

PAL4-02

# Stirring the Waters

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Theocracy of the Pale Regional Adventure

Version 1.0

**by Derek Schubert**

with thanks to Greg Ryker, Kim Ryker, and Tom DeMayo for their work on PAL1-09 "Bewitched"

Triad Reviewers: Nick Tulach, Lance White

Circle Editor: Craig Hier

The village of Fensdale has rested free from luz for two years, but some waters have lain undisturbed since long before the birth of Old Wicked. Now something stirs, showing these waters may be deeper and darker than any Pholtan ever feared. An investigative and outdoor-based event for resolute PCs, APL 4 to 10.

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

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit [www.wizards.com/d20](http://www.wizards.com/d20)

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

## Introduction

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

### Preparation

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

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

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

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender

at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

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

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

### Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA now uses exclusively no-vote scoring. The players write their names and RPGA numbers on the table tracking form. You fill in the top of the form.

After completing the table tracking form, give it to your event coordinator.

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

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

### Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average

character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

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

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

## Time Units and Upkeep

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

## Adventure Background

Most citizens of the Theocracy of the Pale distrust arcane spellcasters. They suspect such people of trafficking with demons or other spirits, a practice completely at odds with their concept of a virtuous life devoted to Pholtus. Sorcerers, especially, draw great suspicion, for while wizards wield magic through discipline and study, a sorcerer's powers come from mysterious sources. Certainly not all arcanists are in league

with demons, but the populace may have legitimate grounds for their fear.

Ages ago, the Flan were the only humans living in the eastern Flanaess. Many tribes lived as simple nomads, but others established elaborate societies. Some wicked cults among them—now called the Ur-Flan—lusted after power and arcane knowledge at any price. In the lands that would become Tenh and the Pale, one Ur-Flan cult made a pact with an unholy ally, which promised favors and revelations in return for fealty and worship. With this new ally, these Ur-Flan soon subjugated the neighboring tribes and dominated the landscape. Some of the women of the tribe received the ally's special attention, and a succession of hereditary sorceresses cemented the dynasty.

But in time—more than one thousand years before CY 594—druids and good sorcerers among the other Flan tribes rose against their oppressors and ended their rule. In the wake of this defeat, some of the Ur-Flan cultists managed to flee or hide to avoid certain destruction. They set undying guardians over some strongholds hidden

throughout the land, in preparation for the day when their descendants would return to glory. The seemingly docile Flan tribesmen that greeted the immigrating Oeridians were actually the weary (albeit crafty) survivors of a bitter war.

Centuries passed. Memories faded.

The bloodline of this cult still runs thin in a few Flan of the Pale and Tenh, though most of these people are completely unaware. Now, the progeny of the Ur-Flan are being called together for a reunion of sorts. A mysterious figure—hereafter called “the Mentor”—is gathering the new generations in a plot against the upstart Pholtan Church of the One True Path.

The scenario PAL2-03 “Stitch in Time” dealt with one part of this plot. A disguised villain, a pawn of the Mentor, tried to turn a village of Flan farmers against the Church by disguising himself as a priest and reopening an ancient gate to the Lower Planes. This gate (one of several) was a remnant of Ur-Flan rituals, long guarded by druids of the Old Faith. The druids called them the Scars of Nerull, having forgotten or chosen to forget the gates’ actual origins.

Also, the special event PAL3-01S “Dark Scars Against the Light” (from Winter Weekend in the Pale, November 2003) involved the efforts of the Church to seal some of the gates permanently in late CY 593. The Mentor had already corrupted a prominent Pale wizard into coveting some Scars for himself. Having ruthlessly interrogated Flan farmers to root out the druids, the Church essentially overruled the authority of the Old Faith to safeguard these gates. The Church still (as of early CY 594) holds some druids and other Flan community leaders as prisoners. Relations between Pholtan Oeridians and Old-Faith Flan have become extremely tense. The Faithful Flan (those who follow Pholtus) are caught in the middle, but most are abandoning their heritage in the attempt to prove their loyalty to their new faith. Because of the role of the wizard in this plot, arcane casters find themselves subject to even more suspicion in the Pale than usual.

This scenario takes place in the village of Fensdale, the setting for PAL1-09 “Bewitched” (written by Greg and Kim Ryker). Fensdale lies along the Yol River, across from the Phostwood; a ferry runs between the village and the forest to facilitate trade. In “Bewitched”, an undercover priestess of luz murdered a prominent citizen whose son (Corwin Trueblood) was resisting an arranged marriage. The son’s true love was a

pagan half-elf sorceress (Ehlena), whom the priestess tried to frame, but a group of heroes stopped the priestess and absolved the sorceress of all guilt. Ehlena and Corwin married shortly thereafter. They are now expecting their first child.

In this scenario, two girls (twins, named Kyla and Nevh) are beginning to learn about their Ur-Flan ancestry. These two refugees from Tenh have been living near Fensdale for two years and are now thirteen years old. Since they recently began to manifest sorcerous powers, they have feared being persecuted by the Church. The Mentor sent each a vivid dream, telling them their power was a gift from their late mother and advising them to run away into the Phostwood, where a magical lantern would guide them to a sacred place. Nevh, jealous of her popular sister and eager for power, received the news with exultation, but her sister Kyla feared it.

The girls ran away from Fensdale as instructed, stowing away on the ferry. In the Phostwood, a floating light guided the girls to a hidden tomb; the “lantern” was actually a will-o’-wisp, persuaded to perform this service in exchange for feasts of fear and death. The ruined tomb contained Ur-Flan lore and an ancient guardian mummy that kept out the unworthy.

Deacon Reas, a sympathetic priest of Pholtus and the spiritual leader of Fensdale, chased after the girls, but fell victim to this guardian mummy. In denial over Reas’s death, Nevh chose to remain there, imbibing the power of the place and waiting for further contact with her benefactor. Kyla, however, fled in terror, taking Reas with her. She waits—lost, alone, and miserable—in what may be the final hours of her life.

## Adventure Summary

Key themes in this adventure are paranoia and horror. Some players have come to expect danger and deceit everywhere in Living Greyhawk. This scenario is more straightforward than most—no disguised evil clerics or poisoned drinks—but there is plenty of room for players to imagine foes. Keep them off-balance and send shivers down their spines when the real danger hits.

**Introduction:** Visiting Fensdale for various reasons, the PCs can sense the strained relations between the villagers and the refugees, and between Pholtan and Old Faith Flan in general. Now late in her pregnancy, Ehlena (the sorceress

from “Bewitched”) has not been able to spend much time among the refugees, so the refugees feel even more isolated than they normally do. The PCs discover two refugee girls are missing.

**Encounter One:** The PCs talk with the missing girls’ Aunt Anjah and Uncle Eivan. The adjacent Phostwood is a dangerous place, so Anjah and Eivan fear (justly) for their safety.

**Encounter Two:** The PCs investigate. They talk with various townsfolk, including the remaining Pholtan priest and the missing girls’ relatives and friends. As it turns out, the local Pholtan priest, Deacon Reas, is also missing. The PCs learn about the personalities of the girls and about their conflict of faith with their aunt (a reborn Pholtan) and uncle (a pragmatic follower of the Old Faith). Trustworthy PCs can also learn about the girls’ new sorcery, a clue that they felt unwelcome and wanted to flee the town.

**Encounter Three:** The PCs can track the girls from the town into the wilderness. The trail is difficult to follow, more so after cold rain begins to fall. PCs without tracking skills run afoul of a mindless predator (plant or ooze).

**Encounter Four:** Eventually, the PCs come across Kylah, who has been hiding miserably in the swamp for several hours. She tells them about the woman who visited her and her sister in dreams, about the vague references to their birthright, and about the horrible ruin where her sister is staying. Will-o’-wisps, hoping to feed on more fear and death, approach the PCs to lead them to the tomb.

**Encounter Five:** At the half-submerged ruin, the PCs face a small (albeit waterlogged) dungeon crawl. Knowing the Flan language can help the PCs get past the magical traps. A mummy, created in an ancient sacrifice, acts as a more formidable guardian. Will-o’-wisps flock to the site and join the battle to create and feed on the fear. Nevh is here, too; a day in this ruin has nourished her raw sorcery, so she has become a first-level sorceress, but the death of Deacon Reas has broken her grip on reality. Even though Nevh’s ego has led her into evil, she is arguably an innocent; the PCs should take care not to kill her, fragile as she is. After the battle, the PCs can read the figures on the wall that explain the rise and fall of the Ur-Flan cult, but the identity of the cult’s founder remains a mystery.

**Encounter Six:** The PCs’ travails are not over. At the behest of the Mentor, a band of Phostwood

ogres tries to kidnap the twins after the PCs leave the ruin.

**Conclusion:** Perhaps the toughest test for the PCs is in deciding what to do with the twins: give them back to their aunt and uncle in Fensdale? Turn them in to the Church for a term at a New Dawn Camp? Burn them at the stake? Sneak them out of the Pale?

The PCs might also have to race to get mummy rot cured.

The PCs go on to their next adventures, aware of yet another threat to the Pale and perhaps another reason for the Church to distrust the Flan.

### **Timeline of Adventure**

3 months ago: Nevh & Kylah begin to notice sorcery abilities but keep them secret.

1 week ago: The twins’ sorcery becomes more frequent. Nevh confides in her friend, Binna.

3 nights ago: The twins have dreams suggesting that they run away soon.

2 nights ago: The twins again have dreams, indicating they should leave at once.

Yesterday (Waterday), morning (10 am): The twins run away, stowing away on the ferry.

Yesterday, afternoon (3 pm): Deacon Reas learns of their disappearance and pursues them.

Yesterday, evening (6-8 pm): Will-o’-wisps guide the twins to the ruin.

Today (Earthday), after midnight (1 am): A will-o’-wisp begins to guide Deacon Reas to the ruin by an indirect route.

Today, before dawn (5 am): Deacon Reas arrives at the ruin and is killed; Kylah flees with his body; Nevh remains.

Today, midday (12 pm): PCs arrive in Fensdale (Introduction).

Today, afternoon (3 pm): Prolonged rain starts.

Tomorrow, early morning (6 am): Unless found by PCs, Kylah is found and killed by Phostwood denizens. Unless found by PCs, Nevh is retrieved from the ruin.

### **Timetable for Running the Scenario**

This scenario can easily run longer than four hours. If you are pressed for time (such as at a

convention), the following timetable can help you in pacing. If you have longer than a four-hour slot to play, adjust accordingly.

0:00-0:15 Introduction: character intros and roleplaying.

0:15-0:30 Encounter One: plot development, NPC intros, roleplaying.

0:30-1:15 Encounter Two: investigation.

1:15-1:45 (shorter if no combat) Encounter Three: plot development, possible combat.

1:45-2:00 Encounter Four: information-gathering, roleplaying.

2:00-3:00 Encounter Five: dungeon crawl, combat.

3:00-3:30 Encounter Six: combat or negotiation.

3:30-4:00 Conclusion: roleplaying and wrap-up.

## Introduction

The scenario begins in the village of Fensdale, which was first featured in PAL1-09 “Bewitched”. This small yet prosperous town (pop. 900 or so), sits on the east bank of the Yol River, across from the Phostwood and near the former Duchy of Tenh. A ferry carries trade goods and passengers across the river. A curfew is imposed at dusk, but the tent-town for Tenha refugees sits outside the walls of the village. See Appendix A for more information about Fensdale, and use Map #1 for its layout.

Throughout this scenario, little read-aloud text has been provided. Use the guidelines and your imagination to give an evocative description that is appropriate to the time of day and the action of the PCs. However, we start by setting the stage:

***The month is Coldeven. Whatever you call winter here—Telchur, Vatun, or simply an aspect of Pholtus—it clearly departs the Pale only with difficulty. Frigid nights, gloomy days, and scattered snowdrifts on the land look more to the past season than to the future. Hardy birches and aspens will lack their leaves for several more weeks. Lowering grey stormclouds shackle the day in a long twilight today. Across the Yol stands the storied Phostwood, whose skeletal phost trees glow a faint green even at noon.***

***The village of Fensdale holds its ground against the oppressive weather though. The close-set timbered buildings seem to huddle together for warmth. Plumes of smoke rise***

***from chimneys and merge with the fog and clouds, or perhaps the clouds themselves are sending tendrils into the buildings. Within the palisade, prayers to Pholtus spring swiftly to the people’s lips to sustain hope for brighter days ahead. Among the dozens of tents outside the walls, however, refugees from the ravaged land of Tenh grasp their hope against all odds.***

It is an Earthday in Coldeven (early spring—roughly real-world March). It has been raining or sleeting sporadically in the past week, and dark clouds still loom in the sky. Cold rain will start falling at about 3 pm this afternoon and will persist through the night. A successful Survival check (DC 15) predicts this weather accurately.

The PCs may have various reasons for visiting the village of Fensdale. They might be traveling to the mercantile town of Spiral, to the Phostwood, or to the border with Tenh. They might have traveled with the Prelatal Army and now have some downtime. If they played “Bewitched”, they might be revisiting old friends. Clerics or paladins in the Church of the One True Path, or otherwise outstandingly faithful Pholtans, may receive Player’s Handout #1 (Conversation with an Abbot), which describes a divination by High Seer Jarret Beak. The conclusions of this message are misguided, but they give the PC an excuse to Fensdale, where Youth (the girls) and Age (the Ur-Flan) are about to oppose the Theocracy.

Tensions have been running high in Fensdale between refugees and residents, especially in the past day. Unrest in the refugee camp draws the attention of the Prelatal Army garrison, since two of the refugee girls are missing. Some of the refugees, and a few off-duty soldiers and citizens, have been looking in vain for the girls. A tracker named Therran Firewalker used to live in Fensdale, but he left last year to help track down trolls that escaped into the interior of the Pale during the Troll Winter. Although a few members of the army sympathize with the Tenha, they cannot break orders and pursue the girls; the threat of attack from the Phostwood, by ogres or luz’s armies, is too great.

Whatever the case, the PCs arrive midday and quickly attract attention. The players may appreciate the notion that their characters (if of high level) could be famous in the Pale and their names recognized by some residents.

The PCs should learn about the missing girls through a brief NPC interaction. Some examples

are given below. If the PCs are not already traveling together, you can use a different interaction for each group of PCs, but do not spend too much time on these, since you have a lot to cover later.

- A PC might run across some refugees who are looking for the missing girls. Impressed by the PC's appearance, the refugees suggest that Anjah and Eivan would want to talk with the PC.
- A PC might encounter a small patrol of Prelatal Army members on their appointed rounds. The soldiers are not expressly looking for the girls, but keeping their eyes out nonetheless. They could suggest the unaffiliated PC might do a better job than they.
- A Church-affiliated PC might encounter Aunt Anjah as she comes out of the town after helping with the morning's services at the church. She might voice her frustrations against the unresponsive members of the garrison, "You watch these walls, but my girls are out there! The light of Pholtus shines on me just as it does on you!" The PC can calm her down with a Diplomacy check (DC 10). Apply modifiers based on the PCs' appearance or attitude.

These interactions should give only basic information: two girls—Kylah and Nevh, fraternal twins and 13 years old—have been missing since early the previous morning, and their aunt and uncle are worried about them.

Eventually, all of the PCs should be motivated to learn more about the missing girls and should head toward Anjah and Eivan's tent. The players may introduce their PCs to each other here.

## Encounter One: The Real Problem

The PCs pass through the refugee camp to arrive at the tent-home of Anjah and Eivan, the aunt and uncle of the missing girls. They learn the details of the girls' disappearance.

### The Refugee Camp (Tent City)

#### General information

The camp is the temporary home to refugees from Tenh. Tents and shacks make up the refugee camp. A central open area was once grassy but has been trampled bare, now muddy with snow

and rain. The camp appears squalid by Pale standards, but conditions are far better than those in similar camps in Nyronnd or the County of Urnst.

The Church is rich enough to provide aid to the refugees—at least those refugees who will listen to a sermon with their meal.

The refugees in "Bewitched" were members of the first wave, who fled from the invasion of Iuz. Most of those refugees moved farther south to more tolerant lands, but some more (those lucky enough to escape) have arrived since the invasion of the Ether hordes into Tenh. The "Ether Threat" storyline of Core scenarios used the Duchy of Tenh as the drop zone for an interplanar invasion. COR3-12 "Endgame" concludes the story arc, but not all players (or DMs) will have played "Endgame" before playing this scenario. Try to avoid spoiling it or having it spoiled for you.

Overall, these people are battered but not quite broken. The pride of the Tenha keeps them going against all odds. Many of the refugees were slaves under the occupying forces of Iuz and they bear scars of servitude. Others bear wounds from the invading Ether creatures, such as missing limbs from the Ethereal spit of etherspitters. Whatever the original color of their clothing—traditional bright Flan colors or simple slave garb—almost all clothing is worn to shades of grey and brown. Some refugees wear symbols of Pholtus, whether as a sign of new devotion or simply to be noticed for Church handouts is hard to say. They prefer to speak the Tenha dialect of Flan among themselves, but almost everyone also speaks Common. A few refugees are growing humble potting gardens of plants from their homeland, using salvaged crockery or other vessels to hold the soil.

#### Anjah and Eivan's Tent

Anjah lives with her husband, Eivan (rhymes with "raven"), in a relatively large tent near the walls of the village. A smaller tent attached at the rear serves as his workshop.

**Aunt Anjah:** Female human (Flan) Com1. AI LN.

- **Personality:** Aunt Anjah has found new life in the light of the One True Path and she speaks eagerly of it. She tends to scorn or pity anyone who does not share her faith—even her husband and nieces.
- **Description:** Anjah wears her dark hair at shoulder-length and uses a special mix of herbs to straighten some of the waves. She tries to look like a faithful Pholtan, even if that

means downplaying her Flan features. She wears a light-grey woolen dress of modest design.

- **Motivation:** Anjah believes that Pholtus has brought her and her family to the Pale in order to show them the way of righteousness. She knows that her husband Eivan does not share her zeal, but she hopes that he will see the light soon. She misses her son (killed by luz's army) and is not sure whether he earned peace after death, because he did not know Pholtus. She loves her nieces and she tries to teach them to live a proper Pholtan life, but they frustrate her, persisting in the Old Faith as a way of honoring their dead mother.
- **What She Knows:** see below.

**Uncle Eivan:** Male human (Flan) Exp3. AI LG. *Skills (partial list):* Craft (leatherworking) +9, Sense Motive +5.

- **Personality:** Uncle Eivan knows the value of hard work. He does what he can to keep his family safe, sometimes to the point of overprotection. He quietly reveres Allitur, god of Flan traditions.
- **Description:** Eivan is a Flan man of 45 years, with greying dark hair worn in one thick braid. He wears a sturdy (albeit stained) apron over his wool clothes, which are new but modest. He speaks plainly, seeing wordy talk as disrespectful to the listener. His brown eyes seem to instantly appraise whatever—or whomever—he is looking at.
- **Motivation:** A skilled saddler and horseman, Eivan just wants to get back to the stability of the life that he knew before the invasions of luz or the Ether creatures. He is starting to win back some pride by making saddles and tack for the cavalry of the Prelatal Army, a job that Deacon Reas helped to arrange. Eivan's son and sister (the twins' mother) were killed by luzian soldiers a few years ago, so he and Anjah adopted the girls. He does not believe in the One True Path like his wife does, but he pragmatically offers his loyalty to the Church.
- **What He Knows:** see below.

Eivan heats water for the PCs and invites them to share in bread and tea, in a gesture of typical Flan hospitality. He does not have much, but willingly shares with people who seem to be able to help. If a PC refuses to drink or eat for legitimate health reasons, he understands. If a PC refuses out of

politeness, he insists, explaining he always has enough to share with friends. But if a PC refuses out of simple paranoia or he catches a PC in a lie, he takes it as a deep offense, a sign of unfriendliness and distrust; make the PC feel guilty or even more suspicious of him.

Anjah and Eivan tell the PCs what they know of the past few days. They have not seen Kylah or Nevh since yesterday morning. The twins did not come home last night and most of their belongings are gone, including their heavy cloaks and some food.

They do not know where the girls would have gone, since this refugee community is the only family that remains for the girls. The girls have enjoyed taking part in football (soccer) games organized by Deacon Reas, and they seem to have made some friends among the other young Tenha. Nevh's friend Binna (a younger girl, to whom Nevh gave a favorite doll last year) said she did not know anything.

Anjah speaks highly of Deacon Reas as setting a good example for the refugees. She also fondly remembers Sister Markarethe, who used to minister to the refugees but died last winter. Both Anjah and Eivan like the half-elf Ehlena, who used to spend her time helping the refugees but has been confined to her house because of her pregnancy.

Anjah does not know Deacon Reas is also missing. The Pholtan initiate, Brother Havren, conducted church services this morning, but Deacon Reas usually runs them on Earthdays like today.

Some of the other refugees have helped look for the girls last night and this morning, but none of them is much of a tracker. They pooled their money to buy ferry passage for a few men to search across the river, but none had any luck.

Eivan and Anjah implore the PCs to help recover their nieces. They realize they are poor and cannot afford to pay the PCs much, but their gratitude might count for something. Eivan expects to get commissions from the Army and could promise the PCs some of that income if they demand payment. Anjah has a few pieces of heirloom jewelry she would give for the girls' safe return.

When the PCs are ready to leave the tent, Anjah says a prayer to Pholtus and Eivan wishes them well. The PCs may return if they need more information.



**Development:** PCs should be motivated to take up the investigation, either out of sympathy for the missing girls or duty to help a fellow Pholtan in trouble. Encounter Two covers the investigations.

## Encounter Two: Investigation

The PCs investigate further. The three main areas for investigation are the refugee camp, the village, and the Church.

**Divinations:** Some PCs can use divination magic to short-circuit the investigation. Such magic takes them to the goal quickly and they can get the important information from Kylah, but the PCs miss out on understanding the current social turmoil of the Pale or learning the conditions behind the twins' departure.

Scrying on Kylah reveals her hiding in the fens with the corpse of Deacon Reas. PCs could *teleport* directly to her, skipping this encounter and Encounter Three.

Scrying on Nevh reveals nothing. She is meditating in the Ur-Flan ruin, where a *screen* spell foils divination.

## The Refugee Camp

### Gathering Information

If the PCs ask around the refugee camp, most refugees provide little useful information, just stories of the horrors of life under the forces of Iuz or descriptions of the Ether hordes. (For example: "The armies of the Old One was bad, but those bugs were worse. At least you can reason with a man, even if he wears the skull-sign around his neck. And men don't strip the land down to dust.") An actual Gather Information check that meets a DC 25 turns up the following after an hour—an account of an accidental *ghost sound* spell by one of the twins:

***An old refugee man missing two fingers on his right hand says, "I was out one evening last week, when I thought I heard a horse whinnying behind one of the tents across that game-pitch. But of course there was no horse there! I could swear that I saw a couple of the kids run out from behind the tent and off into the darkness."***

### Young Refugees

Some of the younger refugees, who were friends to Kylah and Nevh, might be able to help the PCs. On most days, about a dozen kids

between the ages of eight and fifteen meet in the common area for football (soccer) practice, which Reas would run. (He learned the game at seminary in Landrigard.) The children do not respond well to intimidation or patronizing tones, and they can generally spot phonies.

The twins differed in personality but both were friends with Deacon Reas. Kylah was the more popular and she spent a lot of time with Rowan, a slightly older boy. Nevh came up with some clever plays for the football games but was more reserved; she liked to spend time with her friend Binna. The twins' mother died in Tenh, and the kids think that Aunt Anjah is a little crazy—always going on about Pholtus—and Uncle Eivan is overprotective.

The two of the children who knew Kylah and Nevh are these:

**Rowan:** Male human (Flan) youth. AI N.

- **Description and Personality:** Rowan is an athletic youth, with short-cropped curly hair. Already rather tall, he dresses in handed-down clothing made for a smaller man, but he rolls up the sleeves and cuffs as if it were stylish. Proud and prone to acts of bravado, he has earned an informal leadership role among the kids in the camp.
- **What He Knows:** He liked spending time with Kylah, because she is pretty and seemed to admire him, but they had a fight two days ago and she said she didn't want to see him again. Kylah wore a ring on a string around her neck—the ring is too small to fit her anymore—as a keepsake from her mother.

**Binna:** Female human (Flan) child. AI N.

- **Description and Personality:** Eleven-year-old Binna is shy and quiet. She has long wavy hair worn in three braids. Short for her age, she has to share clothes with her younger sister. A braided leather bracelet is a sign of her friendship with Nevh. She also has a threadbare doll, which Nevh gave her when Nevh declared herself too old for dolls. Binna wants to be a loyal friend by keeping Nevh's secret. She doesn't want to give the Palites any more reason to dislike the Flan.
- **What She Knows:** Nevh showed Binna she had witchcraft powers (the *ghost sound* horse mentioned above), and made her promise not to tell anyone else. An excellent Diplomacy check (DC 25), though, gets her to confide in

the speaker. Nevh, too, wore a ring around her neck, as a keepsake from her mother. Nevh did not say outright she and Kylah were going to run away, but Binna suspects as much.

If the PCs want to take Rowan or Binna with them, have an adult intervene. Rowan thinks he would make a valuable addition to the party—and the PCs might believe him—but he should not leave the village.

## The Church

*The square-towered steeple of the Fensdale church stands bright against the dark sky. Above its walls of whitewashed wood on a stone foundation, the small structure boasts a new, shingled roof. Outer doors of finely carved wood, with new brass handles, greet the visitor.*

An inner set of carved doors makes a small vestibule and keeps cold winds from entering the church directly.

Reas has been the deacon here since his promotion last year, but in his absence, the initiate, Brother Havren, keeps an eye on the place. His clean white robes and the small but fine decorations (altarcloth, candelabra, and so on) reflect the prosperity of the town, thanks to the Kestrel family (merchants) and long-standing parishioners, the Truebloods. Their gifts have also funded the new roof and doors and a recent expansion with a side chapel.

**Brother Havren:** Male human (Oeridian) Clr2 (Pholtus). AI LN.

- **Personality:** Havren is a typical Palish Pholtan initiate, seeking to live his life by the One True Path and instill such discipline in the rest of the flock. Havren distrusts arcanists, even those who profess a faith in Pholtus. He speaks slowly, choosing words carefully.
- **Description:** Havren is a young Oeridian priest, around 25 years old, with short dark-brown hair and grey-blue eyes. His long face and heavy lips make him look somewhat melancholy. As an Initiate in the Church of the One True Path, he wears untrimmed white robes and a small silver holy symbol of Pholtus.
- **Motivation:** He works for the glory of Pholtus and for faithful worshipers. Non-Pholtans, especially the masses of Flan refugees, are a

test of his strength. He knows Reas is popular among the villagers but is not sure that Reas's indulgent outlook sets the best example for the truly faithful. Havren hopes to get Reas back soon, since he does not yet feel ready to take on responsibility for the whole parish. If a superior PC cleric or paladin of Pholtus is present, Havren defers to him.

- **What He Knows:** Yesterday afternoon, Deacon Reas hastily gathered some traveling gear and departed, telling Havren he saw an opportunity to bring some stray sheep back to the flock. Reas seemed confident, believing he would return in just a few hours. Reas advised Havren not to worry, though Havren has begun to do so. Last night, he learned from the ferryman, Elmur, Deacon Reas crossed the river yesterday afternoon and did not come back. Havren asked Elmur to keep Reas's disappearance quiet, to avoid frightening the villagers. Havren has not alerted the watch or the garrison, but he admits he should do so if Reas is not back by tonight. Havren conducted services this morning as he does on some days. Most of the villagers have no reason to suspect anything is amiss.

Brother Havren speaks hesitantly with Pholtan PCs (Diplomacy check DC 11, including a modifier for being Pholtan), and only reluctantly with non-Pholtans (Diplomacy check DC 16), but he is wise enough not to send away people who might help the Church.

If any PC asks Brother Havren about the information in Player's Handout #1 (the divination), he says he knows about no specific plots but suspects Old Wicked continues to watch Fensdale. Havren has no idea how the child of Corwin and Ehlena will turn out, and he has never heard of Auldon Brendingund.

Brother Havren hints the Church could use the help of the PCs and would be able to reward them for returning Reas safely, but his pride keeps him check. If any Pholtan PCs were not won over by Anjah's pleas for help, then here is a more compelling hook.

If the PCs are curious, Havren talks briefly about some of the other figures in the Fensdale church from the past year, as in Appendix A.

## The Village

The PCs can talk around town for some local flavor at the Happy Halfling Tavern, at the watch or army garrison, or at the Trueblood Manor, but the ferryman, Elmur, has the most important clue. Apart from the conversation with the ferryman, keep the action moving unless the players really want an update on old NPCs. Appendix A has further information about locations in Fensdale.

**The Ferry:** The ferry operates from dawn to dusk, which makes for short workdays in winter, but few traders are about in a Pale winter anyway. The fare is 1 sp per person or 2 sp per horse or wagon.

**Elmur:** Male human (Flan) Exp1.

- **Description and Personality:** Elmur is a nondescript, wiry man, about thirty-five years old, of mostly Flan descent. He is garbed heavily against today's chill. He knows the river and works with a steady temperament. He is courteous yet quiet, and enjoys passing the evenings with friends at the nearby Leaping Trout Saloon.
- **What He Knows:** He did not actually see the two girls. He took a group across yesterday morning, including four men, two horses and a wagon. (The twins hid away in the wagon and slipped away once on the Phostwood side of the river.) He brought some Prelatal Army soldiers back yesterday around noon. He also took Deacon Reas across separately yesterday afternoon; Reas did not say why he was crossing the river, but he told Elmur that he planned to return before it got dark. Elmur is worried about Deacon Reas, but figures Pholtus would protect Reas in case of any real trouble. The rain and sleet has kept most people indoors, but Elmur took a few refugees across this morning and back again just before noon. They said they were looking for two missing girls, but obviously had no luck. They had to pool their money, since, although he is sympathetic, he is not in the business of giving free rides.

**The Gate:** Two of the gate-guards can say, at least, they did not see any girls leaving Fensdale going inland, nor did any wagons or other vehicles (in which girls could possibly hide) leave.

**Development:** PCs should have enough clues to start looking west of Fensdale, across the river, in Encounter Three.

## Encounter Three: Footsteps Through the Phostwood

The PCs go out to look for the twins and Deacon Reas. Most likely, the PCs take the ferry across the Yol River:

*The Phostwood broods on the western bank of the Yol and only appears slightly more distinct as the ferry completes its journey. Mist wreathes the gnarled trunks of the phost trees and swirls about their lowest branches. A look back, eastward, shows Fensdale, becoming smaller and hazier. Behind lies the safety of the Pale; ahead, an altogether different Law holds sway.*

On the far bank, the PCs can pick up the trails of the twins and of Reas. About half a mile inland, the girls left the wagon and headed into the forest.

It takes a Search check (DC 8) to find where they left the muddy road, but the trail is more difficult to follow in the woods. Away from the river, the ground rises and counts as "firm ground" for tracking. The trail goes roughly west.

*The dark mossy trunks of the phost trees might look unremarkable on clear days, but the half-light of today's gloom reveals a hint of pallid green radiance. Moss appears as spots of darkness against the eerie glow of decaying wood, on both fallen and standing trees. Surely the glow will appear far brighter after night has fallen. A cold mist hangs thick in the air, seeking exposed skin at collars. Puddles of slush lie among dark rotting leaves, and the entire ground draws heat away from those who tread here. Warmth seeps away through even the soles of boots.*

Depending on when the PCs set out from Fensdale, it may have started raining. Rain begins to fall at around 3 in the afternoon. Each hour of rain further obscures the trail, increasing the DC of Track (Survival) checks by 1. The *Dungeon Master's Guide* (page 94) contains rules for rain: visibility is halved; Spot and Listen checks, Search checks, and ranged attacks suffer a -4 penalty; unprotected flames (such as torches) are extinguished, while protected flames (such as lanterns) flicker wildly and are 50% likely to be extinguished.

The PCs can follow the trail of the twins, or of Deacon Reas, by making successful Track checks. The starting DC is 12 + APL, simulating more periods of rain in the past day at higher

APLs. Add 1 to the DC per additional hour of rain while the PCs are tracking, and add 3 to the DC after nightfall (6 pm). A competent tracker (ranger or perhaps druid) should be able make these checks by taking 10. Up to two PCs may assist the primary tracker, but only if they actually have the Track feat. The ruin (Encounter Five) is six miles into the forest, but Kylah (Encounter Four) is only five miles in. The rainfall makes for slow going (already reducing speed to three-quarters of normal if the PCs are walking), and tracking might be at half speed, so the PCs probably travel only one or two miles per hour.

The PCs may also notice other old tracks along the way, whether of various game animals, ogres, or Phostaldaron elves (increasing DCs, at your discretion). You might give hints about the presence of the assassin vine or ochre jelly, through scattered skeletal remains or ruined weapons or armor.

Keen-eyed PCs (again, at your discretion) might notice the body of an ogre or a soldier of luz, transfixed to a tree by elven arrows and marked with a rune (“intruder”) in Giant or Common as a warning from the elves of the Phost. You can play this up as a massive yet motionless form, looming in the mist at the edge of the PCs’ vision.

A failed Track check means the PCs lose the trail and must wait an hour before trying again. If the PCs fail two checks (and not necessarily in a row), they encounter trouble in the form of an assassin vine or very large ooze, as described below.

No map is provided for this encounter. Make up a forest trail with frequent trees and undergrowth (where a vine could hide), and various puddles and bog holes (where an ooze could lurk).

### **APL 4 (EL 3)**

**Assassin vine:** hp 30; *Monster Manual* 20.

**Setup (APL 4):** The assassin vine starts 15 feet from the lead PC because of poor visibility. Since it blends into the undergrowth, a PC must make a Spot check (DC 20, not including a -4 penalty for rain) to act in the surprise round. Instead of a Spot check, a PC may make a Survival or Knowledge (nature) check (same DC) if the PC has ranks and is better at those.

**Tactics (APL 4):** The assassin vine animates the undergrowth, grabs a foe, and constricts mindlessly until it is destroyed.

### **APL 6 (EL 5)**

**Ochre jelly:** hp 69; *Monster Manual* 202.

### **APL 8 (EL 7)**

**Huge Ochre Jelly:** hp 135; see Appendix F.

### **APL 10 (EL 9)**

**Immensely Huge Ochre Jelly:** hp 243; see Appendix G.

**Setup (APL 6-10):** The ochre jelly begins in a depression, appearing as a large puddle of scummy water, 15 feet from the lead PC. (There are too many puddles for a paranoid PC to be able to avoid all of them, unless the PC is flying.) Have each PC make a Knowledge (dungeoneering) check; achieving DC 16 gives that PC a +2 circumstance bonus on the Spot check (DC 20, not including a -4 modifier for rain) to act in the surprise round.

**Tactics (APL 6-10):** Always voracious, the ochre jelly fights mindlessly until it is destroyed.

**Troubleshooting:** If the PCs have no ability to Track or to divine the location of the twins or Deacon Reas, they can still wander aimlessly for a while, eventually fighting the ochre jelly and then being approached by the will-o’-wisps (see Encounter Four), who home in on the despondent PCs. The will-o’-wisps lead the PCs erratically toward the ruin, diverting occasionally to cause a PC to sink into a shallow mud-pit or some other minor danger. You can reassure players with paladin PCs that following the will-o’-wisps does not violate a paladin’s code of conduct. Nevertheless, any good PC should be concerned about the motivations of these evil creatures.

If the PCs are truly out of their element and refuse to follow the will-o’-wisps, they can find their way back to Fensdale in failure. Kylah dies and Nevh escapes.

**Development:** After the PCs successfully follow the trail for five miles (or are led by will-o’-wisps), they come across the obvious cross-trail (Search DC 5 + 1/hour of rain) where Kylah dragged the body of Deacon Reas away from the ruin. She hides with the priest’s corpse five hundred feet away, as described in Encounter Four.

## Encounter Four: One Down...

This encounter plays up the horror and desperation of the twins' plight.

*Under a sky now dark with night rather than mere clouds, the ghostly glow of the Phostwood reaches its full spectacle. Rain falls steadily, shimmering coldly as the streaking droplets glint in the light of the trees. A soft sound, a sobbing or sniffing, wafts from behind the trees to the right. Near the ground there, some pale substance—cloth, perhaps—reflects the green glow.*

One of the girls, Kylah, is hiding at the base of a large tree with the corpse of Deacon Reas. The PCs can hear her quiet sobs and see the pale form of Reas's robe against the dark surroundings. The priest's white robes are darkened with mud and blood. His face, handsome in life but pallid in death, is likewise sullied.

**Kylah:** hp 2; see Appendix C.

- **Personality:** Kylah is used to being the center of attention and surrounded by friends, but now she is miserable and lonely. She desperately clings to the PCs if they can get her out of here.
- **Description:** Kylah is a pretty Flan girl, tall for age thirteen. Her wavy hair is cut short, since her aunt does not want her to look too feminine. Her face is dirty and streaked with tears. Her patched clothes are spattered with mud and with Reas's blood.
- **Motivation:** Kylah just wants to get out of the swamp and away from the horror of the ruin, but she fears how her aunt and uncle (as well as the rest of Fensdale) might react to her if they knew about her sorcery. She is still in shock about the death of Deacon Reas and has not figured out what to do.
- **What She Knows:** Once the PCs calm her and assure her they can help her get out safely, Kylah can tell them what has happened, albeit in a disjointed manner (see below). Don't say everything at once, but let the PCs draw the story out of her. You may ask for a Diplomacy check if you think the PC would be more frightening than friendly. Kylah is so nervous and afraid it may be hard for PCs to verify she is being truthful through Sense Motive.

Kylah's story (to be punctuated by miscellaneous sniffles and sobs and pleas for help): "He died because of me! Me and my sister ran away yesterday because people in Fensdale were going to turn against us. A while ago—like earlier this winter maybe—we began noticing that we could make things move with our mind or make noises appear out of nowhere. We must be witches, and Pholtus says that witchcraft is the work of demons. We didn't know what to do, but I had a dream a few nights ago and Nevh had the same dream—saying that our powers were a gift from Mama and Grandmama and all the way back. Mama and Papa died a few years ago, so Uncle Eivan and Aunt Anjah took us in because their son died and they wanted to keep us safe. Mama used to teach us about the old gods that take care of Tenh. This ring reminds me of when she was still alive. Deacon Reas was nice—he ran sports and games for us and he helped get work for Uncle Eivan. But people in the Pale wouldn't understand that our power was a gift, not even Deacon Reas. They would become jealous and hate us. The woman in the dream said that she understood and could teach us so we wouldn't have to be poor and hungry anymore. I couldn't see her face, but she sounded a little like Mama but kind of older and younger at the same time. She said that we could leave town and go into the forest and these floating lights would show us the way. We didn't tell anyone where we were going, because they would probably tell the bishop or somebody and get us burned for being witches. We saw some men about to take their wagon across the river so we hid in it and got out on the other side. We walked on into the woods to this creepy swampy place. Me and Nevh used magic to open the doorway, like the dream-lady told us and then we walked right through the rock. Then we said the word that lit the candles. In the back, we got up on the bench out of the water and tried to think magic thoughts but it was cold. I think I went to sleep for a little while then, but I woke up when I heard Reas scream. Me and Nevh ran out and there he was lying in the water and he was all bloody and dead and I didn't want him to be dead because of my witchcraft. Nevh said that being a witch was going to be hard and this probably wasn't really him or maybe he was coming to arrest us or maybe it was all still a dream too. The dream-lady said that we shouldn't leave the room for long, so Nevh stayed behind. I thought that I should get Reas back to Fensdale but he's really heavy and I don't know what people will think of me. What should I do?"

On a successful Heal check (DC 10), the PCs see that Reas suffered two massive bludgeoning blows; one shattered his left shoulder and the other collapsed his chest, breaking several ribs and killing him. Some abrasions and mud surround the wounds. They are far stronger wounds than this girl could inflict. A better Heal check (DC 20) indicates that man-sized fists probably made the blows. (These are the mummy's wounds, but it should be very difficult for the PCs to deduce this.)

In case the PCs casts *speak with dead* on the body of Deacon Reas, he might be able to help:

**Deacon Reas:** male human (Oeridian) Clr5 (Pholtus); hp 33 (now dead at -10); AI LG.

- **Personality:** Deacon Reas was a good-hearted young deacon in the Church of the One True Path, who truly enjoyed his calling. Cheerful and outgoing, he led through action and won many converts among the Tenha refugees that came to Fensdale.
- **Description:** Reas was a handsome Oeridian man of 27 years, with dark hair and warm brown eyes. His once-white robes over chainmail are muddy and bloody. He still wears his silver holy symbol, but his only remaining weapon is a dagger. (He dropped his staff at the ruin.)
- **Motivation:** Reas wanted to use the strength of Pholtus to protect the innocent. He tried to win another victory by recovering the girls on his own, but he reached too far.
- **What He Knows:** Even with a *speak with dead* spell; the PCs will probably get only part of his story. After the girls went missing, he hoped to embody the light and mercy of Pholtus by finding the twins himself. His *augury* spell revealed both “weal and woe” but he had to take a chance. He took the ferry across the river but got lost in the woods. After night fell, a floating white light appeared and led the way to the swamp. It even showed he could enter one of the hillsides. He cast *protection from evil* and *shield of faith* on himself and stepped through its illusory face. Inside, he was hit by some kind of debilitating magical trap. He thought he heard one of the girls’ voices from down the passage, but he was attacked as soon as he proceeded. A humanoid with leathery skin and terrible dark eyes stepped out of the shadows and nearly stole his resolve from him. It seemed to be undead, but it did not flee when

he called on the Blinding Light to turn it. One mighty blow wounded him severely, and a second one sent him into the embrace of Pholtus. He hopes his sacrifice can save two young lives.

Will-o'-wisps have been congregating nearby, feeding off Kyla's fear. When the PCs seem to be ready to move on, one floats in, glowing green. Kyla's eyes widen and fill with tears and her mouth quivers. The creature eagerly glows brighter. She clutches a nearby PC's leg and cries piteously. Other will-o'-wisps arrive too, five total, glowing various tints of green. They do not want to fight, but merely to lead the PCs to the ruin.

### **all APLs (EL 11)**

**Will-o'-Wisp Stalker (Rgr1/Rog1):** hp 48; see Appendix G.

**Will-o'-Wisps (4):** hp 40; *Monster Manual* 255.

**Setup:** The will-o'-wisps flit among the cover of trees, first becoming visible about 40 feet from the party. Unless attacked or prevented, they slowly approach until they surround the party at a distance of about 15 feet.

**Tactics:** The will-o'-wisps do not want to fight. They have simply been enjoying all of the fear these humans have provided and they hope to get more out of the PCs. The will-o'-wisps note the presence of any PC who is immune to fear (such as a paladin). Paladins should know they are not obligated to attack every evil creature they meet. If the PCs attack, the will-o'-wisps become invisible and retreat into the forest, later regrouping at the ruin.

**Development:** The PCs should eventually arrive at the ruin, either led by the will-o'-wisps or by following the trail for a sixth mile. Following the dragging-trail of Kyla and Reas is easier (DC 5 + 1/hour of rain) but it is slightly longer than a mile. As stated in Encounter Three, following a will-o'-wisp is not an evil act, but it is not necessarily a wise one.

Kyla doesn't want to return to the ruin, but she fears being alone even more.

If, for some reason, the PCs do not reach Kyla by early the next morning, then she struggles on a little more but is found and killed by a creature of the fens.

## Encounter Five: Ancient Powers

This is where the PCs find the Ur-Flan ruin, where Deacon Reas was killed and where Nevh remains.

**The ground dips slightly into a shallow depression, filled with several inches of water from the rains. This small lake is dotted with dark boulders and hill-islands of various sizes, some as wide as the Fensdale church, though considerably lower. Profuse growths of vines cover most of the large islands. Many dead trees stand with their feet in the lake, and some of them stand at odd angles. A heady smell of muck and decay pervades the area.**

A successful Knowledge (nature) or (geography) check (DC 20) indicates the similarity of this stone to that of the Griff Mountains. They are remnants of primeval glacial activity. Another successful Knowledge (nature) check (DC 25) connects the condition of the trees to a recent earthquake.

Built into one of the hills here, the ruined tomb of Ur-Flan secrets has been buried under water, muck, and vines for centuries. Normal animals shun the tomb area for its subtle negative energies, and its magical traps are designed to keep out the unworthy. As a repository of ancient lore, it was designed to evade notice or tampering, for only Flan of the proper spellcasting bloodline were intended to enter.

The fleeing Ur-Flan cultists also put a sentient guardian over their secrets. The ritual sacrifice of a stalwart warrior created a mummy, which has rested beneath the muck in perfect preservation.

If the will-o'-wisps led the PCs here, they point out which hill contains the tomb if the PCs do not see the tracks. If the will-o'-wisps were driven off or ignored, they follow the PCs into the ruin, so they can be present when the mummy emerges.

Use Map #2 for the ruin. General notes:

**Material:** Hewn stone. The tomb is carved out of a mass of dark brown-purple granite that forms the core of a small hill. The passages are 5 feet wide. Ceiling heights are just above 6 feet. A successful Craft (stonemasonry) check (DC20) indicates skillful, if somewhat hasty, construction, hundreds of years old. The outer surfaces of the ruin appear like ordinary stone and are covered in thick vines, while the insides are painted in intricately twisted geometric patterns. Some of the

paint has faded over time. More detailed carvings and paintings lie inside.

**Runes:** Several areas include messages in ancient (Ur-)Flan characters. PCs that read Flan understand the runes, as do PCs that succeed at a Decipher Script check (DC 20) for each message.

**Footing:** The ruin is filled with water to an average depth of 12". The ruin counts as shallow bog terrain (*Dungeon Masters Guide* page 88): movement costs are doubled and the DCs of all Tumble checks are at +2. Note that creatures in the water cannot take a 5-foot step, since one square counts as 10 feet of movement.

**Light:** Normally there is no light inside, but speaking the Flan word for "reveal" activates a network of magical lights (*prestidigitation* spells) for one hour. Placed periodically along the walls, these lights shed shadowy amber illumination in a 5-foot radius (like candles). Nevh has been repeating the word each hour she has been awake. The mummy guardian has darkvision, so it does not need these lights. The effect radiates faint Evocation.

**Negative Energy:** A slow leak of negative energy heals the Ur-Flan mummy 1 hit point per week. The mummy has been wounded a few times in the past but not destroyed. This energy radiates faint evil and faint Necromancy.

**Warded Against Sun-Magic:** The ruin is protected (moderate Abjuration, 16th-level caster) against all spells of 1st level or higher that have the [Fire] or [Light] descriptor, as well as similar spells like *searing light*. All such spells fail within the ruin unless the caster succeeds at a caster level check (DC = 11 + APL).

**Screen:** The ruin is under the effect of a permanent *screen* spell (strong Illusion, 16th-level caster). Anyone trying to scry on the ruin sees an interior of solid rock.

**Auras:** A geomancer or someone attuned to ley lines can sense this is a place of magical power.

Summary of auras at the entrance: Strong Illusion (*screen*), moderate Abjuration (ward against sun-magic), faint Abjuration (*alarm*), faint Necromancy (negative energy), faint Evocation (lights), faint evil (negative energy).

**What if the PCs don't go in? :** Some groups of PCs may choose to stake out the ruin, not entering it at all. They may do so. Kylah certainly doesn't want to go back inside. Nevh continues to

meditate inside; the Mentor intends to retrieve her the next day but is not so foolish as to walk right in. If the PCs wait outside the ruin for more than four hours, the Phostwood ogres approach; see Encounter Six. Add the will-o'-wisps from Encounter Five as allies for the ogres.

**What did Deacon Reas do here?** : Since he did not read the warnings, he was affected by the magical trap (Area D) and was hampered when he fought the mummy guardian in the central ring (Area E). He resisted its *despair* but failed to turn it. It slammed him once and a second critical blow killed him. He did not contract mummy rot. His quarterstaff fell and remained in Area E. The mummy was already back in its chamber (Area F) when Kylah and Nevh arrived from the Inner Sanctum (Area I).

### Area A: Entry Threshold

The entrance to the ruin is covered by the *screen* effect, showing an unbroken surface of stone. If the PCs have been led here by will-o'-wisps, the creatures point toward the entrance, even passing through the illusion and back again if the PCs are particularly cautious, cowardly, or clueless.

Underneath the illusion, a square-topped threshold is visible, bearing a relief of twisted geometric patterns partly covered by vines.

**Trap:** The square of the threshold bears an *alarm* spell (mental alarm, 16th-level caster, permanent), to alert the mummy to intruders. Search DC 26; Disable Device DC 26.

### Area B: First Warning

On the wall in front of the threshold, a carved warning states the following: "Enter, sisters. Defend, brothers. Fear, enemies. If you would enter, make an offering of your gift." This is a clue for the PCs to cast a spell here. The mummy listens; if it does not hear a spell being cast, it prepares to fight the intruder.

When Kylah and Nevh arrived at the threshold, they cast *ghost sound* spells as the dream-voice recommended. The girls believed their magic somehow opened the way, but the casting simply announced to the mummy they were spellcasters and therefore worthy.

### Area C: Riddle

The wall visible to the left from Area B bears a second warning and a riddle, which provides the password for the *symbol* at Area D: "You who

belong, step forth with joy to receive your destiny. You who intrude may yet be worthy. With eyes beyond eyes, behold the object of your loyalty."

The wall around these words is covered with an array of carved symbols, but only some of them are significant. Seen by *detect magic* or *arcane sight*, a grouping of *arcane marks* forms a larger image, which is the Flan symbol for "secrecy".

**Trap:** Characters that learn the password might smugly think they have bypassed all of the defenses, but casting *detect magic* or *arcane sight* triggers a slightly different defense. If the *symbol* does not weaken the PCs, then bypassing it makes their foe stronger; the mummy in Area F receives a *bull's strength* (16th-level caster). The effect of this spell is not included in the stat blocks.

### Area D: Necromantic Trap

The walls between C and D are painted in twisted patterns intermingled with rows of little pictograms that represent Ur-Flan warriors and tribesmen.

**Trap (APL 4):** The square marked D bears a magical trap, triggered by anyone entering the square, unless she is a Flan female (this can include PCs of mixed ethnicity, if the player says that the Flan side is most pronounced) and of non-good alignment. Also, anyone saying the Flan word for "secrecy" does not trigger the trap. The Ur-Flan sorceresses expected their power to return in Flan women many generations later, but they also figured their progeny could use some allies of like mind.

### APL 4 (EL 4)

*Ray of Exhaustion* Trap: CR 4; magic device; proximity trigger (*alarm*, *detect good*) and visual trigger (*true seeing*); automatic reset; Atk +4 ranged touch; spell effect (*ray of exhaustion*, 6th-level sorcerer); Search DC 28; Disable Device DC 28.

**Trap (APL 6-10):** The wall at D bears a magical *symbol*, triggered by anyone looking at it, unless she is a Flan female (this can include PCs of mixed ethnicity, if the player says the Flan side is most pronounced) and of non-good alignment. Although it is immune to the effects anyway, the guardian has been attuned to the *symbol* and cannot trigger it. Also, anyone saying the Flan word for "secrecy" does not trigger the *symbol*. The Ur-Flan sorceresses expected their power to return in Flan women many generations later, but they also figured that their progeny could use some allies of like mind.



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

*Symbol of Pain* Trap: CR 6; spell; spell trigger; permanent; spell effect (*symbol of pain*, 10th-level sorcerer, DC 17 Fort save negates); multiple targets (all targets within 60 ft.); Search DC 30; Disable Device DC 30.

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

*Symbol of Weakness* Trap: CR 8; spell; spell trigger; permanent; spell effect (*symbol of weakness*, 14th-level sorcerer, DC 20 Fort save negates); multiple targets (all targets within 60 ft.); Search DC 32; Disable Device DC 32.

## **APL 10 (EL 9)**

Heightened *Symbol of Weakness* Trap: CR 9; spell; spell trigger; permanent; spell effect (*symbol of weakness* [heightened to 8th-level], 16th-level sorcerer, DC 22 Fort save negates); multiple targets (all targets within 60 ft.); Search DC 33; Disable Device DC 33.

### **Area E: Central Ring**

Painted runes in the Flan language give ominous phrases such as, “Look for your brethren—they stand all around,” “Our blood brings our enemies to fear,” “We sleep for the generations but we shall awaken in you,” or “When the ages have made you forget, He shall remember.”

The lights on the walls appear in the hands of bas-relief idealized female figures that span from floor to ceiling. Their eyes carved deeply into the stone and appear as large dark wells.

Deacon Reas’s quarterstaff lies on the ground here. Dropped at his death, it lies half-sunk (the silver-shod end) into the cold water.

### **Area F: Guardian’s Chamber**

The mummy guardian rests in this small chamber, behind permanent *illusory walls* (caster level 16th).

The mummy’s order is this: “Kill any intruder not of the proper bloodline,” where “proper bloodline” means non-good female Flan spontaneous casters (sorcerers or bards). A clever PC, or one who actually meets the criteria, might succeed in tricking the mummy into admitting her. Unless a visitor has cast a spell (at Area B), appears to be Flan, and appears not to have been affected by the trap (exhausted or in pain or weakened), it strikes as soon as the

intruder passes by. If the visitor spoke the password to get past the trap, the mummy observes the visitor and attacks only if the visitor tries to desecrate the tomb. If a visitor wears a symbol of Pelor, the mummy attacks immediately.

Astute PCs (Spot DC 20) notice the water on the floor does not splash properly against the illusory walls, a clue about the illusions.

The chamber also holds the bones of past intruders and a small cache of treasure. At APL 4-6, this is a mixture of gems and coins worth 500 gp (100 gp per PC); at APL 8-10, there are no gems but there are *boots of elvenkind* from a long-dead Phostwood elf.

### **Area G: Hall of Triumph**

The walls of this corridor have more numerous and more ornate paintings. Someone studying them can decipher (Int check, DC 10) a story of warring tribes:

***An army of stylized warriors and spellcasters gathers strange allies, who appear as other featureless but sharp-profiled humanoids, some of whom seem to have wings or tails. The army defeats its enemies in scenes of conquest and sacrifice. As the army wins victories, some of its members seem to take on a mix of human and non-human appearance.***

(The paintings show the Ur-Flan cult ascending to power and the result of unions between the unholy allies and cultists.)

### **Area H: Hall of Ruin**

The walls of this corridor have numerous and ornate paintings. Someone studying them can decipher (Int check, DC 10) a story of the downfall of a victorious tribe:

***An empire of stylized warriors and spellcasters is intermingled with other featureless but sharp-profiled humanoid allies. The once-triumphant army is later beaten by other warriors and spellcasters, who stand among hills and trees while the sun glares overhead.***

(The paintings show the Ur-Flan cult being disbanded by a faction of druids and their allies.)

### **Area I: Inner Sanctum / Hall of Rebirth**

This is the center of meditation and hope for the Ur-Flan cult. The walls of this small room contain further pictograms. Someone studying the carvings can decipher (Int check, DC 10) a story:

***Masses of humanity populate the world but some other figures, almost indistinguishable but marked with an aura of power, hide among them. The auras of these figures become smaller and smaller as the walls continue, but the figures become more numerous. They rally around a central figure. Their auras grow powerful again and they conquer once more.***

(The paintings show the Ur-Flan cultists hiding among the population but sustaining their power until the day when they can reinstate their empire.)

At the center of the wall is an inscribed circle four feet in diameter, with a ring of runes spelling out “Long may He reign / His power grows in all of us / He shall outlast the fleeting day.” The ring surrounds what is obviously a figure of veneration and source of power, but the figure has been scratched away entirely. A few jagged shapes extend into the ring of runes, but it is unclear what central form used to join these extremities.

The west half of the room includes a raised bench above water level, where Nevh has been sitting during her meditation. Although she is still only thirteen years old, the time spent in this chamber of power has already advanced her to become a first-level sorceress. She has even conversed with the Ur-Flan mummy—a muffled voice in the darkness and overall a poor conversationalist—to relieve some of the boredom.

**Nevh:** hp 4; see Appendix C.

- **Personality:** Nevh is a smart girl and by no means ugly, but she envies the attention her sister gets. She believes her sorcery will make others love or fear her, as she feels she deserves. She is overconfident in her abilities and does not realize how weak she is, compared to the PCs or the mummy.
- **Description:** Nevh is Kylah’s fraternal twin. Nevh is not as pretty or tall as Kylah. Her wavy hair is also cut short. She has learned to use *prestidigitation* to clean her patched and worn clothes. She wears a heavy cloak to stave off the damp chill.
- **Motivation:** Nevh is eager to learn more about sorcery and the power that it brings. She wants the PCs (and everyone else) to revere her or at least leave her alone. Her mind has become unhinged by the death of Deacon Reas; she has blocked out his death and believes that Kylah left because of a weakness in her character. If a female Flan

PC pretends to be the one who sent the dream (make a Bluff check against Nevh’s Sense Motive), Nevh goes willingly along with the PC.

- **What She Knows:** about as much as Kylah (see Encounter Four), but somewhat more composed and glossing over the death of Reas.

**Creatures:** At some point, the PCs have to get around the guardian, the will-o’-wisp(s), and Nevh herself.

#### **APL 4 (EL 6, raised to 7 for location)**

**Ur-Flan Mummy (APL 4):** hp 59; see Appendix D.

**Will-o’-Wisp:** hp 40; *Monster Manual* 255. At this APL, the will-o’-wisp does not attack, so it only slightly raises the EL.

#### **APL 6 (EL 8, raised to 9 for location)**

**Ur-Flan Mummy (APL 6):** hp 78; see Appendix E.

**Will-o’-Wisp:** hp 40; *Monster Manual* 255.

#### **APL 8 (EL 10, raised to 11 for location)**

**Ur-Flan Mummy Champion, Ftr2:** hp 89; see Appendix F.

**Will-o’-Wisps (2):** hp 40 each; *Monster Manual* 255.

#### **APL 10 (EL12, raised to 13 for location)**

**Ur-Flan Mummy Hero, Ftr4:** hp 100; see Appendix G.

**Will-o’-Wisp Stalker, Rgr1/Rog1:** hp 48; see Appendix G.

**Will-o’-Wisps (2):** hp 40 each; *Monster Manual* 255.

**Setup:** The mummy begins in its chamber and moves out to attack as described above in Area F.

The will-o’-wisps eagerly follow the PCs into the ruin, trying to position themselves behind the PCs or as part of the PCs’ marching order.

Nevh begins in the inner sanctum and emerges if called by the PCs or otherwise alerted by the sound of a fight.

**Tactics:** The mummy fights simply: Power Attack (it gets a 2-for-1 damage bonus with its slam), Close-Quarters Fighting against grapples, Improved Overrun to get at fire-flinging wizards hiding behind fighters. It passes through Area F to gain an advantage in mobility over the PCs. At APL 10, its Improved Unarmed Strike feat allows it to make an iterative attack and its ring makes its slam count as a magic weapon.

Nevh does not want to be captured, so she adds to the fight in her own way, such as trying to *charm* a PC or making a *silent image* of an undead shadow or some fog. She is a clumsy caster, having gotten only a one-day crash course in sorcery.

Will-o'-wisps are clever and cruel, and they enjoy working with a mummy. The mummy's *despair* and its sheer power make victims give off a feast of fear and pain, but will-o'-wisps take offense at anyone who does not feed them (by being afraid). Note that at APL 4, the will-o'-wisp does not attack; it merely occupies space and frightens the PCs by its presence, and it flees as soon as a PC does damage to it. At APL 6+, the will-o'-wisps join the battle themselves to instill fear and pain in those who resist the mummy's power. They recognize obvious spellcasters among the PCs and can ready attacks to disrupt spells. If a will-o'-wisp gets hurt, it turns invisible and moves to a more protected position before attacking again. At APL 10, the will-o'-wisp stalker likes to get sneak attacks from flanks or from invisibility. If a PC is resistant to electricity, the will-o'-wisps choose another target.

Paladins draw special attention. Unknown in the days when the mummy was created, an intruding paladin is a mystery and a menace. He is immune to mummy rot and knows no fear. Will-o'-wisps, too, feel this absence and hate it. Since a paladin cannot feed them fear, he is useful only to make his allies despair at the sight of a falling hero.

The will-o'-wisps flee if they are reduced to 10 hp or lower, but the mummy does not relent until all apparent foes have been destroyed.

When the PCs destroy the mummy, the event triggers a burst of ancient energy that penetrates the very essence of all beings inside the ruin, even if they are incorporeal or holding their breath. It is not merely negative energy, so *death ward* or similar spells do not provide protection.

**As you put an end to the ancient guardian's unholy existence, a wisp of**

**darkness seems to rise from its form and quickly grows to fill all of the passages in the ruin. The darkness surges forth in ribbons, like so much ash in a strong wind. Some of it clings to your body for a moment before apparently dissolving into your flesh with a cold tingling sensation. A cloying scent burns your nostrils for a few seconds. When the normal lighting returns, you find the female figures on the walls are weeping: trails of black blood streak from their eyes to the murky water.**

Any PC within the ruin receives the special condition, "Infused with Ur-Flan Energies", described on the AR.

At APL 8-10, the mummy's armor also vaporizes when the mummy is destroyed.

A day after the death of the mummy, the ruin crumbles and sinks. The hill sinks down around it, to cover its secrets for the rest of time.

**Treasure:**

APL 4—loot (0 gp), coin (420 gp).

APL 6—loot (0 gp), coin (300 gp), *amulet of natural armor +1* (300 gp).

APL 8—loot (0 gp), coin (200 gp), *+1 breastplate of darksoul protection* (0 gp, destroyed), *boots of elvenkind* (375 gp).

APL 10—loot (0 gp), coin (200 gp), *ring of magic fang* (900 gp), *+1 breastplate of darksoul protection* (0 gp, destroyed), *boots of elvenkind* (375 gp).

**Development:** After the PCs clear the ruin, they must decide what to do with Nevh. She is malicious, but she is still very fragile, both physically and mentally. She is in denial about the death of Deacon Reas; if the PCs show her the corpse, she faints.

The PCs might start to debate what to do with the girls. If a PC actually steals the girls away from the party before the group is back in Fensdale, let this occur, but that PC might miss out on some treasure or experience, and will probably incur the ire of the other PCs.

If any PCs contracted mummy rot and cannot cure themselves of it, they may need to hurry back to Fensdale. See the Conclusion for details on finding a cure. Note that even *cure wounds* spells might not work on a PC afflicted with mummy rot.

## Encounter Six: Retrieval

The Mentor intends to recover the two girls from the ruin, but only if things have gone smoothly. For a backup plan, the Mentor recruited some Phostwood ogres to recapture the girls if they escape; the Mentor was in disguise as a cleric of luz for the actual negotiations. If Nevh leaves the ruin's Inner Sanctum for more than a minute—probably when the PCs fight the mummy—then an audible *alarm* goes off in the ogres' camp and they move to intercept. Their camp is half a mile west of the ruin, so it takes them about 10 minutes to arrive. Unless the PCs can travel back to Fensdale exceptionally fast, the ogres engage them soon after the PCs leave the ruin.

Use Map #2 for this encounter (with additional swamp terrain and trees at the entrance of the ruin), or make up another forest map.

### APL 4 (EL 5)

**Ogres (2):** hp 29 each; *Monster Manual* 198.

### APL 6 (EL 6)

**Ogres (3):** hp 29 each; *Monster Manual* 198.

### APL 8 (EL 8)

**Ogres (2):** hp 29 each; *Monster Manual* 198.

**Ogre Barbarian:** hp 79; *Monster Manual* 199. The barbarian has a *potion of cure moderate wounds*.

### APL 10 (EL 9)

**Ogres (6):** hp 29 each; *Monster Manual* 198.

**Ogre Barbarian:** hp 79; *Monster Manual* 199. The barbarian has a *potion of cure moderate wounds*.

The ogre barbarian leader (APL 8-10) is a hideous sight, festooned with grisly trophies taken from his enemies, be they beast or humanoid (Phost elves, Tenha, Pale army, or luz soldier). Since he has decorated his armor and greatclub with foul graffiti and carvings, they are only half as valuable on the open market as typical magic items.

**Setup:** The ogres start hidden among trees, about 40 feet from the PCs. If possible, they spread out to come at the PCs from 2 directions. As they attack, they shout to each other in Giant about retrieving the girls, which might tell the PCs this is not a random attack.

**Tactics:** Ogre tactics are simple: throw javelin by surprise (even with the penalty for rain), then close to crush with clubs. They favor attacking elves. The barbarian leader, if present (APL 8-10), moves to engage a warrior-type and rages if anyone hurts him. Regular ogres flee if they are reduced to 5 hp or lower, but the leader does not flee if he is raging.

The PCs do not need to kill the ogres. The ogres can be persuaded to talk with an offer of treasure or food (Diplomacy check DC 15, modified as you see fit, but at -10 for a rushed Diplomacy check). They explain how a black-robed man with a skull necklace (symbol of luz: Knowledge (religion) DC 10) asked them to kill the PCs and take the girls back to camp. They were paid in various coins and gems worth 100 gp per ogre and 200 gp for the barbarian leader (totals: APL 4 200 gp, APL 6 300 gp, APL 8 400 gp, APL 10 800 gp), and they accept a counter-bribe of double that amount (APL 4 400 gp, APL 6 600 gp, APL 8 800 gp, APL 10 1600 gp).

#### **Treasure:**

APL 4—loot (7 gp), coin (40 gp).

APL 6—loot (11 gp), coin (60 gp).

APL 8—loot (7 gp), coin (80 gp), +1 *Large hide armor* (half of 177=88 gp), *ring of protection +1* (300 gp), +1 *Large greatclub* (half of 345=173 gp), *potion of cure moderate wounds* (45 gp).

APL 10—loot (22 gp), coin (160 gp), +1 *Large hide armor* (half of 177=88 gp), *ring of protection +1* (300 gp), +1 *Large greatclub* (half of 345=173 gp), *potion of cure moderate wounds* (45 gp).

**Development:** The PCs can track the ogres back to their disheveled camp half a mile away, but find nothing of worth there. The “cleric of luz” does not return. A successful Spot check (DC 25) reveals a flock of crows or ravens in nearby trees; the birds fly away immediately if the PCs make eye contact.

The PCs have defeated all dangers for today in the Phostwood. After a brief but hectic adventure, it is time to get back to Fensdale.

## Conclusion

Be sure to leave about 30 minutes for the conclusion, because of the moral dilemma over the girls' fate and the possible need to cure mummy rot (see Sidebar).

**Dilemma:** Although realistically the Church should decide what to do with the two young “demon

sorceresses”, such as sending them to a New Dawn Camp, that isn’t satisfying for the players. We let the PCs decide what happens to the twins.

Many outcomes are possible, but under no circumstances can a PC become the girls’ guardian or caretaker. Anjah and Eivan would argue to keep the girls in their custody, perhaps with supervision by the Church and/or the well-liked sorceress Ehlena. The PCs might decide to send the girls to be tutored by an NPC member of the Coven of White Light (sorcerer meta-org). Do not suggest these options, but let the PCs figure something out themselves.

If the PCs cannot decide unanimously after about fifteen minutes of discussion (at your discretion or the limits of the time-slot), let them make opposed Diplomacy checks. PCs may plead their own cases or may roll to assist another’s roll.

**Reward:** Aunt Anjah and Uncle Eivan would be happy to have the girls back, in any case. Eivan rewards the PCs by working with the Army and the Church to make a magical *bridle of the Tenha plains* for the PCs (included on the AR).

Unless the PCs deem otherwise, Initiate Havren conducts a burial service for Deacon Reas and the villagers mourn at his funeral. As thanks for recovering the body of Deacon Reas, the Church grants access to *potions of remove curse* and *potions of remove disease*.

Ehlena bears her baby boy two days after the PCs arrived. Reas Trueblood, the son of Corwin and Ehlena, is human (quarter-elf) with red-blond hair and green eyes.

The PCs might want to find out about the mysterious figure that spoke in the girls’ dreams, but their investigations do not turn up anything. The Mentor is going to great lengths to conceal itself, but the mystery will be revealed in future scenarios.

If word gets out among the villagers at large about the twins or the ruin, the tensions between Palites and Tenha (or Oeridians and Flan in general) become even greater. The people of Fensdale may like Ehlena, but this sorcery of the

Flan seems bizarre and frightening—it does nothing to dispel the superstitions that sorcerers are in league with demons. Whether the PCs feed such fears or try to quell them is their choice.

## The End

## Experience Point Summary

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

### Encounter Three

Successfully investigate

APL 4 30 xp; APL 6 30 xp;  
APL 8 30 xp; APL 10 30 xp

### Encounter Three

Successfully follow trail or defeat monster

APL 4 90 xp; APL 6 150 xp; APL 8 210 xp; APL 10 270 xp

### Encounter Five

#### Area D

Defeat/survive/disarm the trap

APL 4 120 xp; APL 6 180 xp; APL 8 210 xp; APL 10 270 xp

#### Area F / Overall

Defeat the Ur-Flan Mummy and will-o’-wisps

APL 4 210 xp; APL 6 270 xp; APL 8 330 xp; APL 10 390 xp

### Encounter Six

Defeat or negotiate with the ogres

APL 4 150 xp; APL 6 180 xp; APL 8 240 xp; APL 10 270 xp

### Story Award

Rescue the girls and recover Reas’s body

APL 4 40 xp; APL 6 45 xp; APL 8 55 xp; APL 10 60 xp

## Discretionary roleplaying award

APL 4 35 xp; APL 6 45 xp; APL 8 50 xp; APL 10 60 xp

### Total possible experience:

APL 4 675 xp

APL 6 900 xp

APL 8 1125 xp

APL 10 1350 xp

## Treasure Summary

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

### Encounter Five

APL 4: L: 0 gp; C: 420 gp; M: 0 gp

APL 6: L: 0 gp; C: 300 gp; M: 300 gp

APL 8: L: 0 gp; C: 200 gp; M: 375 gp

APL 10: L: 0 gp; C: 200 gp; M: 1275 gp

### Encounter Six

APL 4: L: 7 gp; C: 40 gp; M: 0 gp

APL 6: L: 11 gp; C: 60 gp; M: 0 gp

APL 8: L: 7 gp; C: 80 gp; M: 606 gp

APL 10: L: 22 gp; C: 160 gp; M: 606 gp

### Conclusion

all APLs: L: 0 gp; C: 0 gp; M: 135 gp

### Total Possible Treasure

APL 4: L: 7 gp; C: 460 gp; M: 135 gp - Total: 602 gp [cap 600 gp]

APL 6: L: 11 gp; C: 360 gp; M: 435 gp - Total: 806 gp [cap 800 gp]

APL 8: L: 7 gp; C: 280 gp; M: 1116 gp - Total: 1403 gp [cap 1300 gp]

APL 10: L: 22 gp; C: 360 gp; M: 2016 gp - Total: 2398 gp [cap 2100 gp]

## Items for the Adventure Record

*Infused with Ur-Flan Energies:* The destruction of the ancient guardian has infused the PC's body with arcane energies. This infusion does not make the PC radiate magic or evil, but it might provide a reason for a non-arcane PC to take levels as a sorcerer or bard. The PC gains access to the spells *negative energy ray* (Sor/Wiz1) and *negative energy burst* (Sor/Wiz3) (T&B). A

spontaneous arcane caster (sorcerer or bard) may also find dark power infiltrating her magical repertoire: at the next character level gained, the PC may swap out one known spell of a level at least one lower than the highest known. The new spell must be from the school of Necromancy, Enchantment, or Illusion, and it may be one of the spells unlocked above. This is a special exception to the usual rule for swapping spells through level advancement. Record the old spell and new spell on this AR when you exercise this option.

Write the lost spell here:

Write the new spell here:

Level of spell:

*Bridle of the Tenha plains*: This magical bit and bridle is decorated in traditional Tenha Flan beadwork motifs. When placed on a horse or other riding animal, it gives the rider a +3 bonus to Ride checks. Faint transmutation; CL 3rd; Craft Wondrous Item, Ride 5 ranks; Price 900 gp.

*Ring of magic fang* (from *Arms & Equipment Guide*): While worn, this ring grants one (and only one) of the wearer's natural weapons (bite, slam, fist, and so on) a +1 enhancement bonus on attack and damage rolls. Faint transmutation; CL 12th; Forge Ring, *magic fang*; Price 6000 gp.

### **Item Access**

APL 4:

*bridle of the Tenha plains* (Regional, 900 gp, see above)

*potion of remove curse* (Adventure, DMG)

*potion of remove disease* (Adventure, DMG)

APL 6 (all of APL 4 plus the following):

APL 8 (all of APL 6 plus the following):

*boots of elvenkind* (Adventure, DMG)

APL 10 (all of APL 8 plus the following):

*ring of magic fang* (Adventure, A&EG)

## Appendix A: Fensdale

This information is adapted from PAL1-09 “Bewitched”, by Greg and Kim Ryker, with the author’s appreciation.

**Fensdale (small town):** Conventional; AI LN; 800 gp limit; Assets 36,000 gp; Population 900; Mixed (human 90 [Oerid 45 / Flan 45], elf 3, half-elf 2, halfling 2, dwarf 1, gnome 1, half-orc 1).

Fensdale (pop. 900) is a small town located in the western portion of the Theocracy of the Pale, near the Phostwood. A few years ago, a ditch, rampart, and palisade were built around this picturesque village as insurance against roving ogre bands that occasionally emerge from Tenh and the Phostwood. It is situated where a trade route into the Phostwood includes a ferry over the Yol River, approximately 35 miles west of Hatherleigh.

Given its proximity to these important trade routes and also due to the activity of House Kestrel, Fensdale experienced an economic boom, which increased the availability of items in the town. Due to its increasing importance as a trade hub, a small unit of the Prelatal Army (commanded by Corwin Trueblood) is garrisoned here to act as a cadre for the local militia and to patrol the trade routes and farms in the vicinity.

Fensdale was a conservative, devout community with a background as a market for the fertile farms and fishing camps in the area. Over the last few decades, more trade has sprung up along the Yol River and the road and across the ferry into the Phostwood. The local upper-class landholders have been supplemented by an influx of wealthy traders and merchants.

Fensdale is a highly polarized community, with most of the upper class being humans of Oeridian descent and devoted worshippers of Pholtus, while the peasantry is primarily humans of Flan extraction, many of whom still honor other “pagan” gods. Due to the aggressive nature of the local Pholtan priesthood, worship of Flan gods by the peasantry has been largely suppressed in public, but continues in secret. The recent increases in trade have largely benefited the Oeridian elite, increasing the gap between rich and poor.

The following are some of Fensdale’s noteworthy locations, but most of them are not important for this scenario.

**Church of Pholtus:** see Encounter Two for details about the Church. Father Kedron (head priest in “Bewitched”) was promoted to become a prior in Hatherleigh, while Reas (then an initiate) was elevated to deacon to supervise the Fensdale congregation. Sister Markarethe, who worked tirelessly in the Tenha refugee camps, died the same day that Theocrat Ogon Tillit passed from this world. She felt unusually tired the day before and remained in bed late into the morning. She looked to the sky in the east to see a great golden light ascending to the heavens, and she died straight away with a look of great peace on her face.

**Refugee Camp (Tent City):** see Encounters One and Two for details about the refugee camp.

**Ferry:** see Encounter Two for details about the ferry.

**Trueblood Manor:** Corwin Trueblood is still the captain of the Prelatal Army garrison, but has been spending time looking after his pregnant wife, the half-elf sorceress Ehlena, who is due any day now. Ehlena’s aunt Ghlenella, a full-blooded elf, has departed deeper into the Phost, so the PCs may not call on her divination abilities for the location of the twins. If the PCs call on the Truebloods, they may see the large house with its well-tended gardens, but Jasper the halfling butler will almost certainly turn them away, insisting that Corwin and Ehlena are not receiving visitors.

**Happy Halfling Bed & Breakfast:** This inn includes a large whitewashed Grand House with an attached converted Carriage House. The owner Glynnis (plump and middle-aged) is still gossipy, maybe making up rumors about a romance between Deacon Reas and one of the young Tenha refugee women. The pretty and buxom serving-maid Raven is still there. The Tenha orphan, Pip, is now twelve years old and his squeaky voice is starting to crack; he is annoyed that the dwarf cook Glorinda still sees him as a little boy.

**Town Constabulary:** At their smallish stone building, the local officials, gruff Constable Taryn (an Oeridian man lacking his left hand) and deputy Farston (young, Flan), are busy with



another case and cannot help the PCs in this scenario.

**Army Garrison:** The 40-member regular army garrison has its barracks in a large stone tower next to the ferry, in the NW part of Fensdale. Sergeant Zephyrn (in his 30s but with grey hair), Corporal Froderick (a Faithful Flan), and the other members of the Prelatal Army garrison cannot abandon their posts to search for two missing girls, and not even for their priest. The PCs should be much more capable.

**Leaping Trout Saloon:** This is a somewhat prosperous mid-sized pub frequented by travelers near the ferry. The inside is very low (6') as it was originally built to Dwarven standards. Given that it has high-quality stonework, the building has remained in use. Middle-aged Jaron runs the place, and it is decorated with trophy fish caught by his brother Kegan.

**Kestrel Trading Post:** This large (100' x 100') wooden structure lies in the NE part of town. It is the center of the Kestrel family's business. Ailing patriarch Mortimer Kestrel used to run the place, but his very capable daughter Melinda has taken over in the past year.

## Appendix B: New Rules

### New Feat:

**Close-Quarters Fighting [General]** (from *Complete Warrior*):

You are skilled at fighting at close range and resisting grapple attempts.

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

**Benefit:** You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg—a creature with the improved grab special ability—attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the ankheg. Tordek then adds +10 to his opposed check to resist being grappled.

**Normal:** Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

**Special:** A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

### New Magic Items:

**Ring of magic fang** (from the *Arms & Equipment Guide*): While worn, this ring grants one (and only one) of the wearer's natural weapons (bite, slam, fist, and so on) a +1 enhancement bonus on attack and damage rolls. Faint transmutation; CL 12th; Forge Ring, *magic fang*; Price 6000 gp.

**Armor special ability: Darksoul protection** (from the *Book of Vile Darkness*): The wearer of this armor, if of evil alignment, takes only half damage from spells or effects that cause greater damage to evil creatures, such as a *holy smite* spell, the smite evil ability of a paladin, or the extra damage dealt by a holy weapon. Faint abjuration [Evil]; CL 7th; Craft Magic Arms & Armor, *protection from good*; Price +1 bonus.

## Appendix C: NPC Stats (all APLs)

**Kylah:** Female human (Flan) Sor0; CR 1/2; Medium humanoid (human); HD 1d2; hp 2; Init +1 (Dex); Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; Base Atk/Grp +0/-2; Atk -2 melee (1d4-2, dagger) or +1 ranged (1d4-2, thrown dagger); SA spells; SQ none; AL N(g); SV Fort +0, Ref +1, Will +0; Str 7, Dex 12, Con 11, Int 11, Wis 9, Cha 16. (All stats include -1 penalty for young age.)

*Skills:* Bluff +7, Handle Animal +4, Intimidate +5, Ride +2.

*Feats:* Persuasive.

*Languages:* Common, Flan.

*Possessions:* Peasant's outfit, heavy cloak, dagger, silver ring from mother on string around neck.

*Physical Description:* see Encounter Four.

*Sorcerer Spells Known* (2; base DC = 13 + spell level): 0—*ghost sound*, *mage hand*.

**Nevh:** Female human (Flan) Sor1; CR 1; Medium humanoid (human); HD 1d4; hp 4; Init +1 (Dex); Spd 30 ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; Base Atk/Grp +0/-1; Atk -1 melee (1d4-1, dagger) or +1 ranged (1d4-1, thrown dagger) or +1 ranged touch (by spell, ray); SA spells; SQ none; AL N(e); SV Fort +0, Ref +1, Will +2; Str 8, Dex 13, Con 10, Int 13, Wis 11, Cha 14. (All stats include -1 penalty for young age.)

*Skills:* Bluff +6, Concentration +2, Handle Animal +3, Knowledge (arcana) +5, Knowledge (history) +2, Ride +2, Spellcraft +5.

*Feats:* Eschew Materials, Spell Focus (Illusion).

*Languages:* Common, Flan.

*Possessions:* Peasant's outfit, heavy cloak, dagger, backpack, waterskin, 2 days of food, silver ring from mother on string around neck.

*Physical Description:* see Encounter Five.

*Sorcerer Spells Known* (5/4; base DC = 12 + spell level, \*13 + spell level for Illusion): 0—*daze*, *detect magic*, *ghost sound*\*, *prestidigitation*; 1st—*charm person*, *silent image*.\*

## Appendix D: NPC Stats (APL 4)

**Ur-Flan Mummy (APL 4):** Male mummy, former human (Flan); CR 5+; Medium undead; HD 9d12; hp 59; Init +0; Spd 20 ft.; AC 20 (touch 10, flat-footed 20) [+10 natural]; Base Atk/Grp +4/+11; Atk +11 melee (1d6+10 plus mummy rot, slam); Full Atk +11 melee (1d6+10 plus mummy rot, slam); SA despair, mummy rot; SQ DR 5/-, darkvision 60 ft., undead traits, vulnerable to fire, protection from fire 5; AL NE; SV Fort +5, Ref +3, Will +8; Str 24, Dex 10, Con -, Int 6, Wis 14, Cha 15.

*Skills:* Hide +7, Listen +8, Move Silently +7, Spellcraft -1, Spot +8.

*Feats:* Alertness, Close-Quarters Fighting (see Appendix B), Great Fortitude, Power Attack.

*Languages:* Flan only.

**Despair (Su):** At the mere sight of the Ur-Flan mummy (APL 4), the viewer must succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

**Mummy Rot (Su):** Supernatural disease—slam, Fortitude DC 16, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

**Protection from Fire 5 (Ex):** Centuries of submersion in the bog have given the Ur-Flan mummy a small bit of protection from fire, despite its typical vulnerability. It disregards the first 5 points of fire damage as its tissues dry out, but then suffers damage as normal.

*Possessions:* Bronze dagger; armbands, torc, and chest jewelry of bronze with dark stones (worth 1600 gp).

*Physical Description:* Once a Flan warrior in ages past, this mummy has been preserved in the Phost bog for over a thousand years. Its name has been lost to time. Today, it appears as a leathery humanoid form with deep brown skin, sunken black eyes, and withered lips drawn over brown teeth. It is dressed in the blackened remnants of ceremonial bronze jewelry. A smell of wet earth mixed with strange spices emanates from it. It speaks Flan in a whisper to peaceable visitors, namely worthy Flan females.

## Appendix E: NPC Stats (APL 6)

**Ur-Flan Mummy (APL 6):** Male mummy, former human (Flan); CR 6; Medium undead; HD 12d12; hp 78; Init +0; Spd 20 ft.; AC 21 (touch 10, flat-footed 21) [+10 natural, *amulet of natural armor* +1]; Base Atk/Grp +6/+13; Atk +13 melee (1d6+10 plus mummy rot, slam); Full Atk +13 melee (1d6+10 plus mummy rot, slam); SA despair, mummy rot; SQ DR 5/-, darkvision 60 ft., undead traits, vulnerable to fire, protection from fire 5; AL NE; SV Fort +6, Ref +4, Will +10; Str 25, Dex 10, Con -, Int 6, Wis 14, Cha 15.

*Skills:* Hide +8, Listen +10, Move Silently +8, Spellcraft -1, Spot +10.

*Feats:* Alertness, Close-Quarters Fighting (see Appendix B), Great Fortitude, Improved Overrun, Power Attack.

*Languages:* Flan only.

**Despair (Su):** At the mere sight of the Ur-Flan mummy (APL 6), the viewer must succeed on a DC 18 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

**Mummy Rot (Su):** Supernatural disease—slam, Fortitude DC 18, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

**Protection from Fire 5 (Ex):** Centuries of submersion in the bog have given the Ur-Flan mummy a small bit of protection from fire, despite its typical vulnerability. It disregards the first 5 points of fire damage as its tissues dry out, but then suffers damage as normal.

*Possessions:* *Torc (amulet) of natural armor* +1, bronze dagger, armbands and chest jewelry of bronze with dark stones (worth 1000 gp).

*Physical Description:* Once a Flan warrior in ages past, this mummy has been preserved in the Phost bog for over a thousand years. Its name has been lost to time. Today, it appears as a leathery humanoid form with deep brown skin, sunken black eyes, and withered lips drawn over brown teeth. It is dressed in the blackened remnants of ceremonial bronze jewelry. A smell of wet earth mixed with strange spices emanates from it. It speaks Flan in a whisper to peaceable visitors, namely worthy Flan females.

## Appendix F: NPC Stats (APL 8)

**Huge Ochre Jelly:** CR 7; Huge ooze; HD 10d10+80; hp 135; Init -5 (Dex); Spd 10 ft., climb 10 ft.; AC 3 (touch 3, flat-footed 3) [-2 size, -5 Dex]; Base Atk/Grp +7/+21; Atk +11 melee (2d6+9 plus 1d6 acid, slam); Full Atk +11 melee (2d6+9 plus 1d6 acid, slam); Space/Reach 15 ft./10 ft.; SA acid, constrict 2d6+9 plus 1d6 acid, improved grab; SQ blindsight 60 ft., split, ooze traits; AL N; SV Fort +11, Ref -2, Will -2; Str 23, Dex 1, Con 26, Int -, Wis 1, Cha 1.

*Skills:* Climb +14.

**Acid (Ex):** An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit or constrict attack deals acid damage.

**Constrict (Ex):** An ochre jelly deals automatic slam and acid damage with a successful grapple check.

**Improved Grab (Ex):** To use this ability, an ochre jelly must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Split (Ex):** Slashing and piercing weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original's current hit points (round down). A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

**Skills:** An ochre jelly has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

**Ur-Flan Mummy Champion:** Male mummy Ftr2, former human (Flan); CR 8; Medium undead; HD 12d12 plus 2d10; hp 89; Init +2 (Dex); Spd 20 ft.; AC 28 (touch 12, flat-footed 26) [+6 +1 *breastplate*, +10 natural, +2 Dex]; Base Atk/Grp +8/+17; Atk +18 melee (1d6+13 plus mummy rot, slam); Full Atk +18 melee (1d6+13 plus mummy rot, slam); SA despair, mummy rot; SQ DR 5/-, darkvision 60 ft., undead traits, vulnerable to fire, protection from fire 5; AL NE; SV Fort +9, Ref +6, Will +11; Str 29, Dex 14, Con -, Int 6, Wis 17, Cha 16.

*Skills:* Hide +7, Listen +12, Move Silently +7, Spellcraft -1, Spot +11.

*Feats:* Alertness, Blind-Fight, Close-Quarters Fighting (see Appendix B), Great Fortitude, Improved Overrun, Power Attack, Weapon Focus (slam).

*Languages:* Flan only.

**Despair (Su):** At the mere sight of the Ur-Flan mummy champion, the viewer must succeed on a DC 18 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

**Mummy Rot (Su):** Supernatural disease—slam, Fortitude DC 18, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

**Protection from Fire 5 (Ex):** Centuries of submersion in the bog have given the Ur-Flan mummy a small bit of protection from fire, despite its typical vulnerability. It disregards the first 5 points of fire damage as its tissues dry out, but then suffers damage as normal.

*Possessions:* +1 *breastplate of darksoul protection* (see Appendix B), bronze dagger, torc and armbands of bronze with dark stones (worth 1000 gp).

*Physical Description:* Once a Flan warrior in ages past, this mummy has been preserved in the Phost bog for over a thousand years. Its

name has been lost to time. Today, it appears as a leathery humanoid form with deep brown skin, sunken black eyes, and withered lips drawn over brown teeth. It is dressed in dark armor and the blackened remnants of ceremonial bronze jewelry. A smell of wet earth mixed with strange spices emanates from it. It speaks Flan in a whisper to peaceable visitors, namely worthy Flan females.

## Appendix G: NPC Stats (APL 10)

**Immensely Huge Ochre Jelly:** CR 9; Huge ooze; HD 18d10+144; hp 243; Init -5 (Dex); Spd 10 ft., climb 10 ft.; AC 3 (touch 3, flat-footed 3) [-2 size, -5 Dex]; Base Atk/Grp +12/+26; Atk/Full Atk +16 melee (2d6+9 plus 1d6 acid, slam); Space/Reach 15 ft./10 ft.; SA acid, constrict 2d6+9 plus 1d6 acid, improved grab; SQ blindsight 60 ft., split, ooze traits; AL N; SV Fort +14, Ref +1, Will +1; Str 23, Dex 1, Con 26, Int -, Wis 1, Cha 1.

*Skills:* Climb +14.

**Acid (Ex):** An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit or constrict attack deals acid damage.

**Constrict (Ex):** An ochre jelly deals automatic slam and acid damage with a successful grapple check.

**Improved Grab (Ex):** To use this ability, an ochre jelly must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Split (Ex):** Slashing and piercing weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original's current hit points (round down). A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

**Skills:** An ochre jelly has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

**Will-o'-Wisp Stalker:** Will-o'-wisp Rgr1/Rog1; CR 8; Small aberration; HD 9d8 plus 1d8+1d6; hp 48; Init +15 (Dex); Spd Fly 50 ft. (perfect); AC 31 (touch 31, flat-footed 20) [+1 size, +11 Dex, +9 deflection]; Base Atk/Grp +7/+1; Atk/Full Atk +19 melee touch (2d8 electricity, shock); SA none; SQ darkvision 60 ft., immunity to magic, natural invisibility, favored enemy (elves +2), track, wild empathy +4, sneak attack +1d6, trapfinding; AL CE; SV Fort +5, Ref +18, Will +10; Str 1, Dex 33, Con 10, Int 18, Wis 19, Cha 14.

*Skills:* Bluff +16, Diplomacy +7, Disguise +2 (+4 acting), Intimidate +4, Knowledge (nature)

+6, Listen +20, Search +18, Sense Motive +18, Spot +20, Survival +9 (+11 following tracks), Tumble +25.

*Feats:* Alertness, Blind-Fight, Dodge, Improved Initiative, Track<sup>B</sup>, Weapon Finesse<sup>B</sup>.

*Languages:* Common, Auran, Elven, Flan, Giant.

**Immunity to Magic (Ex):** A will-o'-wisp is immune to most spells or spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

**Natural Invisibility (Ex):** A startled or frightened will-o'-wisp can extinguish its glow, effectively becoming invisible as the spell.

*Possessions:* none.

*Physical Description:* Most creatures would not be able to distinguish one will-o'-wisp from another, but each has subtle nuances of form and luminescence. The stalker is slightly smaller than average for its kind and favors pale greens over blues or yellows. Exceptional for its kind, it has an especially keen mind that makes it more devious in its approach to malice and confusion.

**Ur-Flan Mummy Hero:** Male mummy Ftr4, former human (Flan); CR 10; Medium undead; HD 12d12 plus 4d10; hp 100; Init +6 (Dex); Spd 20 ft.; AC 28 (touch 12, flat-footed 26) [+6 +1 *breastplate*, +10 natural, +2 Dex]; Base Atk/Grp +10/+20; Atk +22 melee (1d6+18 plus mummy rot, slam); Full Atk +22/+17 melee (1d6+18 plus mummy rot, slam); SA despair, mummy rot; SQ DR 5/-, darkvision 60 ft., undead traits, vulnerable to fire, protection from fire 5; AL NE; SV Fort +10, Ref +7, Will +12; Str 30, Dex 14, Con -, Int 6, Wis 17, Cha 16.

*Skills:* Hide +7, Listen +12, Move Silently +7, Spellcraft -1, Spot +12.

*Feats:* Alertness, Blind-Fight, Close-Quarters Fighting (see Appendix B), Great Fortitude, Improved Overrun, Improved Unarmed Strike, Power Attack, Weapon Focus (slam), Weapon Specialization (slam).

*Languages:* Flan only.

**Despair (Su):** At the mere sight of the Ur-Flan mummy hero, the viewer must succeed on a DC



18 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

**Mummy Rot (Su):** Supernatural disease—slam, Fortitude DC 18, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

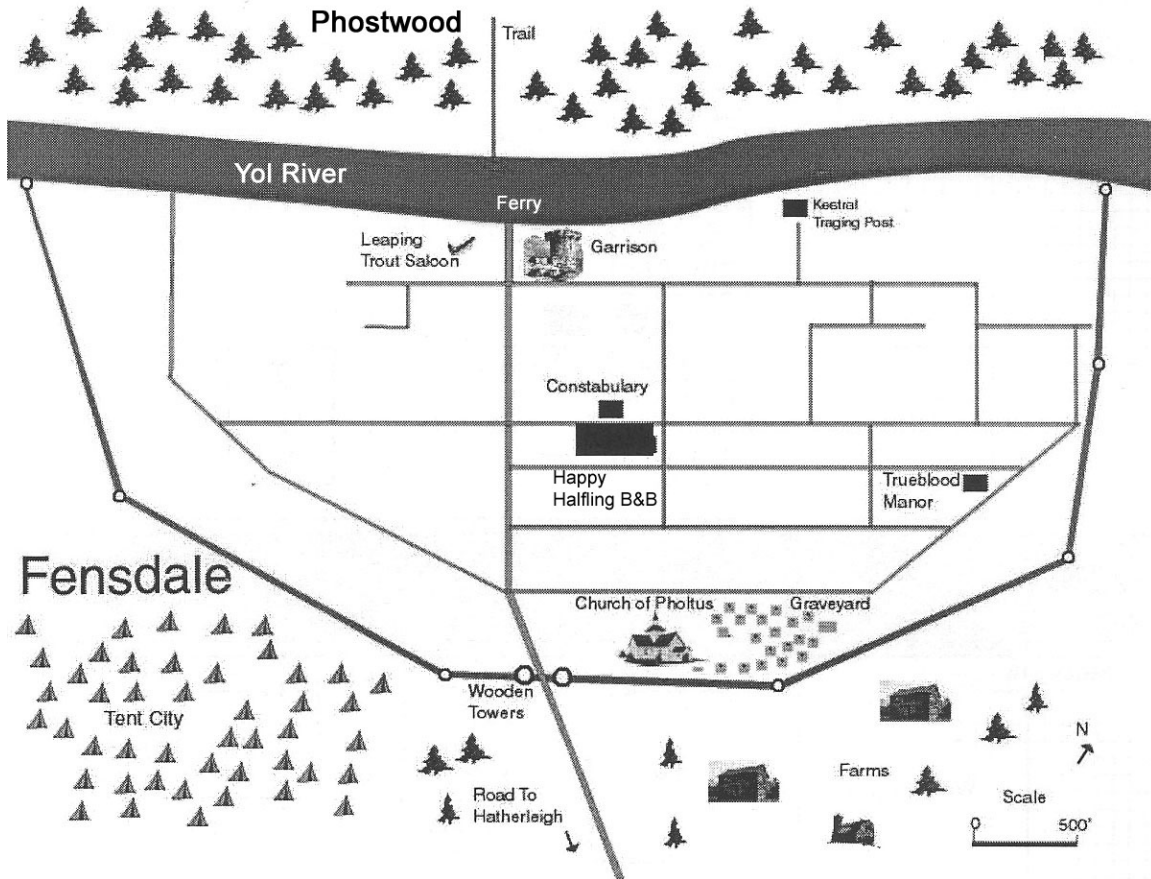
**Protection from Fire 5 (Ex):** Centuries of submersion in the bog have given the Ur-Flan mummy a small bit of protection from fire, despite its typical vulnerability. It disregards the first 5 points of fire damage as its tissues dry out, but then suffers damage as normal.

*Possessions:* +1 breastplate of darksoul protection (see Appendix B), ring of magic fang (see Appendix B), bronze dagger, torc and armbands of bronze with dark stones (worth 1000 gp).

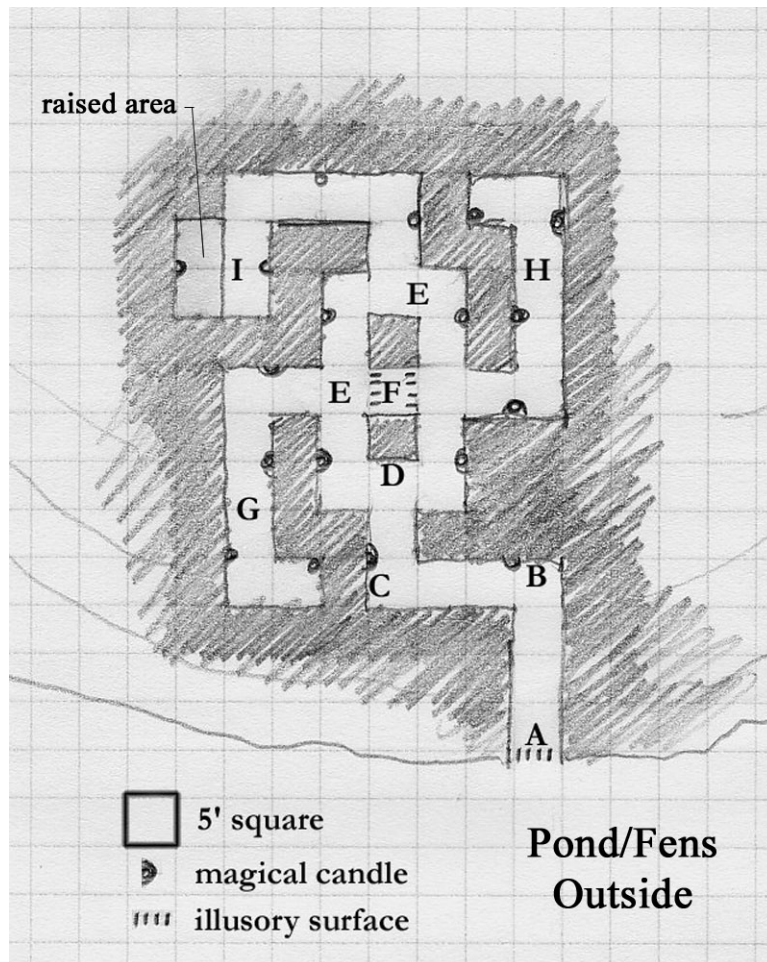
*Physical Description:* Once a Flan warrior in ages past, this mummy has been preserved in the Phost bog for over a thousand years. Its name has been lost to time. Today, it appears as a leathery humanoid form with deep brown skin, sunken black eyes, and withered lips drawn over brown teeth. It is dressed in dark armor and the blackened remnants of ceremonial bronze jewelry. A smell of wet earth mixed with strange spices emanates from it. It speaks Flan in a whisper to peaceable visitors, namely worthy Flan females.

## Map #1: Fensdale

This map is adapted from the one in PAL1-09 "Bewitched" (original created by Tom DeMayo).



**Map #2: Ur-Flan Ruin**



## **Player Handout #1: Conversation with an Abbot**

A few days ago, you were summoned to a meeting with Abbot Faxon Genterros of Hatherleigh.

The following summarizes his side of the conversation:

“Almighty Pholtus has granted a vision to our High Seer, Jarret Beak, which may give us a chance to foil a plot before it can surprise us. The High Seer said this was his message:

**“In a village born of wood and water, Youth and Age unite against the Light.”**

“I am dispatching agents to other villages, but I think Fensdale, across the Yol River from the Phostwood, holds the most promise. As you may know, Fensdale was the site of a plot by Old Wicked more than two years ago. The Old One’s agents had infiltrated the city, murdered a prominent citizen, and then tried to frame a villager for the crime. That the accused, one Ehlena, was an arcanist, a pagan, and nonhuman (a half-elf) made her all the more plausible a suspect. But the light of truth could not be deflected and it drove out the Old One’s villainy.

“That sorceress married a faithful Pholtan, Corwin Trueblood, and she is about to bear her first child. This child may well be the Youth referred to in the message. The streets of Greyhawk may be a suitable spawning-ground for devil-children like those of the miscreant merchant Brendingund, but the fair settlements of the Pale are no place for it. The Old One must not reestablish his foothold here.

“If you would serve the Church and your nation, then travel to Fensdale. The village lays 12 leagues west of Hatherleigh on the banks of the Yol River. A young priest, Deacon Reas, guides the congregation there. But be discreet, for there may be others about who would try to foil you, and we would not want to alienate the Trueblood family and its considerable financial strength.

“Let the Light be your guide.”

You are confident the abbot spoke honestly. You have no written record of this conversation.

## Critical Event Summary

If you judge this scenario before June 1, 2004, you may have a chance to influence the plot of future scenarios in this series. Even after that date, the author would appreciate hearing from judges. Please email your feedback, comments, advice, or noteworthy stories about this scenario to Derek Schubert at [derek.schubert@alumni.duke.edu](mailto:derek.schubert@alumni.duke.edu), with the subject "PAL4-02 Feedback".

### Critical Event Summary:

1. What happened to Kylah and Nevh?
2. How many PCs received the condition "Infused with Ur-Flan Energies"?
3. Did the PCs raise Deacon Reas from the dead?
4. If you have any other comments or questions, please include them.