

SHL1-04



The God Below

A One-Round D&D 3rd Edition LIVING GREYHAWK™ Adventure

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A scream in the night sends you chasing the path of an enemy in the city of Critwall. Can you stop the evil of The God Below? An adventures for character levels 1-6.



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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 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 seven 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 rule books during certain times of play. For example, the players are not free to consult the *DUNGEON MASTER'S Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Scoring

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

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

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

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

This is a LIVING GREYHAWK Adventure. As a LIVING™ adventure, it is expected that players will 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, a character sheet, and a LIVING GREYHAWK log 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 Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4th
T2:	13-22	14-24	15-26	16-28	6th
T3:	23-32	25-35	27-38	29-41	8th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute	You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
Poor	You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
Common	You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
High	You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
Luxury	You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Adventure Summary and Background

Judge Background

When Critwall fell to the forces of Iuz, his faithful erected many shrines and temples to the demigod within the newly conquered city. All known temples to the Old One were destroyed after Lady Katarina retook Critwall. A few smaller shrines still exist, hidden away from the eyes of Shield Landers. One such shrine is located in a small section of Critwall still destroyed from the war. The shrine was hidden underground during Katarina's attack. It now rests in a small underground chamber below a few ruined houses.

The shrine is a small worship area for a group of cultists called The Brotherhood of the Old Eye. They have a dozen members in the cult, and only four clerics. The cult is content with minor abductions, taking people none will miss, and due to the enormous population of Tent Town, the semi-permanent settlement that sprung up after the re-conquest, victims have been easy to abduct. The cult has no master plans of taking over Critwall or any other such preposterous notions. They plan on hiding from the watchful eyes of the Knights of the Holy Shielding and waiting for a day when they can betray the city by providing a haven for Iuz's spies and assassins.

They have been successful in hiding—until now. One of the newer initiates of the cult was given the task of abducting a woman for sacrifice. The initiate, under the cover of night, moved through the city and eventually found a suitable sacrifice. He kidnapped the young woman and brought her back to the shrine to prepare her for an unholy sacrifice to Iuz.

Unfortunately for the cult, the initiate abducted the daughter of a visiting merchant from Furyondy. The next morning, when the merchant discovered his daughter missing, he feared the worst. He had heard foul rumor of the disappearances from Tent Town. The merchant quickly hired a group of mercenaries and sent them upon the task of finding his daughter.

The mercenaries began to scour the city and Tent Town, but were eventually arrested by the city militia. The captain who arrested them was none to happy to find out that the group was conducting a vigilante investigation. The mercenaries told the captain who had hired them, so the captain went to talk to the father of the missing girl. The captain explained to the father that vigilante justice was illegal in Critwall. The father responded by telling the captains that the militia obviously couldn't protect their own city—If they could, his daughter would never have been kidnapped.

The captain promised the father that he would look into the disappearance.

The cultists of the Brotherhood were upset with the young initiate. They did not appreciate the situation in which the initiate had placed the cult. They sacrificed the young initiate instead of the girl and are now in the process of deciding what to do with

her. If they kill her it might mean more trouble than it was worth—the merchant might hire smarter mercenaries next time.

The Brotherhood of the Evil Eye were then contacted by another group within the city called The Open Spirit. The Brotherhood had heard of this religious sect but does not know much about it. They do know that the Open Spirit is rich. The Brotherhood hopes that the Open Spirit will be willing to pay a ransom for the girl.

The Brotherhood has decided to continue negotiations with the Open Spirit before determining the fate of the girl.

The Open Spirit is a religious sect of nature worshipers; unfamiliar god grants their clerical powers and their warriors are known for nearly limitless endurance in combat. Despite their martial prowess they are also known for unrelenting compassion. They constantly help the weak and poor and are currently setting up a hospice inside Tent Town to tend to the sick and the needy.

Further information on the Open Spirit will be available in future scenarios.

A brilliant and handsome elven warrior leads the Open Spirit in Critwall. When he found out about the abduction of this woman, he arranged a meeting with the Brotherhood to discuss terms of her release. The Brotherhood agreed, and the meeting was set.

Plot Synopsis

The characters become involved when they stumble across a kidnapping attempt. They foil the attempt and the next morning they hear about the disappearance of a merchant's daughter. When they go to investigate they find out the girl has been missing for two days. The characters may assume there is a connection, there is not; the events are linked only by pure coincidence.

The father tells the PCs about his hired mercenaries and their arrest by the city militia for a "vigilante" investigating. The characters should agree to help the father locate his missing daughter. He gives them any pertinent information about his daughter including her interests, and a full description of her.

As the characters investigate, they accidentally stir the ire of a cult whose members worship the undead dragon Dragotha. Although the characters are not asking questions about this particular cult's doings, the cultists attempt to assassinate them.

The assassins strike from the shadows as the market closes. After the combat, the only clue the characters have to the identity of the assassins is an odd runic tattoo they spotted on each, and the fact that none of the cultists have made any noise. Even in death they are still oddly silent.

A terrified rogue then approaches the PCs. He tells the group he has been following them ever since he heard they were investigating the kidnapped girl. He claims to know the location of a meeting concerning the girl. He believes some of those folks who will be at the meeting know of the girl's whereabouts, and that those folks may have actually perpetrated the abduction. He tells the PCs he will help them *only* if they help him get out of Critwall. There is something after him, some creature, he tells

them. He wants protection until he gathers his belongings, gets a horse, and then escapes the city.

Characters help the man get out of the city without incident. He thanks the characters and rides off.

The characters go to the meeting and the cultists attempt to escape. There is a chase and battle through out the streets of Critwall that ends at the shrine of the Brotherhood. Hopefully the characters are able to rescue the girl from the shrine.

They return the girl to her father. Of course there are always unanswered questions. The Brotherhood did not attempt the kidnapping they foiled at the beginning, and neither did they have the same markings of the assassins of Dragotha. So, who was responsible for the first kidnapping attempt, and who were the strange killers with the tattoos?

Theme:

This adventure touches on several themes. First the chaotic and evil forces of Iuz have occupied the Shield Lands for years. There are dark things hidden everywhere and cults commit unspeakable acts of corruption in the dank corners of recaptured civilization. The Shield Lands, due to its gross overpopulation, is a prime breeding grounds for cults, assassins, and other evil clandestine groups. It is almost child's play to sneak spies, assassins and cultists into Critwall.

There are not only cults that worship Iuz in Critwall, but the city also houses cults dedicated to all sorts of bizarre and unfathomable powers. The mood is grim, and at times the PCs will not be able to find the answers they seek or crave. The adventure assumes that the characters will not be able to understand the doings and happenings of all that is transpiring during a normal four-hour session. Instead, it is presented as only the beginning of the difficult, and dark times that are approaching.

Introduction

The evening is over. The reserves and Pathfinders were pulled from sleep early this morning, and were told to assemble and prepare for a march. Something big was happening. It was rumored that Katarina was going to march on Delcomben. All sorts of nasty stories surround Delcomben and its inhabitants. Tales about beholders, vampires, demons and giant skeletal creatures, dwelling within that place.

The soldiers were scared. They waited throughout the day for the order to march.

That order never came.

The day passed and the sun set. The Pathfinders were told to return to their homes—they would not be needed today. So, hundreds of nerve-racked soldiers sought the solace of taverns to help calm those nerves.

Which is how you ended up at The Return—a soldier's tavern, if every you saw one. The drinking room was smoke-filled and smelled of stale ale and vomit. After the smell got down-

right ripe, you left.

A small group of you left The Return and headed out into the empty streets of Critwall. It is now some time past highmoon and you are just about to break up and head your separate ways, when a dog barking in the distance catches your attention. As suddenly as it started the barking stops.

The silence is broken by a stifled yell coming from somewhere close by. The yell is quickly followed by the sound of a shutter door banging open or closed. The noise seems to be coming from a nearby alley.

All PCs are members of the Pathfinders. The Pathfinders are an irregular reserve force within the Shield Lands army, used for special missions or to support regular troops. Everyone has to contribute to the defense of the nation while in Shield Lands or they are asked to leave. Those with specialized abilities are considered part of the Pathfinders. This even includes even those PCs who are just visiting the Shield Lands as they are also expected to join the ranks of the Pathfinders during their stay.

Allow the players to react. At this point find out if they've been drinking. If the PCs have been drinking freely throughout the night (and the player declares this to be so) have them make a Fortitude save (DC 13). If the PCs fail they are Staggered (as per the *Dungeon Master's Guide*, p. 85), there is no effect if they save. If the characters approach the alley:

The alley is bathed in light by way of a nearby pole lantern. A woman in white is struggling to climb out a second story window. Her nightgown is caught on the windowsill. Her gown tears, and before you can reach her she falls out the window, screaming as she falls.

She hits the cobble-stoned alley with a sick crunch. Suddenly something else drops from the window. In one amazing feat of dexterity the form twists and lands, crouched on all fours. Although it lands right next to the woman, its head snaps up and turns its gaze toward you.

It's a man in dark clothes, apparently weaponless.

Another head appears from the window above, sees you and then disappears back inside.

You hear a sharp voice speak an unfamiliar and vile language from inside the house. You have no time to ponder this strange tongue as the man in the alley attacks you.

If anyone speaks Infernal they can recognize that language and understand its words: "There are more outside, we will find another. Let us retreat."

The kidnappers in the house escape through a second story window at the front of the house. They then vanish into the darkness.

Creature: The strange, almost inhuman, creature is an elven monk devoted to some dark cause. He would rather die than be captured. He attempts a quick debilitating attack against anyone

in his way and then he will try to escape, but he will fight to the death if combat is his only option.

Tier 1 (EL 3)

Dark Monk, male elf Mnk3: Medium-size humanoid (5 ft. 6 in. tall); HD 3d8+3; hp 21; Init +9 (+5 Dex, +4 Improved Initiative); Spd 40 ft.; AC 16 (+5 Dex, +1 Wis); Atks +7 melee (1d6, fist); SA Unarmed Strike, stunning attack; SQ evasion, Deflect Arrows, Still Mind, low-light vision, immune to sleep, +2 to saves against Enchantment spells or effects; AL NE; SV Fort +4, Ref +8, Will +4.

Str 10, Dex 20, Con 12, Int 10, Wis 12, Cha 10.

Skills: Balance +9, Climb +4, Escape Artist +9, Listen +5, Move Silently +9, Tumble +9. **Feats:** Deflect Arrows, Improved Initiative, Weapon Finesse (unarmed).

Equipment: Dark travelers clothing.

Tier 2 (EL 5)

Dark Monk, male elf Mnk5: Medium-size humanoid (5 ft. 6 in. tall); HD 5d8+5; hp 33; Init +9 (+5 Dex, +4 Improved Initiative); Spd 40 ft.; AC 17 (+5 Dex, +1 Wis, +1 monk); Atks +8 melee (1d8, fist); SA Unarmed Strike, stunning attack; SQ evasion, Deflect Arrows, Still Mind, Slow Fall (20 ft.), Purity of Body, low-light vision, immune to sleep, +2 to saves against Enchantment spells or effects; AL NE; SV Fort +5, Ref +9, Will +5.

Str 10, Dex 21, Con 12, Int 10, Wis 12, Cha 10.

Skills: Balance +10, Climb +6, Escape Artist +10, Listen +6, Move Silently +10, Tumble +10. **Feats:** Deflect Arrows, Improved Initiative, Weapon Finesse (unarmed).

Equipment: Dark travelers clothing.

Tier 3 (EL 7)

Dark Monk, male elf Mnk7: Medium-size humanoid (5 ft. 6 in. tall); HD 7d8+7; hp 45; Init +9 (+5 Dex, +4 Improved Initiative); Spd 50 ft.; AC 17 (+5 Dex, +1 Wis, +1 monk); Atks +11/+8 melee (1d8, fist); SA Unarmed Strike, stunning attack; SQ evasion, Deflect Arrows, Still Mind, Slow Fall (30 ft.), Purity of Body, Improved Trip, Wholeness of Body, Leap of the Clouds, low-light vision, immune to sleep, +2 to saves against Enchantment spells or effects; AL NE; SV Fort +6, Ref +10, Will +6.

Str 10, Dex 21, Con 12, Int 10, Wis 12, Cha 10.

Skills: Balance +10, Climb +6, Escape Artist +10, Jump +8, Listen +6, Move Silently +10, Tumble +10. **Feats:** Deflect Arrows, Improved Initiative, Improved Trip, Weapon Finesse (unarmed), Weapon Focus (unarmed).

Equipment: Dark travelers clothing.

Augmented Tier (EL 9)

Dark Monk, male elf Mnk9: Medium-size humanoid (5 ft. 6 in. tall); HD 9d8+9; hp 57; Init +10 (+6 Dex, +4 Improved Initiative); Spd 60 ft.; AC 18 (+6 Dex, +1 Wis, +1 monk); Atks +13/+10 melee

(1d10, fist); SA Unarmed Strike, stunning attack; SQ Improved evasion, Deflect Arrows, Still Mind, Slow Fall (50 ft.), Purity of Body, Improved Trip, Wholeness of Body, Leap of the Clouds, low-light vision, immune to sleep, +2 to saves against Enchantment spells or effects; AL NE; SV Fort +7, Ref +11, Will +7.

Str 10, Dex 22, Con 12, Int 10, Wis 12, Cha 10.

Skills: Balance +11, Climb +8, Escape Artist +11, Jump +9, Listen +7, Move Silently +11, Tumble +11. **Feats:** Blind-Fight, Deflect Arrows, Improved Initiative, Improved Trip, Weapon Finesse (unarmed), Weapon Focus (unarmed).

Equipment: Dark travelers clothing.

Development: Neither the elven monk nor his clothing have no identifiable markings. The woman is injured and unconscious but will live. Her name is Tynlina Helress (human female, Com1; hp 2, current hp -3, all but one point of damage is subdual). If the PCs bring her back to consciousness she will be both lucid and helpful. She has no idea why some one would want her killed or kidnapped. Her parents both died during the war. Tyline and her husband, Jelor, work for a local scribe.

After the attack she requests that the characters escort her and her husband to the Temple of St. Cuthbert. From there they plan to go to Bright Sentry and stay with the Tyline's sister. They leave early the next morning. Tyline asks the characters to stop by the temple in the morning before they leave.

This attack is coincidental to the rest of the adventure, having no connection to the remainder of the plot.

Encounter One: An Additional Abduction

If the characters check on Tyline the next morning read or paraphrase the boxed text below. If the characters do not check on her they hear the rumors provided by Kellenor from another source, but it will take a successful Gather Information check (DC 10) to gain each rumor, and will require 1d6 gp spent in the local taverns to procure that information, even if the PC's attempts fail.

The temple of St. Cuthbert has a constant flow of parishioners entering and leaving it. An acolyte goes to fetch Tyline and her husband. As you wait a priest stays with you. "Greetings, I am Father Killenor. I thank you for saving one of our flock last night."

Killenor is a rather talkative priest who shares the following rumors unless the characters are either unfriendly or ignore him:

- There is a rich merchant from Furyondy named Demascus who recently hired a group of mercenaries to find his missing daughter.
- The town militia arrested the mercenaries. No one knows why.
- The cloaked men probably took the girl. They are often blamed for the disappearances in Tent Town. She has been

missing for three days. My guess is that she is now dead.

- The merchant is willing to pay thousands of gold to anyone who finds his daughter.

The first rumor is true. Demascus is a rich clothing dealer who has been in Critwall for about a month. He was almost out of stock and was planning his return trip to Chendl. Then, three days ago, his daughter disappeared.

The second rumor is also true. Demascus hired six mercenaries to track down his daughter. At first Demascus assumed she had run off with a lover, but with all the rumors of “cloaked men” abducting people from Tent Town, he now fears the worst. The mercenaries went to all the locations that Demascus said she frequented, but found no sign of her. Then they did a little “creative” investigating that involved bashing some heads and breaking some fingers. These tactics yielded no information about the girl either. The town militia heard about this “vigilante” investigation and arrested the mercenaries.

The third rumor is not completely true. There are rumors of “cloaked men” and disappearances throughout Tent Town. People seem to disappear from Tent Town all the time, though most simply move or are staying with friends or family inside Critwall. These “cloaked men” are bogeymen—they don’t actually exist as a single organization that roam Tent Town. The problem is that there are real abductions from cult groups, evil entities, and vile religions; it’s difficult to separate fact from fiction, and the stories of the “cloaked men” were probably derived from abductions perpetrated by these various groups.

The fourth rumor is not completely true either. The merchant would indeed pay a ransom for his daughter and would reward those who find her, but the reward for finding Demascus’ daughter is not thousands of gold, but up to 700 gp (a hundred for each person involved with the rescue). Remind those who aspire to join one of the knighthoods that they should not take the money for such a deed or if they do, they should donate it to the government to help pay for the war effort.

Tylina requested that the characters return in the morning so that she could properly thank them. She does so and offers the characters what coins they have, 10 gp, in thanks for rescuing her.

Development: If the PCs visit the town militia to find out more information about the abductions, they find that Killenor supplied them with most of the known information about. The PCs can confirm that the mercenaries were arrested for “vigilante investigations,” which are not allowed in the Shield Lands by decree of Lady Katarina. The militia must legally sanction all investigations into all potentially criminal activity.

What the militia can tell the PCs is where to find the Furyondian merchant, and because the PCs are Pathfinders they can be given authorization to help the merchant find his daughter.

If the PCs don’t go to the militia to find out this information, it can be gleaned with another successful Gather Information check (DC 15) at a cost of 2d4 gp. At that point they will know where to find Demascus, but will lack the proper authorization to

help. If the militia catches them the PCs will have to accomplish some fast talking (Diplomacy, DC 13) or spend a night in the dungeon, the standard punishment for a “vigilante investigation.” They will then be asked to cease the investigation, or, if the PCs are respectful to the militia they may be asked to continue the investigation in their capacity as a Pathfinder.

Encounter Two: The Merchant Demascus

The merchant whose daughter is missing is staying at the Bright Dawn Inn. The inn is reserved exclusively for visiting merchants. Its innkeeper, it is said, wants to make sure that the importers of much of what the Shield Lands needs always have a place to stay.

The innkeeper, a smallish balding human with brown hair, moves towards you:

“May the Axe guard you. What may I do for you?”

The Bright Dawn Inn is located on the southern end of the market square. It is well built and posh.

If asked to, the innkeeper, Emripes (human male, Com2), sends a message to Demascus’ room. He does not divulge the room that Demascus or any of his other guests are staying in under any circumstances. He values the privacy of his patrons and doesn’t let strangers intrude.

Demascus, though, invites the characters up to his suite. The characters are led into the entry room of the suite. In the entry room is a desk and some chairs.

Demascus is a tall and thin man with dark hollow eyes. His slightly unkempt hair and unshaven appearance hint at sleepless nights. When he speaks he is a little disjointed and distracted. He offers the characters a drink and then sits. He tells his story in a grim tone:

“It was another hard journey to Critwall. We were attacked twice, once by bandits and then by orcs. Half of my guards were killed. I never even knew most of their names.

The arrival in Critwall was...problematic. They told me my papers were out of order—I have been coming into Critwall since the retaking of the city by Lady Katarina and suddenly I’m the suspicious one because my papers are not in order.

I spent two days in Tent Town awaiting entrance so I could sell my wares. I sell fine clothes for decent prices. During my stay in Tent Town I heard the rumors about the cloaked men, but I didn’t think...

Three days ago my daughter, Jietul, disappeared. She’s sixteen years old. I reported her missing the next day. I didn’t get the help I desired from the militia so I went to the Temple of Heironeous. They offered to pray for her safety. The priests probably forgot my name as soon as I left the building.

I took matters into my own hands. I found some mercenaries, I hired them, and I instructed them to find my daughter. They did-

n't tell me things like, "Sorry friend, not much we can do." or "so many people disappear, you will just have to wait." Damn militia!

Unfortunately the mercenaries didn't find much. Sure there are lots of, "My brother heard" or "My sister knows", but nothing turned up.

The men I hired were arrested yesterday by the militia. Joril—he's the leader of the mercenaries—must have given them my name. They came to me next. They told me it was not legal to have armed vigilantes bothering Critwall citizens. They fined me 20 gold. Persons unknown—perhaps these cloaked men—abducted my daughter, and the militia removes my only chance of finding her, and they fine me! I guess now all I can do is wait for them to find her body.

Demascus does not know that the mercenaries were brutal in their interrogations of innocent people. But then, if such tactic helped to find his daughter, he probably wouldn't care. If the PCs offer to help Demascus, he thanks them but does not seem overly hopeful at their chances for success. Despite that, he provides them with the following information:

- She has honey colored hair, a small face and blue brown eyes. She has a tiny scar on the back of her left hand from a cat scratch when she was a child.
- She reads poetry, enjoys the smell of candles and lives for new clothing.
- Her full name is Jietulta Frey of Chendl.

Encounter 3: Investigating

While investigating Jietul's disappearance, the following information can be gathered. Successful Gather Information checks (DC 15) are necessary for each bulleted bit of information, but other skills may provide a Synergy bonus at the DM's discretion.

- There is an elven and halfling poetry reading that occurs every day shortly after sundown. It takes place in the open area in front of the Tent Gate. About fifty people normally attend. If the PCs go and talk to those people they will find that no one has seen her or even remembers her.
- There are several candle makers with shops throughout the city. After the third one checked the PCs find a young (20-year-old) candle maker's son named Iluren remembers her because she was "striking". But he has no idea where she could be now. He just remembers seeing her and admiring her grace a beauty from afar. Other shop owners do not remember her.
- There are too many places to buy clothes in the market-square to name them all but after a few hours of searching they find Gilysa, a woman in her mid-twenties. Gilysa remembers Jietul because the girl bought a number of pieces, but the vender has no idea where Jietul could be now.

Roleplay the investigation as long as the players are enjoying it.

Otherwise, you can simply dictate what has been discovered over several hours of searching. By the time the characters end this leg of the seemingly hopeless investigation, the sun has set.

Encounter Four: The Cult of the Unknown

Hours have passed since you first spoke with Demascus. You have spoken to dozens of people ranging from poetry enthusiasts, to avid clothing shoppers, to simple candle makers and you have uncovered nothing substantial. Jietulta Frey has truly vanished without a trace.

The sun goes down and the market square closes. The shops are drawn up and sealed tight. Tents are collapsed and rolled up, goods are packaged up and brought to storage areas for safekeeping.

As this is happening around you the crowd of working citizens parts for a group of approaching men. There are several of them each dressed in black. They are barefoot and have swords drawn. They approach without word, and their cold eyes are fixed upon you.

These men were sent to kill the party. They are followers of Dragotha, the undead dragon who is rumored to live near White Plume Mountain. They were born and bred under her watchful gaze, something that would drive most men insane. They live only to serve her and her cult's needs.

One of the cultists of Dragotha overheard the PCs asking questions about Jietul's disappearance. Inadvertently the PCs questioned a couple of merchants who are sympathetic to the Dragotha cult. Those merchants warned the cultists about the PCs and the fighting of the faction had no problem tracking the PCs down.

The cult of Dragotha has nothing to do with the Jietul's abduction. The cultists have just decided that the PCs line of questioning is dangerous for the safety of their cult. The order was given to kill the PCs.

The folk still in the market flee to a safe distance. Once at a safe distance several of them continue to watch the fight between the PCs and these strange and silent individuals.

Tier 1 (EL 4)

Dragotha Assassin, male human Ftr2 (2): Medium-size humanoid (6 ft. tall); HD 2d10+6; hp 22; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+3 studded leather, +4 Dex); Atks +4 melee (1d8+1 [crit 19-20], longsword); SA Poison; SQ Completely silent; AL LE; SV Fort +6, Ref +4, Will +0.

Str 13, Dex 18, Con 16, Int 12, Wis 10, Cha 8.

Skills: Climb +9, Handle Animal +3, Jump +5, Swim +5; **Feats:** Alertness, Blind-Fight, Improved Initiative, Weapon Focus (longsword).

SA: *Poison*—Greenblood Oil: DC 13; 1 Con initial dam-

age/1d2 Con secondary damage.

SQ: Completely Silent (Su)—The assassin is completely silent at all times, as if personally (i.e., radius only around the subject) surrounded by a *silence* spell cast by a 10th-level sorcerer. They are unable to speak. **Equipment:** Longsword, black studded leather, black runic tattoo.

Tier 2 (EL 6)

Dragotha Assassin, male human Ftr2 (4): use stats above.

Tier 3 (EL 8)

Dragotha Assassin, male human Ftr4 (4): Medium humanoid (6 ft. tall); HD 4d10+12; hp 40; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+3 studded leather, +4 Dex); Atks +6 melee (1d8+3 [crit 19-20], longsword); SA Poison; SQ Completely silent; AL LE; SV Fort +7, Ref +5, Will +1.

Str 13, Dex 18, Con 17, Int 12, Wis 10, Cha 8.

Skills: Climb +11, Handle Animal +3, Jump +7, Swim +5; **Feats:** Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Focus (longsword), Weapon Specialization (longsword).

SA: Poison—Purple worm poison DC24 1d6 Str initial damage/1d6 Str secondary damage.

SQ: Completely Silent (Su)—The assassin is completely silent at all times, as if personally (i.e., radius only around the subject) surrounded by a *silence* spell cast by a 10th-level sorcerer. They are unable to speak.

Equipment: Longsword, black studded leather, Black runic tattoo.

Augmented Tier (EL 10)

Dragotha Assassin, male human Ftr4 (8): use stats above

Tactics: These silent assassins do not fear death because Dragotha has promised them eternal paradise in return for faithful service. At the same time they are smart and canny with their attacks. They will flank whenever possible, and will take out spell-casters first.

Development: The tattoo that each assassin wears is unfamiliar to the PCs.

Eventually, the militia is summoned. They question the characters and witnesses. It becomes apparent to them that the characters were attacked and defended themselves. The only people arrested are the surviving assassins. The assassins will remain silent, the magic that keeps the assassins silent lives on with their death.

Encounter 5: The untrustworthy Ally

This encounter takes place shortly after the silent assassin attack:

A man quickly approaches you. He's small, thin, dressed like a commoner, and has oily black hair. His nervous eyes dart around from person to person. His speech is rushed:

"Hello. I need help and you seem to be the people that can offer the kind of help I need. I have been following you for several hours now, ever since I heard you were asking about the girl. I may...um...may have some information for you. I'd gladly offer it over to you but I need a little help first. I need to get to the city gates—I need an escort."

Allow the characters to react. He answers a few quick questions but then finishes his story. If anyone asks his name he says, "You can call me Edding."

"A few nights back, um, two I believe—it's hard to know, I haven't slept much in a few days—I entered this house and I was in a position where I wasn't seen by two men who were talking. They were talking real quite next to the window I was standing next to. I guess they figured it was safe to talk. Can't say as that was very smart; but who am I to judge? They were talking about some sort of meeting between them and a group called the Open Spirit. They were meeting to negotiate about a girl."

"After I heard that, I left the house. That's all I know, I mean...except, of course, for the location of this meeting. I'll give you the location of this meeting but first I need you to escort me to my house so I can get my things and then I am leaving the city."

If the PCs ask about the thing pursuing Edding he relays the following:

"Um, it all started last night. This thing attacked two of us last night. It was a large flying thing, very nasty. It killed Jarred. I got away. I don't know what it is but I have a nasty feeling that it's still around, and that it's still after me. So after what I saw you did to those strong and silent types, I figured you were the ones to go to. What do you think? Deal?"

Characters from the Shield Lands have all heard of the Open Spirit. It is a new religious organization that tends to the needs of the poor and needy. It has a militant arm that protects the members helping the poor. It is currently building a hospice in Tent Town.

Everything "Edding" tells the PCs is true. He does not reveal that he is a thief and a smuggler, and will be oddly silent about the reasons he was in the house where he overheard the conversation about the girl and the Open Spirit. He reveals where the house is if the PCs ask, although he suspects that it was not the main base of these men. He just thinks the speakers were just in a place in that they believed it was safe to talk.

Edding and his friend were attacked by something, and it did kill his friend. Now Edding is sure that this flying creature is after him. He wants the PCs to escort him back to his house so he can

get his belongings and his stash of coin, then he wants them to accompany him to the stable where he will get his horse. From there he will proceed out of the city. The whole time Edding will act in a very paranoid manner, occasionally looking up into the sky.

When Edding and the PCs arrive at the West Gate (the city gate that is closest to his house) he will tell the characters the location of this meeting—the Last Light Inn. He overheard that the meeting is to take place this evening, but he is unsure of the exact time of the meeting.

He then thanks the PCs for their help and rides away. At this point you should make a note of any PC who treated Edding with respect and/or was compassionate toward his plight. Edding makes sure to get that person's name; shakes their hand and says, "Somehow I'll pay you back for your help."

If PCs do not help Edding he will eventually slip off into the shadows, away from them and try to make it out on his own. He does not make it, though—a militia patrol finds his body, mangled and broken, during the early hours of the next morning.

If characters do not help Edding they do not find out where the meeting is to take place, which effectively ends the adventure. The Open Spirit pays a hefty ransom for the girl and returns her to her father the next day.

If the characters try to kill or capture Edding, he does his best to escape.

"Edding", male human Rog10: Medium-size humanoid (5 ft. 11 in. tall); HD 10d6; hp 42; Init +4 (+4 Dex); Spd 30 ft.; AC 16 (+2 leather armor, +4 Dex); Atks +7/+2 melee (1d4 [crit 19-20], dagger), +11/+6 ranged (1d4 [crit 19-20], dagger); SA Sneak attack +5d6; SQ Uncanny Dodge (Dex bonus to AC, can't be flanked), Improved evasion; AL N; SV Fort +3, Ref +11, Will +4.

Str 10, Dex 18, Con 10, Int 14, Wis 12, Cha 10.

Skills: Appraise +15, Balance +7, Climb +13, Disable Device +15, Escape Artist +17, Hide +17, Listen +8, Move Silently +17, Open Lock +17, Pick Pocket +9, Search +15, Spot +16, Tumble +17. **Feats:** Alertness, Dodge, Endurance, Mobility, Run.

Equipment: Leather armor, dagger.

Edding strongly dislikes danger. When given the chance, he runs rather than fights. He believes the best way of being a thief and smuggler is to never be in a position to be caught.

He has developed a wide network of contacts for smuggling and selling stolen wares inside Critwall and Tent Town. Given time, he can get most items smuggled into the city. He did not turn to these contacts because he is not willing to trust those contacts with his life.

Encounter 6: The Last Light Inn

A sign depicting a lonely lighthouse hangs above the door of The Last Light Inn. Even in the darkness you can tell that the building is well built. It stands on the main thoroughfare in the upper

class section of town. The inn is known as a haven for elves in the city. It also caters to the rich and powerful. The kidnappers must be confident indeed to meet in such an establishment.

A large human, Saler, is the inn's bouncer for the. His job is to keep out anyone wearing armor or carrying a weapon larger than a dagger. Anyone who wishes to enter must be both well dressed and clean.

Elves are allowed entrance as long as they are not poorly dressed. Elves still can't come in armored, but they are allowed to bring in one weapon. Half-orcs are not allowed in under any circumstances. If the characters overpower Saler in order to enter, he immediately goes to summon the militia.

Saler, male human War5: Medium-size humanoid (6 ft. 1 in. tall); HD 5d8+10; hp 43; Init +0; Spd 30 ft.; AC 12 (+2 leather armor); Atks +9 (1d6+3, club); AL LN; SV Fort +6, Ref +1, Will +1.

Str 16, Dex 10, Con 14, Int 9, Wis 10, Cha 10.

Skills: Climb +7, Intimidate +4, Swim +7, Spot +6. **Feats:** Alertness, Skill Focus (Spot), Weapon Focus (club).

Equipment: Leather armor, club.

Saler likes his job. He simply has to keep undesirables out of the inn. He gets to make most of the decisions on just who get in and who doesn't. His large size is enough convince most people to listen to him. He knows that there are people who are tougher than him, and he is perfectly willing to run and get the militia if he runs into such individuals.

When the characters enter the Inn:

Polished wood gleams from all sides. The support pillars along the walls have been carved to look like growing trees. Tasteful tapestries depicting life in the forest line the walls. Expensive chandeliers look like crystalline bushes hanging from the ceiling; continual flame candles shine through the leaf shaped crystal. The stairs leading to the upper floor are almost hidden on the back wall by the tree carvings that support its railing. A polished bar lines most of the right wall. The door to the kitchen is next to the bar on the right hand side. There is not a single poorly dressed person in sight. Even the workers are dressed in expensive clothing.

The Last Light Inn is very busy. Most of its patrons are regulars to the establishment: nobles, ship captains, and merchants. None of them enjoy the thought of outsiders invading their sanctuary. There are six tables in the common room, all of which have a pair or more folk sitting at them. The table next to the kitchen door has six individuals sitting at it. This is the table with the cultists. There are four cultists and two Open Spirit members. There are no empty tables for the characters. The only place for them to sit is at the bar.

All of the tavern-hands are elves, and all of the elves realize they have excellent jobs and are loyal to the owner of the tavern. They remain unfailingly polite to anyone that Saler allowed

entrance. Saler comes inside to deal with any problems with patrons within the inn. The elves, while polite, are tight-lipped. They pride themselves on discretion. They do not provide any information or help to the characters. They do not know anything anyway.

Have the characters make a Scry or Intelligence check (DC 20) to notice the *screaming* sensor within the common room of the inn. Ryszard, a cult priest, created the sensor. He is currently watching the negotiations.

The characters have several ways of identifying the cultists:

- If the characters raise a large enough ruckus, either outside with Saler or once they get inside, the cultists become uncomfortable and slip out the back. If there are characters inside the inn, they notice this on a Spot check (DC 10). Anyone in the alley in back of the Last Light Inn notices them leave. They quickly move to the street then split off into separate directions.
- Any of the PCs who cast *detect evil*, will, on the first round (given that the cultists are within the spell's area of effect), know that there is evil in the tavern. On the second round they will know that there are three evil folk in the tavern, and on the third round know which of the three people sitting at the table are evil.
- If the characters are obviously asking questions about the cultists, the cultists overhear them and begin to grow a little nervous. A Sense Motive (DC 15) notices this.
- Someone who is moving around without being completely obvious or somehow sitting near (within 10 feet of) the cultists' table can overhear them on a successful Listen (DC 15). They are talking about the prisoners and what they are going to do with them. Some of the people at the table are arguing against using the prisoners for a sacrifice.
- Lady Sarius Docamald (Human, Ari2; Bluff +3) is staring rather disdainfully at the cultists' table. She knows that some of the people there are members of the Open Spirit. She is loudly proclaiming her dislike of the strange cult that has no identifiable god. She is quite upset with Yisalon for bringing such ruffians into the Inn.

One of the cultists, the elf Yisalon, is a regular patron of the Inn. He acts indignant and offended if confronted by the PCs and will complain to the help if the PCs are openly rude.

If the characters confront the cultists, they will deny any accusations. Regardless of what the characters say, the cultists will continue to deny their accusations, and Yisalon will use his status as a regular of the inn to try and have the PCs ejected from the establishment. This stalemate breaks when one of the Open Spirit members speaks:

"Well we have been just negotiating with these individuals for the freedom of the prisoners. We have discovered that they are being held in an abandoned building in the ruins of the northwest portion of the city. Apparently they are planning on sacrificing

the prisoners tonight. Our negotiations were, needless to say, unsuccessful"

A look of surprise then anger crosses the faces several people at the table, quickly followed by a mad scramble for the kitchen door.

The cultists have no intention of trying to fight the PCs within the inn. Instead they flee, hoping to warn Ryszard that they have been discovered and betrayed by the Open Spirit. The characters can, of course, give chase. Once out the kitchen door, the cultists split into two groups, Yisalon heads towards the shrine, the others head away from the shrine.

The cultists will be making double moves each round. If the characters are faster than the cultists (the cultists move 60 ft. per round), they should catch them, unless those PCs take standard or full actions at any point during the chase. If the characters have the same move as the cultists then the cultists will attempt to evade the PCs. They will attempt to do this by ducking into alleyways, behind crates or into crevices, or by way of an unlocked door. The cultist in question wins a Bluff Check opposed against the PC's Sense Motive, they immediately make a hide check. The PCs will then be allowed a Spot check (there is a -1 penalty for every 10 feet between the PC and the cultist), if they fail, they will pass the hiding cultist. If the PC in question makes the check, they see the cultist and may be able to attack.

If the characters do not pursue the cultists or they lose them in the chase, the Open Spirit members give them detailed directions to the cult's temple.

Tier 1 (EL 3)

Yisalon, male elf Clr1: Medium-size Humanoid (5 ft. 8 in.); HD 1d8; hp 8; Init +1 (Dex); Spd 30; AC 11 (+1 Dex); Atks +0 melee (1d4 [crit 19-20], dagger); SA spells, rebuke undead; SQ low-light vision, immune to sleep, +2 racial saving throw against Enchantment; AL NE; SV Fort +2, Ref +1, Will +4.

Str 10, Dex 12, Con 10, Int 12, Wis 15, Cha 12.

Skills: Concentration +4, Disguise +2, Knowledge (religion) +4, Spellcraft +5. Feats: Martial Weapon Proficiency (longsword), Martial Weapon Proficiency (shortbow), Weapon Finesse (dagger).

Spells (3/2+1) (Evil, Trickery): 0—*cure minor wounds*, *light*, *resistance*; 1st—*cause fear*, *protection from good**, *sanctuary*.

*domain spell

Equipment: dagger, holy symbol of Iuz, Pouch containing 5 gp, 7 sp.

Yisalon is the leader of this group. He chose the Last Light Inn because he is a regular there. He has no intention of surrendering because he knows what sort of punishment a cleric of Iuz is likely to receive by the government of the Shield Lands.

Gulras, male human Clr1: Medium-size Humanoid (5 ft. 4 in.); HD 1d8+1; hp 9; Init +1 (Dex); Spd 30; AC 11 (+1 Dex); Atks +0 melee (1d4 [crit 19-20], dagger); SA spells, turn undead; SD

Blind-Fight; AL CE; SV Fort +3, Ref +1, Will +6.

Str 10, Dex 12, Con 12, Int 10, Wis 14, Cha 12.

Skills: Concentration +4, Disguise +5, Knowledge (religion) +3, Spellcraft +2. **Feats:** Iron Will, Skill Focus (disguise).

Spells (3/2+1) (Chaos, Trickery): o—*cure minor wounds, resistance*; 1st—*change self**, *cause fear, sanctuary*.

*domain spell

Equipment: dagger, holy symbol of Iuz, Pouch containing 7 sp.

Gulras is determined to survive, and will do whatever it takes to achieve that end. He takes hostages, if available. He threatens to kill unconscious characters, if they become available. He falls down and pretends to be dead, or offers to take the characters to the girl if they let him go, and, he will, as a last resort, surrenders to the PCs if it appears that he is in a no-win situation

Ustir, male human Sor1: Medium-size Humanoid (5 ft. 3 in.); HD 1d4; hp 7 (+3 Toughness); Init +6 (Dex, Improved Initiative); Spd 30; AC 16 (+4 *mage armor*, +2 Dex); Atks +0 melee (1d4 [crit 19-20], dagger); SA Spells; AL CE; SV Fort +0, Ref +2, Will +2.

Str 10, Dex 14, Con 10, Int 12, Wis 10, Cha 14.

Skills: Concentration +4, Disguise +4, Knowledge (arcane) +5, Spellcraft +5. **Feats:** Improved Initiative, Toughness.

Spells (5/3—2): o—*resistance, ray of frost, daze, read magic*; 1st—*mage armor, sleep*.

Equipment: dagger, holy symbol of Iuz, 8 sp.

Ustir is a true believer. He thinks that Iuz shall come again to the Shield Lands and punish those who thought to take that which is his. He fights as long as he thinks he has a chance to escape but will surrender to save himself. After all, Iuz will take Critwall again, and he will be set free.

Tier 2 (EL6)

Yisalon, male elf Clr4: Medium-size Humanoid (5 ft. 8 in.); HD 4d8; hp 23; Init +1 (Dex); Spd 30; AC 11 (+1 Dex); Atks +4 melee (1d4 [crit 19-20], dagger); SA spells, rebuke undead; SQ low light vision, immune to sleep, +2 racial saving throw against Enchantment; AL NE; SV Fort +4, Ref +4, Will +7.

Str 10, Dex 12, Con 10, Int 12, Wis 16, Cha 12.

Skills: Concentration +7, Disguise +3, Knowledge (religion) +6, Spellcraft +6. **Feats:** Lightning Reflexes, Martial Weapon Proficiency (longsword), Martial Weapon Proficiency (shortbow), Weapon Finesse (dagger).

Spells (5/4+1/3+1) (Evil, Trickery): o—*cure minor wounds* (x3), *resistance* (x2); 1st—*cause fear, command* (x2), *protection from good**, *sanctuary*; 2nd—*invisibility**, *hold person* (x2), *resist elements*.

*domain spells

Equipment: dagger, holy symbol of Iuz, Pouch containing 5 gp, 7 sp.

Yisalon is the leader of this group. He chose the Last Light Inn because he is a regular there. He has no intention of surrendering because he knows what sort of punishment a cleric of Iuz is likely to receive by the government of the Shield Lands.

Gulras, male human Clr2: Medium-size Humanoid (5 ft. 4 in.); HD 2d8+2; hp 15; Init +1 (Dex); Spd 30; AC 11 (+1 Dex); Atks +1 melee (1d4 [crit 19-20], dagger); SA spells, turn undead; SD Blind-Fight; AL CE; SV Fort +4, Ref +1, Will +7.

Str 10, Dex 12, Con 12, Int 10, Wis 14, Cha 12.

Skills: Concentration +5, Disguise +5, Knowledge (religion) +3, Spellcraft +3. **Feats:** Iron Will, Skill Focus (disguise).

Spells (4/3+1) (Chaos, Trickery): o—*cure minor wounds* (x2), *light, resistance*; 1st—*change self**, *cause fear, command, sanctuary*.

*domain spell

Equipment: dagger, holy symbol of Iuz, Pouch containing 7 sp.

Gulras is determined to survive, and will do whatever it takes to achieve that end. He takes hostages, if available. He threatens to kill unconscious characters, if they become available. He falls down and pretends to be dead, or offers to take the characters to the girl if they let him go, and, he will, as a last resort, surrenders to the PCs if it appears that he is in a no-win situation

Ustir, male human Sor2: Medium-size Humanoid (5 ft. 3 in.); HD 2d4; hp 10 (+3 Toughness); Init +6 (Dex, Improved Initiative); Spd 30; AC 16 (+4 *mage armor*, +2 Dex); Atks +1 melee (1d4 [crit 19-20], dagger); SA Spells; AL CE; SV Fort +0, Ref +2, Will +3.

Str 10, Dex 14, Con 10, Int 12, Wis 10, Cha 14.

Skills: Concentration +5, Disguise +4, Knowledge (arcane) +6, Spellcraft +6. **Feats:** Improved Initiative, Toughness.

Spells (6/4—3): o—*resistance, ray of frost, daze, detect magic, read magic*; 1st—*mage armor, sleep*.

Equipment: dagger, holy symbol of Iuz, 7 sp.

Ustir is a true believer. He thinks that Iuz shall come again to the Shield Lands and punish those who thought to take that which is his. He fights as long as he thinks he has a chance to escape but will surrender to save himself. After all, Iuz will take Critwall again, and he will be set free.

Tier 3 (EL7)

Yisalon, male elf Clr6: Medium-size Humanoid (5 ft. 8 in.); HD 6d8; hp 33; Init +1 (Dex); Spd 30; AC 11 (+1 Dex); Atks +5 melee (1d4 [crit 19-20], dagger); SA spells, rebuke undead; SQ low light vision, immune to sleep, +2 racial saving throw against Enchantment; AL NE; SV Fort +5, Ref +5, Will +10.

Str 10, Dex 13, Con 10, Int 12, Wis 16, Cha 12.

Skills: Concentration +9, Disguise +5, Knowledge (religion) +6, Spellcraft +6. **Feats:** Iron Will, Lightning Reflexes, Martial Weapon Proficiency (longsword), Martial Weapon Proficiency (shortbow), Weapon Finesse (dagger).

Spells (5/4+1/4+1/3+1) (Evil, Trickery): o—*cure minor wounds* (x2), *detect magic, resistance* (x2); 1st—*cause fear, command, cure light wounds, protection from good**, *sanctuary*; 2nd—*cure moderate wounds, invisibility**, *hold person* (x2), *resist elements*; 3rd—*blindness, deeper darkness, dispel magic, nondetection**.

*domain spell

Equipment: dagger, holy symbol of Iuz, Pouch containing 5 gp, 7 sp.

Yisalon is the leader of this group. He chose the Last Light Inn because he is a regular there. He has no intention of surrendering because he knows what sort of punishment a cleric of Iuz is likely to receive by the government of the Shield Lands.

Gulras, male human Clr3: Medium-size Humanoid (5 ft. 4 in.); HD 3d8+3; hp 21; Init +1 (Dex); Spd 30; AC 11 (+1 Dex); Atks +2 melee (1d4 [crit 19-20], dagger); SA spells, turn undead; SD Blind-Fight; AL CE; SV Fort +4, Ref +2, Will +7.

Str 10, Dex 12, Con 12, Int 10, Wis 14, Cha 12.

Skills: Concentration +6, Disguise +4, Knowledge (religion) +4, Spellcraft +4. **Feats:** Iron Will, Run, Skill Focus (disguise).

Spells (4/3+1/2+1) (Chaos, Trickery): 0—*cure minor wounds, light, resistance, virtue*; 1st—*change self**, *cause fear, command, sanctuary*; 2nd—*darkness, hold person, invisibility**.

* domain spell

Equipment: dagger, holy symbol of Iuz, Pouch containing 7 sp.

Gulras is determined to survive, and will do whatever it takes to achieve that end. He takes hostages, if available. He threatens to kill unconscious characters, if they become available. He falls down and pretends to be dead, or offers to take the characters to the girl if they let him go, and, he will, as a last resort, surrenders to the PCs if it appears that he is in a no-win situation.

Ustir, male human Sor3: Medium-size Humanoid (5 ft. 3 in.); HD 3d4; hp 13 (+3 Toughness); Init +6 (Dex, Improved Initiative); Spd 30; AC 16 (+4 *mage armor*, +2 Dex); Atks +1 melee (1d4 [crit 19-20], dagger); SA Spells; AL CE; SV Fort +3, Ref +3, Will +3.

Str 10, Dex 14, Con 10, Int 12, Wis 10, Cha 14.

Skills: Concentration +6, Disguise +5, Knowledge (arcane) +6, Spellcraft +7. **Feats:** Great Fortitude, Improved Initiative, Toughness.

Spells (6/5—4): 0—*resistance, ray of frost, daze, detect magic, read magic*; 1st—*mage armor, magic missile, sleep*.

Equipment: dagger, holy symbol of Iuz, 7 sp. Ustir is a true believer. He thinks that Iuz shall come again to the Shield Lands and punish those who thought to take that which is his. He fights as long as he things he has a chance to escape but will surrender to save himself. After all, Iuz will take Critwall again, and he will be set free.

Augmented Tier (EL 8)

Yisalon, male elf Clr8: Medium-size Humanoid (5 ft. 8 in.); HD 8d8; hp 43; Init +1 (Dex); Spd 30; AC 11 (+1 Dex); Atks +7/+2 melee (1d4 [crit 19-20], dagger); SA spells, rebuke undead; SQ low light vision, immune to sleep, +2 racial saving throw against Enchantment; AL NE; SV Fort +6, Ref +5, Will +11.

Str 10, Dex 13, Con 10, Int 12, Wis 16, Cha 12.

Skills: Concentration +11, Disguise +5, Knowledge (religion) +8, Spellcraft +8. **Feats:** Iron Will, Lightning Reflexes, Martial Weapon Proficiency (longsword), Martial Weapon Proficiency

(shortbow), Weapon Finesse (dagger).

Spells (6/5+1/4+1/4+1/2+1) (Evil, Trickery): 0—*cure minor wounds* (x3), *detect magic, resistance* (x2); 1st—*cause fear, command* (x2), *cure light wounds, protection from good**, *sanctuary*; 2nd—*cure moderate wounds; invisibility**, *hold person* (x2), *resist elements*; 3rd—*blindness, cure serious wounds, deeper darkness, dispel magic, nondetection**; 4th—*freedom of movement, poison, confusion**.

* domain spells

Equipment: dagger, holy symbol of Iuz, Pouch containing 5 gp, 7 sp.

Yisalon is the leader of this group. He chose the Last Light Inn because he is a regular there. He has no intention of surrendering because he knows what sort of punishment a cleric of Iuz is likely to receive by the government of the Shield Lands.

Gulras, male human Clr4: Medium-size Humanoid (5 ft. 4 in.); HD 4d8+4; hp 27; Init +1 (Dex); Spd 30; AC 11 (+1 Dex); Atks +3 melee (1d4 [crit 19-20], dagger); SA spells, turn undead; SD Blind-Fight; AL CE; SV Fort +5, Ref +2, Will +8.

Str 10, Dex 13, Con 12, Int 10, Wis 14, Cha 12.

Skills: Concentration +7, Disguise +6, Knowledge (religion) +4, Spellcraft +4. **Feats:** Iron Will, Run, Skill Focus (disguise).

Spells (5/4+1/3+1) (Chaos, Trickery): 0—*cure minor wounds* (x2), *light, resistance, virtue*; 1st—*change self**, *cure light wounds, cause fear, command, sanctuary*; 2nd—*darkness, hold person, invisibility**, *silence*.

* domain spells

Equipment: dagger, holy symbol of Iuz, Pouch containing 7 sp.

Gulras is determined to survive, and will do whatever it takes to achieve that end. He takes hostages, if available. He threatens to kill unconscious characters, if they become available. He falls down and pretends to be dead, or offers to take the characters to the girl if they let him go, and, he will, as a last resort, surrenders to the PCs if it appears that he is in a no-win situation.

Ustir, male human Sor4: Medium-size Humanoid (5 ft. 3 in.); HD 4d4; hp 16 (+3 Toughness); Init +6 (Dex, Improved Initiative); Spd 30; AC 16 (+4 *mage armor*, +2 Dex); Atks +2 melee (1d4 [crit 19-20], dagger); SA Spells; AL CE; SV Fort +3, Ref +3, Will +4.

Str 10, Dex 14, Con 10, Int 13, Wis 10, Cha 14.

Skills: Concentration +7, Disguise +5, Knowledge (arcane) +8, Spellcraft +8. **Feats:** Great Fortitude, Improved Initiative, Toughness.

Spells (6/4—5/4): 0—*resistance, ray of frost, daze, detect magic, light, read magic*; 1st—*mage armor, magic missile, sleep*; 2nd—*mirror image*.

Equipment: dagger, holy symbol of Iuz, 7 sp.

Ustir is a true believer. He thinks that Iuz shall come again to the Shield Lands and punish those who thought to take that which is his. He fights as long as he things he has a chance to escape but will surrender to save himself. After all, Iuz will take Critwall again and he will be set free.

Encounter 7: The Shrine of the God Below

The characters should eventually go to the shrine of Iuz hidden below a ruined house. They can get the location from the Open Spirit members or, possibly, from one of the cultists.

The directions you were given lead to a decrepit building that obviously was once someone's home. The roof and two of the outer walls have collapsed and scorch marks mar the remaining walls. The interior of the building is filled with rubble from collapsed portions of the building, and garbage has been carelessly thrown within.

The entrance to the shrine is hidden under some of the rubble. Tracking the hidden entrance required the Tracking feat (Wilderness Lore or Search, DC 10). Characters can also search (DC 15) for the hidden entrance.

The entrance is a trapdoor with rubber fixed to the top of it with some adhesive. Under the trap door is an old cellar. The northern wall of the cellar has a tunnel lit by torches leading deeper underground. The tunnel extends for 15 feet before turning right. After the turn, the tunnel extends for another 20 feet. Beyond that passageway is a room:

The room in front of you appears to be about a 40-foot square. The dirt floor is packed down and the walls have been smoothed.

Torches lining the walls illuminate the skull symbol of Iuz on the far wall, making it appear as if it were glaring down at the man standing below it. A black altar streaked with dark stains stands in front of the man.

Next to Iuz's symbol there is an iron door with a large lock.

Standing near the entrance to the shrine is its rotting defenders.

The man then turns his dark gaze towards you, "Who are you and why do you come so eagerly to your death?"

The Shrine is the primary hideout for the followers of Iuz in Critwall. However, the priests are not willing to die to defend it.

The man standing in front of the altar is Ryszard, the high priest of this shrine. He is the priest who created the zombies for the diversion in the adventure 'Lifeline'. He has no intention of fighting the characters. He uses a *word of recall* to flee as soon as the characters attack or when he feels he has learned everything he can from them. He is prepared for the party because he was watching the events unfold in the Last Light Inn via a *scrying* spell.

Ryszard is willing to talk with the PCs for a while in the hopes of learning about the characters and their motivations. He attempts to make a deal with the characters about setting the prisoners free in exchange for letting him go. If they agree to such a deal he smiles and heads over to the cell where the prisoners are being held. He then deliberately triggers the trap that

fills the cell with poisonous gas by turning the key to the cell clockwise. He then uses his *word of recall* to leave, smiling at the characters as he is whisked away by the spell.

If the characters somehow trace Ryszard, the *word of recall* has transported him to Bright Sentry. He is in the home of an Iuz sympathizer and will leave and head towards a hidden shrine in Bright Sentry.

After the cultists have fled, the characters will still have to fight through the undead to rescue the prisoners.

Ryszard, male human Clr11: Medium humanoid (5 ft. 7in. tall); HD 11d8+11; hp 69; Init +2 (+2 Dex); Spd 20 ft.; AC 22 (+8 breastplate, +2 Dex, +2 deflection protection from good); Atks +9/+4 melee (1d8+1, +1 morningstar); SA rebuke undead; SQ protection from elements (fire 132 points), protection from good, resist elements (cold), word of recall precast; AL CE; SV Fort +13, Ref +10, Will +15.

Str 10, Dex 14, Con 13, Int 10, Wis 17, Cha 14.

Skills: Concentration +11, Heal +11, Knowledge (religion) +8, Scry +8, Spellcraft +8. Feats: Dodge, Great Fortitude, Iron Will, Lightning Reflexes, Silent Spell.

Spells (6/6+1/5+1/5+1/3+1/2+1/1+1) (Chaos, Evil): 0 lvl—cure minor wounds (x2), detect magic (x2), guidance, resistance; 1st—bane, cause fear, command, cure light wounds (x2), obscuring mist, ~~protection from good~~*; 2nd—death knell, desecrate*, resist elements, silence, sound burst, spiritual weapon; 3rd lvl—bestow curse, cure serious wounds, deeper darkness, dispel magic, magic circle against good*, meld into stone, ~~protection from elements~~; 4th—cure critical wounds, death ward, lesser planar ally, unholy blight*; 5th—~~scrying~~, dispel good*, slay living; 6th—create undead*, summon monster VI.

* domain spell

Equipment: +3 breastplate, +3 cloak of resistance, +1 morningstar, holy symbol of Iuz.

Ryszard is an agent for Waqounis in Critwall. He is happy to do minor things, making sacrifices to Iuz and waiting for the day when the forces of the Old one to appear again.

Because he is waiting for that glorious day, he has no intention of fighting the characters. He is will to play with them, but leaves if he feels that he may actually be harmed.

The zombies in the room will fight the PCs. As well the entire shrine is under the effect of an *unhallowed* spell. Checks to turning undead suffer a -4 profane penalty, and the single fixed spell attached to the shrine is *invisibility purge*. The zombies attack until destroyed.

Tier 1 (EL 3)

Zombie (4): CR 1/2; Medium undead; HD 1d12+3; hp 16; Init -1 (-1 Dex); Spd 30 ft.; AC 11 (-1 Dex, +1 natural); Atks +2 melee (1d6+1, slam); SQ Undead, partial actions only; AL N; SV Fort +1, Ref -1, Will +3.

Str 13, Dex 8, Con -, Int -, Wis 10, Cha 3.

Feats: Toughness.

SQ: Undead—Immune to poison, sleep, paralysis, stunning, disease, death effects and necromantic effects. They ignore mind-influencing effects (charms, compulsions, phantasms and morale effects). Not subject to critical hits, subdual damage, ability damage, ability drain or energy drain. Immune to anything requiring a Fortitude check unless it affects objects; *Partial Actions Only* (Ex)—Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

These zombies are the remains of the sacrificial victims of the cult. They look like rotted versions of the poor that live in Tent Town.

Tier 2 (EL 5)

Zombie (8): use stats above.

Tier 3 (EL 7)

Zombie (8): CR 1; Large undead; HD 4d12+3; hp 29; Init -1 (-1 Dex); Spd 40 ft.; AC 11 (-1 Dex, +1 natural); Atks +4 melee (1d8+4, slam); SQ Undead, partial actions only; AL N; SV Fort +1, Ref 0, Will +4.

Str 17, Dex 8, Con -, Int -, Wis 10, Cha 3.

Feats: Toughness.

SQ: Undead—Immune to poison, sleep, paralysis, stunning, disease, death effects and necromantic effects. They ignore mind-influencing effects (charms, compulsions, phantasms and morale effects). Not subject to critical hits, subdual damage, ability damage, ability drain or energy drain. Immune to anything requiring a Fortitude check unless it affects objects. *Partial Actions Only* (Ex)—Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Ryzard collected the bodies of ogres that were killed during the liberation of Critwall. He had his minions collect them and drag them down to the shrine where they were reanimated as guards.

Augmented Tier (EL 9)

Zombie (16): use stats above.

Treasure: On top of the altar lay 5 bloodstones, each worth 50 gp.

The Cell

The cell has stone walls with the iron door anchored in the front of the cell. The lock on the door is trapped. If the lock is picked or the key is turned clockwise, poison gas is released into the cell. The gas remains in the cell for 10 minutes. All of the prisoners have to make saving throws against the gas.

Poisoned lock trap: Poison Gas; Fort save to resist (DC 15); 1d6

Con/1d6 Con); Search (DC 21), Disable Device (DC 20).

There are four prisoners in the cell, including Jietulte:

- **Rustil** (male human Com1; Constitution 10, Fort save +0) commoner from Tent Town.
- **Toren** (male human Com1; Constitution 12, Fort save +1) commoner from Tent Town.
- **Yanisa** (female human Com1; Constitution 9, Fort save -1) commoner from Tent Town.
- **Jietulte** (female human Com1; Constitution 11, Fort save +0) daughter of Demascus.

Conclusion

If the characters successfully rescue Jietul and the prisoners read or paraphrase the following:

You lead the prisoners out of the Old One's temple. They are grateful, but can give you nothing except their profound thanks. They promise to spread word of your good deeds throughout Tent Town. Jietul returns with you to the Bright Dawn Inn. The joy and hope in father and daughters eyes is obvious as they cry in each other's arms. After several minutes, Demascus recovers enough of his composition to speak to you, "Thank you for returning my daughter to me. I had thought her lost forever. What can you tell me of her abductors?"

Allow the characters to tell him whatever they wish of what they discovered.

"Well I thank you again for saving my daughter," Demascus continues after you finish your tale. "I know I did not hire you, I merely asked your help, but would you please accept this reward? It is but a small measure of my thanks for your help."

Demascus give each character 100 gp. Remember that those who aspire to become knights should not accept the reward or they should donate it to the government.

If the characters are unsuccessful in rescuing Jietul read or paraphrase the following:

The priest of the Old One has exacted a heavy toll. Several of the prisoners, including Jietul, have been slain in the temple.

Demascus collapses in despair when he hears the news. A servant escorts you out. The next day you hear that the merchant has left Critwall, vowing never to return and to discourage others from coming to the Shield Lands.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Introduction

Defeating the Dark Assassin 50 xp

Encounter Three

Investigating Jietul's disappearance 50 xp

Encounter Four

Defeating the Dragotha assassins 100 xp

Encounter Five

Helping "Edding" 2 5 xp

Encounter Six

Getting into the Last Light Inn 25 xp

Defeating the cultists 25 xp

Encounter Seven

Defeating the Zombies 75 xp

Rescuing the Prisoners 100 xp

Total experience for objectives 450 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

- The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

- Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter One

- 10 gp from Tyline in thanks for rescuing her.

Encounter Four

- Longswords (2 tier 1, 4 tier 2/3, 8 augmented tier) (15 gp each, 4 lb. each, steel, common)
- black studded leather (2 tier 1, 4 tier 2/3, 8 augmented tier) (25 gp each, 20 lb. each, leather, common)

Encounter Six

- 3 daggers (2 gp each, 1 lb. each, steel, common), holy symbol of Iuz, Pouch containing 5 gp, 7 sp
- 5 gp, 22 sp

Encounter Seven

- 5 bloodstones (50 gp each, *, gem, common)

Conclusion

- 100 gp per character reward from Demascus if the characters successfully rescued Jietulte.

Critical Events Summary

Was Tylina rescued? Y/N

Was Edding escorted out of town? Y/N

If he wasn't what happened to him?

Was the Last Light Inn seriously damaged? Y/N

What is the fate of these cultists?

Yisalon

Dead/Captured/Escaped

Gulras

Dead/Captured/Escaped

Ustir

Dead/Captured/Escaped

Ryszard

Dead/Captured/Escaped

Was Jietul successfully rescued? Y/N

Any other encounters of note: