

SHL5-02

As Long As We're Here

A One-Round D&D LIVING GREYHAWK[®] Shield Lands Regional Adventure

Version 1.0

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Reviewed by Chris Tulach

As an old friend departs to determine how to cure the Black Breath disease, you are invited into Bright Sentry. Much has changed here since the onslaught of disease, and outsiders are rarely allowed inside. An Living Greyhawk adventure for APL 2 to 6.

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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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at jeff@shieldlands.net; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.

If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.

Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.

If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

For the last few years, the Shield Lands has fought hard to reclaim their homelands from the Occupation by Iuz. However, after some all too sweet gains, Iuz struck back! Torkeep, South Keep, Gensal and Bright Sentry were all attacked. Gensal actually fell in the initial assault. And then, with the Iuzian army poised to strike to the heart of the Shield Lands, the Iuzians withdrew...

Meanwhile, a virulent plague, known as the Black Breath of Iuz, is sweeping through the Shield Lands. Only Paladins and some Monks seem immune to its effects. Weakened soldiers find it hard to fight and consequently

raids on caravans are increasing. Weakened mages and clerics find it difficult to cast spells and consequently divine and arcane solutions seem unlikely...

Adventure Background

A virulent plague, known as the Black Breath of Iuz, is sweeping through the Shield Lands. After saving Lineene from some goblins, she agrees to travel to Critwall to peer into the Skull of Waquonis to gain knowledge about the plague.

When the plague began, Bright Sentry closed its doors to nearly all travelers and adventurers, and has remained plague free thus far.

There are rumors of a ghost ship that sails the waters around Bright Sentry. It has ransacked and sunk many ships in the past month, and the Wavester seems unable to do anything about it.

Adventure Summary

Our tale begins in Bright Sentry. The party, made up of soldiers and/or pathfinders, have saved Lineene and convinced her to leave for Critwall to peer into the Skull of Waquonis for knowledge about the Black Breath of Iuz.

As they see her off, they are invited into Bright Sentry to celebrate their defeat of some unwanted denizens from the shores of the isle. All characters are checked for symptoms of the disease before they are allowed to enter the city.

They will find out that the goblins have been up to much more than just ransacking the beaches and countryside, they are trying to infiltrate Bright Sentry!

On the first evening of their first day in Bright Sentry, they are honored at a celebration for saving Lineene at Bolward's Tavern. For those who have the "Ire of Lord Lardon", an attempt on their lives will take place as poison has been put in their celebration drinks. Later that night as they leave for The Inn, they hear noises from South Port that carry across the midnight air. When they investigate, they discover goblin tracks. A boat obviously dropped some goblins on shore and left. Following the tracks, they pursue goblins to a small hole in the wall. The party defeats them before they can enter into Bright Sentry.

The next day, the town suffers its first casualty from the disease. The city council is convinced the adventurers are at fault, but the councilman that gave them a clean bill of health persuades the authorities to give them a short amount of time to prove their innocence. Otherwise, they will be ceremoniously burned at the stake.

The adventurers look around town for answers and by mid-day come across the Mercantile where there seems to be some trouble brewing... They see people running from the building and a fight ensues inside. By the time they reach the fight, Zensur, a Priest of Pholtus, has been knocked unconscious by the attacking goblins. They finish off the battle and save the priest. Once the fight is over, the city guard and a member of the city council approach to discover what has happened. The party explains, and with further examination discovers that the goblins are in fact infected with the Black Breath of Iuz!

Hearing this, Lord Enerick asks the party to investigate and eliminate the threat to Bright Sentry as soon as possible. That afternoon they leave on the warship Gods' Breath to find the Iuzian ghost ship. Nearing sunset, the fog bank appears, just like the tales in the tavern, the ghost ship attacks the party.

Ryszard, a cleric of Iuz, is in control of the animated ghost ship, Veng's Curse. The party will do their best to defeat the undead that Ryszard has waiting for them. Not only that, the ghost ship itself attacks the party. Once they have defeated Ryszard, the ghost ship will sink away into the depths of the Nyr Dyv, taking all aboard with her.

The next day, Lineene will return back from Critwall, but worse for wear. She is now blind. She explains the knowledge she gained to an overly hopeful Lord Enerick.

Preparation for Play

Various characters in the Shield Lands may have the Black Breath of Iuz. It is a nasty virus that seems to be magical in nature. Players should have campaign documentation that explains the details more completely. Check if any players have played **SHL4-08 May the Axe Grow Great** and/or **SHL5-01 A Dirty Little Job**. Make note of any that have contracted the Black Breath of Iuz. Non-player characters may have their reaction to infected characters spelled out in the module. If not, their reaction will vary from fear and loathing to pity and everything in between. At the end of the adventure, if there are any party members who have this disease, the other party members might catch it! Some classes and characters have immunity to disease which does apply to the Black Breath of Iuz. Susceptible characters must make a fortitude save DC 12 to avoid catching the disease. For a description of the disease, please see the Appendix.

Also some characters may have Lord Lardon's Ire from **SHL3-07 Noble Intentions**. Check the AR to see if the characters have the Ire of Lord Lardon.

Introduction

NOTE: **Player's Handout One**, attached, is a summary of the general state of the Shield Lands. The DM may either hand this out to players to review, or use it for reference for discussions with NPCs, Gather Information Checks, and the like. **Player's Handout Two & Three** can be handed out to give the players a view of the Shield Lands, and the location of Scragholme Island.

Let the players introduce themselves. They may assume they are on a mission to Bright Sentry for the Shield Lands: either as a Pathfinder or a member of the Standing Army. Independent and visiting characters may have been asked to perform this mission because they are believed to NOT be infected with the plague.

Read or paraphrase the following:

The Wavester, a cargo ship-now-military-transport/warship in service to the Shield Lands, stands tied to a pier in the Naval Port, waiting to set sail. It's captain, a sturdy half-orc named Thurgo Greatblade, can be seen shouting orders to the crew preparing for the voyage to Critwall

You and your companions were asked to go to Bright Sentry to seek the aid of Lineene the Bear. She has agreed to assist the Shield Lands and will set sail for Critwall on the Wavester this morning. The knowledge she seeks should assist the Shield Lands in finding a cure for the Black Breathe of Iuz.

The race for the cure has been headed up by the Arcanist's Society. With your mission to find and convince Lineene complete, they will be pleased to see she has accepted their invitation.

A rowboat from the Wavester approaches, and ties off at your pier in South Port. As Lineene boards, she offers a few words...

"I'll be back in a few days and I'll see what information Waquonis has hidden away in his mind, perhaps some light will be shed on how to rid the Shield Lands of this plague"

As Lineene is escorted off, a short, stout man approaches you from the shore, a cleric of Pholtus judging by his garb and prominently displayed holy symbol...

The *Wavester* is a good sized cargo ship, a bit faster than one might expect. It is about 120 ft. long and 40 ft across. It crews 20 sailors and Captain Greatblade. There are only a few boxes of various goods (good quality cloth, some netting, large spools of rope, and some fresh fish.

APL All (EL -)

- 🐉 **Captain Greatblade:** Male half-orc Ftr4.
- 🐉 **Crew (20):** Various races, mostly human, War1.

Greatblade is a likeable, but very gruff sort. He should be seen as competent and very happy to be in service to the Shield Lands. He does not mind the fact that, as a half-orc, many hate him.

APL All (EL -)

- 🐉 **Lineene (the "Bear"):** Female human Brd9/Rgr1.

The party is at the pier to send Lineene off to visit Critwall. Upon her departure, a councilman from Bright Sentry approaches the party.

Development:

The councilman will treat the party with disdain at first, but show obvious signs of respect and thanks for saving Lineene.

"Hello and well met," says the man as he watches the rowboat cross the water to the Wavester. "I am Jurivicious, councilman of Bright Sentry, and liaison to Lord Enerick. We of Bright Sentry are appreciative of your assistance provided to Lineene and the Shield Lands to end this horrid plague. Morale is low in town and fear and suspicion are high. Could you do us the further service of joining us in a celebration held in your honor tonight at Bolward's Tavern after the Bells of Sunset Prayers. It might do the people good to have something to lift their spirits."

A Knowledge Religion (DC10) will allow anyone to know that the Church of Pholtus in Bright Sentry rings the bells of its tower at the times of daily prayer. Sunset and sunrise are two of those times. Fear of the plague has generated an increase in devotion to the church.

If someone is presenting symptoms having contracted the Breath of Iuz in another module, (SHL4-08 May the Axe Grow Great or SHL 5-01 A Dirty Little Job or possibly other subsequent events) Jurivicious will display horror and revulsion at the pale complexion, the skull like blotches on the skin, and the rasping voice. After recomposing himself he will explain that he can not allow that character to enter the city. Those not infected are still welcome. Lodging will be provided to infected characters in the quarantine district next to South Port. If infected characters do not wish to stay in the quarantine district, they are free to roam the rest of

the island, but it is hazardous and there is not much to see.

An infected character with the ability to conceal their disease, may elect to do so with a Disguise check of (DC20)

Characters that refuse inspection will not be permitted to enter the city. A Gather Information check of (DC5) allows the characters to know that ENTRY TO BRIGHT SENTRY WITHOUT AN OFFICIAL PASS IS PUNISHIBLE BY DEATH!

Characters that pass Jurivicious's examination are given a white skull on a silver circle that is pinned to their clothes. Dangling from it is a small unobtrusive parchment, perhaps 3 inches long. Looking at these more closely will reveal the person's name, and verification of purity.

After Jurivicious finishes his examination he explains that he has other council business to attend to, but looks forward to seeing them this evening. As he departs, shouts of the crew making way can be heard from the Wavester. Lineene has boarded and the ship has worked its way away from the pier. In a graceful motion the crew hoists the sails and a crack echoes across the water as a sharp wind fills the billowing canvas, propelling the Wavester into motion.

APL All (EL -)

- 🐉 **Councilman Jurivicious:** Male Human, Clr5/Aristocrat1

Encounter One – The South Port

Around you, you see that the South Port area is a vast area of docks and storage buildings. A small section of the area has been turned into quarantine housing. This primarily consists of a pair of small warehouses that have been conscripted by Lord Enerick for this purpose. There is also a small collection of tents where anyone suspected of actually having the disease are lodged.

Anyone that has the Black Breath of Iuz will be provided lodging in the tents.

The players start on shore, having just seen Lineene off to Critwall. To the east they can see carpenters completing a newly built wall that surrounds the South Port area.

While the city is well fortified, carpenters can be seen completing a new wall that separates South Port from

the rest of the city. The walls create a quarantined space for people to stay while they are tested for the plague. There is a sign on the wall that reads: "No admittance without a pass. Trespassers will be killed." It is signed by Lord Natan Enerick. There are several rowboats on shore. Also, amidst the docks are many fishing boats, some small some large. Strangely, they don't seem to be heading out today to fish...

The new wall is only a couple of months old and was erected to provide a quarantine area on Lord Enerick's orders.

If the players are curious, they may ask around the dock area as there are many sailors and fisherman in the immediate area.

If the party is split due to someone being infected and unable to gain a pass, allow that player to slowly gather this information while the rest of the party goes into town. They will be able to gather this information over a period of time regardless of DC.

- Gather Information (DC 5): The Wavester has left port and many ships do not feel safe setting sail without it patrolling the waters nearby.
- Gather Information (DC 10): There is a ghost ship that has sunk or boarded several ships in recent weeks. None of the crew, save one, have returned.
- Gather Information (DC 15): Garret Humbolt is the only known survivor and he just returned to town yesterday. He would normally have been found tending to his ship, but has been seen at the Bolward's Tavern ever since his return.

Encounter Two – Beyond the Gates

The city of Bright Sentry is full of opportunities for the players to gather information about recent happenings around town. **Player Handout Four** is the map of Bright Sentry.

Once allowed inside the city, the party can role-play going to each building for information. Alternatively, they can simply make a Gather Information check for each location listed. **SPECIAL NOTE: IF ANY PLAYER HAS THE BLACK BREATH OF IUZ** (contracted in "May the Axe Grow Great") they will NEVER get a pass. Further, if detected once inside Bright Sentry, they will be immediately removed from the city and threatened with execution.

Points of Interest on the map are:

The South Port area

It is a vast area of docks and storage buildings. The players start here, having just sent Lineene to Critwall. A short walk places the players in front of some newly built walls that surround the South Port area. While the city is well fortified, these new exterior walls seem only a month or two old. The walls create a quarantined space for people to stay while they are tested for the plague. There is a sign on the wall that reads: "No admittance without a pass. Trespassers will be killed." It is signed by Lord Natan Enerick.

The Harbor Gate

The gate building contains all the information on all the people who enter the city. A dozen guards are here at any given time. The Gate Keeper is a Pholtite named Gursham Frostbeard. He is a stout dwarf who looks the players over for any reason to be suspicious of them. He is currently going over his logs for the past few days looking for some information. He is absolutely resolute and completely immune to bribery. All charisma skills used on him suffer a -4 circumstance modifier and he is so resolute in his duties that he has a +2 circumstance modifier versus all enchantment spells and spell like abilities.

- Gather Information (DC 5): Lineene is a well known heretic (non-Pholtite). She helped save Bright Sentry by commanding the very elements to fight off the goblins!
- Gather Information (DC 5): Any party member who played SHLInt04-04 "With Thanks" will be given a pass as they had rescued a few of local citizens during the goblin raid and are therefore "trustworthy". NOTE: Plague will negate this.
- Gather Information (DC 10): There is a bounty on goblins. The city council awards 6gp for each goblin head presented to them.

The Slithering Serpent

This two-level inn and tavern is quite old and ragged. It has one main bar area that takes up most of the main floor. The upstairs has several rooms for rent with common cots available.

- Gather Information (DC 5): The tavern portion is a common hangout for the non-Pholtans in Bright Sentry. Many are followers of Heironeous, but there are followers of other deities and some that have no faith. They generally concur that Pholtans are an arrogant and intolerant bunch, perhaps even more-so since Bright Sentry has been spared by the disease, a fact the Pholtans attribute to their god.

Lord Natan Enerick is staying in Bright Sentry and will not visit Critwall because of the plague.

- Gather Information (DC 5): The plague hasn't yet breached the walls of Bright Sentry.
- Gather Information (DC 10): There's rumor that a ghost Ship that sails the Nyr Dyv at night.

The Fishery

This wood building is 20 ft by 20ft. The interior has tables around the outside walls and the floor in the middle of the building has been removed to throw the entrails of the fish into a large barrel below.

- Gather Information (DC 5): The citizens of Bright Sentry were devastated during the attack on the city a couple of months ago. Civilian losses as well as military were very high.
- Gather Information (DC 10): There is a ghost ship that has recently appeared in the area that is keeping a lot of fisherman ashore. The ship has been spotted several times at dusk, attacking ships up and down the coast. Few ships now sail the waters around Bright Sentry for fear of crossing paths with this ghost ship.
- Gather Information (DC 15): Suspicion of the members of the Open Spirit is on the rise again. Though this group has been tending the sick elsewhere, and has helped set up the tents for quarantined people in the South Port area, some suspect they may be behind the spread of the disease since they are resistant to the plague.

Mercantile

This building has anything in the general equipment section of the Players Handbook table 7-8 that costs 99 gp or less. However the prices are exorbitant (+50% over book prices). Lord Enerick's isolationist policy and the quarantines have severely impacted supply lines driving prices up.

Church of Pholtus:

It is circular and built of stone. There are several acolytes who attend to the needs of the local folk, and are available upon request.

- Gather Information (DC 5): The plague is clearly a curse the gods have allowed to occur to punish the sinful.
- Gather Information (DC 10): Lord Enerick is doing the best he can for his charges, the citizens of Bright Sentry. He is a wise and noble leader whose foresight and piety has saved Bright Sentry from the cursed Black Breath of Iuz.
- Gather Information (DC 15): The Open Spirit does good work, but since it was

founded by Markuth, a well known felon, and a fugitive from justice, how trustworthy can it be?

At any given time during the day, you see about 20-30 commoners milling about the town. About 2/3rds of them will have a white skull on a silver circle pinned to their clothes. Dangling from it is a parchment, perhaps 3 inches long. Looking at these more closely will reveal the person's name, and verification of purity. Most of the rest have them and will display them upon request to the authorities. These are passes given out in town by the church of Pholtus.

Pholtite sayings plastered on random corners of buildings, hanging from shop walls, etc, remind all who walk these streets that Church of Pholtus is the dominant faith here. Such phrases include "Burn the Heretic", "May the light brighten", "My child is illuminated", "Even the blind may see with the bright light of Pholtus", and "Oh mighty Pholtus deliver us from darkness".

Encounter Three – The Fog Rolls In

The players may make their own arrangements to stay in town via their own encampment, in the South Port quarantine area, or they will probably stay in one of the inns. The Slithering Serpent has no vacancy, but "The Inn" next to Bolward's Tavern has rooms to let for 2gp per night.

If the players camp in South Port, find out if they are setting watch. If they set watches, they will note the following events.

After midnight: (2nd watch) A light fog has rolled in from off the lake.

In the wee hours of the morning, 3rd watch, several loud shouts can be heard from down by the docks.

If the players should attend the celebration at Bolward's Tavern, read or paraphrase the following:

A crowd has turned out to toast your heroic activities. While many of the patrons have heard of your arrival, this is far from a formal celebration. Jurivicious attends shortly after finishing the Sunset Prayers, and leads the bar in a round of toasts, citing a variety of your accomplishments.

Likely accomplishments are helping Lineene (SHL5-01 A Dirty Little Job), previously aiding captured villagers in (SHL-Int 4-04 With Thanks) and perhaps even for assistance provided in the distant past. (SHL3-02 Patron of Bright Sentry) A Sense Motive (DC10) will suggest to

the characters that really their fans are just looking for a release to the fears of the plague, the sense of tragedy from the recent setback in the War of Reclamation, and now the apparent blockade of the fishing fleet by the ghost ship.

Still as long as they're in a bar, being good adventures they are likely to find out what other news there is.

- Gather Information (DC10) Most folk in Bright Sentry make their living from the Nyr Dyv. Many live day-to-day and having to take time off can be very stressful for them. There is also a lot of competition between boats and fisherman on a personal level. This results in scuffles inside taverns, usually at night, after they have had a few drinks to end the day.
- Gather Information (DC10): The stories about the ghost ship come from many people in the room if asked. The ship was last seen by Garret Humboldt. He can be found at the end of the bar having a private discussion with his drink.

The bartender working tonight was previously a particularly loyal member of the Lardon household staff. He has heard of any characters with Lord Lardon's Ire, and will spitefully attempt to poison them. He'll do it at an opportunity when no one from the party is near the bar. Give the party an opposed Spot check against Nob's Sleight of Hand to notice him poisoning the drinks. Nob gets a +2 circumstance bonus for using the bar as cover. An opposed Sense Motive check against Nob's Diplomacy check may determine that Nob dislikes the characters with Lardon's Ire, but he will not confront them or interact with them if he can avoid it. If caught he'll only confess if forced and the guards are presented with a strong story. (Opposed diplomacy checks) Even then he will maintain that they deserve it for inconveniencing Lord Lardon.

APL 2 (EL 2)

☞ **Bartender Nob Wisken:** Male Human, Rog2 (Bluff +7, Diplomacy +9, Sleight of Hand +9)

APL 4 (EL 4)

☞ **Bartender Nob Wisken:** Male Human, Rog4 (Bluff +9, Diplomacy +11, Sleight of Hand +11)

APL 6 (EL 6)

☞ **Bartender Nob Wisken:** Male Human, Rog6 (Bluff +12, Diplomacy +14, Sleight of Hand +14)

Development:

The poison is a spur of the moment thought and Nob uses what is at hand, in this case a bit rat poison. It is

slow acting, and those poisoned will not feel its affects for an hour. Those poisoned must make a Fortitude save (DC14) or be *sickened* for the rest of the adventure. There is no secondary effect of this poison.

At this point the players might approach Garret to learn more about the ghost ship. Buying Garret a drink and making a successful Diplomacy check (DC14) will produce the following information. Read or paraphrase the following:

"The ghost ship' you ask? I can tell ya about the ghost ship. There I was, first mate on the Gerdessa sailing home to Bright Sentry with a hold full of goods from Critwall. We'd hoped to be docked by nightfall, but the winds were against us and it was slow going as we made our way along the south shore of Scragholme Island. As the last ray of the sun dipped below the horizon a fog bank came rolling across the water. Weren't no natural thing. No sir. The cap'n tried to haul sheet and outrun it, but soon we was surrounded in a mist so thick you could barely see your hand in front of your face. Then the wind itself turned against us. It had been uncooperative all day, but in a natural way. The wind didn't just leave our sails, any way we tacked it was a headwind. We was stuck, worse than becalmed. "

"My blood ran cold, cuz through the fog I heard the groan and creak of another ship. One-arm Lolly hollered that he could see something coming. The cap'n hollered to prepare for boarding and my feet went out from under me as the deck heaved. Water cascaded into the hold where the ram breached our hull. I could see a stream of skeletal dead pouring onto our deck. A yardarm fell from the foe infested rigging, knocking me overboard, I held onto it for dear life...used it to keep me afloat you see. I recognized that hell ship. I know that great feral lionish figurehead from stories I've heard across many seas, you hear. That was the Veng's Curse I say. I swear it was. But that ship was sent to the sea bottom years ago when the Old One invaded Walworth Isle...or it was rumored it had...now I'm not so sure."

"The waves carried me away and I couldn't see anything in the fog, but I could hear my fellow shipmates dying till I drifted ashore. I still hear them, ya know. And I can still see that ship; it haunts me now, my every thought." He turns back to his drink and refuses to acknowledge anyone anymore.

APL All (EL —)

☞ **Garret Humboldt:** Male Human, Ftr2/Exp2

Before the characters can accost Garret too much more a brawl breaks out among the fishermen. It quickly spills out into the streets. Soon the guard arrives, breaks up the fight and closes the bar for the evening. If the players should ask, it is about 11pm now and it is nearing the end of "first watch." You may read or paraphrase the following once they leave the tavern:

As you walk outside, you notice a light fog has rolled in from the harbor.

As the characters leave the tavern, going back to their place of rest, a spot check (DC15) will notice a large rowboat making its way across the harbor. It looks to be making to land on a beach to the east of South Port. If they spot the boat, read the following:

For a moment you spy something on the water. The fog thickens and the glimpse of the boat is lost. Guards nearby seem oblivious to its presence, and locals either dismiss it as a fisherman setting his nets, or are too drunk to take notice.

A Profession (Sailor) or Profession (Fisherman) check (DC 10) will allow those that successfully spot the boat to think that it looked too big to be lone fisherman. If fishermen are asked they'll state that "it's a bit early to be setting the nets" but won't have any other suggestions.

If anyone is on watch down in the South Port quarantine area during the 2nd watch they will also see the large rowboat if they make a Spot check of (DC10).

If the players fail to see the rowboat, allow them to make a Listen Check (DC 15) for those at the tavern, or (DC 10) in South Port. Upon a successful Listen check, read the following:

You hear some strange sounds on the air tonight, coming from the direction of South Port, voices carried on the breeze. Voices, speaking another language, seem to be having a conversation.

There are goblins having a brief discussion/argument about their plans as they land on the beach. If a PC understands the language, they can identify it, but the sentences are too broken by the wind to be able to repeat.

They hear words such as: map, quiet, attack, store, and fire.

Encounter Four – Footprints On A Sandy Shore

The players can make their way to the beach by going the long route out the North Gate and circling around, or by

working their way around the watch tower on the southeast corner of the city.

A Gather Information check (DC12) will allow the character to know that the Black Watch policy enacted by Lord Enerick requires the gate be locked at sunset and no one is admitted to enter or leave. Characters that persist might be able to convince the guards to let them out using Diplomacy (DC20) for a 100gp bribe or just to allow them out for free with a (DC25). The guards are loyal Pholtans and take their job of protecting the city very seriously. If the negotiator fails to achieve a diplomacy check (DC10), the party will be arrested and spend the rest of the night in jail.

APL All (EL –)

🛡️ **Guards:** Male Human, Ftr2

Going around the south tower is tricky. It is impeded by 40 feet of large, sharp, slippery boulders. Successful Balance checks (DC8) are required to traverse them successfully. Failure indicates a fall inflicting 1d6 damage. A Balance check is required for every move action on the rocks.

Fog reduces visibility to a few feet. The rocks are loose, irregular and slippery.

The increasingly heavy fog provides cover for the party from the eyes of the guards in the watchtowers. The roar of the roughening surf masks the sounds of your movements as well. Additionally, a line of lanterns provide a series of diffused glows that negate the need to carry your own illumination. Normally, these lanterns would provide humans in the watch tower the ability to spot intruders trying to creep in on dark nights. No such lanterns line the beach.

Those players that can see or acquire a light source can make a Search check (DC10) to examine the beach. They can determine that a large rowboat dropped off several humanoids. (Check the encounter below for the number of humanoids). Those with the Track Feat that make a successful Survival check (DC16) will be able to follow the tracks parallel to the wall about 250 feet. Parties that went through the gate will have probably missed the goblins going creeping up in the heavy fog, as they came down to the beach. With a Survival check of (DC20) they can identify and follow a second set of tracks of a similar number of goblins. The second set of tracks is slightly older, and leads to the same place. They are from another group of goblins that snuck in earlier.

The fog now thins as the party moves to higher ground following the goblins. Even so it makes it hard to see more than 30 feet, those without lowlight or

darkvision are going to be even more visually challenged.

If the party approaches bearing a light source the goblins will see them coming and setup an ambush. It will require a Spot check (DC19) by characters able to see the goblins to avoid surprise.

On the other hand, if the party approaches under the cover of fog and darkness, the goblins are fairly intent on their own plans and are not being too quiet about it. A Listen check (DC6) by the party will alert them to the voices of arguing 60 feet ahead. A successful Listen check against a (DC16) will allow someone who can speak goblin to hear the cause of their disagreement. For these characters read or paraphrase the following:

You strain to make out the voices, they are scratchy, hoarse, and speak the guttural syllables of Goblin.

First goblin: "No. He's too fat!"

Second goblin: "Me not fat, hole too small!"

Third goblin: "We make hole bigger."

First Goblin: "Not enough time, let's make Boo-tug smaller."

Second goblin: "How you going to do that?"

The soft sound of steel on scabbard hisses through the fog.

Second goblin: "Try it Snog and I'll stuff you through!"

Third goblin: "Be quiet, guards will hear us and then there will be flesh to pay." The voice breaks into a fit of coughing.

First goblin: "Hush, I think I heard something back that away."

The goblins are trying to exploit a defect in the palisades defenses. Though most of the wall has been repaired, there is a small breach in the palisade. It is only just big enough for a goblin or other small creature to squeeze (see PHB on movement restrictions due to squeezing) through. Unfortunately, the goblin Boo-tug seems to be a bit too well fed to get into Bright Sentry in this manner.

If left to their own devices they'll eventually get him in. If the party waits to see what happens, one goblin will go through to be able to pull. Boo-tug will try next with the remaining goblin(s) pushing from behind. If the party chooses this opportunity to attack, it is likely the inside goblin will get away by running from the wall and hiding in the garden.. Pursuit of this goblin will be hampered by Boo-tug plugging the hole, though characters able to fly or climb the wall might have a chance. Keep in mind that darkness and fog hamper the chase.

APL 2 (EL 3)

➤ **Goblin Sorcerors(3):** hp 5 each; Sor1 See Appendix I.

APL 4 (EL 5)

➤ **Goblin Sorcerors (3):** hp 8 each; Sor2 See Appendix I.

APL 6 (EL 7)

➤ **Goblin Sorcerors (4):** hp 13 each; Sor3 See Appendix I.

Tactics:

The goblins will wait until the party is about 30 feet away due to the fog hampering their visibility, then cast *magic missile*.

Treasure:

APL 2: 3 Goblin heads – 18gp, loot(- gp), coin-(6 gp), *Wand of Disguise Self* (375gp).

APL 4: 3 Goblin heads – 18gp, loot(- gp), coin-(6 gp), *Wand of Disguise Self* (375gp)

APL 6: 4 Goblin heads – 24gp, loot(- gp), coin-(6 gp), *Wand of Disguise Self* (375gp)

One of them carries a *Wand of Disguise Self*.

Development:

The goblins are tattooed (Knowledge Local (DC15) to know it is a mercenary tattoo). Characters searching the goblins are allowed a Heal check (DC13) to identify that the goblins are infected with the Black Breath of Iuz. Read or paraphrase the following to them:

These goblins are paler than usual and the skin is covered with distinctive skull-like blotches. They suffered from the Black Breath of Iuz.

Characters that have contact with the goblins (melee, search, or healing) will need to make a Fortitude save (DC12) or catch the disease.

The party may attempts to Search for secret doors (DC20) for the secret entrance/hole-in-the-palisade into Bright Sentry through the outside wall. If Boo-tug is still stuck in the wall or even if the party was able to understand the conversation of the goblins a circumstance bonus should be applied. Anything from +2 for hearing about the hole to +10 if a goblin is currently plugging the tiny passage. If they find the hole and pass through it, remind them that there are patrols and guards that walk within and on the catwalk above. The party may also elect to climb the wall or regain entrance by other means. Nobody will let them in either the North Gate or Harbor Gate as they are locked for the

night and under the proclamation of the Black Watch a curfew has been imposed.

If the party chooses to spend the night outside Bright Sentry, adjust encounter 5 to have them approached by Councilman Jurivicious as they come in the next morning.

If they elect to go through the hole or traverse the wall somehow, have them roll Hide and Move Silent checks (DC10), or be spotted by the city guard. Both checks will receive a +10 circumstance bonus for low light, fog, and the background noise caused by the waves.

As you squirm through the secret hole you find yourself in the gardens behind the Church of Heironeous. You can see the back side of the Church and Bolward's Tavern. A heavy rain begins to fall, quickly dissipating the fog. Up the street you can see a group of guards approaching your location. From somewhere ahead of you in the garden, you hear a sound...

The players can make a Listen check to hear the sound (DC17) of several people quietly off in the darkness ahead of them. The guards will move through the gardens in pairs, holding their lanterns high and calling out such things as:

"Halt, who goes there?"

"Do you see anything?"

"Take a good look around, be careful, I know I heard something."

If the party hides, they'll need to make a Hide check (DC13) to prevent the guards from finding them. The darkness provides a +10 circumstance bonus to their check. If they are successful read or paraphrase the following:

"It looks like there isn't anything here, let's move on and get back to our patrol."

The players can look around and attempt to find tracks, but the rain and patrol have ruined most of the tracks. A Survival check (DC 29) will reveal that the number of goblins from encounter 5 passed through the garden earlier in the night. It will require a Survival (DC35) to determine that once they made it to the streets they wandered through the center of town.

If the players are detected or elect to interact with the guards, they will be immediately asked for their passes and then asked to return back to their rooms for the evening as there is a 2am curfew on Bright Sentry. If presented with goblin corpses, the guards will thank the party, ask them a few pertinent questions and then

suggest that they abide by the curfew and retire for the night. If any of the characters are infected with the Black Breath of Iuz, they will be placed under tent arrest in the South Port quarantine area, and relieved of their pass to Bright Sentry. This may add to the fervor of the city council that Councilman Jurivicious will note in encounter 5.

Encounter Five – Accused!

A loud knock at the door awakens you the next morning.

If the door is locked, the barkeep produces a key to open the door for the city guard and the councilman. Two guards enter to secure the room. The councilman speaks:

"Friends, we have a dire issue. The plague has broken out in Bright Sentry. I know you were disease free when I examined you yesterday, but you are the only people that have been allowed to enter the city in the last three days other than Garret Humbolt. I just came from him and he is still free of disease. The council is arguing that you must have somehow brought the plague with you. The rest of the council is clamoring for your arrest, and I am being accused of dooming us all to a horrid death by my apparent negligence. Using all the political influence I possess, I have stayed your arrest until tomorrow morning. The political pressure is intense and my entire career is on the line, as I'm sure are your lives. I know you to be good and healthy heroes. You must find the cause of this outbreak to save us all from being persecuted for treason."

APL All (EL –)

☛ Councilman Jurivicious: Male Human, Clr5/Aristocrat1

☛ Guards (2): Human, Ftr2

Encounter Six – Search for the Truth

At this point, the party should begin to look through town for more clues about how the plague arrived in Bright Sentry.

The West Port

Fisherman are gathering early in the morning to see if the Wavester has returned. They seem on edge this

morning since word about the plague has reached most everyone by now.

- Gather Information (DC 5): They refuse to fish without some protection from the Wavester.
- Gather Information (DC 10): There's word about a ghost ship that sails the Nyr Dyv at night. It is said to be haunted and not entirely there...
- Gather Information (DC 15): There was a rumor that there may have been an attempt to invade Bright Sentry last night. The guards reported that there might have been some people spotted on the rock ledge and inside town, but were unsure who they were.

The Harbor Gate

The gate building contains all the information on all the people who enter the city. The Gate Keeper, Gursham Frostbeard is currently going over his logs again to make sure everyone who has entered has been accounted for. For Diplomacy check of (DC 10) he will share that:

- He is absolutely certain that the party and the shipwreck survivor were the only group of newcomers to town over the past few days.

The Fishery

At the fishery they can ask around and find out that:

- Gather Information (DC 5): The place is mostly empty as nobody was out fishing yesterday. It smells terrible.
- Gather Information (DC 15): Several fishermen who were here cleaning up late last night saw two groups of people come ashore late last night. Some thought they saw another group come out from Bright Sentry and either meet with one of the groups or follow them over by the rock's edge near the docks. They assumed they were fisherman coming in late after setting some nets.

Church of Pholtus

Since rumor has it that the party brought the plague to Bright Sentry they can expect little or no help from the church. This isn't much new to be found out here anyhow.

Mercantile

There are a lot of people milling about here looking at goods since they aren't heading out to sea today.

- Gather Information (DC 10): There are some new goods on the shelves today. They seem to draw a lot of attention from the patrons. Bright sea shells from the deepest depths of the Nyr Dyv, and some new nets adorn the walls and ceiling.
- Gather Information (DC 10): The mercantile seems to have a lot of exotic goods since it trades with the far shores of the Nyr Dyv.

The first group of goblins the fisherman saw got inside before the party saw them. Presumably the party defeated second group of goblins. In that first group were several infected goblins with the plague. They use Disguise Self or a Hat of Disguise to walk amongst the patrons of Bright Sentry a few at a time, spreading the disease at will. Some of them sold the shells and nets to the merchants. Contact with the shells can cause a character to contract the Black Breath of Iuz if a Fortitude save of (DC 12) is not made. Should the party search the gardens behind the Church of Heironeous for some reason, they will find the goblins hiding there, otherwise the goblins will be discovered by a Cleric of Pholtus while they are in the Mercantile.

As you wander the streets around mid-day, you see a lot of people exiting the Mercantile in a hurry. From the Mercantile, you can hear shouts in several languages and the sounds of battle.

Give the party the chance to check their languages to determine what they hear. They hear in common:

"Foul defilers, death shall come quickly for you! With the light of Pholtus to guide me, you shall be smitten into oblivion."

They also hear several incantations, but a bit too muttered to be able to decipher even with a Spellcraft check.

They also hear the following in Goblin:

"Kill the Pholtite, kill him quickly! He's casting a spell, attack him!"

The party will enter in round 3. By then the Cleric will be knocked unconscious (-4 hp) and bleeding.

APL 2 (EL 4)

- Goblin Sorcerers (4): hp 5 each; Sor1 See Appendix I

APL 4 (EL 6)

👉 **Goblin Sorcerors** (4): hp 8 each; Sor2 See Appendix I

APL 6 (EL 8)

👉 **Goblin Sorcerors** (4): hp 17 each; Sor4 See Appendix I

Tactics:

The goblins have managed to take down the cleric who discovered their presence, but not before he cast a *dispel magic* ending their *disguise self* spells. They will attempt to exit town as fast as possible so the battle will take place in the streets in front of the Mercantile. The fight has drawn the attention of the of the city guard who have in turn, notified Lord Enerick. The city guard will arrive 6 rounds after the party, which will give the *goblins* enough time to escape out the secret hole in the fortified wall or be slain by the party. If party members engage the goblins, susceptible characters must make a Fortitude save (DC12) to avoid catching the disease.

Treasure:

APL 2: 3 Goblin heads – 24gp, loot(- gp), coin-(6 gp), *Wand of Disguise Self*-(375gp).

APL 4: 3 Goblin heads – 24gp, loot(- gp), coin-(6 gp), *Wand of Disguise Self*-(375gp)

APL 6: 4 Goblin heads – 24gp, loot(- gp), coin-(6 gp), *Wand of Disguise Self*(375gp), *Hat of Disguise*(900gp)

They have a *Wand of Disguise*, and at APL 6 one wears a *Hat of Disguise*.

Development:

The goblins are tattooed (Knowledge Local DC 15 to know it is a mercenary tattoo.

Characters that have contact with the goblins (melee, search, or healing) will need to make a Fortitude save (DC12) or catch the disease.

After the defeat of the goblins, read or paraphrase the following:

As you stand over your defeated adversaries, you can see the City Guard approach, obviously surprised by the presence of goblins in Bright Sentry.

Rushing to your location, you also see Councilman Jurivicious and his escort.

Allow the party to role-play and discuss their findings with the Councilman. They should come to the conclusion that the goblins are spreading the disease in town and not the adventurers. A Heal check (DC13), will

show that indeed the signs of the plague are present on these goblins.

Jurivicious will continue to talk and give the adventurers some instructions from Lord Enerick.

“Lord Enerick will be concerned to find out that the walls have been breached and that the plague has now begun to establish a foothold in Bright Sentry. He’ll need a group to find out more about how they got in, and where they are coming from.”

“Fortunately, since you were able to find this obvious source of the plague our names will be cleared.”

The party might explain that they found a secret door in the wall near the docks, and that they tracked another group much like this last night to that location before dispatching them.

“Ah, I see we have asked the right people for the job then.”

Combining their knowledge, they should have figured out they need to go in search of the ghost ship next as both groups arrived by unseaworthy rowboats. To make sure they identify this as their next goal, the Councilman will speak once more.

“As you can see, we have a lot of preparations to make here at Bright Sentry to keep more raiding parties out. We know based on the information we’ve collected today, that they came in via rowboat in South Port, most likely last night. Can you look into this and see if you can put a stop to it? Lord Enerick would be most appreciative...”

When the party accepts the challenge, they have until that evening to prepare for their overnight voyage.

“Thank you for accepting his Lordship’s request. I have made arrangements on the Fairlengale to take you anywhere on the Nyr Dyv you want to go. She is a small but very agile ship and should be able to keep you out of trouble. Please report back to me once you have completed this mission. Of course we would like to see the evil destroyed, but even some solid information on their location, numbers, and what we are up against would be most helpful.”

APL All (EL –)

👉 **Councilman** Jurivicious: Male Human, Clr5/Aristocrat

Encounter Seven – Ryszard's Revenge

The party may need to rest before leaving on the ship this evening, but there isn't time to regain spells.

As the afternoon grows long, you meet the crew and captain of the Fairlengale. "Greeting mates", says the captain as you board. "I'm Captain Arlarent. I've accepted his Lordship's mission to troll around like bait for you blokes, but have no doubts that we're sailors not marines. Whatever is out there is yours to deal with. We see something strange, you can take a look at it, but the Fairlengale is going to outrun it. You want something more you're going to have to go to it yourself."

APL AII (EL –)

☛ Captain Arlarent: Male human Ftr2.

☛ Crew (20): Various races, mostly human. War1.

As the captain begins to shout commands from the helm to his crew, you are given a moment to look back at Bright Sentry one last time. The sun is now setting over the mountains, with the sunlight giving the frozen glenn a soft warm orange glow. It is a peaceful sight indeed, one you hope to see again. But when you turn around a look East, the skyline has begun to get dark. The night sky now meets the Nyr Dyv at the horizon making everything ahead appear like a large dark void of emptiness.

As the ship travels for the next several hours, the clouds begin lift to reveal the stars. What an amazingly clear night. Each star looks as though you could merely reach out and touch it. Then you see the moon peek out from behind it's cloud veil. An amazing sight, you seem to stare at it for a time remembering the many roads that have led you here.

Then everything around you begins to disappear into a fog.

"You best be on the lookout," you hear a deck swabby whisper. Captain Arlarent comes up on deck and looks around to assess the situation. "Ah" he says, "it appears we found what we came lookin' for." He then begins to shout out commands that direct his men to make full sail North for Bright Sentry. "We will see what this ghost ship is made of" There isn't a ship as swift as the Fairlengale, I assure you of that." With that said, he orders any unnecessary load to be

thrown overboard. The men toss everything that isn't necessary for survival.

With his expert seamanship. Arlarent takes the helm and is able to catch every gust of wind to expedite your retreat to the North coast.

As you look around, the fog rolls and bends as if forced to move rapidly against its will. Even with the best efforts of the captain the fog seems certain to surround you...

Everything goes silent. The sails go slack. The air grows cold and still. The crew exchange glances of terror as they attempt to peer through the impenetrable fog.

Suddenly a sailor cries out, "Braaaace!" and the Fairlengale lurches under your feet. As you struggle for balance, your mind attempts to reconcile the image before it. The feral-lionesque ram of the Veng's Curse slammed into the broadsides of the Fairlengale, and now the animated monstrosity is actively chewing on the hull, tearing away planks and spitting them out. The yardarms seem to reach forward from the masts, as if in effort to embrace the Fairlengale and its crew. From your vantage you can see patches of the Veng's Curse fade in and out of existence. A flood of skeletal men pour over the bow directed by a crazed priest in jet black robes.

APL 2 (EL 5)

☛ Skeletons (6): hp 6 each; see *Monster Manual* page 226.

☛ Ryszard (1): Male Human, Cleric 2; See Appendix for stats.

☛ Veng's Curse (1): Animated Object, Medium, Medium Construct, hp 31; see *Monster Manual* page 13

APL 4 (EL 7)

☛ Skeletons (15): hp 6 each; see *Monster Manual* page 226

☛ Ryszard (1): Male Human, Cleric 4; See Appendix for stats.

☛ Veng's Curse(1): Animated Object, Large, Construct hp 54, see *Monster Manual* page 14

APL 6 (EL 9)

☛ Skeletons (10): hp 6 each; see *Monster Manual* page 226

☛ Shadows (4): hp 19 each; see *Monster Manual* page 221.

☛ Ryszard (1): Male Human, Cleric 5; See Appendix for stats.

🦁 **Veng's Curse(1):** Animated Object, Huge Construct
hp 84, see *Monster Manual*/page 14

Tactics:

To be clear, Veng's Curse is a ship. Portions of it are animated (See Animated Object in the *Monster Manual*). The Veng's Curse is controlled by Ryszard who used it's ram to sink opposing ships. The Curse is specially fitted with a demonic lion shaped ram, plated with ½" thick metal.

The Veng's Curse will ram the broadside of the Fairlengale from the cover of the fog. The impact will require all on board the Fairlengale to make Balance check (DC 15) or be knocked prone. Once lodged into the Fairlengale the undead swarm aboard to destroy it's inhabitants. The undead will move aboard the party's vessel in the surprise round and then begin their assault. The sailors are not trained fighters and will not attempt to engage the oncoming adversaries.

Ryszard will order the ship to continue to attack the Fairlengale, attempting to sink it as its primary goal. If any players get on board Veng's Curse, it will attack them instead of their ship, either by the ram/figurehead turning to bite them or yardarms on the mast flailing them with rigging. It will be important for the DM to note hardness factors for DR for wood, and also the HP for the wood construction of the boats and the ½" steel used on the Veng's Curse. See Player's Handbook page 166. If Rhysard appears to be in danger, he will attempt to retreat. If he cannot, he gives the ship the order to sink and take as many with as possible using the grapple and destroying the other ship in turn.

Additionally the Veng's Curse has some incorporeal properties. Specifically parts of it phase in and out of the prime material plane. Ryszard has some control over it, and as long as he is alive it won't phase out under his forces. Each round someone from the party is one the Veng's Curse there is a 50% chance whatever part of the ship they are standing on or holding onto will shift to the ethereal plane for a moment. They must make a Reflex save (DC 15) or fall to the next deck, taking 1d6 points of damage from the fall. Those falling out of the rigging will take damage corresponding to the distance fallen. Those falling into the bilge of the ship will take no damage due to the bilge water cushioning the fall, but they are standing on the bottom of the ship, and should they drop again, they'll fall below the ship necessitating a swim to the surface.

Treasure:

APL 2: loot-(296 gp), coin-(0 gp), *Horn of Fog*-(1000gp).
APL 4: loot-(600 gp), coin-(10 gp), *Horn of Fog* (1000gp),
+1 *Morningstar*(1150gp)

APL 6: loot-(330 gp), coin-(46 gp), *Horn of Fog* (1000gp),
+1 *Morningstar*(1150gp), +1 *Breastplate*(600gp)

Development:

It'll take the ram 10 rounds of concentrated attacks to chew through the Fairlengale. If the ship attacks the party instead, then the destruction of the Fairlengale is delayed. If the Veng's curse isn't stopped in time, the party will have to be resourceful to make it the mile to shore. The Veng's Curse will sail around attempting to take any prisoners in the water captive and recovering the dead bodies. Once complete, Ryszard will make more undead out of the captives/dead. The Wavester, returning from Critwall may also pick up survivors.

When the Veng's Curse is "killed" it will quickly begin to sink. Portions of it will phase out of existence and not return. Within three rounds of it reaching zero hit points, nothing of the Veng's Curse will remain. Ryszard, if still alive will attempt to board the Fairlengale.

A Knowledge Local(Iuz Meta Region) or Bardic Knowledge (DC 15) will reveal that Ryszard was a figure removed from power at the end of CY 591, and banished from Bright Sentry. What has happened to him since is a mystery, but now he is back for vengeance against the people of Bright Sentry.

He has been working with Iuz's forces. He has been spreading the plague by shuttling various creatures in servitude to Iuz around the Nyr Dyv for the past several months. The Veng's Curse was given to Ryszard around that same time by Vayne whom also conspired to spread the plague throughout the Shield Lands.

Conclusion – Lineene Returns

Adjust Jurivicious' and Lord Enerick's responses to the party's success appropriately as you read or paraphrase the following:

As you return to the Naval Port of Bright Sentry, Captain Arlarent guides the Fairlengale into port just ahead of the Wavester. Captain Greatblade of the Wavester hurls orcish curses across the waters at Arlarent's impertinence. A small contingent of people waits expectantly on the dock. Councilman Jurivicious meets you as you disembark. A large number of well-armed guards and Lord Enerick watch

as Greatblade maneuvers the Wavester and drops anchor.

Jurivicious accepts your report on the Veng's Curse with grim satisfaction, then asks you to repeat it to Lord Enerick. "Well done, the city of Bright Sentry owes a debt of gratitude," says the noble as you finish.

Before he can continue, the launch from the Wavester bumps up along the pier. Two seamen and Captain Greatblade practically lift Lineene from the boat and set her gently on the dock. She seems unsteady as Captain Greatblade guides her solemnly to his lordship, one hand holding hers, the other gently resting on her forearm. He leans in close to her as they approach, whispering intently in her ear. Her expression is unreadable as the great cowl of her cloak shadows her face which never looks up from the planks of the wharf.

"Dearest Lineene, trusted advisor to Bright Sentry, what have you to tell us of our fate?" asks Lord Enerick as she is guided to a halt in front of him.

She looks up and around, as if searching for the source of this address. Releasing Greatblade's hand she draws back the hood.

Jurivicious and others gasp as her eye sockets hold red orbs with laughing black skulls where the pupils and iris should be.

"Most honorable Lord Enerick, I peered into the black well of mad horrors that was Waquonis's mind. There I discovered the secret of the Black Breath of Iuz is locked away in three artifacts."

She flinches and steps back suddenly, half warding off some unknown assailant. Guards half draw their weapons, looking to their lord for direction.

"Lineene, what is it? Are you alright?" asks Enerick, looking around nervously.

"Yes, yes, I'm fine. My apologies lord; images of evil horrors still assail my sight. Sometimes they still catch me by surprise."

"I see this mission cost you dearly, I'm sure you went through much suffering and sacrifice to gain this knowledge. What must we do to end this plague?"

"We must find the artifacts. I described the first and the Arcanist Society recognized it as the Book of Dark Alchemy. The Church of the Holy Shielding declared the second item of my visions to be the Wrath of Hextor. The third was unclear. I could only see bits and pieces of it, but I will be working with the Bardic College of Agridagh Cuach to decipher the images."

She quickly veils her eyes with one hand, slowly caressing a furrowed brow with one finger as she withdraws it again.

"The lady must rest" declares Thurgo Greatblade.

"Wait," say Enerick panickedly. "Was there nothing else?"

"I also heard Waquonis's crazed voice chanting over and over"

"The Skull laughs because evil must be used by good to free itself from the Breath of Midnight's Despair.

No mortal may do it lest the Pestle Arcane destroy their soul, yet no immortal realm will allow such evil to pass its borders."

Enerick stares at her for a moment his jaw slack and dismayed. "Nothing else? No cure? Just riddles and quests for obscure relics? I'm sorry for your loss Lineen, thank you for attempting this service, despite its unsuccessful outcome. It is unfortunate Waquonis still is powerful enough to mask the true solution with these distracting deceptions. If the Church of the Shining One can help reduce your sufferings in any way, I'm sure they will do all they can. I must go attend to the people of Bright Sentry. This shall be a dark time for us all."

With that Enerick hurries off followed hastily by his guards. Thurgo Greatblade fends off further questions as Lineen pulls her cowl back up concealing her features that had tightened sternly at Lord Enerick's words. Taking her hand and arm once more Captain Greatblade guides her away.

The End

Experience Point Summary

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

Encounter Four

Defeating the *goblins*

APL2 90 xp

APL4 150 xp

APL6 210 xp

Encounter Six

Defeating the *goblins*

APL2 120 xp

APL4 180 xp

APL6 240 xp

Encounter Seven

Defeating the ghost ship

APL2 150 xp

APL4 210 xp

APL6 270 xp

Story Award

Objective of finding the source of the Plague in Bright Sentry and destroying Veng's Curse:

APL2 45 xp

APL4 62 xp

APL6 90 xp

Discretionary roleplaying award

APL2 45 xp

APL4 63 xp

APL6 90 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 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 Four

APL 2: 3 Goblin heads – 18gp, loot(- gp), coin-(6 gp), *Wand of Disguise Self* (375gp).

APL 4: 3 Goblin heads – 18gp, loot(- gp), coin-(6 gp), *Wand of Disguise Self* (375gp)

APL 6: 4 Goblin heads – 24gp, loot(- gp), coin-(6 gp), *Wand of Disguise Self* (375gp)

Encounter Six

APL 2: 3 Goblin heads – 24gp, loot(- gp), coin-(6 gp), *Wand of Disguise Self* (375gp).

APL 4: 3 Goblin heads – 24gp, loot(- gp), coin-(6 gp), *Wand of Disguise Self* (375gp)

APL 6: 4 Goblin heads – 24gp, loot(- gp), coin-(6 gp), *Wand of Disguise Self* (375gp), *Hat of Disguise* (900gp)

Encounter Seven

APL 2: loot-(296 gp), coin-(0 gp), *Horn of Fog* - (1000gp).

APL 4: loot-(600 gp), coin-(10 gp), *Horn of Fog* (1000gp), *+1 Morningstar* (1150gp)

APL 6: loot-(330 gp), coin-(46 gp), *Horn of Fog* (1000gp), *+1 Morningstar* (1150gp), *+1 Breastplate* (600gp)

Total Possible Treasure

APL 2: L: 49 gp; C: 10 gp; M: 292 gp - Total: 351 gp

APL 4: L: 100 gp; C: 17 gp; M: 483 gp - Total: 600 gp

APL 6: L: 55 gp; C: 12 gp; M: 733 gp - Total: 800 gp

Special

Black Breath of Iuz: You have a magical disease. It may only be cured magically, but to do so requires a DC 35 caster check. If you have it for 52 TU, it goes away. If you receive special campaign documentation, it goes away. At the start of each adventure, roll 1d6. On a 1 your Strength is reduce by 2 for the adventure. On a 2, the Dexterity is reduced by 2 for the adventure. On a 3, the Constitution is reduced by 2 for the adventure. On a 4, the Intelligence is reduced by 2 for the adventure. On a 5, the Wisdom is reduced by 2 for the adventure. On a 6, the Charisma is reduced by 2 for the adventure. Your

visage is pale with skull-like blotches over your entire body, and your voice is raspy, like boney claws on the inside of a casket's lid.

Influence with Lord Enerick: Lord Natan Enerick is grateful for finding the cause of the plague in Bright Sentry. This gratitude is in the form of 1 point of Influence with Lord Enerick and the Council of Lords.

Gratitude of the Church of Pholtus: For assisting Jurivicious, a Cleric of Pholtus, the Church of Pholtus will provide access to a blacksmith who will upgrade either one suit of armor to Fire Resistance or one weapon to Flaming Burst. They must pay for it and cross off when used. If the adventurer is a member of the Flambis Morti, they may upgrade BOTH one suit of armor AND one weapon!

Gratitude of the Merchants of Bright Sentry: For destroying the Veng's Curse and ending the blockade of Bright Sentry, the Merchant Society of Bright Sentry will provide access to an adamantine battleaxe, a *ring of the ram*, a *necklace of fireballs type 1*, a *horn of goodness/evil*, a *scroll of assay resistance* (*Complete Arcane*), and a *scroll of Mordenkainen's buzzing bee* (*Miniatures Handbook*). Specific access to these items is listed below.

Items for the Adventure Record

Item Access

APL 2:

- Adamantine battleaxe (Regional, DMG)
- *Horn of goodness/evil* (Adventure, DMG)
- *Necklace of fireballs type 1* (Adventure, DMG)
- *Ring of the ram* (Regional, DMG)
- *Scroll of assay resistance* (Adventure, CA)
- *Scroll of Mordenkainen's buzzing bee* (Adventure, MH)
- *Wand of disguise self* (Adventure, DMG)

APL 4 (all of APL 2 plus the following):

- *Horn of fog* (Adventure, DMG)
- *Vest of resistance +2* (Adventure, CA)

APL 6 (all of APLs 2-4 plus the following):

- *Hat of disguise* (Adventure, DMG)

Appendix One – APL2

Encounter Three

Nob Wisken: Rog2; CR 2; Medium human; HD 2d6; hp10; Init +6 Spd 30 ft; AC 12, touch 12 flat-footed 10; Base Atk +1; Grp +2; Atk +3 ranged (1d4+1/19-20, dagger) or +2 melee (1d4+3/19-20, dagger); Full Atk +3 ranged (1d4+1/19-20, dagger) or +2 melee (1d4+3/19-20, dagger); SA sneak attack +1d6; SQ evasion, trapfinding; AL LE; SV Fort +1, Ref +4, Will +0; Str 12, Dex 14, Con 12, Int 10, Wis 8, Cha 14.

Skills and Feats: Bluff +7, Diplomacy +9, Hide +7, Knowledge (Local: Shield Lands) +2, Knowledge (Nobility) +2, Listen +6, Slight of Hand +9, Spot +6; Alertness, Improved Initiative

Possessions: 1 dagger

Encounter Four

Goblin Sorri(4): CR 1; Size S (3 ft., 5 in. tall); HD 1d4+1; hp 5; Init +2 (+2 Dex); Spd 30 ft.; AC 13 (+2 Dex, +1 Size); Attack -2 melee, or +3 ranged; SV Fort +1, Ref +2, Will +1; AL CE; Str 5, Dex 15, Con 12, Int 11, Wis 9, Cha 13.

Skills and Feats: Alchemy +4, Hide +6, Listen -1, Move silently +6, Profession +3, Spot -1; Run. *Sorcerer Spells Known (5/4):* oth – *Dancing Lights, Detect Magic, Mage Hand, Read Magic.* 1st – *Disguise Self, Magic Missile.*

Possessions: 1 has a Wand of Disguise Self (10 Charges)

Encounter Six

Goblin Sorri(4): CR 1; Size S (3 ft., 5 in. tall); HD 1d4+1; hp 5; Init +2 (+2 Dex); Spd 30 ft.; AC 13 (+2 Dex, +1 Size); Attack -2 melee, or +3 ranged; SV Fort +1, Ref +2, Will +1; AL CE; Str 5, Dex 15, Con 12, Int 11, Wis 9, Cha 13.

Skills and Feats: Alchemy +4, Hide +6, Listen -1, Move silently +6, Profession +3, Spot -1; Run.

Spells Known (5/4): oth – *Dancing Lights, Detect Magic, Mage Hand, Read Magic.* 1st – *Disguise Self, Magic Missile.*

Possessions: 1 has a Wand of Disguise Self

Encounter Seven

Ryszard, male human Clr 2: Medium humanoid (5 ft. 7in. tall); HD 2d8+2; hp 15; Init +2 (+2 Dex); Spd 20 ft.; AC 19 (+5 *breastplate*, +2 Dex, +2 *deflection protection from good*); Atks +1 melee (1d8, morningstar); SA rebuke undead; SQ *protection from good*; AL CE; SV Fort +8, Ref +5, Will +8. (+2 *resistance from good on saves added*)

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

Skills and Feats: Concentration +6, Heal +8, Knowledge (religion) +5. *Feats:* Great Fortitude, Lightning Reflexes.

Spells Prepared (4/3+1, DC =13+ spell level) (chaos, evil): 0 lvl-*cure minor wounds, detect magic, guidance, resistance*, 1st lvl-*bane, cause fear, obscuring mist, ~~protection from good~~*;

*Domain spell. Domains: Evil (Evil spells cast at +1 caster level); Chaos (Chaos spells cast at +1 caster level).

Possessions: breastplate, morningstar, holy symbol of Iuz.

Ryszard was an agent for Waquonis. He is 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 willing to play with them them, but leaves if he feels that he may actually be harmed.

Appendix One – APL4

Encounter Three

Nob Wisken: Rog4; CR 4; Medium human; HD 4d6; hp21Init +6 Spd 30 ft; AC 12, touch 12, flat-footed 10; Base Atk +3 Grp +4 Atk +5 ranged (1d4+1/19-20, dagger) or +4 melee (1d4+3/19-20, dagger); Full Atk +5 ranged (1d4+1/19-20, dagger) or +4 melee (1d4+3/19-20, dagger); SA sneak attack +2d6; SQ evasion, trapfinding; AL LE; SV Fort +1, Ref +4, Will +0; Str 12, Dex 14, Con 12, Int 10, Wis 8, Cha 14.

Skills and Feats: Bluff +9, Diplomacy +11, Hide +9 Knowledge (Local:Shield Lands) +3, Knowledge (Nobility) +3, Listen +8, Slight of Hand +11, Spot +8; Alertness, Improved Initiative

Possessions: 1 dagger, *Horn of Fog*.

Encounter Four

Goblin Sorz: CR 2; Size S (3 ft., 5 in. tall); HD 2d4+2; hp 8; Init -2 (-2 Dex); Spd 30 ft; AC 9 (-2 Dex, +1 Size); Attack +0 melee, or +0 ranged; SV Fort +0, Ref -2, Will +1; AL CE; Str 6, Dex 6, Con 11, Int 9, Wis 7, Cha 12.

Skills and Feats: Craft +3, Hide +2, Listen -2, Move silently +2, Spellcraft +1, Spot -2; Run.

Spells Known (6/5): oth – *Detect Magic, Light, Mage Hand, Prestidigitation, Read Magic*. 1st – *Disguise Self, Magic Missile, Obscuring Mist*.

Possessions: 1 has a Wand of Disguise Self

Encounter Six

Goblin Sorz: CR 2; Size S (3 ft., 5 in. tall); HD 2d4+2; hp 8; Init -2 (-2 Dex); Spd 30 ft; AC 9 (-2 Dex, +1 Size); Attack +0 melee, or +0 ranged; SV Fort +0, Ref -2, Will +1; AL CE; Str 6, Dex 6, Con 13, Int 9, Wis 7, Cha 12.

Skills and Feats: Craft +3, Hide +2, Listen -2, Move silently +2, Spellcraft +1, Spot -2; Run.

Spells Known (6/5): oth – *Detect Magic, Light, Mage Hand, Prestidigitation, Read Magic*. 1st – *Disguise Self, Magic Missile, Obscuring Mist*.

Possessions: 1 has a Wand of Disguise Self

Encounter Seven

Ryszard, male human Clr 4: Medium humanoid (5 ft. 7in. tall); HD 4d8+4; hp 27; Init +2 (+2 Dex); Spd 20 ft; AC 19 (+5 *breastplate*, +2 Dex, +2 *deflection protection from good*); Atks +4 melee (1d8+1, +1 *morningstar*); SA rebuke undead; SQ *protection from good, resist elements (cold)*; AL CE; SV Fort +9, Ref +7, Will +9. (+2 *resistance from good on saves added*) Str 10, Dex 14, Con 13, Int 10, Wis 17, Cha 14.

Skills and Feats: Concentration +8, Heal +10, Knowledge (religion) +7. *Feats:* Dodge, Great Fortitude, Lightning Reflexes.

Spells Prepared (5/4+1/3+1,DC =13+ spell level) (chaos, evil): 0 lvl-*cure minor wounds (x2), detect magic, guidance, resistance*, 1st lvl-*bane, cause fear, command, obscuring mist, ~~protection from good~~**, 2nd lvl-*death knell**, ~~*resist elements*~~, *silence*.

*Domain spell. Domains: Evil (Evil spells cast at +1 caster level); Chaos(Chaos spells cast at +1 caster level).

Possessions: breastplate, +1 *morningstar, Horn of Fog*, holy symbol of Iuz.

Ryszard was an agent for Waquonis. He is 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 willing to play with them them, but leaves if he feels that he may actually be harmed.

Appendix One – APL6

Encounter Three

Nob Wisken: Rog6; CR 6; Medium human; HD 6d6; hp29; Init +7; Spd 30 ft; AC 13, touch 13, flat-footed 10; Base Atk +4 Grp +5 Atk +7 ranged (1d4+1/19-20, dagger) or +5 melee (1d4+3/19-20, dagger); Full Atk +7 ranged (1d4+1/19-20, dagger) or +5 melee (1d4+3/19-20, dagger); SA sneak

attack +3d6; SQ evasion, trapfinding; AL

LE; SV Fort +1, Ref +4, Will +0; Str 12, Dex 16, Con 12, Int 10, Wis 8, Cha 16.

Skills and Feats: Bluff +12, Diplomacy +14, Hide +12 Knowledge (Local:Shield Lands) +4, Knowledge (Nobility) +4, Listen +10, Slight of Hand +14, Spot +10; Alertness, Improved Initiative

Possessions: 1 dagger

Encounter Four

Goblin Sor3: CR 3; Size S (3 ft., 5 in. tall); HD 3d4+3; hp 13; Init +5 (+1 Dex +4 Improved Init); Spd 30 ft.; AC 12 (+1 Dex, +1 Size); Attack +3 melee, or +3 ranged; SV Fort +2, Ref +2, Will +3; AL CE; Str 12, Dex 12, Con 13, Int 16, Wis 10, Cha 12.

Skills and Feats: Alchemy +9, Concentration +5, Hide +5, Intimidate +2, Listen +2, Move silently +5, Pick pocket +2, Profession +1, Ride +2, Scry +8, Spellcraft +8, Spot +0; Run, Improved Init. *Sorcerer Spells Known (6/6):* oth – *Detect Magic, Ghost Sound, Light, Mage Hand, Read Magic.* 1st – *Feather Fall, Magic Missile, Obscuring Mist.*

Possessions: 1 has a Wand of Disguise Self, 1 wears a Hat of Disguise

Encounter Six

Goblin Sor4: CR 4; Size S (3 ft., 5 in. tall); HD 4d4+4; hp 17; Init +5 (+1 Dex +4 Improved Init); Spd 30 ft.; AC 12 (+1 Dex, +1 Size); Attack +1 melee, or +4 ranged; SV Fort +2, Ref +2, Will +2; AL CE; Str 7, Dex 13, Con 12, Int 13, Wis 6, Cha 12.

Skills and Feats: Alchemy +8, Concentration +8, Craft +6, Hide +5, Innuendo -1, Listen -2, Move silently +5, Spot -2; Improved Init.

Spells Known (6/7/3): oth – *Dancing Lights, Detect Poison, Light, Mage Hand, Prestidigitation, Read Magic.* 1st – *Disguise Self, Magic Missile, Obscuring Mist.* 2nd – *Invisibility.*

Possessions: 1 has a Wand of Disguise Self, 1 wears a Hat of Disguise.

Encounter Seven

Ryszard, male human Clr 5: Medium humanoid (5 ft. 7in. tall); HD 5d8+5; hp 33; Init +2 (+2 Dex); Spd 20 ft.; AC 20 (+6 *breastplate*, +2 Dex, +2 *deflection protection from good*); Atks +4 melee (1d8+1, +1 *morningstar*); SA rebuke undead; SQ *protection from energy (fire 60 points), protection from good, resist elements (cold)*; AL CE; SV Fort +7, Ref +5, Will +7. (+2 *resistance from good on saves not added*) Str 10, Dex 14, Con 13, Int 10, Wis 17, Cha 14.

Skills and Feats: Concentration +9, Heal +11, Knowledge (religion) +8. *Feats:* Dodge, Great Fortitude, Lightning Reflexes.

Spells Prepared (5/4+1/3+1/2+1, DC =13+ spell level) (chaos, evil): 0 lvl-*cure minor wounds (x2), detect magic, guidance, resistance*, 1st lvl-*bane, cause fear, command, obscuring mist, ~~protection from good~~**, 2nd lvl-*death knell**, ~~resist elements, silence~~; 3rd lvl-*bestow curse*, dispel magic, ~~protection from energy~~.*

*Domain spell. Domains: Evil (Evil spells cast at +1 caster level); Chaos(Chaos spells cast at +1 caster level).

Possessions: +1 *breastplate*, +1 *morningstar*, *Horn of Fog*, holy symbol of Iuz.

Ryszard was an agent for Waquonis. He is 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 willing to play with them, but leaves if he feels that he may actually be harmed.

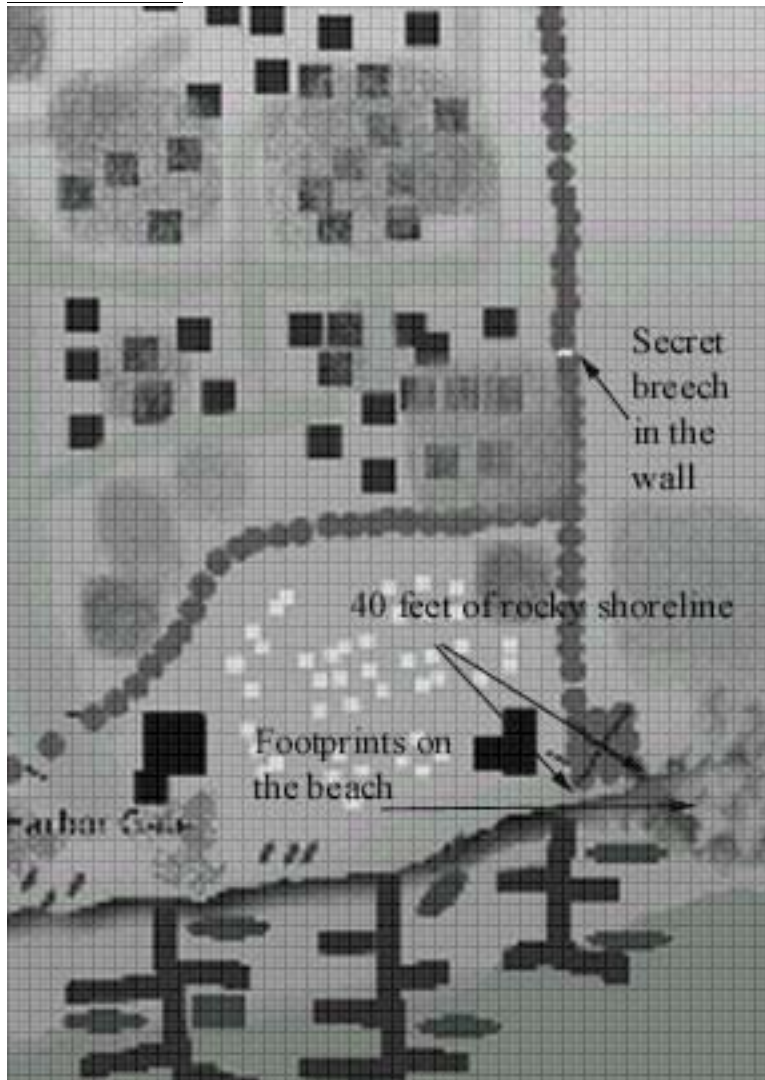
Appendix One—Judges Aid

Black Breath of Iuz:

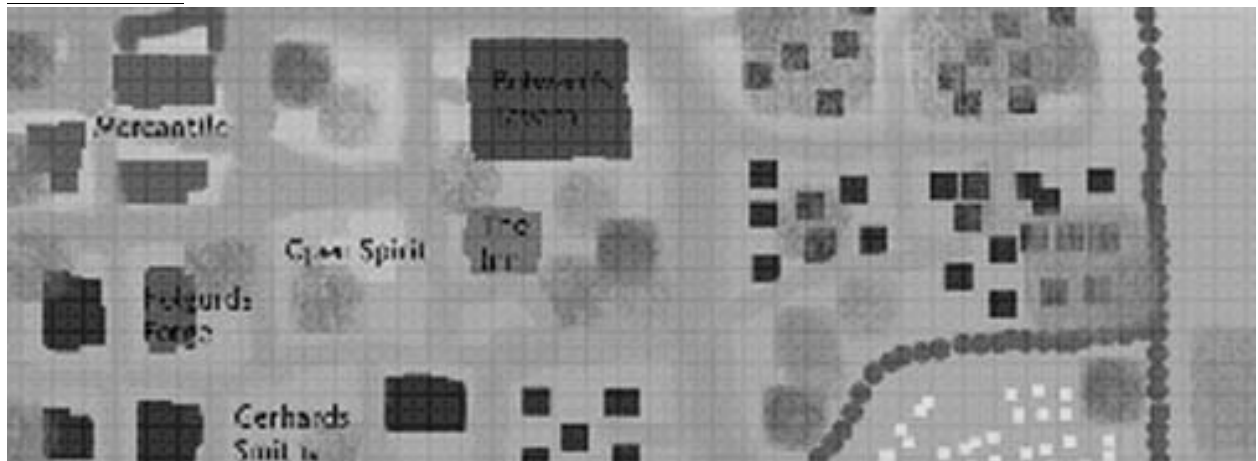
A magical disease. It may only be cured magically, but to do so requires a DC 35 caster check. If you have it for 52 TU, it goes away. If you receive special campaign documentation, it goes away. At the start of each adventure, roll 1d6. On a 1 your Strength is reduced by 2 for the adventure. On a 2, the Dexterity is reduced by 2 for the adventure. On a 3, the Constitution is reduced by 2 for the adventure. On a 4, the Intelligence is reduced by 2 for the adventure. On a 5, the Wisdom is reduced by 2 for the adventure. On a 6, the Charisma is reduced by 2 for the adventure. Your visage is pale with skull-like blotches over your entire body, and your voice is raspy, like bony claws on the inside of a casket's lid.

Appendix Two – Judges Maps

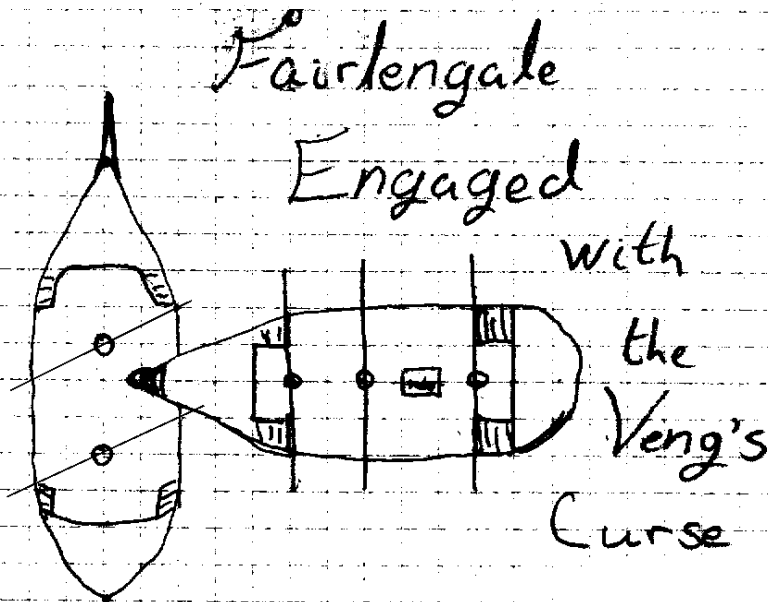
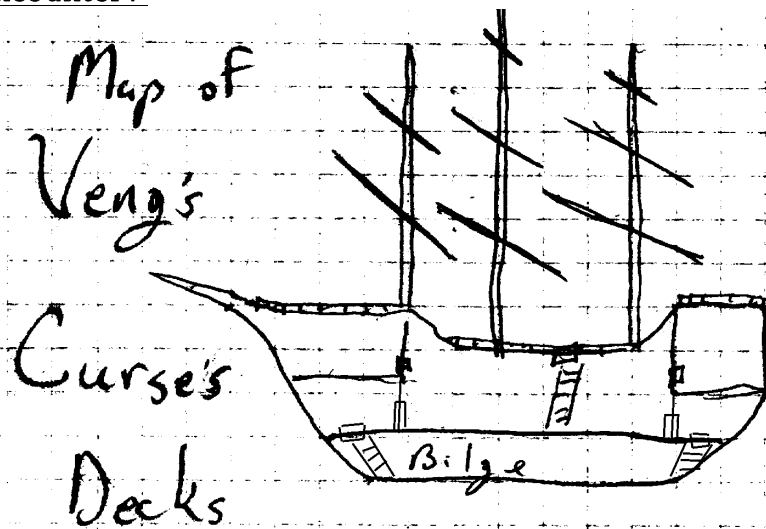
Encounter 4



Encounter 6



Encounter 7



Player Handout #1

A short review of the current state of the Shield Lands.

The Shield Lands is currently at war with the forces of Iuz, also known as the Old One. Run by the so-called “Council of Lords”, the Shield Lands have been rebuilding its nation after nearly being completely destroyed approximately 15 years ago. However, over the last year, all that had been reclaimed was nearly destroyed again.

The leader of the Shield Lands, Lady Katarina Walworth, was attacked and her very soul was stolen from her. During her absence, the Council of Lords fell upon each other: loyalists (those supporting Lord Franz Torkeep) felt that it was crucial to empower the citizenry and make sure the Shield Lands were well armed. Traditionalists (those supporting Lord Natan Enerick) believe that it is crucial to establish the noble's power base first, allowing strength of arms to more easily govern. Both refused to budge.

Then, as civil war was about to ignite, the Lady's soul was returned. Stronger than ever, she unified the council just in time. Iuz had chose that moment to attack! South Keep, Gensal, and Torkeep each were besieged and at the battle of Torkeep, the vile warlock Waquonis was vanquished. Such a victory was saddened by the loss of Gensal. The Iuzian army that attacked Gensal continued to march on the capital, Critwall, when suddenly and mysteriously it stopped its advance and retreated. Gensal was quickly retaken and fortified, but it truly is more of a no man's land than an outpost.

Meanwhile, the Admiral of Bright Sentry (on Scraghome Island) decided to invade Admundfort, the former capital of the Shield Lands (and still under enemy control). The invasion might have worked if he had he more soldiers. As it was, he left Bright Sentry wide open for invasion by Iuzian pirates. A note on Bright Sentry: Simen Sharn is destined to be on the Council of Lords. However, his Uncle, Natan Enerick, is currently filling in for him until he is old enough to take his place.

Against all of this are rumors of a demoness in the region, a black-hearted beast who lives only to trick, torment and deceive the good men and women of the Shield Lands. Finally, there is the plague. The Black Breath of Iuz came in with the invasions and it has left a hideous scar. Only certain members of the churches and the strange organization known as the Open Spirit are immune...

Player Handout #2



Player Handout #3



Bright Sentry

