

SHL3–02

The Patron of Bright Sentry

A One-Round D&D Living Greyhawk®
Shield Lands Regional Adventure

Version 1

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Lord Natan Enerick's decision to make Pholtus the Patron deity of Bright Sentry may cause more trouble than expected. Can you discover who is behind a plot to ruin the celebration, and put an end to it in time? A Living Greyhawk adventure for character levels 2-12.

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

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

Preparation

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

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

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 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, 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.

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	

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.

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

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Shield Lands. Characters native to the Shield Lands 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

Since the end of the Great Northern Crusade, the Shield Lands has faced many a struggle. Fortunately for its many and destitute inhabitants, nearly all these perils have been external. This has allowed the soldiers and citizens of the Shield Lands to rally together, despite differing faiths and outlooks, to face the threats.

Now that more land has been reclaimed than once thought possible in such a short time, some of the old problems that helped to bring about the downfall of the Shield Lands are rearing their heads again.

Just recently rumors have run rampant that a meeting of the Council of Lords ended with many of its members leaving early in utter anger and disgust. These rumors are sadly true, and they stem from the announcement by Lord Natan Enerick, Regent to the city of Bright Sentry, that Pholtus, the Light Bringer, would be the patron deity of the city.

This announcement angered many of the lords for several reasons. Certainly one was because many of the council lords are devout followers of Heironeous and took the pronouncement as a slap in the face to the Archpaladin. Others however, thought it a bold move, for a man who is not even the rightful ruler of the city, to do without even seeking approval of the council.

The move was not totally unexpected however. Lady Katarina was ready to concede to Enerick's desires to make the announcement in order to balance the council which was weighted in favor of Heironeous. Enerick, however, decided to move ahead without waiting for the lady's blessing.

It is unclear if any of the council lords will do anything to directly prevent the official Pronouncement Ceremony from taking place, but covert operations are a different matter entirely.

Adventure Summary

The characters enter the story after hearing about the rumors and the sudden tensions between followers of Pholtus and those of Heironeous. While no violence has erupted, many feel it is only a matter of time.

While spending one night on patrol at the wall, the party is approached by Honorable Lathias Buritt of Heironeous. He informs the pathfinders that the rumors they have heard are true. To make matters worse, he has learned that there are plans afoot to cause a serious disruption to the ceremony set to occur in Bright Sentry, and possibly even kill someone directly connected. Whether that someone is a high priest of Pholtus, or even lord Enerick himself is unknown. To top it off, he believes that a fanatical follower of the Archpaladin is behind it.

Buritt asks the characters to undertake a special mission. They are to uncover this plot, discover who is behind it, and put a stop to it. Despite their feelings for or against Pholtus, if these dastardly plans succeed, they could quickly unravel the unity that has brought bounty to the Shield Lands for the past five years. All this must be done before the fourth day of Growfest; only a few, short days away.

Buritt informs the party that he first heard the rumors while in the Whisper Cells beneath the Cathedral of the Shield Reclaimed. He suggests the party go to the Whisper Cells (and masquerade as Heironeous followers, if necessary to get in). If they hear of anything, they should follow up on those leads wherever they may go. Once the matter is settled, they are then to report back to Buritt. Caution and discretion are urged.

The party enters the Cathedral of the Shield Reclaimed, and are able to bluff their way into the Whisper Cells. Once there, they can hear the many prayers and meditations of followers of Heironeous. After some time, they hear bits and phrases of words that seem to indicate that "plans are proceeding ahead, and the Pholtians will be forced to rethink their sacrilege."

Some searching within the cell itself reveals a secret hatch that opens into a tunnel running around the cells. Following it, the party reaches a secret exit into the sewers below the city and an intersection leading in two directions. They soon find evidence of a definite plot and that of a potential target; a priest of Pholtus in Bright Sentry named Illuminated Elmon of Pholtus. Elmon is an advisor to True Light Kentall Barimus, the High Priest of Pholtus in the Church of Righteous Truth.

The party is quickly off to Bright Sentry, and it does not take them long to find Elmon. The kindly man has been instrumental in organizing the Pronouncement Ceremony to usher in Pholtus. Elmon takes the news of the threat on his life in stride, and while concerned, he refuses to allow it to stop him from performing his sacred duties. He allows the characters to act as his bodyguards, and suggests they all retire to the nearby home of a very close friend of his to discuss the situation.

Once at Elmon's friend's house, the priest quickly turns on his guardians and attacks with the help of others at the house. After the false Elmon is defeated, it is quickly discovered that he was a doppelganger, and the real Elmon is in the lower level of the house. The party rescues him and returns him to the church.

The party continues their work at the request of Elmon until the ceremony has passed, but their investigation turns up little. Eventually, the time arrives for the Pronouncement Ceremony to begin.

Elmon asks the party to roam the crowd and keep watch for any signs of trouble. He wants no violence, and urges them to use it only in defense.

As the ceremony begins, all goes well. Then a disturbance arises within the crowd. Devout and angry supporters of the Archpaladin begin to make trouble, hoping to disrupt the event. As the party moves in to quell the disturbance, a cry of pain, this time from the stage catches the party's attention.

The characters turn to the stage and see nothing but fog. Within the mist, however, they hear a Lord Enerick label Elmon a traitor, then silence. Within seconds, they catch sight of the traitorous cleric fleeing toward the docks and an awaiting ship.

The party gives chase, but when they reach the ship, they soon discover that the ReyeInd they were following was only an illusion. The ship's sailors are ready to repel the intruders, however.

After the battle, the characters meet with the recovering Enerick, who thanks them for their efforts to save the ceremony. Enerick expresses great sadness over the death of the high priest, and fears it will widen the rift between those of the Blinding Light and the Archpaladin. Enerick says he never wished for such things to happen, and only looks to better things for those here in Bright Sentry.

The characters return to Critwall and report once again to Buritt. He is concerned that Elmon escaped, but feels that the threat has been dealt a serious blow. He thanks the party, and returns them to duty.

A Note About Differing Faiths

This event deals with issues that some players and characters may take very seriously; that of their faith. Almost all of the NPCs encountered in this event take their beliefs very seriously, especially in light of the current situation. Thus, they should be played as such. The recent events caused by Enerick's proclamation have stirred the emotions of the followers of Pholtus and of Heironeous. Each side feels they in the right, and are at the point where they are willing to fight for such beliefs. Those in the middle tread an even more dangerous path. If they appear not to be with one side (Lathias, Enerick), they obviously must be against it, or so it may appear to some. Characters in the party who follow Pholtus and Heironeous could likely be following in this path and face some serious problems at certain encounters (and possibly even with each other!).

The dungeon master is encouraged to explore this side of the event as long as it doesn't completely detract from the event goals. Remind Heironeous followers of the sacrifices made by those loyal to the Archpaladin, and the arrogance of those who follow Pholtus. For those Pholtus devotees, point out that for those who proclaim honor and justice, they certainly have done little to honor those others who have helped restore the Shield Lands.

By the end of the encounter, the players and character could even be more confused by what has happened. The adventure begins on Growfest 1, 593 CY.

Introduction

The characters are together pulling duty on the Wall in Critwall when this adventure begins. It is evening.

With the last year ending in such chaos in Critwall, you found yourself hoping for a bit more peace within the relatively safe walls here in the city. And for the first month or more, you have not been disappointed; at least until recently.

Rumors have been flying fast and furious of late. Apparently at the last meeting of the Council of Lords something happened; something serious enough to make the meeting end abruptly with several lords storming out. You tried to find out what was said or what had happened, but the only clue you received was that on the fourth day of Growfest when Celene is full, the Church of Righteous Truth will make an important announcement concerning the future of Bright Sentry. Some rumors say Pholtus will be named the official patron of the city, usurping Heironeous' traditional role.

Since then you've seen nothing but tension in the streets of Critwall once again. Followers of the Archpaladin and devotees of the Blinding Light have traded sharp words on the Prophet's Corners and within the taverns. While nothing has come to blows, it is only a matter of time.

You gaze beyond the wall, startled by the howl of a distant wolf. The cool evening air and clear sky give little comfort when the howl is followed by the sharp sound of stone on stone, and the breaking of branches. Then all is silent, and remains so.

"No matter how many times you hear those noises, they always make you jump." A deep, rich voice speaks next to you. You are slightly startled by it, but soon realize it is nothing more than another soldier on the wall.

Though you cannot see his face, he speaks in reassuring tones. "It seems as if the darkness is once again at Critwall's throat, eh? Well, if we have trustworthy pathfinders such as yourself, we should be able to weather any storm, don't you think?"

This is Honorable Lathias Buritt of Heironeous. He is seeking trustworthy pathfinders to undertake a private mission. He will question the pathfinders a bit on what they have done, and where their loyalties lie. He will reveal himself only after he is certain he can trust the

party. This is a very serious mission, and Buritt is not about to let it be taken on by a bunch of screw ups.

If any of the PCs have played SHLOI-08 The Fallen, Burrit will remember them and their efforts for his friend Balarum Ashbrook. Even if the PCs did not play that event, Burrit will recognize any PC with a Renown score of greater than 8, or any member of the Church of Holy Shielding with a Renown score of 4 or more. Assume that Burrit came looking for the PCs he recognizes and hopes that they and their companions can help him. He urges the characters to undertake the mission for he cannot. "I am too well known, and if this mission takes me to Bright Sentry, they will not want or wish my aid in these angry times."

Buritt knows the following, and will convey it to the party in conversation:

- The council meeting was indeed cut short by Lord Natan Enerick's announcement that Pholtus will become the patron deity of Bright Sentry. Buritt also confirms that many lords are angry with this announcement, and they indeed stormed out. He knows that none of the lords will do anything publicly to stop the ceremony from occurring, but he has heard disturbing things that make him believe that something covertly may be planned.
- He reveals that he only heard bits and pieces while in the Whisper Cells underneath the Cathedral of the Shield Reclaimed. It seems that plans may be underway to kill someone involved with the ceremony. He does not know who will be killed or who made the comments. He believes it may be a misguided follower of the Archpaladin behind the plot. This gravely concerns Buritt.
- Once the characters accept, Honorable Buritt directs the party to go to the Cathedral of the Shield Reclaimed, and begin their investigation in the Whisper Cells. It is where he first caught wind of the conspiracy and may be the only hope of finding more clues.
- Buritt urges discretion while in the cells. "Confront no one in that place. It is sacred. Though your goals may be admirable, you will cause more trouble than you will solve."
- He tells the party to follow any clues wherever they may lead and only when the identity of those behind this plot are learned, and their plans thwarted should they return.
- They have little time, as the fourth day of Growfest and the Pronouncement Ceremony are only a few days away.

Buritt promises to cover the rest of their shift on the Wall if they wish to begin right away.

Development: Members of the Church of Holy Shielding (and anyone who makes a Knowledge (Shield Lands) DC25 skill check) will know that the Whisper Cells are private meditation and prayer rooms beneath the Cathedral of the Shield Reclaimed in Critwall. These rooms are reserved for members of the Church of Holy Shielding, but occasionally outsiders with a bit of influence can arrange to use the cells for personal spiritual activities. See Encounter One for details on how the PCs may gain entrance.

Encounter One

If what you've been told by Honorable Lathias Buritt is even half-true, then indeed the situation is far graver than what most think. If someone in authority with the Church of Righteous Truth is killed, and it is proven to be a follower of Heironeous, a holy war could quickly encompass all of the Shield Lands. It would not take long for the troops of the Old One to learn of the events and launch an assault that could wipe out years of hard fought victories.

You reach the Cathedral of the Shield Reclaimed and ascend the marble steps. Even at this late hour, an acolyte greets you inside.

"Good evening. How may the Archpaladin protect you this evening?"

This woman is Valorus Mórás Insid. She is happy to help the PCs, but is not about to let anyone down into the Whisper Cells unless they are members of the Church of Holy Shielding Meta-Game Group or they are willing to use an Influence Point with that group. She will patiently explain that the cells are reserved for members of the Church of Holy Shielding and its friends. Friends of the church (i.e., those with Church Influence Points) can arrange to use the cells for personal spiritual activities.

In game terms, any member of the Church of Holy Shielding meta-game group may use the Whisper Cells whenever they like. Non-members must use an Influence Point with the Church of Holy Shielding to gain entrance. Because of the rising tensions between followers of Pholtus and Heironeous, the Influence Point cost is increased to two points for obvious followers of Pholtus. The party may pool Influence Points to meet these requirements. PCs with the Brand of Heironeous or anyone showing obvious signs of being from a religion that would be considered actively hostile to the Shield Lands or seriously non-lawful will not be admitted under any circumstances.

If a PC cannot meet either of the requirements listed above, the characters must either present a convincing story or make a strong Bluff or Diplomacy Check (DC

20). A “convincing story” would be exactly what Buritt described in the previous encounter, but if the players role-play sincerity, and their story seems reasonable, that should be enough.

If any characters display signs of a faith other than Heironeous, Mórás will question them thoroughly (especially if they are of Pholtus). This also increases the Bluff or Diplomacy skill check to DC 25.

Once convinced, Mórás will escort them to the Whisper Cells. Read or paraphrase the following to the players:

Valorous Mórás brings you deep into the temple. She finally arrives at a set of stone double doors, with an engraving of the Archpaladin himself. She slowly opens the door, and turns to you. "This area is known as the Whisper Cells for a reason. You must speak in hushed tones at all times, for the Archpaladin tolerates no braggarts within these holy walls."

Inside you are greeted to plain stone hallways, with numerous doors on either side. From within, you can hear a symphony of hushed prayers and meditations, each different than the other. Moving down the hall, you find that the sound becomes quite hypnotic, and you almost lose your bearings. She shows you several cells with their doors open. "Choose an unoccupied chamber and offer yourself to the Invincible One."

She turns and leaves.

The characters are free to each take an individual cell, or crowd into one or two. Each cell will hold a maximum of three people (but is really designed for one).

Once in the cells, there is little for characters to do other than listen within their cells and look around a bit. Read or paraphrase the following when the PCs ask for a description of the cells:

The cells are very Spartan and contain little to distract the faithful from their prayers. On the floor in the center of the small five foot square room is a small blue cushion with silver trim. In front of the cushion is a small table upon which are two candles set in silver candle holders and a well-used prayer book containing the holy scriptures of the Just Lord. Opposite the door at eye-level when kneeling on the cushion, is an intricate embossed fresco consisting of various iconic images of the Archpaladin such as lightning bolts, justice scales and battleaxes. At the center of each fresco is a silver holy symbol of Heironeous.

The fresco in each cell is actually a cleverly designed grate that opens into a series of tunnels behind each cell's

back wall. The tunnels run the length of the Whisper Cells level and are designed in such a way as to amplify and reflect the chanting and prayers cell occupants. The grates allow sound to pass freely into and out of the cells. It is this that causes the ever present whispering effect that gives the cells' their name. The “whispers” are such that it is very difficult to discern individuals or distinct words, let alone the source of them. The overall effect is quite beautiful and mesmerizing.

PCs standing near a frescos will notice with a successful Listen check (DC10) that the “whispering” grows louder as you get closer to the fresco. The concealed hatches can be found on a successful Search check (DC16+APL). Once in the tunnels, proceed to Encounter 2 for details. Elves may immediately make this check at +2 upon entering a cell due to their affinity for locating hidden portals.

The characters soon find that the whispering has a harmless hypnotic effect. Each character inside a closed cell must make a Will Save (DC 15) every 10 minutes or become *fascinated* (similar to the bard ability of the same name, but lacking the -4 penalty to Spot and Listen and the suggestion effect) by the calming sounds echoing within the chamber. Characters that actively pray to Heironeous (or attempt to enter into any type of meditation) must make a Will Save (DC 25) or be affected as well. Characters outside the cells need not make a Will save.

The fascination effect is not magical or harmful in any way. Affected characters can come out of it by exerting a conscious desire to do so. In any case, the effect will naturally fade after about an hour. PCs who remain fascinated for the entire duration will find they have recovered twice as many points of subdual damages as normal (character level x 2) and feel refreshed and calm.

After 30 minutes, have each PC in a closed cell make a Listen check (DC8+APL). Each PC that succeeds should get a different part of **Player Handout #1** (though some may get the same information). Do not let the players share their information immediately (unless they are in the same cell), allowing them to first look and try and figure it out on their own.

The clues within the string of words should give the characters enough motivation to look for the secret doors, or maybe proceed to Bright Sentry.

Development: If the PCs choose to check each occupied cell door and listen at it, they hear nothing but prayers. Under no circumstances should the characters find who is whispering the fiendish plot (the whispering effect makes that impossible). The DM should feel free to embarrass eavesdropping PCs and have a door open unexpectedly, and confront them with a confused and possibly angry cleric.

Encounter Two

Read or paraphrase the following when the characters when they proceed into the whisper tunnels:

The grates cleverly hidden within the frescos open to reveal a passageway of sorts behind. As soon as the grate is opened, the volume of the ever-present "whispering" increases. The tunnel heads off in both directions running parallel to the Whisper Cells.

The tunnel will only allow small and medium sized creatures to enter the whisper tunnels. The tunnels are barely three feet high. Medium-sized creatures will have to stoop or crawl (reducing movement rates accordingly), but small creatures can move normally.

The amplified whispering in the tunnels makes normal communication very difficult. To be heard, PCs will have to shout, which in turn will be amplified and reflected alerting all cell occupants of the PCs presence. Within ten minutes, Valorous Mórás will be summoned and return with six temple guards to see what the problem is. If the PCs are caught in the whisper tunnels, they will be removed and forced to leave the Cathedral. Members of the Church of Holy Shielding will receive a stern reprimand and be assigned one Time Unit of church service as penance for disturbing the prayers of fellow church members.

Casting spells with verbal components within the whisper tunnels is difficult and requires a Concentration check (DC15). If the check fails, the spell is not lost, but cannot be cast until a successful check can be made.

Following the tunnels in either direction leads the PCs around the outside of the Whisper Cells and back to where they started. Each cell contains a similar grate, but it is impossible to determine if the cell behind the grate is occupied or not without opening it.

The tunnel floor is covered in thick dust. About thirty feet down the tunnel from where the PCs enter, tracks lead away from one grate, down the hall about 10 feet and stop facing the opposite wall. A successful Search check (DC20) will reveal a secret door in the wall at that point.

🗝️ **Secret Pivoting Stone Door:** 4 in. thick; hardness 8; hp 60; AC 5; Spot DC 20, Break DC 28; Open Lock DC (16+APL).

After passing through the door and closing it, the sounds from the whisper tunnels are muffled to the point of being barely audible. PCs may speak freely without fear of being heard (at least by anyone in a whisper cell).

When the characters proceed, go to Encounter 3.

Development: The secret door leads to the sewers beneath the Cathedral. The exit was installed when the building was created to allow a secret exit if the Cathedral was ever subjected to a siege and a message or important person needed to be smuggled out. The conspirators learned of the exit and have been using it to leave the Cathedral without anyone knowing and giving themselves a convincing alibi if they were ever questioned ("I was in prayer in a Whisper Cell. Ask Valorous Mórás, she allowed me in!").

Encounter Three

Beyond the pivoting door, the passageway twists and winds down into the darkness. After about twenty feet, the quality of the stone walls changes. While still of finished stone, the quality is not as good as farther up the stairs. Eventually you reach a dead end. Through the wall you can hear a muted conversation, then the sounds of another door slamming.

The staircase down ends in another pivoting secret door like the one above.

🗝️ **Secret Pivoting Stone Door:** 4 in. thick; hardness 8; hp 60; AC 5; Spot DC 20, Break DC 28; Open Lock DC (16+APL).

Beyond the secret door is a room that has never been used by the clerics of the church above. It currently is being used by those set to disrupt the Bright Sentry Pronouncement Ceremony. The characters are not expected, but the creatures on the other side have instructions to stop anyone entering the door which the party is about to walk through.

APL 2 (EL 3)

👤 **Warrior Formian (1):** hp 28; see *Monster Manual*.

APL 4 (EL 5)

👤 **Warrior Formians (2):** hp 28, 28; see *Monster Manual*.

APL 6 (EL 7)

👤 **Warrior Formians (4):** hp 27, 28, 28, 28; see *Monster Manual*.

APL 8 (EL 9)

👤 **Warrior Formians (4):** hp 27, 28, 28, 28; see *Monster Manual*.

👤 **Taskmaster Formian (1):** hp 42; see *Monster Manual*.

Tactics: Those behind the plot have sought the use of Formians to act as bodyguards. The creatures have been told to prevent anyone that comes through the opposite door to get through the room. They do not care what the formians do with the party.

Treasure: None

Once the formians are defeated, the characters are free to search the room. A successful **Search** (DC14+APL) reveals a journal hidden under a drawer in a desk set against a wall. The journal documents the following major points:

- The formians were recently hired simply to protect this escape route until after the Pronouncement Ceremony. The author of the journal does not know where the formians came from, but he mentions that he was surprised his allies had access to such troops.
- The journal remarks that “plans are proceeding well.” There are other entries that detail once the deed is done in Bright Sentry, destruction will rain down and those following Pholtus will be wiped out.
- The only name mentioned in the journal is that of Elmon. The entry simply states that “Elmon of Bright Sentry will be dealt with.”
- There are no dates in the journal.

Captured formians may be questioned, but they have little information and do not speak common. If a way to communicate with them is found, they freely admit to being scouts from their hive offering their services as mercenaries as a way to travel this world and determine the viability of expansion by their hive. They are not from Oerth and traveled here from their hive on another plane. They know nothing about who hired them or their plans.

Besides the secret door the PCs enter through, there is one other exit. The exit, a stout wooden door leads to the Critwall sewers, and eventually to the streets of Critwall. There is no trail left by whoever slammed the door.

Development: If the PCs leave by the sewers and return to the Cathedral of the Shield Reclaimed the same night, Valorous Mórás will be surprised and ask how they got out. Unless the PCs are convincing in their excuses, she will become suspicious and ask more pointed questions.

At this point, what the party does is up to them. Members of the Church of Righteous Truth Meta-Game group know that Illuminated Elmon is a high ranking member of the church who lives in Bright Sentry. They also know that he acts as an aide to True Light Kentall Barimus of Pholtus, High Priest of the Church of Righteous Truth and has been placed in charge of the Pronouncement Ceremony in Bright Sentry.

If there are no members of the Church of Righteous Truth Meta-Game group in the party, a Knowledge (Shield Lands) skill check (DC10) will give them the information, as will asking Burrit who Elmon is.

If the PCs don't think of going to Bright Sentry in search of Elmon, Burrit will seek them out and ask for an update on their progress. Once they mention Elmon, Burrit will suggest they head to Bright Sentry, or agree with any PC who does.

Encounter Four

It is assumed that the PCs travel to Bright Sentry the day after visiting the Whisper Cells in Critwall. If they delay for some reason, adjust the box text appropriately.

Finding transport to Bright Sentry was easy enough, as ships; both merchant and military are happy enough to allow Pathfinders on board.

The single spire of the Temple of the Blinding Light is the first feature of Bright Sentry to meet your gaze. It is the headquarters of the Church of Righteous Truth and its largest temple within in the Shield Lands. The structure is also the largest lighthouse on Scragholme Island and dominates the landscape in the eastern part of the city. To the west, Sharn Castle rises above the walls of the city to greet you as you sail into dock. Once off board, you make your way into the streets of Bright Sentry.

Unlike Critwall, Bright Sentry's problems with overpopulation and poverty seem to be improving, or at least not getting any worse. Amidst the merchants competing for your attention to show their latest wares from across the Flaness, criers shout the news of the Pronouncement Ceremony.

“Goodfolk of Bright Sentry! In but two days the blinding light of Truth will illuminate this poor city and transform it forever. Pholtus' blessing will carry with it the protection and prosperity of the Light Bringer. No longer will this once proud city reside in darkness. Pholtus will once again allow Bright Sentry to live up to its name!”

Presumably, the party has arrived in Bright Sentry to find Elmon. The DM should emphasize the fact that Bright Sentry is seems to be better off than Critwall.

Finding Elmon will not be as hard as the characters may think. If the party stops to talk to any street cleric, they know who Elmon is and identify him as "the Illuminated Elmon of Pholtus." Of course, these street prophets will be tough to get away from, as they are more than happy to espouse their beliefs and may take some urging to talk about Elmon. Talking to anyone else requires a Gather Information check (DC 15).

Success points the characters toward the Temple of the Blinding Light. Elmon can be found along the docks not far from the temple preparing for the ceremony. Failure at least gets the characters the information that Elmon is a cleric of some sort, but of what deity, they are unsure.

Eventually, the characters will find Elmon. When they do, read or paraphrase the following:

You approach the Temple of the Blinding Light here in Bright Sentry. The area is abuzz with activity as the faithful prepare for the coming ceremony by building the stage and making seating for the nobles and other important attendees. One cleric stands on a small platform directing to those around him. When he takes a momentary break to get a drink of water, you hear the acolyte near the water barrel address him as "Illuminated Elmon." You have found the man you seek.

The PCs have found Illuminated Elmon of Pholtus. When the characters approach, he greets them warmly and is happy to hear what they have to say.

Elmon will react to information the characters give him as follows.

The Proclamation by Lord Enerick: Elmon knows all about this. In fact, he is one of the principles planning the ceremony, which will take place two days hence. Elmon is not the high priest here in Bright Sentry. That honor belongs to the True Light Kentall Barimus.

Elmon is happy to see Pholtus get the recognition he rightly deserves and thinks this is a wise move not only by Lord Enerick, but also for the future of the Shield Lands.

The Disruption of the Council of Lords: Elmon is saddened by such behavior. Religious diversity is a fact of life in the Shield Lands, and those who choose to ignore it will eventually fall by the wayside. Even those who follow the True Path know that others often make contrary choices, until they eventually come around to seeing the Blinding Truth of Pholtus.

The Possible Threat on His Life: Elmon says that since the announcement by Lord Enerick, there has been much concern. All the faithful of Pholtus have been treated to harsh words by some devout Heironeous zealots and many of his brothers fear it is only a matter of time before things turn violent ("Heironeous can be that way sometimes. I admire their devotion, misplaced as it is.").

Elmon knows Pholtus will protect him. It was suggested that he and other followers of the True Path live in the

safe houses to protect themselves from possible reprisals by the unenlightened. The all refused, feeling that going into hiding suggested they did not believe in the Righteousness of the Pronouncement Ceremony or worse that they did not believe Pholtus would protect his faithful in the course of doing His work.

The news the characters present concerns him, but does not change his mind. He is still convinced that blessing the city in Pholtus' name is worth any danger that accompanies it. Still, if it will help set the PCs' minds at ease, he will allow them to act as personal bodyguards until after the ceremony. If the PCs agree, he asks them to accompany him to his home so he can bathe and put on fresh robes before attending a meeting with True Light Kentall Barimus and Lord Enerick at the temple.

Encounter Five

Elmon allows the characters to escort him to his home where he tells them they are welcome to stay while they are in Bright Sentry protecting him.

Once inside the house, the characters find several others seated in the common room who stand as soon as Elmon enters the room. Elmon makes sure everyone is inside and comfortable as he introduces his cohorts as lesser acolytes from the church. Once the doors to the house are closed, he and his cohorts attack.

It is important that the DM not do or say anything to alert the PCs that this is anything other than a roleplaying encounter. For example, drawing out the map beforehand will immediately make the PCs suspicious of an attack (and they will be correct). The DM should make Spot checks for each PC just as the door to the common room is being closed. Successful PCs should be taken aside and told that they noticed Elmon make some sort of gesture to his "friends". Anyone noticing this gesture is not surprised when the doppelganger Elmon and his comrades attack.

APL 2 (EL 5)

☛ **Doppelganger Elmon:** 22 hp; see *Monster Manual*

☛ **Cohorts (2):** See *Appendix 1*

APL 4 (EL 7)

☛ **Doppelganger Elmon:** See *Appendix 1*

☛ **Cohorts (3):** See *Appendix 1*

APL 6 (EL 9)

☛ **Doppelganger Elmon:** See *Appendix 1*

☛ **Cohorts (3):** See *Appendix 1*

APL 8 (EL 11)

➔ **Doppelganger Elmon:** See Appendix 1

➔ **Cohorts (5):** See Appendix 1

Tactics: The doppelganger Elmon and his cohorts are simply out to kill. They work well together and attack savagely.

Treasure: See Treasure Summary.

Development: The doppelganger is nothing more than a pawn in the real Elmon's scheme, but the creature does not know that. He thinks he is impersonating Elmon so that he will have a chance to kill the high priest of Pholtus and take his place. The real Elmon set this up, but used his illusion spells to mask his appearance to the creature. Further, the real Elmon warned the doppelganger that people would come looking for him, and that the best course of action would be to kill them. The real Elmon is in the house, and when he hears the sounds of combat, he ties himself up using *mage hand* and awaits "rescue."

When the characters find the real Elmon, he thanks them greatly, and says that he was taken captive just a day ago by the doppelganger and his men, while administering to the poor. He was placed in this room, and does not know what they have been doing since. He is very worried about the safety of the ceremony, and the lives of True Light Kentall Barimus and Lord Enerick.

Note that Elmon is not lying in this above statements. He is a clever man, and will answer most of the party's questions, but will not remain there long. He expresses concern over the upcoming ceremony, and getting back to the church to see what havoc the doppelganger may have wrought in his absence.

Elmon asks the party to try and dig up more information on what could happen at the ceremony, and then return to the church before the ceremony. Allow the characters to do some investigation and make Gather Information checks. They will find little information, however. Anyone they talk to either expresses having heard nothing of any conspiracy or refuses to speak at all (knowing nothing they fear they might say the wrong thing and make matters worse).

Clerics at the Temple of Justice, the primary church of Heironeous in Bright Sentry, say they know of nothing that could disrupt the ceremony (which is true). They are aware that tempers are running high, but they are confident that followers of the Archpaladin would never do anything dishonorable, despite the "grave insult the misguided followers of Pholtus are making with this ridiculous Pronouncement Ceremony."

When the PCs finish their investigations and report to Elmon, the cleric will ask them to keep an eye on the crowd during the Pronouncement Ceremony.

Encounter Six

The characters are about to act as additional security for the Pronouncement Ceremony. Allow each player to place their PC somewhere in the crowd before the boxed text is read.

It has been two days and your searching has turned up little. You know that many loyal to the Archpaladin will be present at the ceremony. What you don't know is if any pose a threat to ceremony proceedings. Fortunately, nothing more has happened to Elmon since you uncovered the doppelganger replacement.

Despite the kidnapping of Elmon, the Church of Pholtus has refused to make the ceremony a private affair, insisting that the good people of Bright Sentry be allowed to attend the ceremony. Still, many of the city watch will roam the crowd to help maintain the peace.

Elmon himself has asked the same of you. You have gained his trust, and he wants you in the crowd to handle any disturbance. He insists that no violence be taken, no deaths be caused. "If those loyal to Heironeous fall to the sword while at this ceremony, we may all drown in the blood that could spill afterward."

The hour has come, and the area known as Dock Square, a large market square not far from both the docks and the Temple of Blinding Light, is packed with people. Shoulder to shoulder they stand, all awaiting the fateful, official pronouncement by Lord Enerick.

Eventually, the council lord arrives. He appears in a high balcony, well above the throngs below. He is flanked by True Light Kentall Barimus of Pholtus and Elmon. Behind them, young Lord Simen Sharn and his mother stand quietly. Thunderous applause greets the Regent of Bright Sentry, but mixed in are a few distinct boos and hisses.

As he begins his speech, the crowd quiets down. Not a dozen words into his speech, you hear a shout of protest. Then another. As expected, followers of the Archpaladin are trying to disrupt the ceremony by casting insults and jibes at the speaker.

Others in the crowd quickly shout down the protestors, but it does little good. Enerick tries to speak over the din, but his words are quickly drowned out as insults turn to threats and threats are about to turn into violence.

At this point, the DM should start taking actions from the party in rounds.

The disturbance is coming from the back of the crowd. It appears a few fanatical followers of Heironeous have had a bit too much to drink and are causing a problem. It started with insults and blasphemy against Pholtus to which the followers of Pholtus responded in kind. As tempers flared, one side (or both) made threats and the other (or both) responded once again in kind.

It is up to the PCs to stop this from getting worse and turning into a riot, not beat the crowd into submission. The passions running high on both sides are made worse by the mob mentality that is quickly taking hold of the crowd.

The PCs only have a few rounds to try and settle this peacefully. How they do that is up to them, but violence on their part will set the crowd off immediately. Both sides feel they are in the right. The law supports the Pholtus supporters as they are not breaking any laws by gathering. Those opposed are technically causing a public disturbance and could be arrested. Unfortunately, threatening them with arrest (or any other type of intimidation) will not be as effective as reasoning with them.

To stop the riot before it starts, the PCs must make either Diplomacy (DC18+APL) or Intimidate (DC23+APL) checks in less than three rounds. Near successes (i.e., Diplomacy DC13+APL and Intimidate DC18+APL) will give the PCs another round to try again, but this will only work once before the crowd gets fed up and explodes.

The crowd is thick with people, and PCs will find it very difficult to get around. Assume that every square not occupied by a PC or protestor is filled with an onlooker, or two. For purposes of this battle, all movement is cut in half, and characters are restricted to their normal move only (no double move or running). Flying characters do not have this restriction.

The crowd will take some time to disperse, and won't fully be gone until **Encounter 6**.

APL 2 (EL 0)

➤ **Heironeous Protestors (2):** *See Appendix 1*

➤ **Pholtus Supporters (2):** *See Appendix 1*

APL 4 (EL 0)

➤ **Heironeous Protestors (3):** *See Appendix 1*

➤ **Pholtus Supporters (3):** *See Appendix 1*

APL6 (EL 0)

➤ **Heironeous Protestors (4):** *See Appendix 1*

➤ **Serious Heironeous Protestors (1):** *See Appendix 1*

➤ **Pholtus Supporters (4):** *See Appendix 1*

APL 8 (EL 0)

➤ **Heironeous Protestors (6):** *See Appendix 1*

➤ **Serious Heironeous Protestors (3):** *See Appendix 1*

➤ **Pholtus Supporters (9):** *See Appendix 1*

Treasure: None.

Tactics: There are many more protestors and supporters than detailed above. Those numbers reflect the most the characters may have to face if this becomes a battle. The Protestors are angry and high on their emotions. They are here to stop the ceremony, and swing at anyone in their path. The Supporters are here to see Lord Enerick's Pronouncement. They are angry that the Protestors are disrupting that. Initially neither side wanted violence (and deep down they still don't, they are not evil or bad people, just upset and angry).

Remind the party before they begin to take these folks down violently about Elmon's request of no violence. The protestors do not have this restriction and, if things turn violent, will hurt the characters.

Throughout the battle, Lord Enerick, True Light Kentall Barimus and Elmon remain safe in the balcony, 30 feet above the fighting.

If this turns into combat, the PCs have failed and should not get any XP for beating on simple common folk, no matter how obnoxious they are being. They do however get roleplaying XP for stopping the riot from happening.

Development: The woman and boy on the balcony with the other three dignitaries are Escia and Simen Sharn. Simen Sharn is the heir to the Sharn noble house and destined to take his family's seat on the Council of Lords when he comes of age. His mother, Escia, is Natan Enerick's sister. When Simen's father died during Iuz's invasion, Natan Enerick was asked to act as regent for the boy until he came of age. Anyone with at least one rank in Knowledge (Shield Lands) will be aware of this.

Sharp-eyed PCs might notice that Simen wears a holy symbol of Heironeous and a successful Sense Motive check will tell the PC that he does not look happy about being at the Pronouncement Ceremony. DMs should only offer this information to players if they specifically ask about the woman and the boy.

Simen has nothing to do with Elmon's attack. He is a devout follower of Heironeous (like his father and father's father before him) and objects to his uncle's use of the regency to further the goals of the Church of Righteous Truth.

The DM should take subtle, but particular note of PCs keeping an eye on the balcony. Events in Encounters Six and Seven happen quickly and players will resent not having a chance to act before being "boxed".

As soon as the PCs succeed in preventing the riot or after about 3 rounds of actual combat, proceed to Encounter Seven.

Encounter Seven

This encounter can begin in one of two ways. First, the PCs may have just defused the crowd and prevented a riot. If so, read or Paraphrase the following:

Grumbling under their breath, the protestors reluctantly start to leave. A few turn back as if reconsidering for a moment, but think better of it when they see the city watch finally push their way through the crowd and take up defensive positions around the square.

If the PCs failed to stop the riot and became engaged in melee with the crowd, read or paraphrase the following instead:

The chaotic sounds of the riot are all around you. Some of the more violent protestors and supporters still resist and attempt to attack you, your companions and each other. Finally, the city watch make their way through the mass of people and assist you in quelling the riot.

In either of the above cases, pick up the box text here.

Suddenly you hear a shout from the balcony "Die in the name of Heironeous!", followed by a cry of pain. You look up toward the balcony to see True Light Kentall Barimus fall from sight, with Elmon standing over him, an evil grin of satisfaction on his face and a holy symbol of the Archpaladin in his outstretched hand.

Allow any PC who previously indicated they were watching the balcony to act. All other PCs are surprised and can do nothing but watch for one round. After the unsurprised PCs (if any) make their action, continue:

Lord Enerick looks stunned as he draws his sword. As he lands his first blow on the traitorous priest, Elmon is enveloped in magic and disappears. Enerick howls in anger and begins to desperately search for Elmon. Behind him, the woman shelters the boy with her body and tries to move off the balcony and into the building for safety.

At his point, allow the PCs to act freely. They will obviously want to know exactly what is going on.

- The city watch has the crowd under control. The PCs no longer have to worry about the crowd, but moving through them is still difficult (as described above).
- Within one round, guards appear on the balcony to tend to Kentall Barimus and protect the others.
- Kentall Barimus is dead. Elmon cast *slay living* on him before leaving.
- Lord Enerick is unhurt, but is obviously grief stricken at the loss of his friend and the betrayal of Elmon.
- Two rounds after Elmon's attack, give any PC not on the ground a Spot check (DC18+APL) to spot a figure that looks just like Elmon running for the docks a few blocks away. If none of the PCs see him, Lord Enerick will shout from the balcony that the assassin is trying to get away.

The truth of the matter is Elmon is long gone. After Lord Enerick's (or one of the PCs') attacks, Elmon triggered a *word of recall* and teleported far away.

The figure racing for the docks is Elmon's accomplice. He was waiting at the edge of the crowd for Elmon to strike. He is wearing a *hat of disguise* he used to change his appearance to that of Elmon and began to make his "escape" in such a way as to cause a distraction. The figure will reach the docks and the boat that is waiting for him in two rounds. He is 240 ft. away from the nearest PC and only 100 ft. away from the gangplank of the boat. The boat is five rounds away from setting sail away from the docks.

Presumably, the characters will be hot after "Elmon", but will still have problems catching him. The crowd has not dispersed enough that they may use their full movement safely. Characters who choose to run must make a Reflex Save (DC16+APL) or crash into a random citizen and fall to the ground.

Waiting on the ship for "Elmon" are group of sailor's hired by the real Elmon (through an intermediary) to take him away from Bright Sentry. The sailors on the ship have been told to repel all boarders and set sail as soon as "Elmon" is aboard. The false Elmon will head directly below deck and cast *dimension door* from a scroll, teleporting to a nearby warehouse. He then removes his *hat of disguise* and reverts to his normal, non-magical appearance and disappears into the crowded streets of Bright Sentry. Unless the PCs can stop him before he uses the scroll, he will get away.

The sailors don't know their passenger intends to leave the ship right away, or that they have been set up as a delaying action for the PCs. While most of the crew readies the ship for sail, the others will attack the PCs.

APL 2 (EL 4)

➔ Ship Captain: See Appendix I

➔ Sailor: See Appendix I

APL 4 (EL 6)

➔ Ship Captain: See Appendix I

➔ Sailors (2): See Appendix I

APL 6 (EL 8)

➔ Ship Captain: See Appendix I

➔ Sailors (2): See Appendix I

APL 8 (EL 10)

➔ Ship Captain: See Appendix I

➔ Sailors (2): See Appendix I

Treasure: As a reward for attempting to chasw down “Elmon”, the PCs are allowed to keep the sailor’s items and the money they were paid by whoever hired the. See Treasure Summary for full details.

Tactics: The sailors are battle-hardened seamen who fiercely defend their ship. They use tactics well, and happily use their pets to help even the odds. They will surrender when they lose three-fourths of their number.

Development: The sailors say that they were hired by an individual to take him to the County of Urnst immediately after the Pronouncement Ceremony. When they realize that their passenger has vanished, they too feel betrayed and are quite surprised and happy to tell all they know (which isn’t much). They are not evil and had no real part in this action. The man who negotiated passage with the ship’s captain was the same man that led the PCs to the ship. He used his *hat of disguise* when talking to the captain, so any description the captain can give is useless.

If for some reason the PCs are able to capture the False Elmon he will surrender immediately. This is a possibility, but should be highly unlikely since his first action after reaching the ship or being confronted by the PCs is to use his *dimension door* scroll and leave. If caught he tells the PCs that his name is Reylend and he was helping Elmon to disrupt the ceremony. He doesn’t know why Elmon wanted to do it, but he did it because it was unconscionable to him that any deity other than the Just Lord be protector of any city in the Shield Lands.

Conclusion

When the PCs investigate what happened back on the balcony, they find Kentall Barimus dead (from *slay living*), and Lord Enerick quite distraught. Enerick is grateful their help and ask them to come to Castle Sharn in the morning.

Once there, read the following:

At Lord Enerick's request, you arrive at Castle Sharn two hours after sunrise. Lord Enerick sits heavily in his chair looking a bit older than yesterday. His aides attend him as he stares wearily at you.

“I must thank you again for your efforts despite how things turned out. You had no way to know that Elmon would betray us all. He has served my friend Kentall Barimus for years and I knew him to be a devout follower of Pholtus. Honestly, it makes no sense. Attacking Kentall in the name of Heironeous must have been a ruse to cause conflict between the followers of the Archpaladin and followers of the True Path. I just thank the Blinding One that my sister and nephew were not harmed.”

“The ceremony was not complete, but it will continue nonetheless. Whomever did this may have won this battle, I fear. Those loyal to the True Path will not sit idly by. Since we cannot provide solid proof that Elmon wasn't a follower of the Archpaladin, many will believe he was no matter what I say to try and calm their anger over the True Light's death. And who is to say, maybe he is. Still, I fear for the safety of the Shield Lands. This division could tear us apart.”

Enerick looks at you with heartfelt eyes. “Please know that I act in the best interests of the citizens of Bright Sentry and the Illuminated One. Placing this city under the protection of the Blinding One is for the best. The threat of the Old One is not gone and I fear greater trials are in store for the Shield Lands. The old ways have not been enough to save our people from hardship. It is well past time for a change.”

Enerick closes his eyes, and one of his aides turns to you. “Your work is done here Pathfinders. You are free to go. Once again, receive Lord Enerick's thanks and Pholtus' blessings.”

You eventually make you way back to Critwall feeling a bit empty. You are not any closer to finding out who was truly behind these events. Was Elmon a disciple of Heironeous, an agent of Iuz, or possibly a follower of Hextor?

It does not take you long to gain an audience with Lathias Buritt. The cleric of the Archpaladin greets you with a stern look as you enter his chamber. “Tell me what happened.”

Development: Buritt will listen to the PCs report, keeping a grim face the entire time. He expresses frustration over the general failure of the mission, and worries that this can only bode more ill for the Shield Lands.

He thanks the PCs for their diligent work, and asks the characters to keep their eyes and ears open, then dismisses them.

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.

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished.

Encounter Three

Defeat formian guards

APL 2	90 xp
APL 4	150 xp
APL 6	210 xp
APL 8	270 xp

Encounter Five

Defeat Doppelganger "Elmon" and cohorts

APL 2	150 xp
APL 4	210 xp
APL 6	270 xp
APL 8	330 xp

Encounter Six

Prevent the riot (roleplaying award)

APL 2	90 xp
APL 4	135 xp
APL 6	180 xp
APL 8	225 xp

Encounter Seven

Defeat sailors

APL 2	120 xp
APL 4	180 xp
APL 6	240 xp
APL 8	300 xp

Total possible experience

APL 2	450 xp
APL 4	675 xp
APL 6	900 xp
APL 8	1125 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.

Encounter Five

APL 2: L: 41 gp; C: 7 gp; M: 0 gp.

APL 4: L: 51 gp; C: 10gp; M: 0 gp.

APL 6: L: 20 gp; C: 7 gp; M: +1 Chain Shirt (625 gp), Ring of Protection +1 (1000 gp), potion of Cure Moderate Wounds (150 gp).

APL 8: L: 49 gp; C: 17gp; M: +1 Chain Shirt (625 gp), Ring of Protection +1 (1000 gp), potion of Cure Moderate Wounds (150 gp), +1 Heavy Mace (1156 gp), Divine Scroll: Bull's Strength (75 gp).

Encounter Seven

APL 2: L: 200 gp; C: 38 gp; M: 0 gp.

APL 4: L: 233 gp; C: 42 gp; M: 0 gp.

APL 6: L: 267 gp; C: 46 gp; M: +1 Rapier (1160 gp), Vest of Escape (1000 gp).

APL 8: L: 300 gp; C: 50 gp; M: +1 Rapier (1160 gp), Vest of Escape (1000 gp), Shock Rapier +1 (4160 gp).

Total Possible Treasure

APL 2: L: 49 gp; C: 207 gp; M: 0 gp - Total: 256 gp

APL 4: L: 88 gp; C: 243 gp; M: 0 gp - Total: 331 gp

APL 6: L: 32 gp; C: 273 gp; M: 656 gp - Total: 961 gp

APL 8: L: 65 gp; C: 317 gp; M: 1554 gp - Total: 1936 gp

Special

Influence with Enerick

Lord Natan Enerick is grateful for the characters' efforts during Pronouncement Ceremony in Bright Sentry. This gratitude comes in the form of one Influence Point with either Lord Natan Enerick or the Church of Righteous Truth (player must choose at time of use).

Allies of the Church of Holy Shielding

Honorable Lathias Buritt reports favorably to his superiors about the character's efforts in trying to track down who was behind the plot to stop the Pronouncement Ceremony in Bright Sentry. This manifests itself in a one-time 20% discount for any healing/restoration/resurrection spells required by the character from the Church of Holy Shielding.

Items for the Adventure Record

Item Access

APL 2: None.

APL 4: None.

APL 6: Vest of Escape (Region, 2000 gp).

APL 8: +1 Shock Rapier (Adventure, 8320 gp)

APL 6 Items.

Appendix 1: NPCs

Encounter Five

APL 2

☛ **Cohort (2):** Male Human Bbn1; CR 1; Medium Humanoid; HD 1d12+2 (Barbarian); hp 14; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 chain shirt]; Atk +3 melee (1d10+4, heavy flail); AL CN; SV Fort +4, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Intimidate +4, Listen +3, Spot +2, Swim +4, Tumble +1, Wilderness Lore +4, Dodge, Mobility.

Possessions: Flail, heavy, Chain shirt.

APL 4

☛ **“Elmon”:** Doppelganger Clr3; CR 6; Medium Shapchanger; HD 4d8+12 (Doppelganger) + 3d8+9 (Cleric); hp 55; Init +6; Spd 30 ft.; AC 20 (touch 12, flat-footed 18) [+2 Dex, +4 Natural, +4 chain shirt]; Atk +6 melee (1d6+2, 2 Slam) or +6 melee (1d8+1, heavy mace); SA Detect Thoughts (Su); SQ Alter Self (Su), Immunity: Charm (Ex), Immunity: Sleep (Ex); AL N; SV Fort +10, Ref +9, Will +11; Str 12, Dex 14, Con 16, Int 14, Wis 18, Cha 16.

Skills and Feats: Bluff +14, Concentration +8, Diplomacy +4, Disguise +14, Gather Information +7, Innuendo +6, Knowledge (religion) +8, Listen +11, Sense Motive +11, Spot +10, Alertness, Dodge, Improved Initiative, Lightning Reflexes.

Detect Thoughts (Su): A doppelganger can continuously detect thoughts as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

Alter Self (Su): A doppelganger can assume the shape of any Small or Medium-size humanoid. This works like alter self as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

Immunities (Ex): Doppelgangers are immune to sleep and charm effects.

Skills: A doppelganger receives a +4 racial bonus to Bluff and Disguise checks. *When using alter self, a doppelganger receives an additional +10 circumstance bonus to Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

Possessions: Mace, heavy, masterwork chain shirt.

Spells Prepared (Clr 4/3/2; Base Save DC 14 + spell level): 0 - Create Water, Detect Magic x2, Resistance; 1st - Detect Secret Doors (d), Doom, Protection from Good, Shield of Faith; 2nd - Hold Person x2, Invisibility (d).

☛ **Cohorts (3):** Male Human Bbn1; CR 1; Medium Humanoid; HD 1d12+2 (Barbarian); hp 14; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 chain shirt]; Atk +3 melee (1d10+4, heavy flail); AL CN; SV Fort +4, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Intimidate +4, Listen +3, Spot +2, Swim +4, Tumble +1, Wilderness Lore +4, Dodge, Mobility.

Possessions: Flail, heavy, Chain shirt.

APL 6

☛ **“Elmon”:** Doppelganger Clr5/Rog1; CR 9; Medium Shapchanger; HD 4d8+12 (Doppelganger) + 5d8+15 (Cleric) + 1d6+3 (Rogue); hp 86; Init +6; Spd 30 ft.; AC 22 (touch 12, flat-footed 20) [+2 Dex, +4 Natural, +4 chain shirt +1, +1 ring of protection +1]; Atk +7 melee (1d6+2, 2 Slam) or +7 melee (1d8+1, heavy mace); SA Detect Thoughts (Su), Sneak Attack +1d6; SQ Alter Self (Su), Immunity: Charm (Ex), Immunity: Sleep (Ex); AL N; SV Fort +11, Ref +11, Will +12; Str 12, Dex 14, Con 16, Int 14, Wis 18, Cha 17.

Skills and Feats: Bluff +18, Concentration +11, Diplomacy +4, Disguise +14, Gather Information +10, Innuendo +8, Knowledge (religion) +10, Listen +11, Sense Motive +12, Spot +10, Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility.

Detect Thoughts (Su): A doppelganger can continuously detect thoughts as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

Alter Self (Su): A doppelganger can assume the shape of any Small or Medium-size humanoid. This works like alter self as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

Immunities (Ex): Doppelgangers are immune to sleep and charm effects.

Skills: A doppelganger receives a +4 racial bonus to Bluff and Disguise checks. *When using alter self, a doppelganger receives an additional +10 circumstance bonus to Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

Possessions: Mace, heavy, +1 chain shirt, ring of protection, potion of cure moderate wounds.

Spells Prepared (Clr 5/4/3/2; Base Save DC 14 + spell level): 0 - Create Water, Detect Magic x2, Detect Poison, Resistance; 1st - Bless, Detect Secret Doors (d), Doom, Protection from Good, Shield of Faith; 2nd -

Hold Person x2, Invisibility (d), Silence; 3rd - Blindness/Deafness, Clairaudience/Clairvoyance (d), Dispel Magic.

☛ **Cohorts (3):** Male Human BbnI; CR 1; Medium Humanoid; HD 1d12+2 (Barbarian); hp 14; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 chain shirt]; Atk +3 melee (heavy flail, 1d10+4); AL CN; SV Fort +4, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Intimidate +4, Listen +3, Spot +2, Swim +4, Tumble +1, Wilderness Lore +4, Dodge, Mobility.

Possessions: Flail, heavy, Chain shirt.

APL 8

☛ **"Elmon":** Doppelganger Clr6/Rog2; CR 11; Medium Shapchanger; HD 4d8+12 (Doppelganger) + 6d8+18 (Cleric) + 2d6+6 (Rogue); hp 101; Init +6; Spd 30 ft.; AC 22 (touch 12, flat-footed 20) [+2 Dex, +4 Natural, +4 chain shirt +1, +1 ring of protection +1]; Atk +9 melee (1d6+2, 2 Slam) or +9 melee (1d8+1, heavy mace); SA Detect Thoughts (Su), Sneak Attack +1d6; SQ Alter Self (Su), Evasion (Ex), Immunity: Charm (Ex), Immunity: Sleep (Ex); AL N; SV Fort +12, Ref +13, Will +13; Str 12, Dex 14, Con 16, Int 14, Wis 18, Cha 18.

Skills and Feats: Bluff +19, Concentration +12, Diplomacy +6, Disguise +16, Gather Information +12, Innuendo +9, Knowledge (religion) +11, Listen +12, Sense Motive +13, Spot +10, Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility.

Detect Thoughts (Su): A doppelganger can continuously detect thoughts as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

Alter Self (Su): A doppelganger can assume the shape of any Small or Medium-size humanoid. This works like alter self as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

Immunities (Ex): Doppelgangers are immune to sleep and charm effects.

Skills: A doppelganger receives a +4 racial bonus to Bluff and Disguise checks. *When using alter self, a doppelganger receives an additional +10 circumstance bonus to Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

Possessions: +1 heavy mace, +1 chain shirt, ring of protection, potion of cure moderate wounds, divine scroll of bull's strength.

Spells Prepared (Clr 5/4/4/3; *Base Save DC 14 + spell level*): 0 - Create Water, Detect Magic x2, Detect Poison, Resistance; 1st - Bless, Detect Secret Doors (d), Doom, Protection from Good, Shield of Faith; 2nd - Endurance, Hold Person x2, Invisibility (d), Silence; 3rd - Blindness/Deafness, Clairaudience/Clairvoyance (d), Dispel Magic, Summon Monster III.

☛ **Cohorts (5):** Male Human BbnI; CR 1; Medium Humanoid; HD 1d12+2 (Barbarian); hp 14; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 chain shirt]; Atk +3 melee (heavy flail, 1d10+4); AL CN; SV Fort +4, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Intimidate +4, Listen +3, Spot +2, Swim +4, Tumble +1, Wilderness Lore +4, Dodge, Mobility.

Possessions: Flail, heavy, Chain shirt.

Encounter Six

APL 2

☛ **Heironeous Protestors (2):** Male Human War1; CR 1/2; Medium Humanoid; HD 1d8+2 (Warrior); hp 10; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+1 Dex, +2 leather]; Atk +3 melee (1d6+2, club); AL LN; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Swim +6, Endurance, Power Attack.

Possessions: club and leather armor.

☛ **Pholtus Supporters (2):** Male Human War1; CR 1/2; Medium Humanoid; HD 1d8+2 (Warrior); hp 10; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+1 Dex, +2 leather]; Atk +3 melee (1d6+2, club); AL LN; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Swim +6, Endurance, Power Attack.

Possessions: club and leather armor.

APL 4

☛ **Heironeous Protestors (3):** Male Human War1; CR 1/2; Medium Humanoid; HD 1d8+2 (Warrior); hp 10; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+1 Dex, +2 leather]; Atk +3 melee (1d6+2, club); AL LN; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Swim +6, Endurance, Power Attack.

Possessions: club and leather armor.

➤ **Pholtus Supporters (3):** Male Human War1; CR 1/2; Medium Humanoid; HD 1d8+2 (Warrior); hp 10; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+1 Dex, +2 leather]; Atk +3 melee (1d6+2, club); AL LN; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Swim +6, Endurance, Power Attack.

Possessions: club and leather armor.

APL 6

➤ **Heironeous Protestors (4):** Male Human War1; CR 1/2; Medium Humanoid; HD 1d8+2 (Warrior); hp 10; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+1 Dex, +2 leather]; Atk +3 melee (1d6+2, club); AL LN; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Swim +6, Endurance, Power Attack.

Possessions: club and leather armor.

➤ **Serious Heironeous Protestor (1):** Male Human War2; CR 1; Medium Humanoid; HD 2d8+4 (Warrior); hp 17; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+1 Dex, +2 leather]; Atk +3 melee (1d6+2, club); AL LN; SV Fort +5, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Jump +5, Swim +6, Endurance, Power Attack.

Possessions: club and leather armor.

➤ **Pholtus Supporters (4):** Male Human War1; CR 1/2; Medium Humanoid; HD 1d8+2 (Warrior); hp 10; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+1 Dex, +2 leather]; Atk +3 melee (1d6+2, club); AL LN; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Swim +6, Endurance, Power Attack.

Possessions: club and leather armor.

APL 8

➤ **Heironeous Protestors (6):** Male Human War1; CR 1/2; Medium Humanoid; HD 1d8+2 (Warrior); hp 10; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+1 Dex, +2 leather]; Atk +3 melee (1d6+2, club); AL LN; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Swim +6, Endurance, Power Attack.

Possessions: club and leather armor.

➤ **Serious Heironeous Protestors (3):** Male Human War2; CR 1; Medium Humanoid; HD 2d8+4 (Warrior);

hp 17; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+1 Dex, +2 leather]; Atk +3 melee (1d6+2, club); AL LN; SV Fort +5, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Jump +5, Swim +6, Endurance, Power Attack.

Possessions: club and leather armor.

➤ **Pholtus Supporters (9):** Male Human War1; CR 1/2; Medium Humanoid; HD 1d8+2 (Warrior); hp 10; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12) [+1 Dex, +2 leather]; Atk +3 melee (1d6+2, club); AL LN; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Swim +6, Endurance, Power Attack.

Possessions: club and leather armor.

Encounter Seven

APL 2

➤ **Ship Captain (1):** Male Human Rog2/Ftr1; CR 3; Medium Humanoid; HD 2d6 (Rogue) + 1d10 (Fighter); hp 16; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +3 studded leather, +1 buckler]; Atk +5 melee (1d6, 18-20/x2, rapier); SA Sneak Attack +1d6; SQ Evasion; AL N; SV Fort +2, Ref +6, Will +1; Str 10, Dex 16, Con 10, Int 14, Wis 12, Cha 12.

Skills and Feats: Balance +5, Bluff +5, Climb +4, Craft (Shipmaking) +3, Innuendo +6, Intimidate +6, Intuit Direction +6, Jump -1, Profession (Sailor) +6, Sense Motive +6, Spot +6, Tumble +7, Use Rope +9, Combat Reflexes, Expert Tactician, Improved Initiative, Weapon Finesse: Rapier.

Possessions: Rapier, studded leather, buckler.

➤ **Sailor (1):** Male Human Rog1/Ftr1; CR 2; Medium Humanoid; HD 1d6+2 (Rogue) + 1d10+2 (Fighter); hp 16; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [+3 Dex, +2 leather, +1 buckler]; Atk +3 melee (1d6+2, 18-20/x2, rapier); SA Sneak Attack +1d6; SQ Evasion; AL N; SV Fort +4, Ref +5, Will +0; Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +6, Climb +6, Innuendo +4, Intimidate +4, Jump +3, Listen +4, Profession (Sailor) +4, Spot +4, Tumble +6, Use Rope +7, Dodge, Improved Initiative, Mobility.

Possessions: Rapier, leather, buckler.

APL 4

➤ **Ship Captain (1):** Male Human Rog3/Ftr2; CR 5; Medium Humanoid; HD 3d6 (Rogue) + 2d10 (Fighter); hp 26; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +3 studded leather, +1 buckler]; Atk +8

melee (1d6, 18-20/x2, rapier); SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge (Dex bonus to AC); AL N; SV Fort +4, Ref +6, Will +2; Str 10, Dex 17, Con 10, Int 14, Wis 12, Cha 12.

Skills and Feats: Balance +5, Bluff +7, Climb +6, Craft (Shipmaking) +3, Innuendo +6, Intimidate +8, Intuit Direction +6, Jump -1, Profession (Sailor) +9, Sense Motive +6, Spot +6, Swim +3, Tumble +9, Use Rope +11, Combat Reflexes, Expertise, Expert Tactician, Improved Initiative, Weapon Finesse: Rapier.

Possessions: Masterwork rapier, studded leather, buckler.

➤ **Sailors (2):** Male Human Rog1/Ftr1; CR 2; Medium Humanoid; HD 1d6+2 (Rogue) + 1d10+2 (Fighter); hp 16; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [+3 Dex, +2 leather, +1 buckler]; Atk +3 melee (1d6+2, 18-20/x2, rapier); SA Sneak Attack +1d6; SQ Evasion; AL N; SV Fort +4, Ref +5, Will +0; Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +6, Climb +6, Innuendo +4, Intimidate +4, Jump +3, Listen +4, Profession (Sailor) +4, Spot +4, Tumble +6, Use Rope +7, Dodge, Improved Initiative, Mobility.

Possessions: Rapier, leather, buckler.

APL 6

➤ **Ship Captain (1):** Male Human Rog5/Ftr2; CR 7; Medium Humanoid; HD 5d6 (Rogue) + 2d10 (Fighter); hp 34; Init +8; Spd 30 ft.; AC 18 (touch 14, flat-footed 14) [+4 Dex, +4 masterwork chain shirt, +1 buckler]; Atk +10 melee (1d6+1, 18-20/x2, +1 rapier); SA Sneak Attack +3d6; SQ Evasion, Uncanny Dodge (Dex bonus to AC); AL N; SV Fort +4, Ref +7, Will +2; Str 10, Dex 18, Con 10, Int 14, Wis 12, Cha 12.

Skills and Feats: Balance +7, Bluff +9, Climb +8, Craft (Shipmaking) +3, Escape Artist +6, Innuendo +6, Intimidate +11, Intuit Direction +6, Jump -1, Profession (Sailor) +11, Sense Motive +8, Spot +6, Swim +3, Tumble +11, Use Rope +13, Chink in the Armor, Combat Reflexes, Expertise, Expert Tactician, Improved Initiative, Weapon Finesse: Rapier.

Possessions: +1 rapier, masterwork chain shirt, buckler, vest of escape.

➤ **Sailors (2):** Male Human Rog3/Ftr1; CR 4; Medium Humanoid; HD 3d6+6 (Rogue) + 1d10+2 (Fighter); hp 28; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [+3 Dex, +2 leather, +1 buckler]; Atk +5 melee (1d6+2, 18-20/x2, rapier); SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge (Dex bonus to AC); AL N; SV Fort +5, Ref +6, Will +1; Str 15, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +6, Climb +8, Innuendo +5, Intimidate +7, Jump +3, Listen +4, Profession (Sailor) +7, Spot +7, Tumble +9, Use Rope +10, Combat Reflexes, Dodge, Improved Initiative, Mobility.

Possessions: Rapier, leather, buckler.

APL 8

➤ **Ship Captain (1):** Male Human Rog7/Ftr2; CR 9; Medium Humanoid; HD 7d6 (Rogue) + 2d10 (Fighter); hp 42; Init +8; Spd 30 ft.; AC 20 (touch 14, flat-footed 16) [+4 Dex, +5 chain shirt, +1 buckler]; Atk +11 melee (1d6+1+1d6 (electrical), 18-20/x2, +1 shock rapier); SA Sneak Attack +4d6; SQ Evasion, Uncanny Dodge (Dex bonus to AC, can't be flanked); AL N; SV Fort +5, Ref +8, Will +3; Str 10, Dex 18, Con 10, Int 14, Wis 12, Cha 13.

Skills and Feats: Balance +12, Bluff +12, Climb +9, Craft (Shipmaking) +3, Escape Artist +8, Innuendo +8, Intimidate +12, Intuit Direction +6, Jump +1, Listen +6, Open Lock +5, Profession (Sailor) +12, Sense Motive +12, Spot +7, Swim +3, Tumble +11, Use Rope +14, Chink in the Armor, Combat Reflexes, Expertise, Expert Tactician, Improved Disarm, Improved Initiative, Weapon Finesse: Rapier.

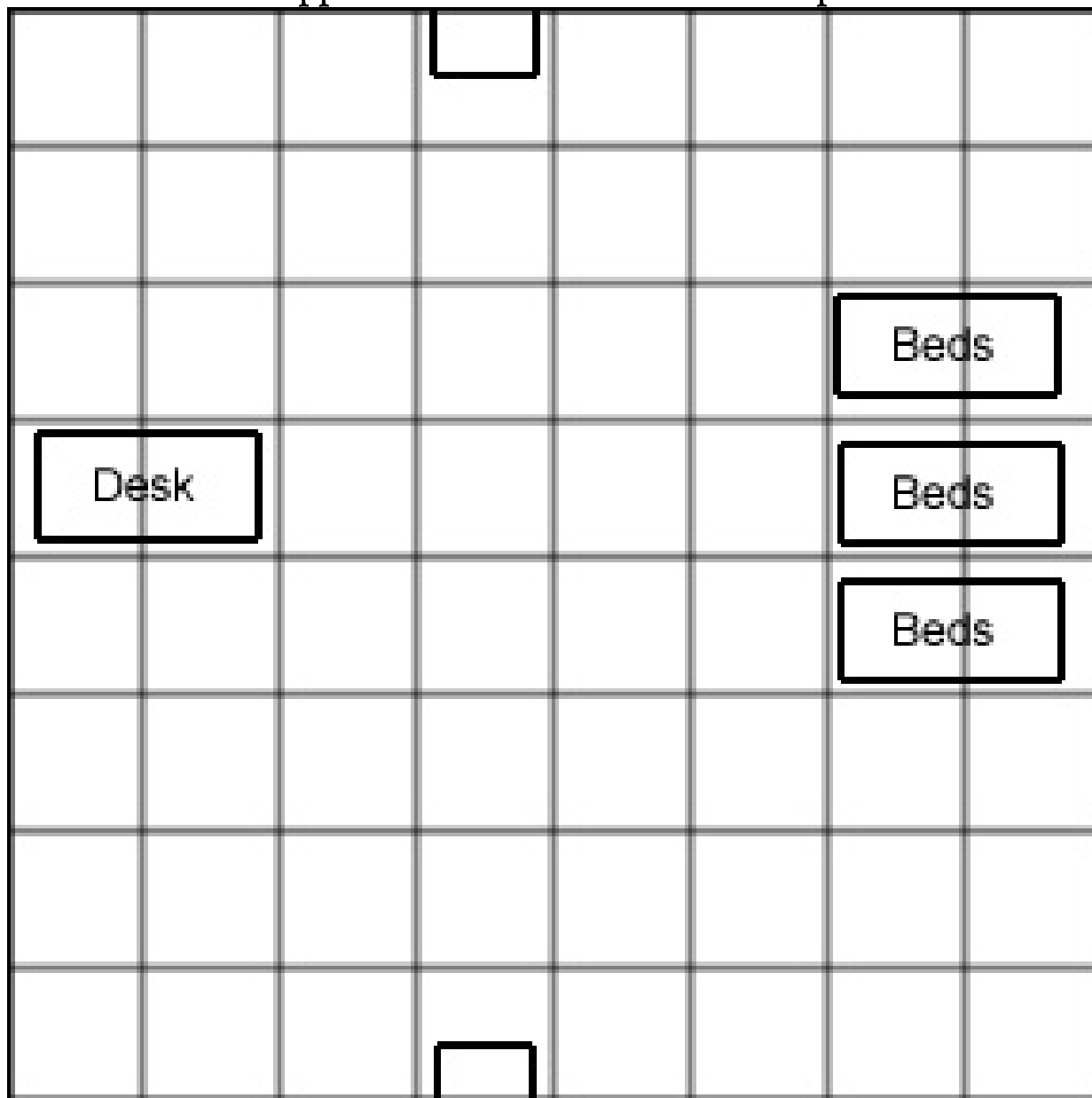
Possessions: +1 shock rapier, +1 chain shirt, buckler, vest of escape.

➤ **Sailors (2):** Male Human Rog5/Ftr1; CR 6; Medium Humanoid; HD 5d6+10 (Rogue) + 1d10+2 (Fighter); hp 40; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [+3 Dex, +2 leather, +1 buckler]; Atk +6 melee (1d6+2, 18-20/x2, rapier); SA Sneak Attack +3d6; SQ Evasion, Uncanny Dodge (Dex bonus to AC); AL N; SV Fort +5, Ref +7, Will +1; Str 15, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

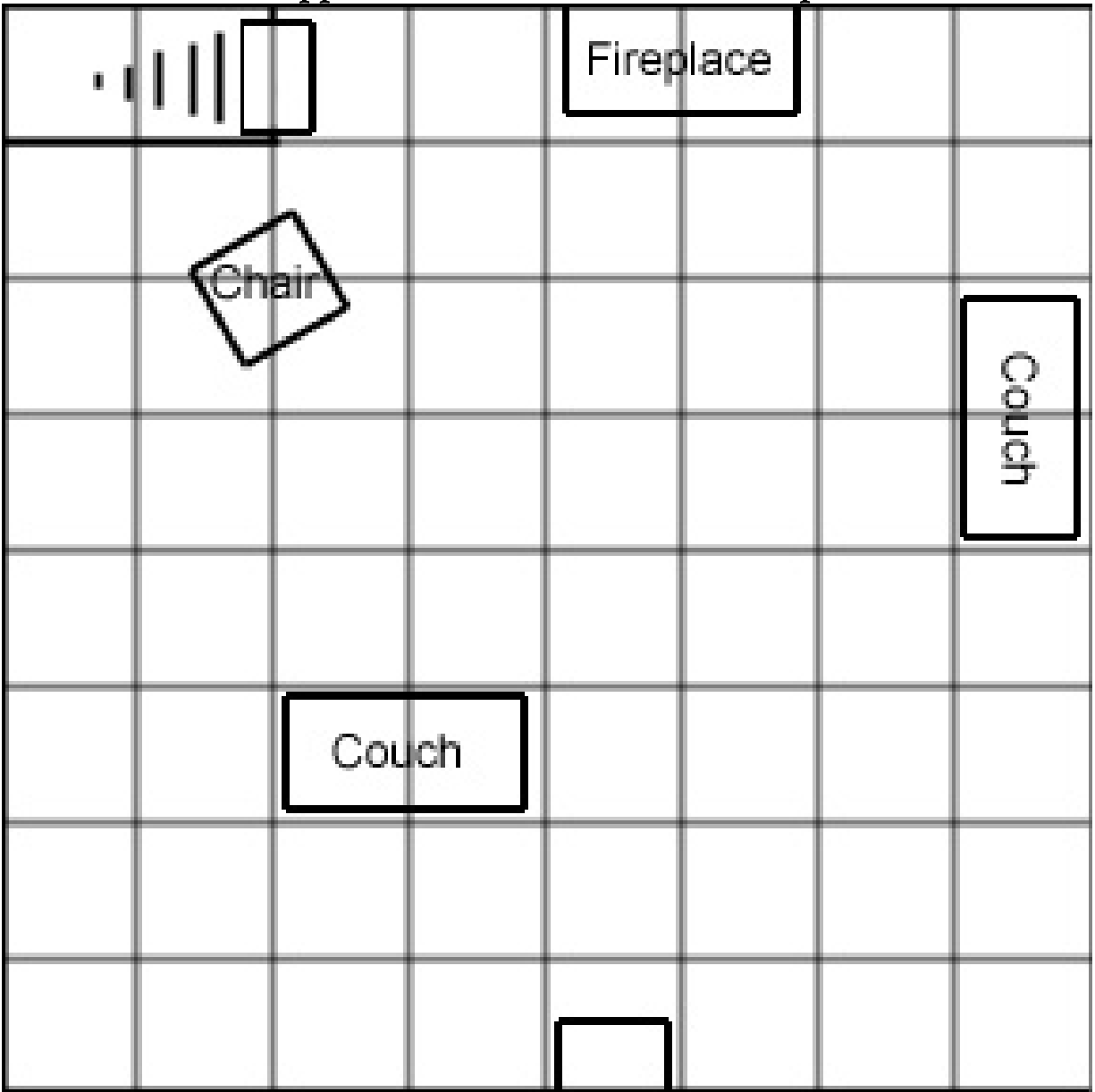
Skills and Feats: Balance +6, Climb +10, Innuendo +9, Intimidate +9, Jump +3, Listen +6, Profession (Sailor) +9, Spot +9, Tumble +11, Use Rope +12, Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack.

Possessions: Rapier, leather, buckler.

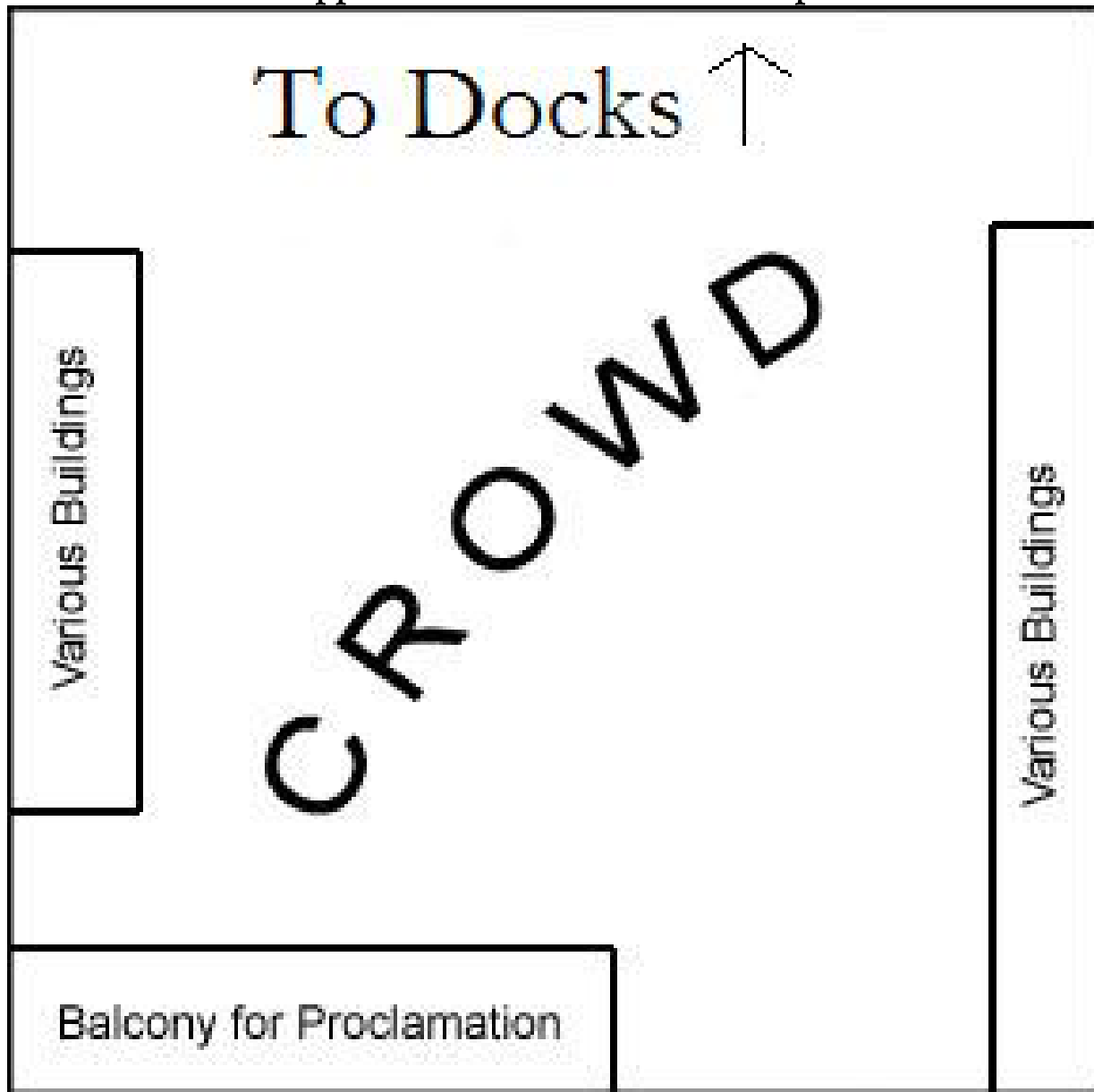
Appendix 2a: Encounter Three Map



Appendix 2b: Encounter Five Map



Appendix 2c: Encounter Six Map



Player Handout #1

This handout comes in three parts which should be given to three separate players. If more than three players succeed in their Listen checks, pieces of this may be repeated to those players. Note that there is no one phrase or sentence that can be constructed from the “hidden” words, just that many clues are given therein.

You hear the following while listening for clues in the Whisper Cells beneath the Church of the Shield Reclaimed. Though each word seems to come from a different voice, you seem to hear the same voice in this phrase a few times.

“grant plans wisdom Heironeous axe strength going defeat perfectly smite faithful bright guardian clear vision old one sentry”

You hear the following while listening for clues in the Whisper Cells beneath the Church of the Shield Reclaimed. Though each word seems to come from a different voice, you seem to hear the same voice in this phrase a few times.

“mighty warrior death ceremony blood belwar riot herrock streets disrupt drive Pholtus bless steady lords Iuz blinding lands”

You hear the following while listening for clues in the Whisper Cells beneath the Church of the Shield Reclaimed. Though each word seems to come from a different voice, you seem to hear the same voice in this phrase a few times.

“slay axe priest grow enerick great perfectly faithful downtrodden cleanse might archpaladin drive sentry may council safety secret”
