marking him for the asylum.

The madmen are the leaders of the mob. Prophets of doom, they have driven them into frenzy, claiming that only through the sacrifice of pure blood can the world be spared. They are ranting this as the heroes arrive at the gates. These madmen have the ability to "smell" good. They immediately single out any neutral good or lawful good characters to the crowd, insisting that they, and the girl within (Nadalie), be turned over for the blood sacrifice.

If the heroes look closer at the wagon, give them the following description:

Caged within you see a middle-aged woman, clutching a newborn to her breast. An aged man, bruised and beaten, clutches his face in his hands as he weeps. Chained and shackled to the bars is a stoutly built man. His eyes are shut and a large red welt is rising on his forehead. His mouth is gagged.

The people in the cage have been collected by the mob to be used as part of the sacrifice tonight at Wylro's Folly.

The walls around the estate are ten feet tall and built with cobbled stone. They are easy to climb (DC 10) and a normal human can scale them in a single round. The gate itself, barred and locked, is impenetrable to these folk. However, the width of the bars is enough to permit an arm to the shoulder. So

while the bars block movement, they do not hinder attacks.

If none of the heroes have volunteered to remain behind at the cottage to protect Nadalie, Gim and Rath do so before the combat erupts. The mob waits a minute for its demands to be met before they attack.

ALL APLS

➤ **Mob (30):** Mix male and female human Com1; hp 4 each; see Appendix I.

APL 4 (EL 5)

➤ **Prophets of Doom (3):** Male human Com3; hp 13 each; see Appendix I.

APL 6 (EL 7)

➤ **Prophets of Doom (3):** Male human Com5; hp 21 each; see Appendix I.

APL 8 (EL 9)

➤ **Prophets of Doom (3):** Male human Com7; hp 29 each; see Appendix I.

APL 10 (EL 11)

➤ **Prophets of Doom (3):** Male human Com9; hp 37 each; see Appendix I.

Tactics: The madmen do not approach the gate, but rather encourage the mob, feeding its morale. The mob is armed with pitchforks, clubs and other unlikely weapons. In the first round the front line rushes the gate, attempting to grapple anyone standing less than five feet from the gate. Meanwhile, each round, six people, three on each side of the gate, rush the wall and attempt to climb it. It takes one round to climb the wall. Once atop it, they leap down upon the defenders. As more people make it over the wall, they attempt to overwhelm the defenders, flanking and assisting until they are brought down.

If the mob is reduced to less than 25% of its original number, they break and flee. If the three prophets are killed, the mob breaks and flees two rounds after the last one falls.

They leave the horses and wagon where they stand.

The Cult of Nerull

During the battle, one of the heroes is singled out for a summons by the cult of Nerull. That character should have made an alliance with the cult at the end of The Bleeding Moon. If none of the players have participated in that scenario, than determine randomly which characters present is going. If any of the characters possess the “*Damned by the Reaper*” certificate, they are singled out in favor of others. Read the following to that player:

Suddenly you hear, as clearly as though the speaker was whispering it in your ear, “We must speak! It is an urgent matter!” Scanning the battlefield, you see a man in black robes with a shaven head standing to the rear, near the wagon. He looks at you intently and his lips move. “Priestess Amaral will meet you at the edge of the dark glade. Come quickly. Come alone.” With that, the man drops something to the ground, steps back into the night and disappears.

There is a good chance the character has never learned the name of Amaral, so allow no checks to reveal her identity. The object the man dropped is a piece of bone engraved with the symbol of Nerull. It is easily found after the battle.

The Prisoners

Each of the prisoners reacts differently to their freedom.

The woman and child immediately flee back toward Alhaster with nary a word of thanks.

The old man mourns the death of his wife at the hands of the mob. He wanders aimlessly into the night, lost in his misery.

The shackled man introduces himself as Thavitz. He was caught by surprise and beaten unconscious as he attempted to escort the woman and her child safely home. He is disheartened by his failure and offers whatever services he can do his rescuers. What Thavitz does not reveal is that he is a paladin in the service of Heironious, and a Brother of the Sundered Axe. He does not reveal this for any reason, not even if one of the heroes is a member of that order.

➤ **Thavitz:** Male human Pal2; hp 18; see Appendix I.

ENCOUNTER 4: HULGRA’S GAMBIT

With the estate guardians distracted by the mob at the gates, Hulgra makes her move to take the bulb from Nadalie. She summons Osborn and Warren to her side, the latter in the form of a large rat.

If any of the heroes remained at the cottage to protect Nadalie, Hulgra acts first to eliminate them. If she feels she can trust one of the heroes, she tries to convince that one to get the others to leave. If she has no allies among the party, she sends Osborn and Warren to kill all but one of them, as that one must do for a hostage if necessary.

If the heroes did not remain behind, sending Gim and Rath to guard Nadalie, they return from the battle to find the two guards dead in the entry hall of the cottage (1). Osborn and Warren are hiding in the shadows waiting to catch the heroes flat-footed. Hulgra takes Nadalie as a hostage, threatening her with bodily harm if the heroes do not allow her or the halflings to leave.

APL 4 (EL 6)

➤ **Hulgra:** Female human Clr3 (Iuz); hp 18; see Appendix I.

➤ **Osborn:** Male halfling Rog2/Sor1; hp 16; see Appendix I.

➤ **Warren:** Male halfling Rog1 (wererat); hp 9/10*; see Appendix I.

APL 6 (EL 8)

➤ **Hulgra:** Female human Clr5 (Iuz); hp 33; see Appendix I.

➤ **Osborn:** Male halfling Rog2/Sor1 (wererat); hp 16/19*; see Appendix I.

➤ **Warren:** Male halfling Rog3 (wererat); hp 17/20*; see Appendix I.

APL 8 (EL 10)

➤ **Hulgra:** Female human Clr7 (Iuz); hp 45; see Appendix I.

➤ **Osborn:** Male halfling Rog3/Sor2 (wererat); hp 25/30*; see Appendix I.

➤ **Warren:** Male halfling Rog5 (wererat); hp 27/32*; see Appendix I.

APL 10 (EL 12)

➤ **Hulgra:** Female human Clr9 (Iuz); hp 60; see Appendix I.

➤ **Osborn:** Male halfling Rog5/Sor2 (wererat); hp 35/42*; see Appendix I.

➤ **Warren:** Male halfling Rog7 (wererat); hp 37/42*; see Appendix I.

Tactics: Osborn and Warren engage the party while she remains in the rear casting spells. The two halflings use their rogue abilities to their advantage, using flanking and sneak attacks to disable individual characters quickly and methodically. If a halfling female is among the characters, they single her out for a hostage.

Osborn throws a handful of *dust of sneezing and choking* into the players midst, hoping to catch the heroes by surprise. If the group is APL 8 or 10, he has cast *spider climb* and positions himself on the ceiling above, to drop the dust on them. Either way, he does his best to avoid getting caught in the effect himself.

ENCOUNTER 5: THE REAPER'S SUMMONS

The character that received the summons in Encounter 3 should have recovered the talisman of Nerull and have an idea what he is getting into at this point. Only one hero receives this summons. If he arrives at the meeting place accompanied by more than one of his

fellows, Amaral casts *sleep* on these unwelcome guests. If that fails, her attendants cast protection spells as appropriate before approaching.

As the hero arrives at the edge of the Nightmare Glade, read the following:

Out of the darkness step three people, all dressed in black robes. The sign of the reaper, featured prominently in bone, is born about their necks. A chill settles in the air as the two figures to the rear begin chanting softly. The lead figure pulls back her hood, revealing a familiar face.

The character recognizes Amaral from the battle in Hallorn if he took part in BDK1-02 *Bleeding Moon*.

"I am glad you have come. Things could not be more urgent. Even now, the minions of That Which Sleeps endeavor to free their master from his eternal torpor. You have seen their work here tonight. They whisper fortunes of doom into the ears of the insane, empowering them. But their plot is just now coming to fruit. There is a place near this city, a ruin known for the wizard Wylro. That is where the servants of That Which Sleeps are gathering, where they intend to perform a blood sacrifice to free their master. This place is only one of many, but perhaps if we can stop them here, it will buy us the time we need. Unfortunately, the gateway to the land of shadows is barred to me and mine. My search for the key has brought me here. I was hoping perhaps you would have found it already. If you have, you and your companions must hurry to Wylro's ruin and put an end to this ritual. There is no time to spare."

Amaral promises to help the heroes make it through the mob to the ruins, but she can do no more. Her actions, she claims, already draws enough attention to those who would see That Which Sleeps unleashed.

Once agreed, she and her companions retreat into the Nightmare Glade. The chanting being done by the two fellow priests is a prepared *protection from good* spell. If the character attacks, they unleash it. They will engage any attackers while Amaral flees into the glade. Once away from the battle, she uses a scroll of *word of recall* and teleports immediately back to Hallorn. The attendants engage the character/party in an effort to buy her the time to do this.

➤ **Aramal:** Female human Wiz5/Clr2 (Nerull); hp 38; see Appendix I.

➤ **Attendant Priests (2):** Male human Clr2; hp 20 each; see Appendix I.

ENCOUNTER 6: WYLRO'S FOLLY

Getting direction to Wylro's Folly is not a problem. Everyone at the cottage: Gerbo, Tatyana, as well as the guards, know the story of the place. References to it can

be found in the library as well. As the heroes arrive, read the following:

The remains of a fallen tower are light by the hellish glow of bonfires. Nearly one hundred people are gathered about the place, looking toward the ruin. Madmen and lunatics, screaming nonsensical prayers to unnamed gods to save the world from destruction, dance among them. Two emptied wagons like the one brought to the estate stand nearby. The ground about the ruin is yellow and dead.

The heroes should have no problems moving through the crowd unmolested, so long as they make an effort to avoid the lunatics, who immediately single out any neutral good or lawful good character for the mob. Priests of Nerull move undetected through the crowd as well, and use sleep spells to buy the heroes some time if necessary.

ALL APLS

☛ **Mob (90):** Male/Female human Com1; hp 4 each; see Appendix I.

☛ **Prophets of Doom (12):** Male human Com3; hp 13 each; see Appendix I.

If the heroes enter the towers, they will find nothing extraordinary. Just crumbled stone and debris. The key must be used before they can enter properly.

The Key

By now, they heroes should have figured out Nadalie's bulb is, in fact, the key. If they haven't, allow them to make either a Wilderness Lore or Knowledge (the planes) check (DC 20) to give them a clue in that direction. If these checks all fail, the players just have to figure it out. Keep them on their toes with the mob.

The bulb need only be planted in the ground near the ruin. Once this is accomplished, read the following:

There is a slight tremor and the earth about the buried bulb splits in wild fractures. From these rise tiny black stems that quickly grow to almost a foot high. Leaves spread out and bulbs at the tip of the stem open to reveal black flowers. Within seconds, the once dead fields surrounding the ruins are thick with them. The crowd seems to gasp collectively at the sight. One of the lunatics shouts, "an omen! The gods have blessed us with a gift!"

Looking to the ruin, the main archway of Wylro's tower seems to fill with a dark, mercurial substance.

The Shadow Junction

As the party enters the ruin, read the following:

While outside nothing seems to have changed, within the walls seem to rise up impossibly high. Where once stood rock and debris now stands a fully intact tower.

At the center of the room, standing in a pool of mercurial liquid, is an enormous tree of blackness. It rises as high as the tower, its many branches reaching out through windows into

a static gray sky beyond. The tree seems almost barren of leaves, most of which lie scattered about the ground here, along with some fallen branches. A great, audible groan issues forth as the mighty tree seems to sag under its own weight.

The tree is dying. A successful Knowledge (nature) check (DC 13) reveals this. A successful Knowledge (the planes) check (DC 13) likewise reveals that the heroes are no longer on the Prime Material Plane. If the check is made at DC 18 or better, the character knows they are not on the Plane of Shadow either, but more likely some junction between the two.

Seven smaller pools, filled with the same liquid as the tree are set about the tower. Liquid from these pools run into narrow aqueducts that then feeds the larger at the center. Above these pools, chained from the wall, are five people. They are mostly stripped of clothing and shallow, criss-crossing wounds can be clearly seen on their chests. Blood from these wounds runs down their bodies, dripping steadily into the pools below. As the blood strikes the liquid, a bright flare, like a spark, seems to issue forth across the surface. The water in the central pool seems to glow slightly.

If the heroes approach the pool to inspect it, a successful Spot check (DC 13) reveals an inscription at the base of the pool. Written clearly in the arcane language is:

"So is the Sleeping One consigned to slumber, as darkness blooms."

The Tree: Hardness: 15; hp 200 (90 currently); Climb (DC 15); SQ Outsider, damage reduction 20/+1 or blessed/holy.

- The tree radiates evil, though that influence seems to be fading with its life force.
- The tree radiates magic, of the abjuration sort. A successful Spellcraft check (DC 25) reveals it to be part of a *dimensional anchor* spell of awesome proportions.
- *Speak with plants* functions on the tree. However, the spellcaster must make a successful Will save (DC 10) or lose a point of Wisdom in so doing. The loss is permanent, but may be restored through a *restoration* spell.
- Certain spells cause damage or regenerate the tree:
 - Consecrate: -30 pts/damage
 - Desecrate: +30 points/heal
 - Hallow: -60 pts/damage
 - Unhallow: +60 points/heal
 - Holy Word: kills tree
 - Blasphemy: replenishes tree completely
 - Elevation: +6 points/level gained.
 - Holy: -30 pts/damage
 - Rule of thumb: spells that deal in negative energy restore the tree, while positive energies harm it.

The Tower

The tower itself is under the affects of an *unhallow* spell. Turning checks suffer a -4 penalty in addition to many other penalties the heroes may incur as a result.

The Blood Ritual

From the time the heroes enter the tower, the tree takes 5 points of damage every minute from the blood ritual. The positive energies infused in the blood of the victims are slowly killing it. The heroes have 18 minutes to reverse the effect. To best handle the situation, immediately call for initiative rolls.

The shackled victims are being bled to death. When the heroes arrive, they are all at -1 hp. The blood loss is slow and seeping, and they lose one hit point every minute. Thus their death and the damage to the tree are synched. Do not roll stabilizing rolls for the victims, as they bleed to death without the aid of the party.

Any attempt to free the victims of the sacrifice draws an attack from the shadows that guard this chamber.

APL 4 (EL 6)

☛ **Shadows (3):** hp 21, 21, 21; see *Monster Manual*.

APL 6 (EL 8)

☛ **Shadows (5):** hp 21, 21, 21, 21, 21; see *Monster Manual*.

APL 8 (EL 10)

☛ **Fiendish Shadows, Advanced (5):** hp 48, 48, 48, 48, 48; see Appendix I.

APL 10 (EL 12)

☛ **Fiendish Shadows, Advanced (5):** hp 72, 72, 72, 72, 72; see Appendix I.

Tactics: The shadows use their incorporeal qualities to their advantage. Rarely do they fully emerge from the walls or floor, drawing cover from it (1/2 or 3/4 usually). They simply reach out and touch the characters. If the characters attack the tree, increasing its decline, the shadows make no move against them. They even whisper encouragement. (Eerie!)

Restoring the Tree

There are four methods the party can use to restore the tree to full health, thus maintaining the *dimensional anchor* spell that binds That Which Sleeps:

- 1) The heroes can the Hulgra's Spirit Stones in the pool, use their negative energy to revitalize the tree.

- 2) If clerics, sorcerers, or wizards of a darker bent accompany the party, many spells that deal in negative energies can be used to revitalize the tree.
- 3) The blood of evil beings counteracts the pure blood being fed into the fountain. There are many of evil alignment in the crowd outside. Every point of damage sacrificed restores 2 hp to the tree. This option comes close to crossing the line of an evil act. No Lawful Good character can support this action! Neutral and chaotic neutral can do so within reason. Players who take this route should be warned of possible consequences.
- 4) Those who have the Damned by the Reaper cert are considered imbued with a certain degree of magical energy. Their blood can be used to reinvigorate the tree. It is a slow process however. Every point of damage sacrificed restores 2 hp to the tree.

CONCLUSION

Various conclusions have been proved depending on the outcome of the adventure. Only Conclusion A marks a successful outing.

CONCLUSION A

The heroes have succeeded at their quest. They have protected Nadalie and restored the tree at Wylro's Folly.

You stand amongst your fellows in the great hall of the Prince's palace. To your sides stand an honor guard, in ceremonial plate mail, brandishing great polearms adorned with the flag of Redhand. Behind you stand an audience of the Principality's nobility, fifty men and women draped in their finest. The few priests who stand amongst them stand out grotesquely.

Before you, sitting proudly on his gilded throne, sits Prince Zeech. His wife, the Baroness of Balmund, Princess of Redhand, stands at his side, her hand resting in his. Behind them stand two warriors in gleaming platemail. A child stands beside the princess, dressed in a page's uniform and holding a pillow, upon which lie several small golden tokens.

From the rear, a trumpet sounds and you are announced: "Your Highness, presenting to you, these heroes [the number of them – then proceed to name the heroes]."

Silence falls over the hall as you are bid to kneel and the Prince rises from his throne. The boy follows in-step behind him as he approaches you.

"Today you have done a great service for Redhand," the Prince says in his raspy voice. As he speaks, he takes a medallion from the pillow and drapes one over the neck of each of you. "It will not be forgotten. To each of you, I award the highest citation of honor. Know that you are friends of Redhand. We honor you this day."

The room erupts with applause as you stand.

CONCLUSION B

The heroes have spurned the Prince's request and been imprisoned for their insolence. It costs each player 4 TUs. Remember, lifestyle costs must be made or the character dies.

Your time spent in the dungeons beneath Alhaster is bleak and memorable, full of darkness, hunger, and pain. Days seem to swim into one another in this filthy place. Echoing around you come the cries of the dying, the insane, and worse.

A blinding light, a torch, awakens you? Several men jostle you to a standing position, hoisting you to your feet. You are unceremoniously taken to a wagon and driven out into the blinding sun. The sensation of the wind on your cheeks is intense.

You and your equipment is dumped along a long dirty road, a mile west of town. There, you are left to reflect on your decisions as the wagon rolls away.

CONCLUSION C

The heroes have won the fight with the guards and have made haste from the Mariners Prize.

The sound of whistles and shouts echo in the night as you run. Dodging down alleyways and over low walls, you are constantly aware of your pursuers. It seems as if the whole of the city watch were on your trail.

Another turn and, yes! The gates to the city lie ahead. But the gates are sealed. The portcullis is down. Damn this infernal curfew! But you will find a way out before dawn, or die trying.

CONCLUSION D

Despite all their efforts, the heroes have not found, have destroyed, or otherwise cannot use the key to enter Wylro's Folly.

Dawn finds you in the fields overlooking the ruins of the wizard's tower. Hundreds have gathered at the spectacle, an immense sea of people, dancing around bonfires to meet the end of the world head on.

Suddenly, the earth beneath you begins to tremor. The crowd goes silent then breaks into screams. As the tremors grow more violent the crowd panics. Only the madmen, the prophets remain behind as others break for the safety of the city walls.

Then a flash of light erupts from the tower ruins, spreading out in a wave of force like ripples in a pond. Standing in the wake, the prophets are disintegrated in an instant, their ashes carried by the winds.

When the tremors cease, the dead ground surrounding the ruins are clear. The tower has been reduced to mere rubble: not even the idea of the tower remains. To the northwest, dark clouds begin to gather.

CONCLUSION E

The heroes enter the nexus but are either unable to save the tree or kill it themselves.

The tree seems to shudder as the last leaves fall from its branches. The ichor in the pools has become almost milky white. Somewhere, you hear the voices of the tower's denizens rise in a cheer. The tree is dead.

Suddenly, the stone beneath your feet trembles, and the floor becomes a spider's web of fine cracks and fissures. With a loud crack, the pools burst, their milky contents spilling out, seeping into the shadows below.

Somewhere, far in the distance, you hear the roar of an incredible beast. The tower buckles and the world swims before your eyes. Darkness takes you.

You awake at the center of what used to be Wylro's Folly. Now, even the idea of the tower is lost. Nothing remains but dust and rubble. As you rise, wiping the dust from your eyes, you turn to face the newly rising sun. Behind you, to the north, dark clouds begin to gather.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 2: The Cottage (Hulgra's Cottage)

Defeat the snake.

APL 4	0 XP
APL 6	120 XP
APL 8	180 XP
APL 10	240 XP

Encounter 2: The Cottage (The Nightmare Glade)

Defeat the centipede/boar.

APL 4	60 XP
APL 6	120 XP
APL 8	150 XP
APL 10	210 XP

Encounter 3: The Mob Rules

Breaking up the mob.

APL 4	150 XP
APL 6	180 XP
APL 8	240 XP
APL 10	270 XP

Encounter 4: Hulgra's Gambit

Defeat Hulgra, Osborn, and Warren.

APL 4	180 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Encounter 6: Wylro's Folly

Defeat the shadows

APL 4	180 XP
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APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Encounter 6: Wylro's Folly

Restore the Tree.

APL 4	30 XP
APL 6	60 XP
APL 8	90 XP
APL 10	120 XP

Total Possible Experience

APL 4	600 XP
APL 6	900 XP
APL 8	1200 XP
APL 10	1500 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 minute per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

TREASURE KEY:

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

Encounter 2: The Cottage (Hulgra's Cottage)

Find and open the lockbox.

APL 4:	L: 0 gp; C: 40 gp; M: 0
APL 6:	L: 0 gp; C: 40 gp; M: 0
APL 8:	L: 0 gp; C: 40 gp; M: 0
APL 10:	L: 0 gp; C: 40 gp; M: 0

Encounter 4: Hulgra's Gambit

Defeat Hulgra, Osborn, and Warren and strip them of their gear.

APL 4: L: 112 gp; C: 0 gp; M: *bracers of armor +1* (Value 150 gp per character).

APL 6: L: 172 gp; C: 0 gp; M: *bracers of armor +1* (Value 150 gp per character).

APL 8: L: 212 gp; C: 0 gp; M: *bracers of armor +1* (Value 150 gp per character); *pearl of power (1st)* (Value 150 gp per character); 2 *potions of cure moderate wounds* (Value 90 gp per character); *potion of spider climb* (Value 7 gp per character).

APL 10: L: 148 gp; C: 0 gp; M: *bracers of armor +1* (Value 150 gp per character); *pearl of power (1st)* (Value 150 gp per character); 2 *potions of cure moderate wounds* (Value 90 gp per character); *potion of spider climb* (Value 7 gp per character); 2 suits of +1 shadow leather armor (Value 1200 gp per character).

Total Possible Treasure

APL 4:	302 gp
APL 6:	362 gp
APL 8:	629 gp
APL 10:	1,785 gp

CONCLUSION A

Citation of Redhand

Awarded for their service to the Principality of Redhand, heroes gain a +2 circumstance bonus to Charisma based checks when adventuring in Redhand. When adventuring in the neighboring Shield Lands, heroes so awarded receive a -2 circumstance bonus to Charisma based checks.

Influence: Brotherhood of the Sundered Axe

Awarded to characters of good alignment by Thavitz, if the paladin is rescued and his services employed during the scenario.

Shadow Club

The branch of the shadow tree can be assembled into a magic +1 *club* with the *ghost touch* ability. Cost for the work is 7,800 gp. The branches alone are worth 500 gp.

APPENDIX I: NPCS

ENCOUNTER 1: THE PROPOSITION

➤ **Elhilbor, Captain of the Secret Police:** Male human Ftr8; CR 8; Medium-size humanoid (human); HD 8d10+24; hp 76; Init +3; Spd 30 ft.; AC 20 (touch 14, flat-footed 16); Atk +14/+9 melee (1d8+4/17-20, long sword) or +11 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +9, Ref +5, Will +5; Str 18, Dex 16, Con 16, Int 13, Wis 16, Cha 13.

Skills and Feats: Craft (weaponsmith) +4, Heal +4, Hide +2, Innuendo +5, Jump +4, Listen +5, Move Silently +2, Ride +10, Spellcraft +3, Spot +5, Swim +1; Alertness, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Power Attack, Quick Draw, Weapon Focus (long sword), Improved Critical (long sword).

Possessions: +1 chainmail, ring of protection +1, masterwork long sword, light crossbow, 10 bolts.

➤ **Watchmen (6):** Male human Ftr3; CR 3; Medium-size humanoid (human); HD 3d10+6; hp 28 each; Init +4; Spd 30 ft.; AC 16 (touch 10, flat-footed 16); Atk +6 melee (1d6+2/19-20, short sword) or +5 melee (1d10+3/x3, halberd); AL LE; SV Fort +5, Ref +1, Will +3; Str 15, Dex 11, Con 14, Int 13, Wis 15, Cha 12.

Skills and Feats: Listen +7, Ride +6, Sense Motive +5, Spot +7; Alertness, Expertise, Improved Initiative, Quick Draw, Weapon Focus (short sword).

Possessions: chainmail, small steel shield, short sword, halberd.

➤ **Half-orc Muscle (2):** Male half-orc Ftr4; CR 4; Medium-size humanoid (orc); HD 4d10+16; hp 44 each; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +10 melee (1d8+4, morningstar); SQ Darkvision 60 ft.; AL CE; SV Fort +8, Ref +3, Will +1; AL CE; Str 20, Dex 14, Con 18, Int 14, Wis 10, Cha 11.

Skills and Feats: Climb +9, Jump +9, Listen +3, Move Silently +4, Spot +3; Blind-Fight, Combat Reflexes, Dodge, Power Attack, Weapon Focus (morningstar).

Possessions: studded leather armor, small steel shield, morningstar.

ENCOUNTER 2: THE COTTAGE

➤ **Gerbo, Manservant:** Male gnome Ari2/Adp2; CR 3; Small humanoid (gnome); HD 2d8+2d6; hp 21; Init +0; Spd 20 ft.; AC 11 (touch 11, flat-footed 11); SA Spells; SQ Low-light vision, +2 racial bonus on saving throws against illusions, +1 racial bonus to attack rolls against kobolds and goblinoids, +4 dodge bonus against giants, may cast *dancing lights*, *ghost sound*, and *prestidigitation*, each once per day; AL LG; SV Fort +0, Ref +0, Will +10; Str 10, Dex 10, Con 11, Int 15, Wis 14, Cha 14.

Skills and Feats: Alchemy +4, Appraise +7, Bluff +7, Diplomacy +6, Hide +4, Knowledge (arcana) +4, Listen +6, Profession (butler) +4, Read Lips +6, Ride +5, Scream +4, Speak Language (Common, Gnome, Elven, Dwarven), Spot +4, Swim +5; Alertness, Iron Will

Spells Prepared (3/2; base DC = 12 + spell level): 0 – cure minor wounds, mending, purify food and drink; 1st – comprehend languages, detect evil.

➤ **Nadalie:** Female human Ari1; CR 1/2; Medium-size humanoid (human); HD 1d8-1; hp 7; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); AL NG; SV Fort -1, Ref +0, Will +0; Str 10, Dex 10, Con 8, Int 5, Wis 7, Cha 10.

Skills and Feats: Knowledge (nature) +3, Listen +0, Spot +0, Swim +4; Alertness, Skill Focus (knowledge – nature).

➤ **Tatyana, Handmaiden:** Female human Com2; CR 1; Medium-size humanoid (human); HD 2d4; hp 7; Init -1; Spd 30 ft.; AC 9 (touch 9, flat-footed 9); AL LG; SV Fort +0, Ref -1, Will +1; AL LG; Str 10, Dex 8, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Listen +3, Move Silently +2, Profession (servant) +4, Ride +2, Sense Motive +3, Spot +3; Alertness; Skill Focus (profession – servant).

➤ **Gim and Rath, Guards (2):** Male human Ftr3; CR 3; Medium-size humanoid (human); HD 3d10; hp 22; Init +4; Spd 30 ft.; AC 16 (touch 10, flat-footed 16); Atk +5 melee (1d6+2/19-20, short sword) or +5 melee (1d10+3/x3, halberd); AL LG; SV Fort +5, Ref +1, Will +1; Str 15, Dex 11, Con 10, Int 15, Wis 10, Cha 14.

Skills and Feats: Handle Animal +7, Jump +8, Ride +5, Search +4, Spot +2, Swim +8; Blind-Fight, Expertise, Great Fortitude, Improved Disarm, Improved Initiative.

Possessions: chainmail, small steel shield, short sword, halberd.

HULGRA'S COTTAGE

APL 6 (EL 5)

➤ **Fiendish Constrictor Snake, Advanced:** CR 5; Large magical beast; HD 7d8+21; hp 51; Init +2; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (touch 11, flat-footed 13); Atk +11 melee (1d4+10, bite); Face/Reach 5 ft. by 10 ft. (coiled)/5 ft.; SA Improved grab, constrict (1d4+10), smite good; SQ Scent, darkvision 60 ft., cold and fire resistance 10, damage reduction 5/+1; SR 14; AL NE; SV Fort +8, Ref +7, Will +3; Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +18, Hide +6, Listen +9, Spot +9.

APL 8 (EL 7)

➤ **Fiendish Constrictor Snake, Advanced:** CR 7; Large magical beast; HD 9d8+27; hp 66; Init +2; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (touch 11, flat-footed 13); Atk +12 melee (1d4+10, bite); Face/Reach 5 ft. by 10 ft. (coiled)/5 ft.; SA Improved grab, constrict (1d4+10), smite good; SQ Scent, darkvision 60 ft., cold and fire resistance 15, damage reduction 5/+2; SR 18;

AL NE; SV Fort +9, Ref +8, Will +4; Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +18, Hide +6, Listen +9, Spot +9.

APL 10 (EL 9)

➤ **Fiendish Giant Constrictor Snake, Advanced:** CR 9; Huge magical beast; HD 15d8+15; hp 90; Init +3; Spd 20 ft., climb 20 ft.; AC 15 (touch 11, flat-footed 12); Atk +17 melee (1d8+10, bite); Face/Reach 15 ft. by 15 ft. (coiled)/10 ft.; SA Improved grab, constrict (1d8+10), smite good; SQ Scent, darkvision 60 ft., cold and fire resistance 20, damage reduction 10/+3; SR 25; AL NE; SV Fort +10, Ref +12, Will +6; Str 25, Dex 17, Con 13, Int 3, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +18, Hide +3, Listen +9, Spot +9.

THE NIGHTMARE GLADE

APL 8 (EL 6)

➤ **Fiendish Dire Boar, Advanced:** CR 6; Large animal; HD 8d8+24; hp 59; Init +0; Spd 40 ft.; AC 15 (touch 9, flat-footed 15); Atk +13 melee (1d8+12, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Ferocity, smite good; SQ Scent, darkvision 60 ft., cold and fire resistance 15, damage reduction 5/+2; SR 16; AL NE; SV Fort +9, Ref +6, Will +7; Str 27, Dex 10, Con 17, Int 3, Wis 13, Cha 8.

Skills: Listen +9, Spot +8.

APL 10 (EL 8)

➤ **Fiendish Dire Boar, Advanced:** CR 8; Large animal; HD 13d8+39; hp 95; Init +0; Spd 40 ft.; AC 15 (touch 9, flat-footed 15); Atk +16 melee (1d8+12, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Ferocity, smite good; SQ Scent, darkvision 60 ft., cold and fire resistance 20, damage reduction 10/+3; SR 25; AL NE; SV Fort +11, Ref +8, Will +9; Str 27, Dex 10, Con 17, Int 3, Wis 13, Cha 8.

Skills: Listen +9, Spot +8.

ENCOUNTER 3: THE MOB RULES

➤ **Mob (30):** Male/Female human Com1; CR 1/2; Medium-size humanoid (human); HD 1d4; hp 4 each; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +1 melee (1d6+1, club or pitchfork); AL N; SV Fort +0, Ref +2, Will +0; Str 13, Dex 14, Con 10, Int 12, Wis 11, Cha 10.

Skills and Feats: Climb +5, Listen +4, Profession (varies) +6, Spot +4, Swim +5; Alertness, Skill Focus (profession – varies).

Possessions: club or pitchfork.

➤ **Thavitz:** Male human Pal2; CR 2; Medium-size humanoid (human); HD 2d10+2; hp 18; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +4 melee (1d3+2 subdual, unarmed attack); SA Smite evil; SQ Detect evil, divine grace, lay on hands, divine health,

aura of courage; AL LG; SV Fort +8, Ref +4, Will +7; Str 14, Dex 13, Con 13, Int 11, Wis 15, Cha 16.

Skills and Feats: Concentration +6, Knowledge (religion) +5, Ride +6; Dodge, Iron Will.

APL 4 (EL 5)

➤ **Prophets of Doom (3):** Male human Com3; CR 2; Medium-size humanoid (human); HD 3d4+3; hp 13 each; Init +5; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +3 melee (1d6+2, club); AL CN; SV Fort +2, Ref +4, Will +3; Str 15, Dex 13, Con 12, Int 14, Wis 14, Cha 12.

Skills and Feats: Jump +8, Listen +8, Spot +8, Swim +8, Use Rope +7; Dodge, Improved Initiative, Lightning Reflexes.

Possessions: club.

APL 6 (EL 7)

➤ **Prophets of Doom (3):** Male human Com5; CR 4; Medium-size humanoid (human); HD 5d4+5; hp 21 each; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +4 melee (1d6+2, club); AL CN; SV Fort +2, Ref +5, Will +3; Str 15, Dex 14, Con 12, Int 14, Wis 14, Cha 12.

Skills and Feats: Jump +10, Listen +10, Spot +10, Swim +10, Use Rope +10; Dodge, Improved Initiative, Lightning Reflexes.

Possessions: club.

APL 8 (EL 9)

➤ **Prophets of Doom (3):** Male human Com7; CR 6; Medium-size humanoid (human); HD 7d4+7; hp 29 each; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +5 melee (1d6+2, club); AL CN; SV Fort +3, Ref +6, Will +4; Str 15, Dex 14, Con 12, Int 14, Wis 14, Cha 12.

Skills and Feats: Jump +12, Listen +12, Spot +12, Swim +12, Use Rope +12; Dodge, Improved Initiative, Lightning Reflexes, Mobility.

Possessions: club.

APL 10 (EL 11)

➤ **Prophets of Doom (3):** Male human Com9; CR 8; Medium-size humanoid (human); HD 9d4+9; hp 37 each; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +7 melee (1d6+3, club); AL CN; SV Fort +6, Ref +7, Will +5; Str 16, Dex 14, Con 12, Int 14, Wis 14, Cha 12.

Skills and Feats: Jump +14, Listen +14, Spot +14, Swim +14, Use Rope +14; Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility.

Possessions: club.

ENCOUNTER 4: HULGRA'S GAMBIT

APL 4 (EL 6)

➤ **Hulgra:** Female human Clr3 (Iuz); CR 3; Medium-size humanoid (human); HD 3d8; hp 18; Init +6; Spd 30 ft.; AC 13 (touch 12, flat-footed 11); Atk +4 melee

(1d4+2/19-20, dagger) or +4 ranged (1d4+2/19-20, thrown dagger); SA Spells, rebuke undead; AL CE; SV Fort +3, Ref +3, Will +8; Str 15, Dex 14, Con 11, Int 12, Wis 16, Cha 12.

Skills and Feats: Bluff +3, Concentration +6, Disguise +3, Intimidate +2, Knowledge (religion) +7, Spellcraft +7; Combat Casting, Improved Initiative, Iron Will.

Possessions: bracers of armor +1, dagger, spell component pouch, holy symbol of Iuz

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0 – cure minor wounds, detect magic, detect poison, resistance; 1st – bane, cause fear, entropic shield, protection from good*; 2nd – bull's strength, hold person, invisibility*.

*Domain spell. **Domains:** Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

➤**Osborn:** Male halfling Rog2/Sor1; CR 3; Small humanoid (halfling); HD 2d6+1d4+3; hp 16; Init +8; Spd 20 ft.; AC 17 (touch 15, flat-footed 13); Atk +1 melee (1d6/19-20, short sword) or +5 ranged (1d8/19-20, light crossbow) or +6 ranged (1d4 plus poison/19-20, thrown dagger); SA Sneak attack, spells; SQ +2 morale bonus on saving throws against fear, evasion; AL LE; SV Fort +2, Ref +8, Will +5; Str 11, Dex 18, Con 12, Int 14, Wis 14, Cha 13.

Skills and Feats: Concentration +5, Escape Artist +9, Hide +13, Intimidate +6, Listen +9, Move Silently +11, Open Locks +9, Search +7, Spot +7, Swim +5, Tumble +9; Dodge, Improved Initiative.

Possessions: leather armor, short sword, light crossbow, 10 bolts, poisoned dagger, dust of sneezing and choking (1 use).

Tiny Viper Poison: Fortitude save (DC 11) to resist (1d6 Con/1d6 Con).

Spells Known (5/4; base DC = 11 + spell level): 0 – dancing lights, ghost sound, mage hand, ray of frost; 1st – shield, spider climb.

➤**Warren:** Male halfling Rog1 (wererat); CR 3; Small shapechanger; HD 1d8+1/1d8+2*; hp 9/10*; Init +8/+11*; Spd 20 ft./40 ft., climb 20 ft.*; AC 19 (touch 15, flat-footed 15)/21* (touch 18, flat-footed 14); Atk +0 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow)/+7 melee (1d6/19-20, short sword) and +5 melee (1d4, bite)*; SA Sneak attack, lycanthropic empathy, curse of lycanthropy*; SQ +2 morale bonus on saving throws against fear, alternate form, damage reduction 15/silver*; AL LE; SV Fort +4/+5*, Ref +7/+10*, Will +5; Str 11, Dex 18/24*, Con 12/14*, Int 14, Wis 14, Cha 12.

Skills and Feats: Climb +11*, Escape Artist +8/+11*, Hide +12/+15*, Intimidate +5, Listen +12/+16*, Move Silently +10/+13*, Open Locks +8/+11*, Search +10/+14*, Spot +10/+14*, Swim +4, Tumble +8/+11*; Improved Initiative, Multiattack*, Weapon Finesse (bite)*, Weapon Finesse (short sword)*.

Possessions: leather armor, short sword, light crossbow, 10 bolts.

*As a rat or hybrid.

APL 6 (EL 8)

➤**Hulgra:** Female human Clr5 (Iuz); CR 5; Medium-size humanoid (human); HD 5d8+5; hp 33; Init +6; Spd 30 ft.; AC 13 (touch 12, flat-footed 11); Atk +5 melee (1d4+2/19-20, dagger) or +5 ranged (1d4+2/19-20, thrown dagger); SA Spells, rebuke undead; AL CE; SV Fort +4, Ref +3, Will +9; Str 15, Dex 14, Con 12, Int 12, Wis 16, Cha 12.

Skills and Feats: Bluff +5, Concentration +8, Disguise +5, Intimidate +2, Knowledge (religion) +8, Spellcraft +8; Combat Casting, Improved Initiative, Iron Will.

Possessions: bracers of armor +1, dagger, spell component pouch, holy symbol of Iuz

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0 – cure minor wounds (2), detect magic, detect poison, resistance; 1st – bane, cause fear, entropic shield, obscuring mist, protection from good*; 2nd – bull's strength, endurance, hold person, invisibility*; 3rd – bestow curse, magic vestment, nondetection*.

*Domain spell. **Domains:** Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

➤**Osborn:** Male halfling Rog2/Sor1 (wererat); CR 5; Small humanoid (halfling); HD 2d6+1d4+3/+6*; hp 16/19*; Init +8/+11*; Spd 20 ft./40 ft., climb 20 ft.*; AC 19 (touch 15, flat-footed 15)/21* (touch 18, flat-footed 14); Atk +2 melee (1d6/19-20, short sword) or +5 ranged (1d8/19-20, light crossbow) or +6 ranged (1d4 plus poison/19-20, thrown dagger)/+9 melee (1d6/19-20, short sword) and +6 melee (1d4, bite)*; SA Sneak attack, spells, lycanthropic empathy, curse of lycanthropy*; SQ +2 morale bonus on saving throws against fear, evasion, alternate form, damage reduction 15/silver*; AL LE; SV Fort +4/+5*, Ref +8/+11*, Will +7; Str 11, Dex 18/24*, Con 12/14*, Int 14, Wis 14, Cha 13.

Skills and Feats: Climb +11*, Concentration +5/+6*, Escape Artist +9/+12*, Hide +13/+16*, Intimidate +6, Listen +13/+17*, Move Silently +11/+14*, Open Locks +9/+12*, Search +11/+15*, Spot +11/+15*, Swim +5, Tumble +9/+12*; Dodge, Improved Initiative, Multiattack*, Weapon Finesse (bite)*, Weapon Finesse (short sword)*.

Possessions: leather armor, masterwork short sword, light crossbow, 10 bolts, poisoned dagger, dust of sneezing and choking (1 use).

Tiny Viper Poison: Fortitude save (DC 11) to resist (1d6 Con/1d6 Con).

Spells Known (5/4; base DC = 11 + spell level): 0 – dancing lights, ghost sound, mage hand, ray of frost; 1st – shield, spider climb.

*As a rat or hybrid.

➤**Warren:** Male halfling Rog3 (wererat); CR 5; Small shapechanger; HD 3d6+3/+6*; hp 17/20*; Init +8/+11*; Spd 20 ft./40 ft., climb 20 ft.*; AC 19 (touch 15, flat-footed 15)/21* (touch 18, flat-footed 14); Atk +3 melee

(1d6/19-20, short sword) or +6 ranged (1d8/19-20, light crossbow)/+10 melee (1d6/19-20, short sword) and +7 melee (1d4, bite)*; SA Sneak attack, lycanthropic empathy, curse of lycanthropy*; SQ +2 morale bonus on saving throws against fear, alternate form, damage reduction 15/silver*, evasion, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +5/+6*, Ref +8/+11*, Will +6; Str 11, Dex 18/24*, Con 12/14*, Int 14, Wis 14, Cha 12.

Skills and Feats: Climb +11*, Escape Artist +10/+13*, Hide +14/+17*, Intimidate +7, Listen +14/+18*, Move Silently +12/+15*, Open Locks +10/+13*, Search +12/+16*, Spot +12/+16*, Swim +6, Tumble +10/+13*; Dodge, Improved Initiative, Multitattack*, Weapon Finesse (bite)*, Weapon Finesse (short sword)*.

Possessions: leather armor, masterwork short sword, light crossbow, 10 bolts.

*As a rat or hybrid.

APL 8 (EL 10)

➤ **Hulgra:** Female human Clr7 (Iuz); CR 7; Medium-size humanoid (human); HD 7d8+7; hp 45; Init +6; Spd 30 ft.; AC 13 (touch 12, flat-footed 11); Atk +7 melee (1d4+2/19-20, dagger) or +7 ranged (1d4+2/19-20, thrown dagger); SA Spells, rebuke undead; AL CE; SV Fort +5, Ref +4, Will +10; Str 15, Dex 14, Con 12, Int 12, Wis 16, Cha 12.

Skills and Feats: Bluff +6, Concentration +10, Disguise +5, Hide +5, Intimidate +2, Knowledge (religion) +9, Spellcraft +9; Combat Casting, Improved Initiative, Iron Will, Maximize Spell.

Possessions: bracers of armor +1, dagger, spell component pouch, holy symbol of Iuz, pearl of power (1st)

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0 – cure minor wounds (3), detect magic, detect poison, resistance; 1st – bane, cause fear, entropic shield, obscuring mist, protection from good*, shield of faith; 2nd – bull's strength, endurance, hold person (2), invisibility*; 3rd – bestow curse, dispel magic, magic vestment, nondetection*; 4th – divine power, unholy blight*.

*Domain spell. **Domains:** Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

➤ **Osborn:** Male halfling Rog3/Sor2 (wererat); CR 7; Small humanoid (halfling); HD 3d6+2d4+5/+10*; hp 25/30*; Init +8/+11*; Spd 20 ft./40 ft., climb 20 ft.*; AC 19 (touch 15, flat-footed 15)/21* (touch 18, flat-footed 14); Atk +4 melee (1d6/19-20, short sword) or +7 ranged (1d8/19-20, light crossbow) or +8 ranged (1d4 plus poison/19-20, thrown dagger)/+11 melee (1d6/19-20, short sword) and +8 melee (1d4, bite)*; SA Sneak attack, spells, lycanthropic empathy, curse of lycanthropy*; SQ +2 morale bonus on saving throws against fear, evasion, alternate form, damage reduction 15/silver*, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +5/+6*, Ref +8/+11*, Will +9; Str 11, Dex 18/24*, Con 12/14*, Int 14, Wis 14, Cha 14.

Skills and Feats: Climb +11*, Concentration +9/+10*, Escape Artist +10/+13*, Hide +14/+17*, Intimidate +8, Listen +14/+18*, Move Silently +12/+15*, Open Locks +10/+13*, Search +12/+17*, Spot +12/+16*, Swim +6, Tumble +10/+13*; Dodge, Improved Initiative, Multitattack*, Weapon Finesse (bite)*, Weapon Finesse (short sword)*.

Possessions: leather armor, masterwork short sword, light crossbow, 10 bolts, poisoned dagger, dust of sneezing and choking (1 use), potion of cure moderate wounds, clay jar of tiny viper poison (paste, 4 applications).

Tiny Viper Poison: Fortitude save (DC 11) to resist (1d6 Con/1d6 Con).

Spells Known (6/5; base DC = 11 + spell level): 0 – dancing lights, detect magic ghost sound, mage hand, ray of frost; 1st – shield, spider climb.

*As a rat or hybrid.

➤ **Warren:** Male halfling Rog5 (wererat); CR 7; Small shapechanger; HD 5d6+5/+10*; hp 27/32*; Init +8/+11*; Spd 20 ft./40 ft., climb 20 ft.*; AC 19 (touch 15, flat-footed 15)/21* (touch 18, flat-footed 14); Atk +5 melee (1d6+1/19-20, short sword) or +7 ranged (1d8/19-20, light crossbow)/+11 melee (1d6+1/19-20, short sword) and +8 melee (1d4+1, bite)*; SA Sneak attack, lycanthropic empathy, curse of lycanthropy*; SQ +2 morale bonus on saving throws against fear, alternate form, damage reduction 15/silver*, evasion, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +5/+6*, Ref +9/+12*, Will +6; Str 12, Dex 18/24*, Con 12/14*, Int 14, Wis 14, Cha 12.

Skills and Feats: Climb +12*, Escape Artist +12/+15*, Hide +16/+19*, Intimidate +9, Listen +16/+20*, Move Silently +14/+17*, Open Locks +12/+15*, Search +14/+18*, Spot +14/+18*, Swim +9, Tumble +12/+15*; Dodge, Improved Initiative, Multitattack*, Weapon Finesse (bite)*, Weapon Finesse (short sword)*.

Possessions: leather armor, masterwork short sword, light crossbow, 10 bolts, potion of cure moderate wounds, potion of spider climb.

*As a rat or hybrid.

APL 10 (EL 12)

➤ **Hulgra:** Female human Clr9 (Iuz); CR 9; Medium-size humanoid (human); HD 9d8+9; hp 60; Init +6; Spd 30 ft.; AC 13 (touch 12, flat-footed 11); Atk +9/+4 melee (1d4+3/19-20, dagger) or +9/+4 ranged (1d4+3/19-20, thrown dagger); SA Spells, rebuke undead; AL CE; SV Fort +6, Ref +5, Will +11; Str 16, Dex 14, Con 12, Int 12, Wis 16, Cha 12.

Skills and Feats: Bluff +8, Concentration +11, Disguise +5, Hide +8, Intimidate +4, Knowledge (religion) +9, Spellcraft +9; Combat Casting, Improved Initiative, Iron Will, Maximize Spell, Spell Penetration.

Possessions: bracers of armor +1, dagger, spell component pouch, holy symbol of Iuz, pearl of power (1st), brooch of shielding (25)

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level): 0 – *cure minor wounds* (3), *detect magic*, *detect poison*, *resistance*; 1st – *bane*, *cause fear*, *entropic shield*, *obscuring mist*, *protection from good**, *shield of faith*; 2nd – *bull's strength*, *death knell*, *endurance*, *hold person* (2), *invisibility**; 3rd – *bestow curse*, *dispel magic*, *magic vestment*, *nondetection**, *summon monster III*; 4th – *dimensional anchor*, *divine power*, *unholy blight**; 5th – *dispel good**, *slay living*.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

➤**Osborn**: Male halfling Rog5/Sor2 (wererat); CR 9; Small humanoid (halfling); HD 5d6+2d4+7/+14*; hp 35/42*; Init +8/+11*; Spd 20 ft./40 ft., climb 20 ft.*; AC 20 (touch 15, flat-footed 16)/21* (touch 18, flat-footed 14); Atk +5 melee (1d6/19-20, short sword) or +8 ranged (1d8/19-20, light crossbow) or +9 ranged (1d4 plus poison/19-20, thrown dagger)/+12 melee (1d6/19-20, short sword) and +9 melee (1d4, bite)*; SA Sneak attack, spells, lycanthropic empathy, curse of lycanthropy*; SQ +2 morale bonus on saving throws against fear, evasion, alternate form, damage reduction 15/silver*, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +5/+6*, Ref +9/+12*, Will +9; Str 11, Dex 18/24*, Con 12/14*, Int 14, Wis 14, Cha 14.

Skills and Feats: Climb +11*, Concentration +9/+10*, Escape Artist +12/+15*, Hide +16/+19*, Intimidate +10, Listen +16/+20*, Move Silently +14/+17*, Open Locks +12/+15*, Search +14/+19*, Spot +14/+18*, Swim +8, Tumble +12/+15*; Dodge, Improved Initiative, Mobility, Multiattack*, Weapon Finesse (bite)*, Weapon Finesse (short sword)*.

Possessions: +1 shadow leather armor, masterwork short sword, light crossbow, 10 bolts, poisoned dagger, *dust of sneezing and choking* (1 use), *potion of cure moderate wounds*, clay jar of tiny viper poison (paste, 4 applications), *potion of ghoulish touch***.

Tiny Viper Poison: Fortitude save (DC 11) to resist (1d6 Con/1d6 Con).

Spells Known (6/5; base DC = 11 + spell level): 0 – *dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *ray of frost*; 1st – *shield*, *spider climb*.

*As a rat or hybrid.

**A *potion of ghoulish touch* is essentially a trapped item, as the user must make a successful Fortitude save (DC 14) or fall under the effects of the spell.

➤**Warren**: Male halfling Rog7 (wererat); CR 9; Small shapechanger; HD 7d6+7/+14*; hp 37/42*; Init +8/+11*; Spd 20 ft./40 ft., climb 20 ft.*; AC 20 (touch 15, flat-footed 16)/21* (touch 18, flat-footed 14); Atk +7 melee (1d6+1/19-20, short sword) or +9 ranged (1d8/19-20, light crossbow)/+13 melee (1d6+1/19-20, short sword) and +10 melee (1d4+1, bite)*; SA Sneak attack, lycanthropic empathy, curse of lycanthropy*; SQ +2 morale bonus on saving throws against fear, alternate form, damage reduction 15/silver*, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL

LE; SV Fort +6/+7*, Ref +10/+13*, Will +7; Str 12, Dex 18/24*, Con 12/14*, Int 14, Wis 14, Cha 12.

Skills and Feats: Climb +12*, Escape Artist +14/+17*, Hide +18/+21*, Intimidate +11, Listen +18/+22*, Move Silently +16/+19*, Open Locks +14/+17*, Search +16/+20*, Spot +16/+20*, Swim +11, Tumble +14/+17*; Dodge, Improved Initiative, Mobility, Multiattack*, Weapon Finesse (bite)*, Weapon Finesse (short sword)*.

Possessions: +1 shadow leather armor, masterwork short sword, light crossbow, 10 bolts, *potion of cure moderate wounds*, *potion of spider climb*, *potion of ghoulish touch*.

*As a rat or hybrid.

**A *potion of ghoulish touch* is essentially a trapped item, as the user must make a successful Fortitude save (DC 14) or fall under the effects of the spell.

ENCOUNTER 5: THE REAPER'S SUMMONS

➤**Aramal**: Female human Wiz5/Clr2 (Nerull); CR 7; Medium-size humanoid (human); HD 5d4+2d8+10; hp 38; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +3 melee (1d6, quarterstaff) or +5 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; AL NE; SV Fort +5, Ref +3, Will +8; Str 10, Dex 14, Con 13, Int 16, Wis 13, Cha 12.

Skills and Feats: Alchemy +7, Bluff +5, Concentration +11, Diplomacy +5, Knowledge (arcana) +10, Knowledge (Planar) +11, Listen +5, Scry +10, Sense Motive +3, Spot +5; Alertness, Combat Casting, Empower Spell, Scribe Scroll, Spell Focus (Necromancy), Toughness.

Possessions: quarterstaff, bone holy symbol (Nerull), light crossbow, 10 bolts, black robes with hood, *bracers of armor* +2, *scroll of word of recall* (Hallorn).

Wizard Spells Prepared (4/4/3/2; base DC = 13 + spell level, 15 + spell level for Necromancy spells): 0 – *daze*, *ghost sound*, *ray of frost*, *resistance*; 1st – *cause fear*, *enlarge*, *magic missile*, *ray of enfeeblement*; 2nd – *cat's grace*, *ghoulish touch*, *spectral hand*; 3rd – *blink*, *magic missile* (empowered).

Cleric Spells Prepared (4/3+1; base DC = 11 + spell level, 13 + spell level for Necromancy spells): 0 – *detect magic*, *detect poison*, *read magic*, *resistance*; 1st – *bane*, *change self**, *obscuring mist*, *sanctuary*.

*Domain spell. Domains: Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies); Trickery (Bluff, Disguise, and Hide are class skills).

➤**Attendant Priests (2)**: Male human Clr2; CR 2; Medium-size humanoid (human); HD 2d8+4; hp 20 each; Init +5; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +3 melee (1d4+1/x4, scythe); SA Spells, rebuke

undead); AL NE; SV Fort +5, Ref +1, Will +5; Str 13, Dex 12, Con 14, Int 10, Wis 15, Cha 8.

Skills and Feats: Listen +6, Sense Motive +4, Spot +6; Alertness, Improved Initiative.

Possessions: chain shirt, black robe with hood, masterwork scythe.

Spells Prepared (4/3+1; base DC = 12 + spell level): 0 – *detect magic, detect poison, read magic, resistance*; 1st – *bane, cause fear*, doom, magic weapon*.

*Domain spell. Domains: Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies); Trickery (Bluff, Disguise, and Hide are class skills).

ENCOUNTER 6: WYLRÖ'S FOLLY

☛ **Mob (90):** Male/Female human Com1; CR 1/2; Medium-size humanoid (human); HD 1d4; hp 4 each; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +1 melee (1d6+1, club or pitchfork); AL N; SV Fort +0, Ref +2, Will +0; Str 13, Dex 14, Con 10, Int 12, Wis 11, Cha 10.

Skills and Feats: Climb +5, Listen +4, Profession (varies) +6, Spot +4, Swim +5; Alertness, Skill Focus (profession – varies).

Possessions: club or pitchfork.

☛ **Prophets of Doom (12):** Male human Com3; CR 2; Medium-size humanoid (human); HD 3d4+3; hp 13 each; Init +5; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +3 melee (1d6+2, club); AL CN; SV Fort +2, Ref +4, Will +3; Str 15, Dex 13, Con 12, Int 14, Wis 14, Cha 12.

Skills and Feats: Jump +8, Listen +8, Spot +8, Swim +8, Use Rope +7; Dodge, Improved Initiative, Lightning Reflexes.

Possessions: club.

APL 8 (EL 10)

☛ **Fiendish Shadows, Advanced (5):** CR 5; Medium-size undead (incorporeal); HD 6d12; hp 48 each; Init +2; Spd 30 ft., fly 40 ft. (good); AC 13 (touch 13, flat-footed 11); Atk +5 melee (1d6 temporary Strength, incorporeal touch); SA Strength damage, create spawn, smite good; SQ Undead, incorporeal, +2 turn resistance, darkvision 60 ft., cold and fire resistance 10, damage reduction 5/+1; SR 12; AL CE; SV Fort +2, Ref +4, Will +6; Str –, Dex 14, Con –, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +10, Intuit Direction +6, Listen +7, Spot +7; Dodge.

APL 10 (EL 12)

☛ **Fiendish Shadows, Advanced (5):** CR 7; Medium-size undead (incorporeal); HD 9d12; hp 72 each; Init +2; Spd 30 ft., fly 40 ft. (good); AC 13 (touch 13, flat-footed 11); Atk +6 melee (1d6 temporary Strength, incorporeal

touch); SA Strength damage, create spawn, smite good; SQ Undead, incorporeal, +2 turn resistance, darkvision 60 ft., cold and fire resistance 15, damage reduction 5/+2; SR 18; AL CE; SV Fort +3, Ref +5, Will +7; Str –, Dex 14, Con –, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +10, Intuit Direction +7, Listen +8, Spot +8; Dodge, Flyby Attack.

PLAYERS HANDOUT ONE

An excerpt from The History of the Shield Lands, CY 480 to 530:

THE SAD TALE OF WLYRO'S FOLLY

In the common year, four-hundred and ninety three, a great tragedy beset the noble city of Alhaster. It began when a mage of good repute, known to all as wylro of Redhand, began a series of experiments in his tower near the city. No one is sure what the wizard was attempting to accomplish, but it is interesting to note the city's enchanters guild absolved itself of any knowledge or responsibility for the accident.

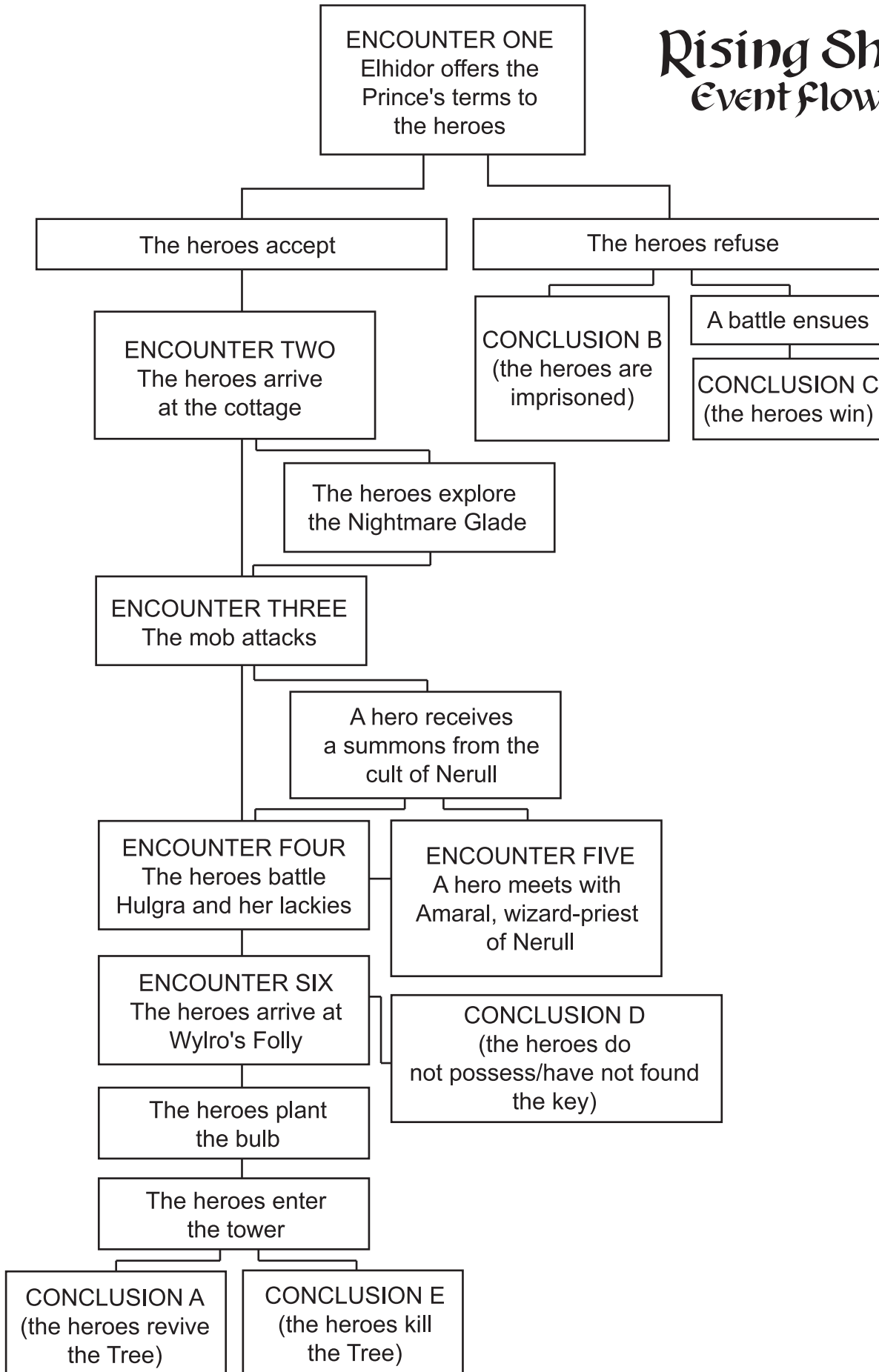
In the dead of night, on a cold morning of the third earthday in the month of sunsebb, a great explosion consumed the tower. The explosion was so fierce, many of the guards who witnessed it from their posts at the east gate, were badly burned or killed. Eyewitness accounts speak of flames that burned white with heat. One guardsman described it as if the shadows of the tower came alive and burned.

And burn they did. The wind on that cold morning carried hot ash and flames over the city walls. By morning, nearly a quarter of the city was in flames. The fire was persistent, and despite the efforts of the fire brigade the city continued to burn well on into the morning. Wizards of elemental bent were summoned to bring the power of elemental water to bear on the flames — but these seemed to have little effect.

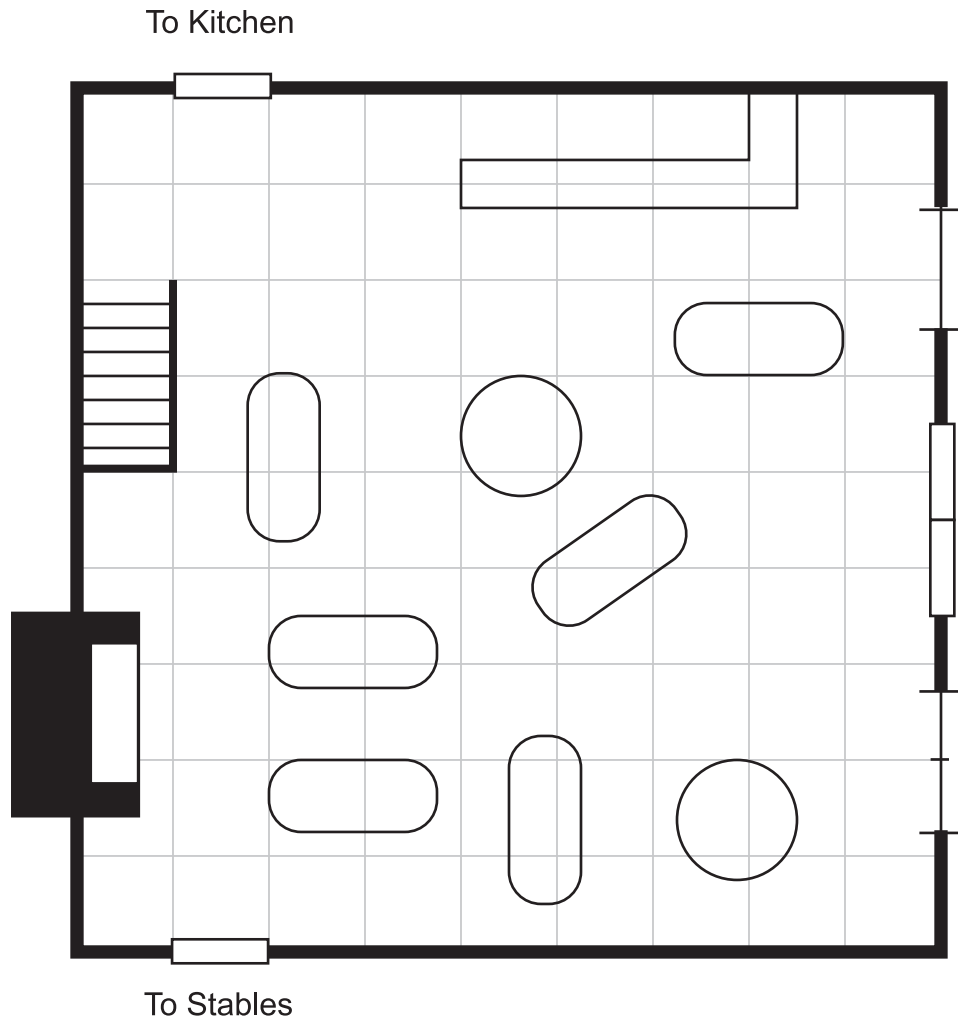
In the end, it was through the efforts of the priests of the glorious one who brought the fire to bear. Like heironious in battle, these clerics waded into the flames unscathed — their mere touch extinguishing the shadowy flickers, the light of their prayers banishing the fiery shadows back from whence they came.

The tower was torn asunder. No sign of the wizard, wylro, has ever been recovered. The ruin remains where it stood, at the behest of the enchanters guild, who seeks to study it. Among the people of Alhaster, though, the place fosters bitter memories. It has since become known as wylro's folly.

Rising Shadow Event flowchart



The Mariners Prize Common Room

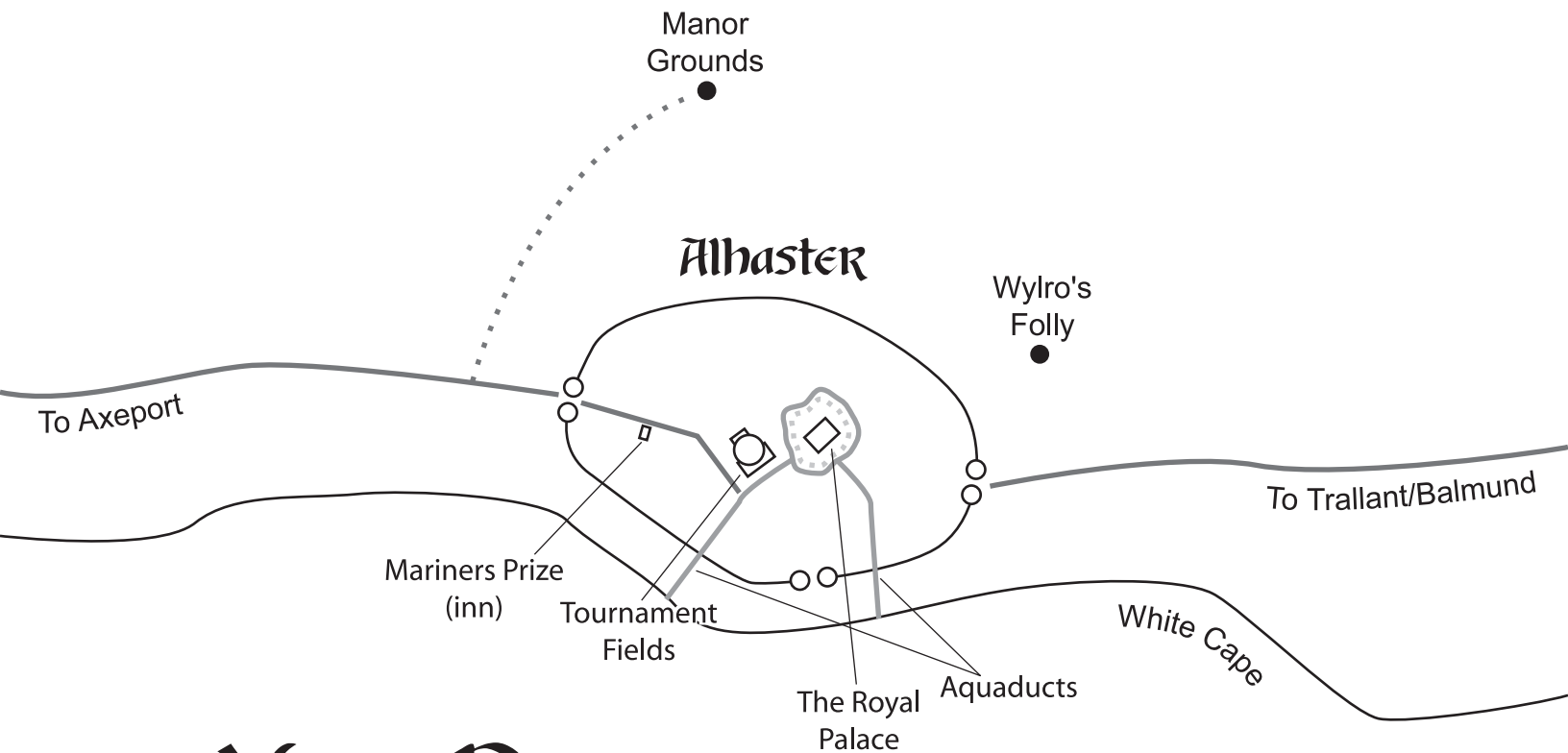
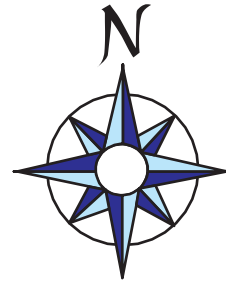


Key

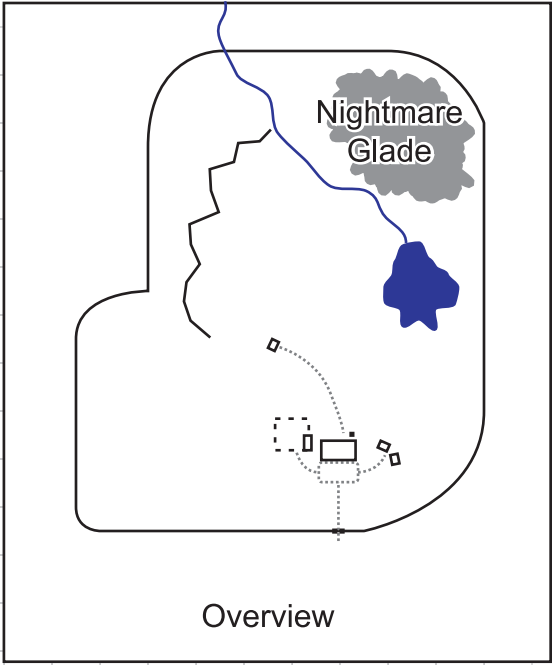
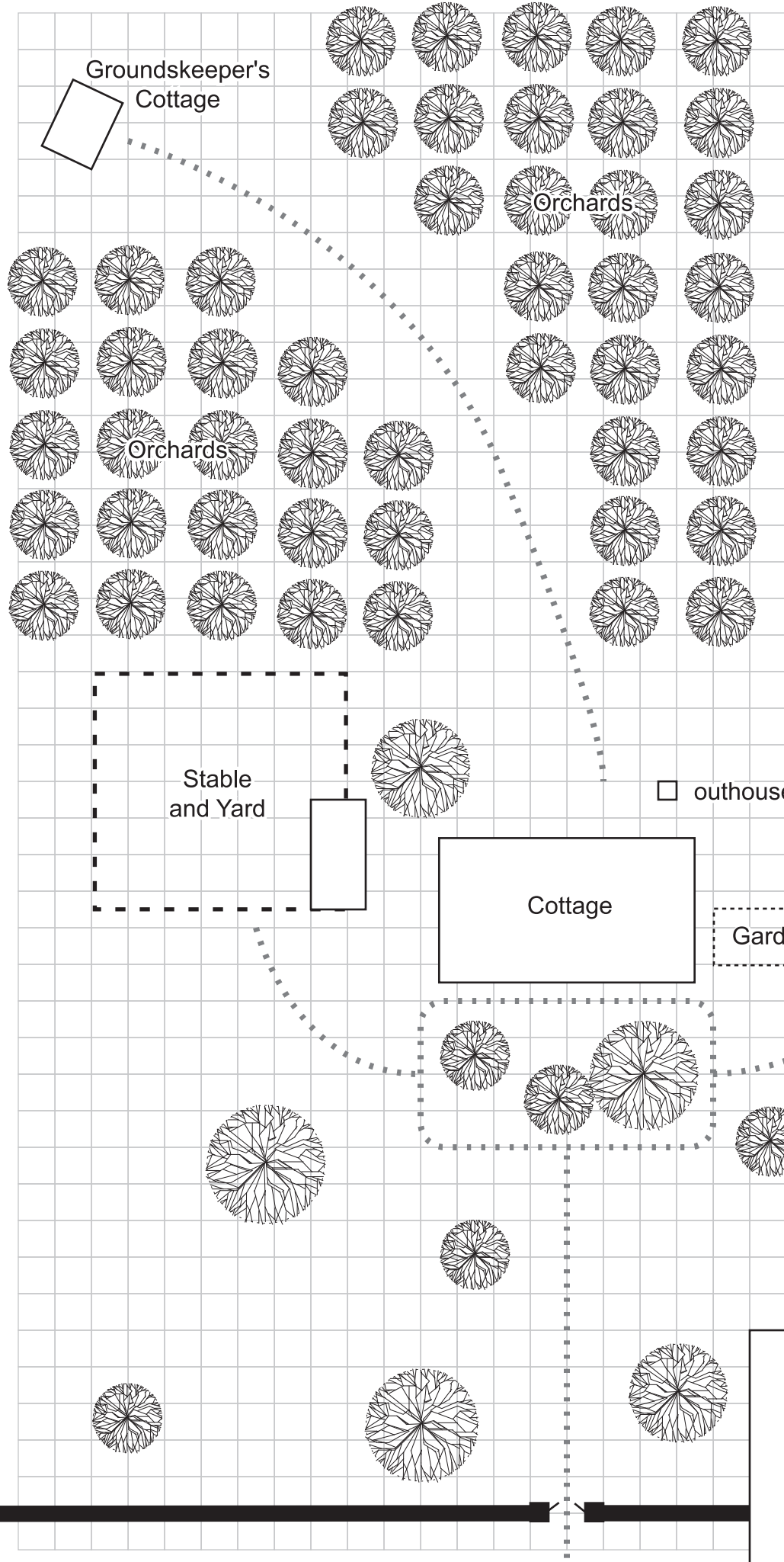
- Door
- Tables
- Window
- Fireplace
- Stairs

1 sq = 5 feet

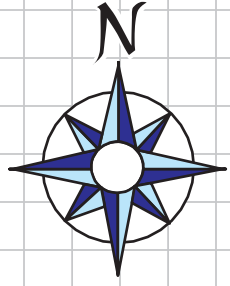
Alhaster and the Surrounding Area



NyR Dyv



The Cottage Grounds



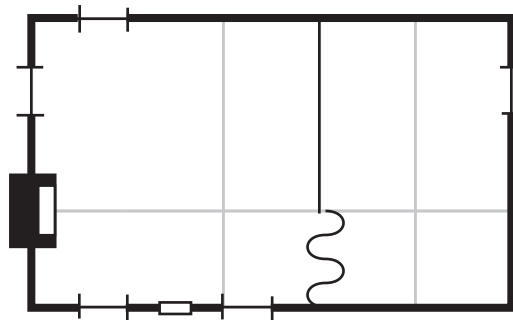
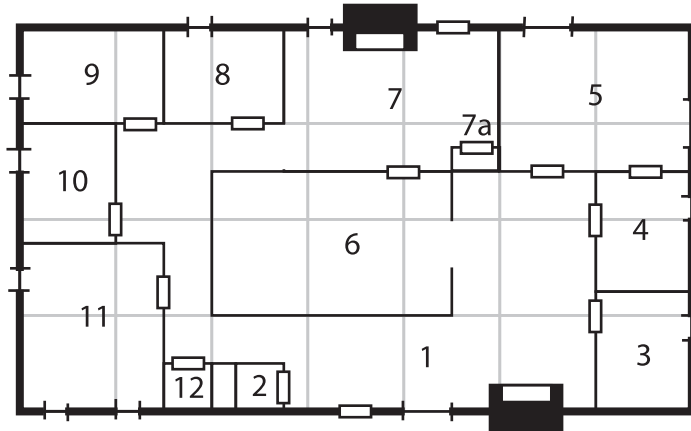
Key

- Gate
- Track
- - - Fence
- Garden
- 🌳 Trees

1 square = 20 feet

Judges Map Cottage Floorplans

Cottage



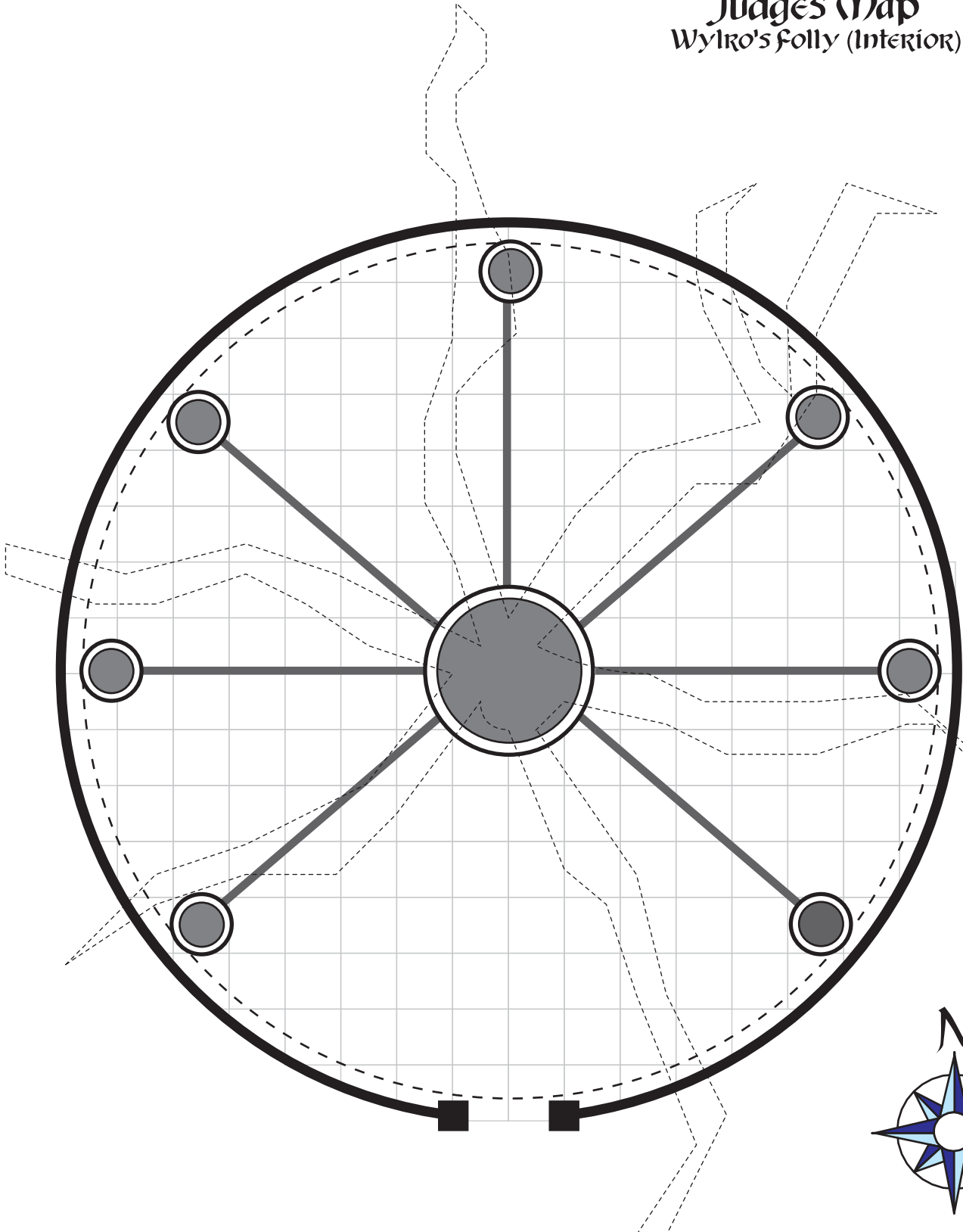
Guest Cottages

Key

□	Door		1 sq = 10 feet
┌─┐	Window		
■	Fireplace		
~	Curtain		

Judges Map

Wylko's Folly (Interior)



..... Tree Branch - - - - Shelf (○) Pool — Aqueduct

1 sq = 10 feet

CRITICAL EVENT SUMMARY

These questions are important to the progress of this saga. Please take a moment to answer out the questions and provide any details you feel necessary.

1) Did Hulgra escape? Y N

Details: _____

2) Did the heroes attack the cult of Nerull? Y N

2a) Did Amaral escape? Y N

Details: _____

3) Did the heroes restore the tree? Y N

Details: _____

4) Did the heroes react to any of the events in the scenario in an unforeseen, resourceful manner?

Details: _____

Please mail this form to:

Steelbone Meadows
265 E. Corporate Dr. #528
Lewisville, TX 75067

Or Email at bkpoc@earthlink.net

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.