

NMR5-08

Fighting the Headwind

A One-Round D&D LIVING GREYHAWK[®]

Nyrond and her Environs Meta-regional Adventure

Version 1.1

Round 1

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"There is now only one hope of salvation, Pholtus of the Blinding Light. Only those blinded to iniquity and its lures can hope to prevail in these terrible times...Hence, Nyrond must be changed, and we're the men to do it, just as we are the men to root out the evil within these lands which matches the evils of Iuz and Aerdi outside".

As a lightning strike the Franz carries rumor of secession from the north. A territory contested and a name feared. What will become of the spark set to ignite northern Nyrond? Will Woodverge's countrymen burn under a blinding light? An adventure for APLs 2 – 16.

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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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping 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.

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

Playing the Game

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

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 judge) 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 judge 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 bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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 discussed in the Preparation section above 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. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- 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 and gold a PC may 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 will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. 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.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 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 move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

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

Time Units and Upkeep

This is a standard one-round Meta-regional adventure, set in the Nyrond and Her Environs Metaregion. Characters native to the Nyrond and Her Environs Metaregion 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 who 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

Fireseek, 595 CY

In the weeks leading up to the Liberation of Tenh by the Theocracy of the Pale, envoys were sent out to speak with neighboring nations about their concerns over the Pale's aggressive actions. Most important of these was the Kingdom of Nyrond, a realm that has a shared border with the Pale and an area long under dispute between the two realms due to the presence of faithful Pholtans in northern Nyrond and the actions of the Valorous League of the Blind.

These negotiations with King Lynwerd had begun to show progress and the two realms believed they could reach an agreement within the next couple of months for a pact of non-aggression barring any unforeseen circumstances. The change of leadership in Nyrond does not affect these negotiations. The Theocracy of the Pale will continue to pursue a course of non-aggression with the Nyrond Imperium and hopes to bring these negotiations to a close at some point in time this year.

As a show of good faith, the Theocracy of the Pale appealed to the Valorous League of Blindness to withdraw from Nyrond and settle in the Pale. That League's leaders, Carindrell of Arndulanth and Grishken of Midmeadow, have agreed. King Lynwerd had already determined to brand the members of the Valorous League of the Blind as traitors to Nyrond and this option allows them to renounce their citizenship there and become citizens of the Pale, thus escaping the charge of treason.

For Nyrond's part, King Lynwerd had agreed to allow a less aggressive group of Pholtan Knights to replace the Valorous League of Blindness in Midmeadow and Emperor Sewardt has agreed to uphold this agreement. To this end, the Pholtan Knights Valorous – Order of Luna is ordered by the Church of the One True Path to garrison Midmeadow and establish a guild house in that town. These knights will work with Nyrond's Church of the Bright Path to establish security and safety in areas where the Valorous League of Blindness previously held sway. The most diverse branch of the Pholtan Knights Valorous, the Order of Luna includes many elves and half-elves; the Theocrat hopes that they can instill trust in the Church of Pholtus, both among Midmeadow's citizens and among the nearby groups of Gamboge elves, who originally built Midmeadow.

The Valorous League of Blindness has agreed to aid in the dissolution of the New Dawn Camp they had established in Midmeadow and to turn over all of the records of this camp to the Order of Luna so that they can work with the legal authorities of Nyrond to determine the final fate of those currently held in the camp. The camp structure itself will be turned over to the Order of Luna for use as their guild house until a suitable structure can be built or purchased.

However, the Fiendfinder General Zylinchin of the Valorous League of Blindness has remained in Nyrond without his superior's permission. He believes that he has been sent a vision by Pholtus of the Pale rightfully ruling over the unfortunate area of Midmeadow and righting the wrongs that were committed there. The Prelates of the Pale have discovered Zylinchin's refusal to withdraw and have issued an edict proclaiming that Zylinchin and his followers are heretics by refusing the request of the Prelate to withdraw. This has infuriated Zylinchin further and he is adamant in his resolve to bring about the actions he has seen in his visions – the triumphant entry of the Pale into the city of Midmeadow.

Adventure Summary

This is the concluding adventure in the Tradewinds series and proves the rise or fall of Zylinchin's plans.

In part one, the PCs discovered secret dealings between some of the County of Urnst nobles and the forces of Sewardt. They intercepted a shipment of goods and came into conflict with Zylinchin's followers, who were attempting to reclaim the goods for themselves. In addition, Sewardt's followers who wished to retrieve the goods pursued them. They ultimately prevented these goods from falling into Sewardt's hands and discovered that Sewardt had set up a blockade at the Nessermouth that was preventing trade. Rumors from the Duchy of Urnst indicated that the nobles there were especially unsatisfied with these matters.

In part two, the PCs were hired by a merchant from the Duchy of Urnst to disrupt the blockade. While pursuing this, Zylinchin's followers aid them, and Zylinchin's plans to keep the Duchy out of the conflict with the Nyrond Imperium were revealed. In addition, the PCs learn that Zylinchin has plans to go to war with Nyrond to force the secession of northern Nyrond.

In this part, part three; the PCs learn more about Zylinchin's threat to peace between Nyrond, the County of Urnst, Duchy of Urnst and the Theocracy of the Pale. In the time that it has taken for Zylinchin's plans to play out, King Lynwerd of Nyrond has once again won the throne with the help of adventurers and supporters. Zylinchin's ambition is having Midmeadow secede from Nyrond. Accomplishing this ambition has proved difficult at best. As a result of the Pale's announcement labeling him as a heretic Zylinchin has taken up residence in Kerrinn, until recently. During 595 CY he has increased his followers out of loyalists who left Midmeadow and others new converts from surrounding areas. He believes war with Nyrond led by his 'slayers' and his 'soldiers' will defeat King Lynwerd's weakened army.

Adventure Outline

Introduction

The PCs have taken patrol duty on the Franz River. They hear a fellow patrolman's experience in Trigol of an evangelist speaking of Pholtus. With the PCs one-week patrol contract complete they dock in Franzwharf. Sideon invites the party to The Hawk and Hound in Trigol.

Encounter One

On the dock they come across merchants and dockworkers arguing, and the evangelist conducting services. The evangelist speaks to the commoners wishing for a better life to seek the Blinding Light. After

which the PCs explore Trigol. During that time each PC is approached or influenced to travel to Kerrinn for different purposes. Specific PCs are given handouts by NPCs of regional meta-orgs detailing goals they must accomplish.

Encounter Two

The PCs reach the river-town of Kerrinn overland or by river. They find activities that at first appear as normal. The PCs are able to find information at the bazaar. Beneath the veil is recruitment for more soldiers into the Valorous League of Blindness. They learn of the consequences impacting all the adjacent regions if northern Nyrond secedes.

Encounter Three

The PCs learn more of Zylinchin and his Fiendfinders. A spark in Kerrinn will ignite the entire county unless Zylinchin is stopped. The trail starts in Midmeadow. But first they must accomplish their goals then inform a mayor of the trouble in his city.

Encounter Four

The PCs are approached by NPCs on the road to Midmeadow. A Shadowbane Stalker and Shadowbane Inquisitor from Nyrond want Zylinchin brought to Rel Mord in any condition. They ask the party to return any news they hear.

Encounter Five

The party reaches Midmeadow experiencing an early winter season. Here they find the state of affairs has improved somewhat since the arrival of the Pholtus Knights Valorous. They investigate to learn the location of Zylinchin. Consecrated Harriers from the Pale want Zylinchin captured so they may take him to Wintershiven.

Encounter Six

The PCs are on the trail of the Fiendfinder. Zylinchin brings the fight to the party after learning of recent intrusions to his operations in Kerrinn. The higher APLs have the opportunity of fighting Zylinchin. The lower APLs fight members of the Valorous League of Blindness but learn of the location of Zylinchin's headquarters in an abandoned watch post south of Starkwall.

Conclusion

The PCs have succeeded or failed in stopping Zylinchin's work for northern Nyrond to secede. They can return to their respective regions or travel up to the Pale to enjoy an early winter.

Preparation for Play

The adventure begins in Trigol leading the characters to Kerrinn, Midmeadow, then toward a hideout outside of Starkwall. The character(s) may have a

specific motivation to travel to Kerrinn where quite a bit of unusual activity is reported.

Also, the character's meta-org membership or government could direct these motivations. Take note of any meta-orgs the character may belong to. In Trigol, the character will receive a player handout based on their meta-org. A character is not given more than one handout regardless of the number of meta-orgs s/he may be a member. Choose the handout that most appropriate per in game situations.

The encounters in Kerrinn's Bazaar are timed to take one-half hour for each store visited. Keep track of any additional movement as leaving Kerrinn for Midmeadow may affect the timing of an encounter and the characters resources.

Box text makes references to coinage from the meta-regions. See the table below for the appropriate coinage in your region. Name each value referencing the appropriate region when applicable.

Nyrond: sterling (pp), noble (gp), shinepiece (ep), shield (sp), common (cp).

County of Urnst: sterling (pp), noble (gp), bright (ep), castle (sp), common (cp).

Duchy of Urnst: sterling duke (pp), gold duke (gp), bright (ep), shield (sp), common (cp).

Theocracy of the Pale: Bright (pp), Gold Glory (gp), Silver Sun (ep), Silver Moon (sp), basic (cp).

There are many references to meta-organizations. The inclusion of meta-orgs into game play is to motivate the characters to travel to Kerrinn. Keep in mind the goal of the encounters is to investigate Kerrinn with the purpose of discovering Zylinchin as a threat to the peace between the regions. The meta-org encounters are for role-playing not an indication of succeeding the module goal.

It is possible, based on meta-org membership; the module may be fast-tracked. If it seems this is a possibility there are many role-playing encounters that should be played out. This will ensure the scenario will run the allotted slot time and the players have an opportunity to experience more of the towns presented.

Introduction

The PCs have taken patrol duty on the Franz River for the past week. They hear a fellow patrolman's experience in Trigol with an evangelist speaking of Pholtus. After a conversation with him they dock next to a large volume of stacked crates surrounding angry dock bosses and merchants. Fulfilling their one-week patrolling contract they can choose stay in Trigol or sign on for another week. Sideon offers to buy the PCs a round at The Hawk and Hound.

Read the following in an evangelical tone of voice. The start of the adventure is to have the characters think they are being preached to. The person speaking is a fellow guard on the patrol boat with the characters. He is recounting what he heard from an evangelist in Trigol.

"Uphold the teachings of the Church of the One True Path, for it is the Way to follow Pholtus into the Blinding Light!" A charismatic half-elf in leather armor is pointing an accusing finger at each of you as he speaks. "Allow no person, beast or property to go without when you have plenty! Either tolerate disrespect of the Church or allow the sheep to flock..." He stops his preaching raising one eyebrow, obviously perplexed by his words. "Now that didn't sound right." He scratches the stubble on his cheek then erupts in deafening laughter. "Well, it was something about disrespecting a Church and a flock. I'm pretty sure about that!"

It is Earthday, 13 Patchwall. During the past week of you have earned twelve nobles patrolling the Franz River. The work was uninspiring but crucial to insure merchant traffic remained unhindered after the destruction of the blockade. Exchanging small talk with passing merchants about the weather was one way to pass the time. Spending the last few moments with this animated fellow is entirely different.

The half-elf continues, "I couldn't tell him enough that I wasn't interested. I caved and gave him two castles telling him I needed to catch this boat before it left without me. Anyways, I apologize for my intrusion. My name is Sideon. What's yours?"

Have the players introduce their characters. The half-elf is a fellow patrolman on the boat. He worked opposite shifts from the characters so this is the first time they have met him.

If the characters ask what he was saying he recounts his meeting with an evangelist (Ariaric whom the characters will meet later) on the docks in Trigol. Sideon relates the following:

- A large number of refugees have come to Trigol. Not just on account of Iuz, the Greyhawk Wars or the troubles in Tenh but also from Nyrond after the coup and during its civil war.
- With refugees come the preachers promising them of a better life. One of these is a preacher for Pholtus. He can mostly be found on the docks.
- The Pholtan preacher is beginning to attract a regular crowd. Some talk that those with the most zeal travel north.
- Sideon has called Trigol home for three weeks. He plans to travel to Leukish then onto Greyhawk in two weeks.

- Sideon is a part-time mercenary, part-time fletcher, and full-time sightseer. Basically he sticks to jobs that will pay his way to the next town.

Sideon continues to talk with the characters for a few moments before he excuses himself to prepare to go on shore.

Your patrol boat glides on top the wide, shallow Franz as the clear water flows gently down its path to meet the Duntide. Franzwharf, the docks to the city of Trigol, comes into view. A motley assortment of characters clogs nearly every inch of space.

Knowledge (Geography), or (History), or Bardic Knowledge:

- **DC 5:** Trigol is an old city. It is important for trade to Nyrond and the Duchy. Like Nyrond and the Pale it has been overrun with refugees from many lands.
- **DC 10:** The Franz River originates at Crystal Springs. A source considered by many to be magical.
- **DC 15:** Further up river is Kerrinn. Along the way the river is lined with gold mines and old border castles thought to be haunted.
- **DC 20:** The castles are built around unusual rocky spires called the Franzspires, a region of rocky crags pierced with deep blue quartz.

Encounter One: Trigol

The PCs can explore Trigol. They hear an evangelist speak to the commoners wishing for a better life to seek the Blinding Light. In Trigol, each PC may be approached or influenced to travel to Kerrinn. Specific PCs are given handouts from NPCs of regional meta-orgs detailing goals they must accomplish.

Your patrol ship docks near an area overloaded with crates. There are many individuals shouting. The captain approaches as you prepare to disembark, "Will you be joining us for another week? If so, we're heading on to Kerrinn. We leave tomorrow morning."

The party does not need to commit to signing on for another week at this moment. If they say yes, he will expect them to report in morning. In this case, have Ariaric and Sundila board the river boat in the morning as passengers and continue with that section of the encounter. Subsequently, have the PCs approached on the ship by relevant NPCs who would give the information in the Player's Handout (if the characters are involved in any metaorgs). If they say no, he'll wish them luck in their journey.

Currently, two dock bosses and four merchants are arguing over the schedule and arrangements of crates

overdue to Hammensend. Have the party make Listen checks and report what they overhear.

DC 5: *"These crates were to have left three days ago. Can't you read dates on a schedule?" says a human of Oeridian decent in merchant robes.*

DC 10: *"I can read a schedule! Can you count the number of ships it takes to move these cast-off trinkets?" retorts a dock boss red with anger. "I have knuckles if you need help counting after you've run out of fingers" he continues. His insult is met with a flurry of fist waving from the merchants along with unpleasant expletives.*

DC 15: *"Cast-off trinkets! I have goods rotting on your docks. You will either load this on the first ship or I'll have your hide hanging on a mast for this insolence", inserts another merchant of Baklunish decent.*

DC 20: *You hear the second dock boss of Flan decent interjecting his comments to his associate but without effect; "Agents of the Grey Mists have taken interest in shipping lines on the Franz. If we don't get this cargo off the docks we might be seeing more than ill tempered merchants", he advises.*

It is not intended for the characters to solve the problem of moving cargo. At this point, Sideon will come up on deck and greet the characters. Sideon points out that Franzwharf has problems with shipping cargo. This encounter is placed here to demonstrate the effect of the blockade and the more recent problems in northern Nyrond. The merchants will not speak to the characters. Sideon will provide the following information if the PCs are interested.

- **What's going on?**
Because of the blockade some merchants have switched to overland travel to move goods. This has caused freelance captains to move their ships and crew elsewhere in the Flanaess to remain steadily employed.
- **Why are they arguing?**
Finding a ship and crew to move cargo with any regularity is difficult to impossible.
- **What happened to the merchants?**
Some merchants who owned ships have recently sold them to fund overland equipment and caravans.
- **What other problems is this causing?**
Other merchants have sold their river shipping contracts to reduce losses. Some of these sales have been made to brokers on behalf of private third parties. Their true intentions are not known with little time or care to investigate.

Any Duchy of Urnst players whose character belongs to the Merchant Trading Rights meta-org may show concern. They will see cargo on the docks belonging to

their House(s) and may feel the need to contact their noble House when they return to the Duchy. This is part of role-play into the meta-org. Under no circumstances should the party go to the Duchy based on this encounter.

If any character asks about the Grey Mist comment the dock bosses will get uneasy and refuse to speak of the subject.

If the PCs seem to pursue a conversation with the dockworkers or merchants Sideon will tell them it's best they move on to The Hawk and Hound.

Read or paraphrase the following:

As you negotiate a path through the medley of humans, half-elves, halflings, and gnomes you hear the sound of voices in song. Not too far up ahead you catch sight of five or so humans of either full Flan heritage or Oeridean/Flan mix. Sideon points toward that group, "This is what I was talking about on the boat!"

If the characters approach or announce they are listening they will hear this song. (Those DMs inclined can sing in the tune of "O Canada!")

"O Blinding Light! To our devoted eyes

Show One True Path that soars to shining skies.

By faith defended, armed with Law,

The Pale undaunted stands,

A blessed beacon, blazing bright

Above all other lands.

O Blinding Light! Let saint and heathen see,

Steadfast we march for Pholtan victory.

O Blinding Light, shine forth to victory!"

If the characters approach closer read the following:

Leading them in song is a Flan human in flowing white robes. His dark bronze skin shines like a radiant copper sun. He wears a silver holy symbol of a full moon partially eclipsed by a smaller crescent moon. He sings in complete rapture with five others near him. Standing five feet away is another human in full plate armor quietly mouthing the words.

This is Ariaric leading new converts in the Doctrine of the One True Path. Sundila is his bodyguard standing close in case anyone does not appreciate Ariaric's preaching or singing. Any character can join in the song. If this occurs the others will take him/her into their choir with embraces. When the song is complete, whether any character approached or not, Ariaric will spot the characters and come toward them to speak about Pholtus. He will first speak to Flan or Oeridian

characters, then other human races including half-elves, and last any non-humans with a preference toward elves.

Sundila is devoted to Pholtus and will not leave Ariaric's side. Any hostile action towards Ariaric is met immediately with combat. First for non-lethal damage until its obvious the person(s) will not stand down. Ariaric will support Sundila in combat but will not enter melee. He will not allow Sundila or any other person to perish. He will call a halt to combat when anyone drops expressing his desire to stop fighting.

Read or paraphrase the following:

As the song completes you catch the eye of the preacher. He grins from ear to ear with arms open wide as he approaches you. "My name is Ariaric. Once again the sun rises as is the order created by the Shining One. Don't you agree?" Without waiting for an answer he continues, "The One True Path has a place for you. Will you join us to hear it?"

Ariaric will only invite humans, half-elves, and elves. All other memberships are not encouraged. He takes any challenge from demi-humans with a sense of amusement. He reminds them of their own deities. Ariaric will then begin his morning service. If any character joins he begins to speak of Pholtus and how any person who follows the One True Path will gain everything they need. If any character argues with Ariaric he responds with the following as Sundila watches intently.






"Your lack of vision to find the One True Path has separated you from the Blinding Light. The light of Pholtus does not shine through your soul."


The characters can excuse themselves whenever they choose. If they stay for the duration of Ariaric's service he will sprinkle some of the tenets of the Valorous League of Blindness and the Doctrine of Pholtus.


Doctrine


Pholtus encourages his worshipers to follow a strict path towards righteousness known as the One True Path. Evil and Chaos are enemies of equal concern to the faithful. Pholtus' faithful must devote themselves to order, community, justice, and a strict adherence to his faith.

Tenets

-  Display a "Perfect Knowledge of the Laws of Pholtus."
-  Uphold the teachings of the Church of the One True Path, for it is the Way to follow Pholtus into the Blinding Light.
-  Teach the children.
-  Neither tolerate disrespect to the Church nor allow any harm to come to its flock.
-  Defend the clergy of Pholtus.

 Allow no person, beast or property to go without when you have plenty.

 Convert unbelievers to the tenets of the Church of the One True Path.

 Allow no person to proclaim the teachings of Chaos, Evil or false cults.

He will answer questions at its conclusion. He knows the following and will share it freely with any follower of Pholtus. Others must succeed at a Diplomacy (charisma) check to gain more information. All characters are offered wooden holy symbols of Pholtus for a donation (1 noble minimum).

- **DC 5:** Many who are lost find comfort in the Shining One's Light. You are invited to come here every morning for the services.
- **DC 10:** He and Sundila have been in Trigol for two months. They came here by way of Midmeadow, Borneven, and Kerrinn.
- **DC 15:** A new Pilgrim's Path is beginning through Kerrinn. You will learn more of Pholtus' teachings and be closer to finding the One True Path.
- **DC20:** Many of the most devoted converts have traveled to Kerrinn for additional instruction in the teachings of Pholtus. If you wish to be rewarded by the Shining One and his most faithful servant take this holy symbol and the first boat out tomorrow for Kerrinn.

Ariaric is in actuality sending converts to become soldiers for Zylinchin's war to have northern Nyronnd secede. However, he is not aware of that. He had a brief meeting with Zylinchin. In the meeting Zylinchin shared a part of the vision he believes he received from Pholtus. That vision was more believers of the One True Path must come to northern Nyronnd in its time of need. He will not divulge this information to anyone. He awaits word when he could travel back to meet with Zylinchin.

Ariaric or Sundila will not initiate combat. However, they will respond to any hostility but will stop combat as soon as one of them falls. No additional experience is awarded by fighting Ariaric and Sundila.

Ariaric will seek to convert any characters to Pholtus. If any show promise such as current followers or through role-play he will ask them to go to Kerrinn. He tells them all followers need to walk the New Pilgrim's Path through Kerrinn to learn more of the One True Path.

APL 2 (EL 4)

☛ **Ariaric:** hp 5; see *Appendix Two*.

☛ **Sundila:** hp 27; see *Appendix Two*.

APL 4 (EL 6)

☛ **Ariaric:** hp 14; see *Appendix Three*.

☛ **Sundila:** hp 45; see *Appendix Three*.

APL 6 (EL 8)

☛ **Ariaric:** hp 23; see *Appendix Four*.

☛ **Sundila:** hp 63; see *Appendix Four*.

APL 8 (EL 10)

☛ **Ariaric:** hp 32; see *Appendix Five*.

☛ **Sundila:** hp 95; see *Appendix Five*.

APL 10 (EL 12)

☛ **Ariaric:** hp 41; see *Appendix Six*.

☛ **Sundila:** hp 116; see *Appendix Six*.

APL 12 (EL 14)

☛ **Ariaric:** hp 50; see *Appendix Seven*.

☛ **Sundila:** hp 137; see *Appendix Seven*.

APL 14 (EL 16)

☛ **Ariaric:** hp 59; see *Appendix Eight*.

☛ **Sundila:** hp 158; see *Appendix Eight*.

APL 16 (EL 18)

☛ **Ariaric:** hp 68; see *Appendix Nine*.

☛ **Sundila:** hp 179; see *Appendix Nine*.

Development: After speaking with Ariaric Sideon will lead the party to The Hawk and Hound. After which the characters can spend time in Trigol. A map of Trigol is included in Appendix Seventeen.

Exploring Trigol

New Town

The Hawk and Hound

The morning clientele in the Hawk and Hound is a snoring sailor. The owner and his cook are preparing for the afternoon meal break.

During the afternoon and evening the Hawk and Hound is filled to capacity. Among the normal stews (3 castles), breads (2 commons), and cheeses (1 castle) the Hawk and Hound also makes available the following beverages. They are priced higher than normal because all orders are bought to the table in flagons with mugs.

Velunian Ale (5 commons)

This pale ale is from Veluna. It is mostly served to Flan refugees who seem to have developed a taste for it. This

ale is bitter and tastes as if it were deliberately allowed to go bad.

Furyondian Spiced Ale (2 castles)

This drink is fine well-balanced ale with a host of subtle spices which causes a tingling on the tongue. It makes this drink both expensive and unique.

Ulekian Stout (5 castles)

One of the finest beverages in the Flanness. This dark drink is creamy and thick. It has a very thick head and when floated on top of Ulekian Ale.

The characters can take some time to explore Trigol. There are encounters set up to motivate them to travel to Kerrinn if they have not already decided to after meeting Ariaric. Because of the blockade all prices are 135% of list in the PHB. After meeting Ariaric and/or exploring Trigol the characters should have enough interest to travel to Kerrinn.

Take note of the character's meta-orgs if you have not completed this in Preparation for Play. For these next encounters if the character is part of a listed meta-org which has sub-memberships, ranks or grades, have the encounter be motivated by that specific area. For instance, if a character is part of the Duchy's Rogues of Seltaren, grade 3, Grey Mists Band. Have that specific meta-org contact them to motivate them to go to Kerrinn. This encounter could be in private, in public, secretive, or as a delivered note (DM's choice as to what fits the party and actions). If, by chance, the characters do not belong to any of these meta-orgs they will get the general encounter to travel to Kerrinn on behalf of the Merchant's Consortium to investigate why prices are increasing. As the DM feel free to adjust this encounter to fit the make up of the party expect for information provided by specifically named meta-orgs. Also, the location named is a suggested place for the player to receive a handout. The DM has the option to provide the handout based on the role-playing situation that may trigger a more appropriate situation.

Old Town

Artisan's Ward

Here the characters can find clothing, some weapons and armor, and crafted items as stated in the PHB (nothing specified as exotic). If any character(s) is part of the following meta-orgs, has ranks in any craft skills, or expresses s/he wants to make a purchase give him/her the appropriate Player's Handouts.

County Meta-orgs: None, or any craft skills

Duchy Meta-orgs: None, or any craft skills

Nyrond Meta-orgs: Sagacious Society, or any craft skills

Pale Meta-orgs: None, or any craft skills

River Ward

Here the characters can find most of the inns and taverns. If any character is part of the following meta-orgs give them the appropriate Player's Handouts.

County Meta-orgs: Any rogue memberships

Duchy Meta-orgs: The Rogues of Seltaren

Nyrond Meta-orgs: Any Thieves Guild

Pale Meta-orgs: Any church membership

Merchant's Ward

Here the characters can find higher quality goods as stated in the PHB, including exotic, in addition to government buildings and finer homes. If any characters are part of the following meta-orgs give them the appropriate Player's Handouts.

County Meta-orgs: All players

Duchy Meta-orgs: Merchant Trading Rights

Nyrond Meta-orgs: Grey Watch

Pale Meta-orgs: Pale Diplomatic Corps

All Temples and Churches

As illustrated in the Trigol map, Appendix Seventeen, there are many temples and churches the characters can visit for role-playing purposes. These locations were not set up to provide the information as the above meta-orgs. However, if the meta-org encounters do not fit the party make up feel free to improvise any of the player handout information into the churches except for information from specifically named meta-orgs. Also, the characters have access to any spell services equivalent to a Large Town as stated in the LGCS and will honor any favors characters may possess.

After exploring Trigol the characters should have enough motivation to journey to Kerrinn (Encounter Two). The means of travel is up to the party. It's possible some characters have favors for free or reduced fees to employ a boat passage. If the players do not travel to Kerrinn they can stay in Trigol but the adventure ends.

Encounter Two: Kerrinn

The PCs reach the river-town of Kerrinn. They find activities that at first appear as normal. Beneath the veil is recruitment for more soldiers into the Valorous League of Blindness. These recruits are first chosen from the converts coming from Trigol. The characters learn of the consequences impacting all the adjacent regions if northern Nyrond secedes.

Kerrinn is a large town located on the northern Franz. It features a lock complex that creates an artificial reservoir. This is used to regulate the flow of the river,

allowing stable river traffic to this point. Traffic beyond here is seasonal, and chancy, so nearly all of the barges and small vessels stop at one of the network of trading villages in the area. Kerrinn's population is 3,500 and growing.

Journey distance from Trigol to Kerrinn is ~ 43 miles. Reference PHB pgs 162 and 164 for travel time. The monster encounter is triggered either by characters approaching Kerrinn overland or leaving the city (most likely for Midmeadow) if they arrived by boat passage. If characters use teleportation or other such magic they will appear one hour's walk outside of the town and 30 feet from creature(s) to start initiative, unless the character casting the spell is very familiar with the town to be exact.

River Approach

If the characters travel to Kerrinn using the Franz they will find passage on a merchant keelboat carrying a cargo of masterwork weapons and armor. He gladly accepts the characters as passengers in hopes they can augment his own security. But merchants are merchants. He will still charge them 3 nobles for passage.

The journey on the Franz is as uninspiring as the patrol duty you just completed. The crew leisurely rows the keelboat against a slow moving river melting it into a traffic jam. From the deck you sight the Town of Kerrinn. Other small merchant vessels and barges choke the passage into the first lock. A gentle autumn breeze blows cool but too infrequent to give solace from the high-noon heat. Passengers and crew on the other vessels are sprawled on the decks fanning themselves with increasing aggravation. The colors of many different merchant houses from surrounding and distant regions are seen throughout the confluence of river craft.

The party can speak with anyone on the many crafts. The total time, if they wait it out, is five hours before their turn to use the locks. On a successful Gather Information check the party can learn the following information.

- **DC 5:** Beginning two months ago the locks have been very difficult to pass through. Typically the wait is over four hours as a result of new operational procedures and staff.
- **DC 10:** There are many new faces operating the locks. We heard they are replacements of the guards who deserted their posts after King Lynwerd retook Rel Mord.
- **DC 15:** Be sure to give praise to Pholtus as you pass through the locks. If you do this when you declare your cargo it seems to lower the taxes you pay, and if you look Flan or Oeridian all the better.

- **DC 25:** Put away anything you don't want to risk losing. Now, they won't fight you for it but I wouldn't risk giving them the opportunity to call for help if they like it. Everything that passes through is taxed even down to the nails holding the crates together.
- **DC 30:** There is some cargo that is especially prized like weapons and armor. It has more value than any taxes collected. It's typical of merchants to pack a few extra units of these so they can still fulfill their delivery contracts. Be sure to show them a holy symbol of Pholtus. They tend to take less out of the crates.
- **DC 35:** There is talk the tax money and confiscated goods are being diverted to fund soldier recruitment. Some organization called the Valorous League of Blindness. Not sure who they are but I do know they are Pholtan extremists. I hear they have infiltrated Kerrinn. Couldn't tell you where to find them but I would be careful if you're thinking of something foolish.

Characters with Knowledge (Engineering) can roll for information on the operation of the locks.

- **DC 5:** Dams are built on rivers to hold back water and form deeper navigation "pools". These pools create a constant minimum water depth for safe navigation. Dams allow river vessels to use a series of locks to "step" up or down the river from one water level to another. The locks and dams create pools for navigation during periods of low-level water.
- **DC 10:** A Lockmaster house at each of the locations is the primary control point where a predetermined water elevation must be kept for navigation to continue. The gates close to form a 'V' against the current and upstream water pressure helps to keep them closed and make a watertight seal. The pressure of water within the lock chamber keeps the downstream gates closed. In the lockmaster house a series of gears control the gates.

Read or paraphrase the following if the characters wait it for their turn to use the locks.

It is obvious Kerrinn owes its existence to the Franz as it connects this town to the rest of Oerth. The merchant captain, Gunderic, guides his boat into the first lock. An operator in the lock house shouts a warning signaling the closure of the inner gate. After an extended wait the outer gate releases a controlled torrent of water raising the craft to an equal level as the river ahead. Once more, after a long pause, the outer gate opens permitting entrance into the next segment of the Franz. The captain issues an order to the crew to begin rowing. In this segment of the river you catch sight of a 50' x 10' floating deck approximately in the middle of the

Franz's 100' width. The deck has been crafted to run parallel to the shore. On the deck are four humans in leather armor. Once the keelboat closes inside 40' an Oeridian begins shouting instructions to the captain. "Drop anchor, sir. By order you are required to declare your cargo to remit the appropriate duty." Gunderic complies all the while conferring Pholtan blessings to the duty collectors.

The four duty inspectors will not fight. If the characters display any resistance they will produce colored flags to the guards on shore. It will take five rounds for the guards on shore to board a rowboat.

All APLs

Kerrinn Lock Guard (4): hp 9 each, see Appendix One Untiered NPCs

The merchant captain will give the inspectors permission to board. He cooperates fully allowing them to inspect every crate. After the 30-minute inspection the captain is given a slip of paper with instructions. The duty collectors then depart back to the floating deck.

If asked what the paper contains the captain exhibits anxiety with mildly subdued anger.

"They take as if entitled to profit from another's hard work. The kindling is set I tell you. All that is needed is a spark at the wrong moment. It will ignite this countryside to ruin I fear."

Gunderic is speaking of many factors. The Tenha refugee camps dotting the countryside, the recent blockade, the civil war in Nyron, and the general unrest across the Province of Woodverge since the increased activity of something called Midnight Raids. Newly imposed taxes on river traffic from raw materials to finished goods impacts every degree of everyday life. A new family struggles to buy necessities, increased prices prevents a merchant from capitalizing on new investments, and with the increased presence of Pholtan followers churches do not have the required donations to continue social services.

Gunderic does not have information or advice for the party. He does wonder why the king has allowed these matters to escalate. Hasn't he retaken the throne coming on three months now, he questions.

The slip of paper Gunderic was given instructs him to pass the next set of gates, dock his ship, and pay the required taxes of \$1,000 nobles or two masterwork suites of scale mail and chainmail, and four longswords. Paying the duty in merchandise is his better option.

From here Gunderic takes his keelboat to the next lock. After ascending through the second set of gates he docks into one of Kerrinn's many port sides. "This is as far as I take you. Good luck to you."

Gunderic does not allow the party to represent him to pay the duty. He says any challenge will only hurt his

long-term relationships. He considers himself lucky as any other merchant could easily pay twice as much. If the characters insist on confronting the duty collectors they will call out to guards on duty.

All APLs

Kerrinn Lock Guard (4): hp 9 each, *see Appendix One Untiered NPCs*

From here the party can investigate Kerrinn from the encounters in Trigol.

Overland Approach

If the characters approach Kerrinn by land they will encounter a caravan train three hours outside of Trigol journeying from Curtelemn to Kerrinn. The cargo is masterwork weapons and armor.

The party can speak with any one of the merchants. On a successful Gather Information check the party can learn the following information.

- **DC 5:** Beginning two months ago the locks have been very difficult to pass through. Typically the wait is over four hours as a result of new operational procedures and staff.
- **DC 10:** There are many new faces operating the locks. We heard they are replacements of the guards who deserted their posts after King Lynwerd retook Rel Mord.
- **DC 15:** Be sure to give praise to Pholtus as you pass through the locks. If you do this when you declare your cargo it seems to lower the taxes you pay, and if you look Flan or Oeridian all the better.
- **DC 25:** Put away anything you don't want to risk losing. Now, they won't fight you for it but I wouldn't risk giving them the opportunity to call for help if they like it. Everything that passes through is taxed even down to the nails holding the crates together.
- **DC 30:** There is some cargo that is especially prized like weapons and armor. It has more value than any taxes collected. It's typical of merchants to pack a few extra units of these so they can still fulfill their delivery contracts. Be sure to show them a holy symbol of Pholtus. They tend to take less out of the crates.
- **DC 35:** There is talk the tax money and confiscated goods are being diverted to fund soldier recruitment. Some organization called the Valorous League of Blindness. Not sure who they are but I do know they are Pholtan extremists. I hear they have infiltrated Kerrinn. Couldn't tell you where to find them but I would be careful if you're thinking of something foolish.

One hour before arriving in Kerrinn the characters have a visit from an unpleasant denizen of the countryside. Have the characters make any appropriate Listen or Spot checks versus the creatures Move Silent and Hide. The creatures are in search for food or causing trouble. If enough NPCs oblige their hunger they will retreat without bothering to risk any further damage to themselves.

APL 2 (EL 3)

☛ **Ankheg:** hp 28; *see Monster Manual pg 14.*

APL 4 (EL 5)

☛ **Ankheg (2):** hp 28; *see Monster Manual pg 14.*

APL 6 (EL 7)

☛ **Bulette:** hp 94; *see Monster Manual pg 30.*

APL 8 (EL 9)

☛ **Bulette (2):** hp 94; *see Monster Manual pg 30.*

APL 10 (EL 11)

☛ **Hill Giant Dire Wereboar:** hp 185; *see Monster Manual pg 177.*

APL 12 (EL 13)

☛ **Hill Giant Dire Wereboar (2):** hp 185; *see Monster Manual pg 177.*

APL 14 (EL 15)

☛ **Battlebriar:** hp 312; *see Appendix Eight.*

APL 16 (EL 17)

☛ **Battlebriar, advanced:** hp 445; *see Appendix Nine.*

Read or paraphrase the following once the characters enter Kerrinn.

The town of Kerrinn owes its existence to the Franz as it connects this town to the rest of Oerth. The caravan merchant, Cyra, leads her caravan to the city gates. An Oeridian guard at the gates calls a halt. "Pull up your horses, Miss. By order you are required to declare your cargo to remit the appropriate duty." Cyra complies all the while conferring Pholtan blessings to the duty inspectors.

The four duty inspectors will not fight. If the characters display any resistance they will produce colored flags to the guards at the gates.

All APLs

Kerrinn Lock Guard (4): hp 9 each, *see Appendix One Untiered NPCs*

The caravan merchant cooperates fully allowing them to inspect every crate. After the 30-minute inspection the merchant is given a slip of paper with instructions. The duty inspectors then depart back into an open tent.

If asked what the paper contains the merchant exhibits anxiety with mildly subdued anger.

Once through the gates she answers, "They take as if entitled to profit from another's hard work. The kindling is set I tell you. All that is needed is a spark at the wrong moment. It will ignite this countryside to ruin I fear."

Cyra is speaking of many factors. The Tenha refugee camps dotting the countryside, the recent blockade, the civil war in Nyron, and the general unrest across the Province of Woodverge since the increased activity of something called Midnight Raids. Newly imposed taxes on river traffic from raw materials to finished goods impacts every degree of everyday life. A new family struggles to buy necessities, increased prices prevents a merchant from capitalizing on new investments, and with the increased presence of Pholtan followers churches do not have the required donations to continue social services.

She does not have information or advice for the party. She does wonder why the king has allowed these matters to escalate. Hasn't he retaken the throne coming on three months now, she questions.

The slip of paper Cyra was given instructs her to stop at the duty collection office immediately after entering the city. The duty is \$1,000 nobles or two masterwork suits of scale mail and chainmail, and four longwords. Paying the duty in merchandise is her better option.

From here Cyra instructs her teamlead to take the caravan forward to the warehouses. She will meet them after paying. The teamlead calls out to two caravan guards who pick up a crate from the wagon then waits for Cyra to lead. "This is as far as our journey together takes us. Good luck to you."

Cyra does not allow the party to represent her to pay the duty. She says any challenge will only hurt her long-term relationships. She considers herself lucky as any other merchant could easily pay twice as much. If the characters insist on confronting the duty collectors they will call out to guards on duty.

All APLs

Kerrinn Lock Guard (4): hp 9 each, see Appendix One Untiered NPCs

From here the party can investigate Kerrinn from the encounters in Trigol.

Investigating Kerrinn

The characters can investigate Kerrinn to achieve the assignments given to them. Each assignment is labeled first by the Ward then the specific player handout trigger. During the investigations they will also discover more about the subterfuge regarding the Valorous League of Blindness. There are specific locations noted

that will impart the best information to succeed. If the characters create any suspicion amongst the locals either by initiating an argument, acting bullish, or making ill-intended inquiries, this information will get back to a detachment of Valorous League of Blindness fighters.

"Information" Assignment

For any characters in the Sagacious Society or Ducal Diplomatic Corps or the Underley Network or the Pale Diplomatic Corps meta-org they will have more latitude and resources in gaining the appropriate knowledge. As they enter Kerrinn a colleague will contact him/her similar to Trigol with the following leads to begin.

- We have learned tax money and confiscated goods are being diverted to fund soldier recruitment into the Valorous League of Blindness.
- Go to the bazaar. Talk to the proprietor of the Grand Gem of Nyron. He will help you. (The characters, once appropriately identified, will get the DC 30 information with Almedhi.

Kerrinn Bazaar

The bazaar in Kerrinn is barter, for the most part, due to the high prices of commodities and specialty items. The tent shop owners will trade almost anything of value provided the deal is in their favor. They will gladly sell goods for coin at 150% above PHB prices.

Read or paraphrase the following if the characters choose to enter the bazaar

The Kerrinn bazaar sits on 65 square acres with multiple connecting streets making it very easy to become lost or wander in circles. It supports 200 booths, countless streets, five wells, two fountains, many taverns and multiple shrines to Pholtus. Shrines to other deities exist, though many have been evidently removed.

The shops include every conceivable item; antiques dating back to the Great Kingdom, cookware, Pholtan prayer beads, mother-of-pearl mirrors, pipes, candle sticks, copper jewelry with coral and turquoise, old coins, quilts, calligraphers, book dealers and much more.

Among the general populous are many Flan and Flan-mix half-elves wearing bright breastplate armor and purple cloaks.

The bazaar makes available any one of the following from *Complete Adventurer*: Animal training kit, Balance pole, Camouflage kit, Forgery kit, and Thieves' Tools, longspoon (normal and masterwork). If this purchase does not take place after this adventure, it costs 1 TU to travel to the Bazaar to make the purchase.

The bazaar is the location PCs will begin to learn of the subterfuge in Kerrinn. While every effort is made to predict the party's actions it is not possible to account for

every variable. Continue to the sections below for each handout that the party received in Trigol. It is not necessary to visit all of them, though they characters may wish to (keep an eye on time). If the party becomes unsure of their next move gently direct them toward the bazaar to the booth of the Grand Gem of Nyronnd.

In Artist's Ward Handout

For any craft skills assignments the character will find the best information at the locale named below.

Finding a location to accomplish this assignment is accomplished by a DC 15 Gather Information check. Judge the validity of the question before the GI roll against whether or not a normal person would think there is more to the question than stated. All suspicious activity is reported to members of the Valorous League of Blindness. Gaining information along the lines of "finding a location where I can talk to fellow craftsmen?" is fine. Asking questions in a flavor of "I'm looking for a place to find out who's sticking it to the craftsmen" will obviously create the suspicion as stated above.

Grand Gem of Nyronnd

This shop steals its name from the historical "Grand Empire of Nyronnd" and Greyhawk's "Gem of Flanaess". The proprietor is a Baklunish human from a nomadic family. From time to time his family would cross paths with a Rhennee family resulting in some dress and customs crossing traditional lines. The man, Almehdi, barter wares at 2:1 gp in value in his favor. He is a master craftsman in woodwork and instruments. Since these wares are do not bring much coin in these times he is interested in anything to support his family.

The Grand Gem of Nyronnd is nestled between a pungent incense candle shop and alchemically altered plants preserved in full bloom. A Baklunish human in traditional Rhennee clothing attends the merchandise on his shelves. His wares include masterwork quality lutes, drums, and other musical instruments. You also see exquisitely detailed walking sticks with heads depicting dragons, griffons, and hippogriffs in take-off. He turns his attention to you – his new customers. "Ah, good day to you. May Al'Akbar send you wisdom and guidance. I am Almehdi."

Almehdi will talk to the party about general topics. The character(s) will need to make a Diplomacy check to gain information unless they're a member of the Sagacious Society or Ducal Diplomatic Corps or the Underley Network or the Pale Diplomatic Corps meta-org. PCs may alternatively spend an influence point with any of the above organizations to automatically gain the DC 25 information. If the characters barter anything add +2 to the character's check.

- **DC 15:** I advise you speak with the mayor. He has left matters in this town to deteriorate. I do not

understand why but maybe you could find out. I have heard the duty collectors do not take the taxes directly to the town's treasuries. Armed guards wearing purple cloaks and a symbol of moons on their shields escort the taxes. Where they go I do not know.

- **DC 25:** (in addition to above) If there is anyone who can stop the infidels it is you. I will tell you how. Take this coin to the main office at the second lock. Ask for Jonriel. He will accompany you to the mayor's office. We have been waiting for someone to stand up to these guards with the moon shields. He will know this coin came from me and that I have sent you. With his testimony and your protection we will succeed.

In River Ward Handout

For all rogue memberships the character will find the best information at the locales named below.

The taverns near the docks are where merchants and merchant staff spend their time. Finding out the name of the location is accomplished by Gather Information checks (DC 15) for information along the lines of "finding a location where one can discuss new business ventures?" Asking questions in a flavor of "I'm looking for a place to set up a business front to hide rogue activities" will obviously create the suspicion as stated above. As the DM, judge the validity of the question against whether or not a normal person would think there is more to the question than stated.

Soaring Returns

The more successful merchants in Kerrinn frequent this tavern. The prices are five times the prices in the PHB yet the spirits and fare is exquisite. The characters will need to dress the part. Walking in wearing adventuring gear or paying standard upkeep in the previous scenario will not invite the most profitable meeting. The party can stay until the owner of the tavern realizes they are not there as a representative of a patron, i.e. they order a drink for themselves.

Read or paraphrase the following if the characters play the part well enough to stay otherwise they will be asked to leave.

The finery and explicit parading of wealth is enough to tempt The Laughing Rogue to make a profitable visit. Boisterous patrons frequently raise crystal goblets to The Money Counter. The clientele is mostly Oeridian and Baklunish merchants and noblemen. Tailored robes, cloaks, soft shoes, and the appropriate accoutrements fetch dominance to the polished dark wood walls and polished tables.

A Gather Information check will get the following information. The cost is 1d2 hours and 2d6+10 gp in

place of the normal Gather Information check costs (retries are ok but can become expensive).

- **DC 15:** Merchant rights are always available for the right price. I broker contracts out of the Vardushi offices in Oldred. Meet me there in two weeks.
- **DC 20:** House Péletier has recently marketed lucrative contracts to supply Womtham with building materials. The negotiations include exclusive lumber rights. For a retainer fee of 300 nobles I can represent you in Womtham during negotiations.
- **DC 25:** It is too costly to enter into contracts here in Kerrinn. For such a small river-town they still find ways of taxing the filing and fees. I will be in Leukish in a week. Go to my offices there.

The Prince's Head

The Prince's Head was recently renamed after a bard spent some time here. His most requested song was about the recent battle in Rel Mord between the Nehron brothers.

Prices here are inline with the PHB although more nobles spent carry longer in this social setting.

"It is immediately apparent first mates spend time here. The common room has a heavy use of a water motif intermingled with boating paraphernalia. The mix of thick smoke, spilled ale, and roars of camaraderie call out a sense of home for some – pretension for others."

A Gather Information check will get the following information.

- **DC 10:** There is an auction for the shipping contracts next week. If you win we can provide the shipping and warehousing.
- **DC 15:** House E'loise has recently come into difficulties finding a dependable shipper. It is a good possibility the House will overlook experience if you were to commit to certain guarantees. I could make the appropriate introductions. You can find our offices in Trigol.
- **DC 20:** You may want to speak with merchants in the bazaar. You will need someone to take any goods you ship off your hands.

For both of the above locations

After the discussion the character is invited to go the bazaar in Kerrinn. There they can get a sense of what mercantile goods comes into Kerrinn. At the bazaar steer the characters into a meeting with any of the shops detailed below except for Grey Watch or Pale Diplomatic Corps shops. For Pale church memberships see the Pale Diplomatic Corps encounter below.

In Merchant's Ward Handout

For all County of Urnst players the characters are asked to find proof Nyrond is in breach of the Treaty. They will find instances to each Article in breach as follows.

Article II: "no law or mandate that inhibits the ability of either nation to conduct business with citizens of the other" and "To this end, the trade of livestock, foodstuff, and raw materials shall not be subject to any tariff or tax in either country when being exported from one country to another".

- The character(s) has the opportunity to witness the duty collectors when entering by River or Land. Documenting or otherwise taking note of this encounter will suffice.

Article I-C "any refugees from Nyrond are forbidden into the County without proper documentation."

- To accomplish this, the characters will need to investigate the shops in Kerrinn's bazaar.
- Finding out the name of a store is accomplished by a Gather Information check – DC 15 for Astra's Abbor-Alz Artifacts, or DC 20 for The Kerrinn Outpost. Retries are allowed, however, with Zylinchin recruiting heavily from Flan refugees the characters are unfortunately reported to Valorous League of Blindness members. The influence of the VLB in Kerrinn is overwhelming.

From here the characters can explore Kerrinn. As they explore direct them to the Bazaar. At the bazaar steer the characters into a meeting with any of the shops detailed below except for Sagacious Society, Ducal Diplomatic Corps, Grey Watch, or Pale Diplomatic Corps shops.

Astra's Abbor-Alz Artifacts (DC 15)

This store is run by a middle aged Oeridian woman selling crystals of different sizes and types. She came across the name of the store after hearing tales of the recovery of Lady Astra from the Abbor-Alz. Her wares are mundane, but she does good job talking up healing properties.

An attractive Oeridian woman of middle age is standing behind tables covered in crystals of varying sizes, types, and colors. Her long honey colored hair is tied in colorful ribbons. She motions for you to come forward holding out an azure crystal. "Look, this one heals headaches", she claims.

Emma will speak to characters about what she heard with a DC 15 Diplomacy check. She will give them the following information.

- I have heard many refugees around Borneven and Midmeadow are settling in Dosseldorf and Heanor, some even as far as Bampton.

- They cross over to get away from the civil war and being recruited into Pholtan churches.
- (If asked about the recruitment) There are many Flan practically forced into joining churches of Pholtus and Kerrinn's guards. I don't know why. Perhaps you would want to speak to the mayor about it.

The Kerrinn Outpost (DC 20)

This store carries beads and ceramic ware customary of Flan culture. The proprietors are a Flan man and woman.

This store is decorated with potted trees and aromatic flowers. The Flan man and woman are dressed in bright single-colored greens and yellows. The man wears multiple tattoos on his arms while the woman has silver and polished wood necklaces and bracelets.

They will speak to anyone about their wares but not about the refugees in Kerrinn unless the character is Flan, a non-Pholtus follower, and succeeds at a DC 20 Diplomacy check. The characters can purchase any of the traditional Flannish beads once found in Tenh. Any purchases add +2 to the character's check. They will get the following information.

- You haven't heard of that horrible man? The Fiendfinder they call him. He travels all around slaying anyone who doesn't believe like him. He calls it cleansing the land of heretics. The only way to survive is to believe in his god or cross the river. Many of us have crossed over to Urnst. They tell us we need to get papers but they, the believers in purple, wait for us to enter their buildings. There is no other choice but to cross any way we can.

Merchant Trading Rights Assignment

For all Merchant Trading Rights memberships the character has the opportunity to witness the duty collectors when entering by River or Land. Documenting or otherwise taking note of this encounter will suffice. This is the symptom; so to speak, the cause is still needed to accomplish the assignment.

Kerrinn's Bazaar is the major market for merchants who run a store in this town. To find someone who can speak about the price increases a DC 15 Gather Information check will discover the name of Almhedi at the Grand Gem of Nyrond (see above). The check may bring suspicion. If the check is asked against a question along the lines of "are merchants still successful with all the trouble of late?" is ok. Asking questions in a flavor of "I'm looking for the cause of the price increases" will create the suspicion as stated above that leads to the notification of the Valorous League of Blindness. As the DM, judge the validity of the question against whether or not a normal person would think there is more to the question than stated.

Grey Watch Assignment

For Grey Watch memberships the character has contacts in Kerrinn's Bazaar. They are Adelulf and Bertaida. Once entering Kerrinn the character is approached by a nondescript half-elf. He approaches the party shaking hands with all of them inviting them to buy new clothes at the Bazaar. He will point out their boots and cloaks saying a silver colored version will look much better.

"Go to Adelulf and Bertaida's Furriers. They have some wonderful choices in boots and cloaks"

He then speaks directly to the character belonging to the meta-org with the phrase.

"Some say when its dark the color looks grey but in the sunlight the sparkle is blinding"

An attentive player will catch the innuendo of the Grey Seer and the Pholtan faith referred to as the Blinding Light without further explanation.

Adelulf & Bertaida's Furriers

Adelulf and Bertaida sell argentvorax fur clothing. All types of worn accessories and clothing found in PHB have an argentvorax equivalent. The price is +100 gp in value when bartering. A faux-argentvorax option is available at +25 gp. The proprietors will speak freely of their opinion about the Flan refugees.

The Suel storeowners are dressed in fine silver colored animal furs. They are presently assisting another Suel in choosing a jacket. After a moment the woman spots your approach and greets you. She turns to her husband and in Suel says, "Adelulf finish up. We have many good customers to attend."

Bertaida will take her time showing all the characters the different clothing and accessories she has to offer. Adelulf will take the Grey Watch member aside provide the following information. Out of Character: it is up to the player first if this information is given discreetly or in-game to the entire party.

- As you must be aware Zylinchin is behind this plotting. After being driven out of Midmeadow he has made Kerrinn his to control. He has done this by bringing key city officials his own. They handle all matters sending glowing reports sent to the mayor.
- Because of the recent troubles in Rel Mord the mayor lets them attend to all city business. The mayor is then disposed to work with runners coming from Rel Mord.
- Many have turned to his cause believing the King has turned a cheek to them. Mostly refugees from Tenh. Those that do not join his cause have fled to the County of Urnst.

- We have heard of a merchant, Almehti of the Grand Gem of Nyrond, here at the bazaar who works for a similar cause but he is not one of us. He has befriended someone we placed on the inside, a man named Jonriel.
- Jonriel has contacted us saying he has collected enough information to take to the mayor. You must see him safely to the mayor.
- Once you escort him find the whereabouts of Zylinchin. Not until he's stopped will our troubles in Woodverge begin to find an end. The best place to start is Midmeadow. He has not returned to Kerrinn since the blockade was destroyed.

Pale Diplomatic Corps Assignment

For Pale Diplomatic Corps memberships and Pholtan church memberships the character is to speak with Abbot Birius. The content of the conversation is dependant on the character membership. The Corps members will get full disclosure while the church member will hear a reduced version of what is occurring.

The Church of the Blinding Light is an exemplary construction of a church dedicated to Pholtus; sharp angles, polished white stone, modest furnishings and an immaculate alter. An Oeridian human in white robes with sliver trim is attending to visitors. After a moment he approaches you in greeting.

Brother Birius will speak to a Corps member about the following along with the entries noted with an asterisk. Characters with church memberships only get the non-asterisk entries. Out of Character: it is up to the player first if this information is given discreetly or in-game to the entire party.

- *As you must be aware Zylinchin is behind this plotting. After being driven out of Midmeadow he has made Kerrinn his to control. He has done this by bringing key city officials his own. They handle all matters sending glowing reports sent to the mayor.
- Because of the recent troubles in Rel Mord the mayor lets them attend to all city business. The mayor is then disposed to work with runners coming from Rel Mord.
- Many have turned to his cause believing the King has turned a cheek to them. Mostly refugees from Tenh. Those that do not join his cause have fled to the County of Urnst.
- *During the civil war northern Nyrond was for the most part ignored. In that time clerics and preachers from the Church of the Blinding Light have spread out from Midmeadow. Mostly refugees have taken these words to heart creating an upswing of Pholtan followers.

- *Find the whereabouts of Zylinchin. Not until he's stopped will our troubles in Woodverge begin to find an end. The best place to start is Midmeadow. He has not returned to Kerrinn since the blockade was destroyed.
- The Theocrats labeled Zylinchin as a heretic and that he is dangerous. I believe the mayor must be notified of this dire situation at once with the understanding we wish for a peaceful apprehension.

Unknown to the characters Abbot Birius has been under surveillance. Once the characters leave to inform the mayor or begin to leave Kerrinn they get the combat encounter in Encounter Three: Mayor.

Encounter Three: Mayor

The PCs learn more of Zylinchin and his Fiendfinders from Jonriel. A spark in Kerrinn will ignite the entire county unless Zylinchin is stopped. The trail starts in Midmeadow. But first they must accomplish their goals then inform a mayor of the trouble in his city.

The characters come to this encounter from a number of possible options. Most likely they have heard of Jonriel by role-playing through the Bazaar encounters. Jonriel is one option to informing the mayor of the actions of the Valorous League of Blindness.

The VLB has been monitoring Jonriel's many meetings with Almehti. The characters arriving to speak with him is enough to warrant a confrontation. Some players may decide on a more discreet approach. Reward them for this effort to not trigger the combat encounter on approach however, unfortunately, the mayor is watched closely. Zylinchin loyalists have infiltrated the mayor's advisory positions. After Jonriel's or the character's testimony they will inform VLB soldiers. When the characters leave for Midmeadow will trigger the combat encounter.

The door to the offices of the second lock complex is closed. From this vantage point you can see the first lock of the river is still teeming with boats. A vessel flying the flag of the County of Urnst is moored at the floating dock. In front of you is a stout one-story building of solid construction. The door is made of heavy oak with iron hinges.

If the characters knock a guard will answer the door almost immediately. The characters can ask for Jonriel. He tells them to wait and closes the door. After a few moments an Oeridian human dressed in a breastplate and a purple cloak opens the door. The characters will need to succeed at a DC 15 Diplomacy check for him to accompany them to the mayors. If they possess anything from the previous assignments he will head out immediately telling the other guard he was summoned.

On the way to the mayor's offices read or paraphrase the following:

“A name feared or perhaps considered legend the announcement of Zylinchin as a heretic spread quickly among the people of Midmeadow.” Jonriel explains. “Outside of that town the news came with mixed emotions. For Midmeadow the news came as a shock for some and shrugs from others. Some saw it as the ending to the law and order the League provided while some as the beginning of a new life without fear. The Pholtan Knights Valorous Order of Luna were ordered from The Theocracy of the Pale to relieve The Valorous League of Blindness. They arrived in Midmeadow months ago. According to the announcement by the Council of Prelates if the location of Zylinchin is discovered it is to be reported. The Pholtan Knights have sent word they will privately speak of several leads as to his whereabouts.” Jonriel takes you directly through the gates and corridors of the mayor’s offices without pause. The few guards that take notice of you do not challenge your arrival. Jonriel motions for you to follow him toward a closed door then holds out his hand before opening the door. “Remember, what is said will take the mayor by surprise. We must be tactful yet stern. He must come to realize Kerrinn is no longer in his control.”

Bursting forward Jonriel takes few steps into a large, empty meeting room. (DM note: this is a 50'x30' room with a 10'x20' table at its center. Allow the players to enter their characters through the doorway but not fully into the room.)

“Interesting company you keep, Jonriel” says a voice from the other end of the room. (DM: point out any usual traits in the party e.g. a dwarf traveling with an halfling, or a human cleric of Heironeous traveling with an elf wizard, etc as Pholtus followers believe non-humans generally do not have a soul to save) *“Strangest is the Baklunish storekeeper. But he won’t be saying much of anything save praising Pholtus in a New Dawn camp.” Three guards in similar dress as Jonriel step forward from behind supporting columns. “Your interfering ends here. According to the laws of the Valorous League of Blindness you are given the opportunity to renounce your wicked ways and come to Pholtus’ Light. Do you accept?”*

The characters can either initiate combat or surrender to the guards. If they surrender they will be taken to the town jails for 2 TUs while they await Zylinchin’s return, effectively ending the scenario. The characters have seven (7) rounds of combat before the disturbance of combat reaches the attention of the nearest guards. The characters then have another three (3) rounds before they arrive.

APL 2 (EL 4)

☛ **Huneric:** hp 9; see Appendix Two.

☛ **Chagan:** hp 9; see Appendix Two.

☛ **Thrasaric:** hp 15; see Appendix Two.

APL 4 (EL 6)

☛ **Huneric:** hp 27; see Appendix Three.

☛ **Chagan:** hp 27; see Appendix Three.

☛ **Thrasaric:** hp 23; see Appendix Three.

APL 6 (EL 8)

☛ **Huneric:** hp 45; see Appendix Four.

☛ **Chagan:** hp 45; see Appendix Four.

☛ **Thrasaric:** hp 38; see Appendix Four.

APL 8 (EL 10)

☛ **Huneric:** hp 63; see Appendix Five.

☛ **Chagan:** hp 63; see Appendix Five.

☛ **Thrasaric:** hp 51; see Appendix Five.

APL 10 (EL 12)

☛ **Huneric:** hp 81; see Appendix Six.

☛ **Chagan:** hp 81; see Appendix Six.

☛ **Thrasaric:** hp 63; see Appendix Six.

APL 12 (EL 14)

☛ **Huneric:** hp 108; see Appendix Seven.

☛ **Chagan:** hp 108; see Appendix Seven.

☛ **Thrasaric:** hp 75; see Appendix Seven.

APL 14 (EL 16)

☛ **Huneric:** hp 127; see Appendix Eight.

☛ **Chagan:** hp 127; see Appendix Eight.

☛ **Thrasaric:** hp 87; see Appendix Eight.

APL 16 (EL 18)

☛ **Huneric:** hp 147; see Appendix Nine.

☛ **Chagan:** hp 147; see Appendix Nine.

☛ **Thrasaric:** hp 99; see Appendix Nine.

If the characters are still in the room or stay behind looting they encounter the equivalent stats of Huneric and Chagan in three rounds as mentioned above, then once more in another three rounds. After that the characters are overwhelmed by the general call of alarm. Anything short of teleportation or such magic will not save them from capture. At that point the mayor is too distanced to hear what the characters have to say leaving the matter to his captains (who are Zylinchin loyalists). Otherwise, when combat is complete they can continue with speed to the mayor’s private offices. The infiltrators will not interfere with the party.

“Quick, the mayor must be in his private offices. We do not have a moment to spare.” Jonriel leads you through a rear corridor then through a set of double-doors surprising a middle-aged aristocrat standing to his feet from behind a maple desk. “My apologies, m’lord. I have distressing news about the security of Kerrinn.” The mayor looks at each of you with a slight hesitation, “yes, go on?”

Jonriel proceeds to give the mayor the following information:

- *Kerrinn is now controlled by Zylinchin loyalists. They control the guards, the finances, the courts, and trade.*
- *Zylinchin has sent out evangelists into the surrounding regions to attract a host of Pholtan extremists into Kerrinn. His goal was to build up finances and an army to fight for the secession of northern Nyrond.*
- *The Pale has supported the Valorous League of Blindness, but I do not believe they are involved in this conspiracy.*
- *I report to one who wishes to see the security of Nyrond, but whose name I do not wish to mention at this moment.*
- *You must call up reinforcements from Count Cunal in Mowbrenn and General Osmeran in Womtham. Until these reinforcements arrive I will send word to a detachment of soldiers from Rel Mord led by Knights of the Realm. They are encamped not far from here.*

The mayor turns to you in shock and disbelief. “Is this true? What have you found?”

The characters have the opportunity to pass on any information they have gained.

The mayor sinks down into his seat slowly as though numb and lost in thought. “Sire, Zylinchin’s plotting must come to an end” Jonriel imposes. “If he is not stopped he will continue to threaten the peace in Nyrond between the County, the Duchy and the Pale.” He nods in your direction, “I propose these men (and women) seek him out”. The mayor turns his attention toward you, his response lingering as if surmising your abilities. “Would you undertake such a task?”

If the characters accept Jonriel will brief them on history of Zylinchin and the Valorous League of Blindness.

- These devoted followers of Pholtus promote his faith through conversion, quite often by force.
- The “Slayers” are a small cult-like following in the Knights Valorous and led by none other than Zylinchin the Fiendfinder. They tour much of the northern lands of Nyrond.

- Being one of the most outspoken and visible members of the League, Zylinchin has done outrageous things.
- These acts have garnered a large number of converts, and many more frightened by his “Midnight Raids” along the northern border.
- The Valorous League of Blindness has taken the Lesser Nyrond Doctrine as one of their tenets. The look for nothing less than the secession of northern Nyrond into the Pale.
- This doctrine prescribed the idea that northern Nyrond should secede to the Pale, thus allowing Nyrond the ability to handle its true border enemies such as the Great Kingdom, Iuz and the Bandit Kingdoms.
- General Zylinchin, joined the League many years ago when he was a Colonel fighting an orcish advance at Kurast’s Tower.
- Zylinchin, at the time a Colonel, and The League had numerous successes on the battlefield and freed many of the peasants from subjugation by the cruel forces of both Iuz and the Overking. They became known as the “Fiend Slayers”.
- Now, Zylinchin, the Fiendfinder-General, is without a doubt the most respected and feared member of the League.
- Signs of his passing can often be found in the countryside. The heads of heathens are often found on pikes. These grisly signs show non-believers what a lack of faith can lead to.
- Theocrat Theoman Baslett of the Pale recalled the Valorous League of Blindness. According to the Theocrat, Zylinchin has willfully disobeyed this request. He and a small group of renegade followers have remained in the northern portion of Nyrond, acting on their own interpretations of the will of Pholtus.
- A detachment of Pholtan Knights Valorous, Order of Luna, has taken the place of the League as a faithful presence in Midmeadow in northern Nyrond.

M’ Lord,” Jonriel continues, “while they are away you must move to a safer place. I know of a fort on the road to Curteleenn. <addressing the heaviest fighter in the party> The way to Zylinchin is found in Midmeadow. You can speak to the Pholtan Knights or find your own path. They speak for the Pale – who wishes to apprehend them. King Lynwerd wants Zylinchin to face trial in Rel Mord. The choice is yours. Be warned, he will not come willingly presuming you are able to apprehend him at all. Zylinchin and his Slayers are fierce fighters. Be cautious of his abilities.

With this information the party should have enough information to travel to Midmeadow. **Reminder:** if the characters approached Kerrinn by keelboat on the Franz they will trigger the monster encounter two hours after leaving Kerrinn.

Encounter Four: Woodverge

The PCs are approached by NPCs on the road to Midmeadow. A Shadowbane Stalker and Shadowbane Inquisitor from Borneven want Zylinchin brought to Rel Mord in any condition. They ask the party to return any news they hear.

Midmeadow is ~195 miles from Kerrinn. The river from Kerrinn to Crystal Springs is too shallow to navigate. The mayor will supply steeds to the characters but must be returned.

The prairie of the Duchy of Oberend is mostly absent of trees save for slow growing burr oak covering the slopes and a harsh, drought resistant, stunted tree variety with needle-like greenery populates the rougher landscape. Occasional deer, wild turkeys, and hawks overhead inhabit the countryside. However, it is the abundance of pheasant that provides your company with rations during your journey. You spot the tent camps of Tenh refugees spread out throughout the landscape. None however approach your band.

The emergence of steeper hills and cedar trees marks your entrance into Woodverge Province. A light dusting of snow covers the tops of hillcrests and small rock outcroppings. The air has picked up a distinct chill. Another twenty miles of travel is witnessed by an increase in the depth and quantity of snow. A crisp gust whips at your face easily penetrating robes and armor. At this time of the season leaves would begin to turn. The wind and snow is very unusual. Songbirds and other wildlife seem to have disappeared.

Knowledge (nature) will get the following information.

- **DC 10:** This weather is not typical for this time of year. It is too early and the cold too extreme. It may be an early winter in the Rakers but very unlikely.
- **DC 15:** These weather patterns in previous years have never been recorded. The air is more frigid to be natural. This area is definitely not the center of the phenomenon.
- **DC 20:** There are clear indications this weather does not come from the Rakers. The storm is coming from the Theocracy of the Pale. It's an unnatural storm, possibly magical.

A Stalker and an Inquisitor

Breaking the silence is the sound of hoof beats in gallop partially muffled by the snow covered road. Coming into view ahead are two humans, or possibly half-elves, riding towards you. They pull up on the horses' reins continuing toward you but at a slow trot. When they get within 50 feet they come to a stop. "Good afternoon. What brings you here in this odd weather?"

The Shadowbane Stalker (Antonye) and Inquisitor (Raynor) are from Borneven. They have been in search of Zylinchin and the Valorous League of Blindness for six days. It is on their return to resupply when the characters encounter them. They will speak to the party about the strangeness of the weather at first and ask questions to get to know them better, especially clerics, rogues and fighters. Try to draw out the characters into a conversation. This is an opportunity for character to obtain access to the Shadowbane prestige class. A conversation about more that the weather is needed to acquire the invite to join.

At some time in the conversation they bring up Zylinchin cautiously once they determine the characters are not VLB sympathizers. They begin by asking for assistance with information in the event they come across the VLB. If the characters express their intent to confront them themselves they will do one of two things. For APL 10 and lower they will attempt to dissuade them from engaging Zylinchin. He is too powerful. For APL 12 and higher they will warn them of his combat successes. After each "APL warning" they will offer again the option to inform them of his whereabouts. Their intent is to bring in Zylinchin and any VLB members to Borneven in any condition.

If the party is VLB sympathizers or obvious Pholtus followers they will not bring up their assignment of hunting down Zylinchin, unless the party brings it up or they can get non-Pholtan members alone. If they do, the Shadowbane NPCs proceed with caution. They will not incite combat with the party.

After this encounter the characters can continue on to Midmeadow.

Encounter Five: Midmeadow

The party reaches Midmeadow experiencing an early winter season. Here they find the state of affairs have improved little in the past two years. They investigate to learn the location of Zylinchin. Consecrated Harriers from the Pale want Zylinchin captured so they may take him to the Council. (The description of Midmeadow and locales are from NMR3-03 Blind Faith, Muted Voices.)

The wintry weather is quite noticeable on your approach to Midmeadow. A dusting of snow covers the area in all directions. The sky is not darkened by

a storm as what would seem typical. To the north the clouds above the Pale are thick. Midmeadow's distinctly elven in architecture is overlaid by worn façade with signs of recent repair. A beautiful living wood palisade once surrounded the city. Now it is patched in numerous places with weather worn boards nailed to fallen trees. Cobblestones cover many of the packed clay streets. Cascading waterfalls and fountains of the town square are clear of the previous litter and trash. Inside Midmeadow, the streets are repacked and clear. Yet, as the people are still rude, poor, and seemingly do not care for outsiders, especially those with wealth. Whether beggars, thieves, or plain commoners, all avoid your eyes as you enter yet undoubtedly watch your every step after your passing.

The characters can visit the different locations in Midmeadow to discover any leads on Zylinchin. They can also learn more about Midmeadow, the people, and the church. Functional Pholtan influence has basically destroyed the elven beauty of the town.

The Fortress

The buildings on the fortress grounds were in construction two years ago. The central building and most of the outer buildings are complete yet construction equipment still lines several walls. First indication appears to be repairs and construction schedules fallen behind as two outer buildings appear to have been partially completed for quite some time. Guards flank each doorway of the central building.

The mayor and militia use this building. After the attack on the mayor two years ago construction schedules crawled and looting of the building materials became unmanageable. With the arrival of the Pholtus Knights Valorous the construction schedules have resumed.

The Streets

Wide pedestrian paths snake though the city, under trees, and over streams. Each path leads to a cluster of buildings or residences. To the east of the city are the only stores of the town. Many serve as converted living spaces. Some businesses that seem open are Roebelle's Shop and Ironworks by Greedow. To the west is a large park with a lake. In the center of town is an Inn that had burned to the ground. Construction on a new Inn looks like it is still in the groundbreaking phase. To the south you can see the four building; the Temple of Pholtus, a large fortress, barracks and a stable.

Crime was once rampant. The Knights Valorous have controlled serious crime, but petty thievery is still a problem. The commoners here are miserable at the least and unstable at worst. They are unbelievably rude at best and downright snotty at their worst. They have lived through decades of deplorable-fight to survive

conditions. The probability is high that if anyone has anything of value the last owner did not give it away willingly. The streets are under martial law having once been too dangerous to travel at night because of illicit activities.

New Dawn Camp

The converted New Dawn Camp now serves as the barracks of the Pholtan Knights Valorous, Order of Luna. The New Dawn Camp was once a place in which anyone who strayed would be kept in the camp to be shown the One True Path and the light of Pholtus, typically without their approval. The 'tenant' would not be released until they understood the errors of their wicked ways and could sing "O' Blinding Light" by memory.

The Pholtan Knights are here by invitation of the King to maintain order. The Knights believe Pholtus will guide them to show the misguided people his light.

To get information from commoners on general knowledge of Midmeadow they will first need to make a DC 20 Diplomacy check. Anything less will figuratively get no more than two-word expletives and crude hand gestures. Add +2 to the check for any rations given away. Coin is avoided, as it could get one mugged or a visit from a priest for a church donation. The common folk that do talk to the adventurers tend to be beggars and thieves. Role-play the following information as needed. They do not know anything about Zylinchin's whereabouts.

- *Thank you, sir (ma'am). Yes, I will tell you anything you wish. What do you want to know? (DM: play this as a person who agrees to everything and gives false information. All he wants is to eat a decent meal and will stretch out the conversation for more food)*
- *You will want to stay away from Crystal Mere Park. The murderers hide under the bridges and the killers stand on top of them. If you want to stay alive hide what you got or give it away freely if to make friends.*
- *If you want to eat every day and sleep with both eyes closed do yourself a favor, tell someone wearing white clothes you've had a vision from Pholtus and want to tell the world about it.*
- *More than five ago the Valorous League of Blindness tore down the big statue in the middle of the town. It was elves and humans building Midmeadow. Now it's a temple of Pholtus.*

Getting information from clergy or Pholtan Knights Valorous on general knowledge of Midmeadow the characters can roll a Gathering Information check. Follow the time and cost as stated in the PHB. The gold spent is a donation to the church. Add +2 to the check for any rations given to the soup kitchen.

- **DC 10:** The people of Midmeadow reflect the poverty that has hampered this region for hundreds of years.
- **DC 15:** The temple of Pholtus, once the recruiting center for the Valorous League of Blindness serves as a base of operations for the city and a soup kitchen for the poor who follow Pholtus' teachings.
- **DC 20:** The city was designed and planned by elves of the Gamboge forest. Centuries ago, the elves felt that by giving the humans a jewel of a city, they could slow their encroachment on the forest. It worked for a time, but as wars ravaged the human lands

Temple of Pholtus

A wide boulevard leads directly toward an opulent white marble structure. Protruding skyward are four great stone spires each rising at least 50 feet into the air. A beam of light shines brightly even during the day from the middle of the structure straight into the sky. All around the temple are large white marble slabs that have been used to pave the area around the temple for 150 feet in all directions. The stone is plain and smooth. No decorations adorn the temple whatsoever.

Here they can learn more about The Shining One. The temple of Pholtus has a beam of light that continually shines into the sky from the altar through the skylight in the roof. Around the temple is white marble to reflect light. This is the only area in town that is clean and devoid of poor, down trodden people.

Inside the temple

There is a 10' diameter ball of light that sits in the center. Four altars surround the ball of light from which a priest performs their holy ceremonies and prayers.

Here the party can talk to the acolytes of Pholtus. There are sermons here 24 hours a day that rotate in shifts from one hall to the next. There is also a constant stream of poor people seeking alms that line up in the temple. The highest cleric available in Midmeadow is 11th level.

Crystal Mere Park

This is one of the largest parks in Midmeadow. It is called Crystal Mere because of the calm, clear surface.

The mirror-like lake reflects the surrounding trees making the glade around it seem larger than it actually is. You see an elven woman standing at the waters edge.

The Widow Sage is found here still. She doesn't speak much. The removal of the VLB improved little other than civic projects to clean the streets. There are still many problems to fix. She shows them a scar on her

cheek she received five months ago from a hidden brigand.

Roebelle's Shop

Roebelle is still running his alchemical shop. The PCs can purchase one alchemical item limited to 50 gp. He does not like it that Zylinchin has been run out.

Ironworks by Greedow

He is a dwarven blacksmith and chief supplier of horseshoes, pots, pans, weapons and armor for the VLB. He is now supplying the Pholtan Knights.

Parlor Excelle

This establishment was burned down just before the Pholtus Knights arrived. A new inn is planned but it has not been rebuilt.

Tent Camps

Outside the broken palisade are the tent camps of the refugees. Twice per day they all make their way to the soup kitchen tents erected by the Pholtan Knights. In the evening they huddle around bonfires burning openly.

The surrounding refugee camps have been ravaged by disease and famine. The populations have significantly dwindled in the last two years. The population that once turned to the Valorous League of Blindness and Pholtus for help now turn to the Pholtan Knights Valorous. Zylinchin had once recruited heavily from the ranks of the poor and desperate. The promise of food and medicine has brought many in need to the doors of the temple.

Consecrated Harriers

Preparing to leave shortly are four consecrated harriers from the Pale. They have been sent to find and escort, if possible, Zylinchin and his heretic-labeled band. They have investigated Zylinchin's former quarters for any clues to his whereabouts. The characters can encounter them in the temple or barracks. They will speak about the announcement sent out by the Council of Prelates:

"Zylinchin was once a passionate servant of the Blinding Light. He and the knights loyal to him have strayed and marked themselves as heretics from the One True Path. Let us pray, they may see their misdirection and return in humility and faith. The Council no longer considers them a friend to the Theocracy of the Pale or the Church. We were sent to find him to escort him to Wintershiven. If you encounter him report their location to us."

Characters should want to seek information about Zylinchin and his whereabouts. They can speak to Temple Priests and Pholtan Knights. Have the characters roll Gather Information checks.

- **DC 10:** Zylinchin would send out his knights regularly sometimes as far out as Borneven. Once even to Mowbrenn. The last time he was around he was ready to put four people to the sword but adventurers, like you, put a stop to him that night. He was not very pleased. I hope that wasn't you.
- **DC 15:** When situations with other Valorous League of Blindness leaders started becoming difficult he would ride off to the west. He stayed out for a week or so then would come back from the same direction.
- **DC 20:** I heard one of his knights talking about a place they were preparing for him. It was a new place where Zylinchin could deliver the vision given to him by The Shining One. I heard him mention Starkwall.
- **DC 25:** Yes, I remember the day vividly. That day The Council of Prelates released an announcement about Zylinchin calling him a heretic. The remaining Valorous League of Blindness knights loyal to Zylinchin rode out to the west. In their haste they left behind a map. I can draw it out for you. (Give the PCs Player Handout Five.)

From here the party should have some indication, at the least, on the general direction to travel. Getting the exact location is not necessary to run the next encounter. Zylinchin has been informed of the character's actions in Kerrinn and given very specific descriptions of them. He has scouts throughout Woodverge looking for them. The characters would only need to travel west to trigger a meeting with the Fiendfinder and his Slayers.

Encounter Six: The Fiendfinder and his Slayers

The PCs are on the trail of the Fiendfinder. Zylinchin brings the fight to the party after learning of recent intrusions to his operations in Kerrinn. The higher APLs have the opportunity of fighting Zylinchin. The lower APLs fight members of the Valorous League of Blindness, but learn of the location of Zylinchin's headquarters in an abandoned watch post south of Starkwall. They can report this to one of the hunting parties mentioned above.

Zylinchin and his slayers are not interested in negotiation or discussion. He will give the characters a chance to surrender to him as stated in laws of the Valorous League of Blindness. If any of the characters surrender he will take them to a New Dawn Camp outside of Starkwall after removing all equipment and binding their hands and mouths. He will not take them to his fortress headquarters to the south of that city.

The cold and snow lingers but the wildlife seems to have recovered as you journey to the west. Nature

also seems to have returned to some sense of normalcy until you hear the sound of thunder rolling above the foothills. A rumbling in a bright blue sky echoes between evergreen trees and rock outcroppings. You see the knights of the Valorous League of Blindness flow over the western hillcrest. Their signature purple cloaks billow in stride with their charging mares. They pull up upon command of the lead rider, a human easily standing over 6'. Heavy breaths snort out of their visors casting deep clouds in the unnatural cold. Sharp lances and polished armor stand in stark contrast to the innocence of a white landscape. A horse's angry whiney breaks an intense silence. The lead rider raises the visor to his helmet revealing cropped brown hair and hazel amber eyes.

"You!! Pholtus has blessed me this day. I must give you mercy if you surrender to me. The Shining One will show you the errors you made by interfering in achieving his will. Do you submit to Him?"

Combat starts at 100' between the PCs and NPCs. There are trees 40' away to the PCs left, ten-foot high hills and rock outcroppings 40' to the right, and the 10' flat road behind them. The road heading west rises slowly to crest where Zylinchin is waiting.

APL 2 – 10: Zylinchin will not stay to fight. He will send other fighters per the APL shown below. He will leave as soon as combat starts. If characters pursue and engage him he will fight to the best of his abilities until they submit. Describe the situation for the characters to understand they are overpowered. The characters will find evidence of the location of his headquarters near Starkwall. This information is given to either the Shadowbane or Consecrated Harrier NPCs.

APL 12-16: Zylinchin will enter combat. The characters can fight him to the death or try to capture him. He will not submit to the characters. The characters can find other ways to not kill him if they wish to take him either the Shadowbane or Consecrated Harrier NPCs. They also discover information on the location of his headquarters near Starkwall.

APL 2 (EL 4)

☛ **Uldin:** hp 18; see Appendix Two.

☛ **Ruga:** hp 15; see Appendix Two.

APL 4 (EL 6)

☛ **Uldin:** hp 27; see Appendix Three.

☛ **Ruga:** hp 24; see Appendix Three.

☛ **Folmar:** hp 21; see Appendix Three.

APL 6 (EL 8)

☛ **Uldin:** hp 45; see Appendix Four.

☛ **Ruga:** hp 37; see Appendix Four.

☛ **Folmar:** hp 33; see Appendix Four.

APL 8 (EL 10)

☛ **Uldin:** hp 63; see Appendix Five.

☛ **Ruga:** hp 52; see Appendix Five.

☛ **Folmar:** hp 53; see Appendix Five.

APL 10 (EL 12)

☛ **Uldin:** hp 81; see Appendix Six.

☛ **Ruga:** hp 66; see Appendix Six.

☛ **Folmar:** hp 68; see Appendix Six.

APL 12 (EL 14)

☛ **Zylinchin:** hp 108; see Appendix Seven.

☛ **Evil's Bane:** hp 90; see Appendix Seven.

☛ **Folmar:** hp 90; see Appendix Seven.

APL 14 (EL 16)

☛ **Zylinchin:** hp 108; see Appendix Eight.

☛ **Evil's Bane:** hp 90; see Appendix Eight.

☛ **Uldin:** hp 108; see Appendix Eight.

☛ **Ruga:** hp 81; see Appendix Eight.

☛ **Folmar:** hp 90; see Appendix Eight.

APL 16 (EL 18)

☛ **Zylinchin:** hp 126; see Appendix Nine.

☛ **Evil's Bane:** hp 90; see Appendix Eight.

☛ **Uldin:** hp 126; see Appendix Nine.

☛ **Ruga:** hp 90; see Appendix Nine.

☛ **Folmar:** hp 105; see Appendix Nine.

After combat as search of Uldin will find a marked map similar to the one given above in Midmeadow. The map specifies Midmeadow to the east, Starkwall to the west, and the fortress "X" to the south of Starkwall. It is intended the party provides this information to either to the Shadowbane or Consecrated Harrier NPCs. If the party wishes to pursue Zylinchin or confront the rest of the Valorous League of Blindness mildly imply by the looks of the forces on patrol it is highly probable a large contingent of fighters and clerics are present. If they persist give them a view from the woods 150' away of three times the APL 14 encounter patrolling the battlements.

Conclusion

The conclusion is divided into possible outcomes. Read or paraphrase the conclusion that fits the best the party's actions.

A. The party defeats Zylinchin or his knights and informs the Shadowbane hunters about the fortress south of Starkwall.

Besting Zylinchin (if applicable) and his knights will resonate across all of Nyrond, Antoyne informs you. "Thank you for coming to us with this information. We sent out Nyrond's Second Legion and brought into custody several of their knights for trial concerning their "Midnight Raids". Additional reinforcements were dispatched to Kerrinn. I can safely say Zylinchin's agenda for the secession of northern Nyrond is effectively crushed. The Council of Prelates has confirmed Valorous League of Blindness members in the Pale will not cross our border again. I want to invite you to Borneven for training, if you wish to take advantage of it. We could use a good Inquisitor or Stalker. Well, good day to you. Oh, I almost forgot. Here's is something the mayor of Kerrinn wanted you to have." Antoyne hands you each a purse filled with gems. "He apologizes for not properly thanking you for your investigation in Kerrinn. He has informed me that because of your actions Kerrinn is returning to normal. Jonriel passes along his thanks as well and on behalf of Almehdi".

B. The party does not defeat Zylinchin or his knights but informs the Shadowbane hunters about the fortress south of Starkwall.

"Your inability to defeat Zylinchin (if applicable) and knights is not something that should give you pause. They are veteran soldiers", Antoyne informs you. "Thank you for coming to us with this information. We sent out Nyrond's Second Legion and brought into custody several of their knights for trial concerning their "Midnight Raids" Additional reinforcements were dispatched to Kerrinn. I can safely say Zylinchin's agenda for the secession of northern Nyrond is effectively crushed, a this time at least. The Council of Prelates has confirmed the Valorous League of Blindness members in the Pale will not cross our border again. I want to invite you to Borneven for training, if you wish to take advantage of it. We could use a good Inquisitor or Stalker. Well, good day to you. Oh, I almost forgot. Here's is something the mayor of Kerrinn wanted you to have." Antoyne hands you each a purse filled with gems. "He apologizes for not properly thanking you for your investigation in Kerrinn. He has informed me that because of your actions Kerrinn is returning to normal. Jonriel passes along his thanks as well and on behalf of Almehdi".

C. The party defeats Zylinchin or his knights and informs the consecrated harriers about the fortress south of Starkwall.

"Thank you for coming to us with this information. We will see him to Wintershiven. He was once a great General during the Greyhawk Wars and a devout follower of the Shining One. We passed on your evidence to General Osmeran in Womtham. I received a report he sent out Nyronnd's Second Legion and brought into custody several of knights for trial concerning their 'Midnight Raids'. I have informed the Council of Prelates and Ambassador Grand Templars Ivanic Temzien to speak on their behalf. We would like to see them in the Pale instead of Nyronnd's gallows. Additional reinforcements were also dispatched to Kerrinn. I believe Zylinchin's agenda for the secession of northern Nyronnd is effectively over. The Council of Prelates has confirmed with King Lynwerd any Valorous League of Blindness members in the Pale will not cross into Nyronnd again. Good day to you."

Two days later a messenger approaches you. "Here's is something the mayor of Kerrinn wanted you to have." He hands you each a purse filled with gems. "He apologizes for not properly thanking you for your investigation in Kerrinn. He has informed me that because of your actions Kerrinn is returning to normal. Jonriel passes along his thanks as well and on behalf of Almehdi".

D. The party does not defeat Zylinchin or his knights but informs the consecrated harriers about the fortress south of Starkwall.

"Your inability to defeat Zylinchin (if applicable) and knights is not something that should give you pause. They are veteran soldiers. I only wish we had the opportunity to see him to Wintershiven. We passed on your evidence to General Osmeran in Womtham. I received a report he sent out Nyronnd's Second Legion and brought into custody several of knights for trial concerning their "Midnight Raids". I have informed the Council of Prelates and Ambassador Grand Templars Ivanic Temzien to speak on their behalf. We would like to see them in the Pale instead of Nyronnd's gallows. Additional reinforcements were also dispatched to Kerrinn. I believe Zylinchin's agenda for the secession of northern Nyronnd is effectively over, for the mean time. The Council of Prelates has confirmed with King Lynwerd any Valorous League of Blindness members in the Pale will not cross into Nyronnd again. Good day to you."

Two days later you a messenger approaches you. "Here's is something the mayor of Kerrinn wanted you to have." He hands you each a purse filled with gems. "He apologizes for not properly thanking you for your investigation in Kerrinn. He has informed me that because of your actions Kerrinn is returning

to normal. Jonriel passes along his thanks as well and on behalf of Almehdi".

E. The party fails to defeat Zylinchin and does not inform any hunting party of the fortress south of Starkwall.

Your inability to defeat Zylinchin and his knights will undoubtedly have an affect for the Kingdom of Nyronnd. How exactly is too early to tell. Zylinchin will not give up his vision of northern Nyronnd becoming part of the Theocracy. Two days later a messenger approaches you. "Here's is something the mayor of Kerrinn wanted you to have." He hands you each a purse filled with gems. "He apologizes for not properly thanking you for your investigation in Kerrinn. It was necessary to abandon Kerrinn immediately for Borneven. He has informed me that because of your actions Kerrinn is returning to normal. Jonriel passes along his thanks as well and on behalf of Almehdi".

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 One

APL2	40 xp
APL4	55 xp
APL6	70 xp
APL8	85 xp
APL10	100 xp
APL12	115 xp
APL14	130 xp
APL16	145 xp

Encounter Two

APL2	90 xp
APL4	150 xp
APL6	210 xp
APL8	270 xp
APL10	330 xp
APL12	390 xp
APL14	450 xp
APL16	510 xp

Encounter Three

APL2	120 xp
APL4	180 xp
APL6	240 xp
APL8	300 xp
APL10	360 xp
APL12	420 xp
APL14	480 xp
APL16	540 xp

Encounter Four

APL2	40 xp
APL4	55 xp
APL6	70 xp
APL8	85 xp
APL10	100 xp
APL12	115 xp
APL14	130 xp
APL16	145 xp

Encounter Five

APL2	40 xp
APL4	55 xp
APL6	70 xp
APL8	85 xp
APL10	100 xp
APL12	115 xp
APL14	130 xp
APL16	145 xp

Encounter Six

APL2	120 xp
APL4	180 xp
APL6	240 xp
APL8	300 xp
APL10	360 xp
APL12	420 xp
APL14	480 xp
APL16	540 xp

Total possible experience:

APL2	450 xp
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APL4	675 xp
APL6	900 xp
APL8	1125 xp
APL10	1350 xp
APL12	1575 xp
APL14	1800 xp
APL16	2025 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 One

ALL APLs: L: 0 gp; C: 0 gp; M: 0 gp

Encounter Two:

APL 2: L: 154 gp; C: 13 gp; M: 167 gp – Breastplate +1 (167 g.p. each).

APL 4: L: 163 gp; C: 73 gp; M: 523 gp – Breastplate +1 (x3) (350 g.p. each), Potion of Haste (73 g.p. each), Potion Cure Moderate Wounds (50 g.p. each), Potion Enlarge Person (50 g.p. each).

APL 6: L: 3gp; C: 256 gp; M: 1196 gp – Longsword +1 (386 g.p. each), Breastplate +1 (350 g.p. each), Heavy Steel Shield +1 (294 g.p. each), Potion Cure Moderate Wounds (50 g.p. each), Potion of Shield of Faith +2 (4 g.p. each), Pearl of Power (1st level) (83 g.p. each), Potion of Blur (25 g.p. each).

APL 8: L: 3 gp; C: 73 gp; M: 1422 gp – Longsword +1 (386 g.p. each), Breastplate +1 (350 g.p. each), Heavy Steel Shield +1 (294 g.p. each), Potion Cure Moderate Wounds (50 g.p. each), Ring of Protection +1 (334 g.p. each) and Potion of Cure Light Wounds (x4)(8 g.p. each).

APL 10: L: 3 gp; C: 173 gp; M: 2964 gp – Longsword +1 (386 g.p. each), Breastplate +1 (350 g.p. each), Heavy Steel Shield +1 (294 g.p. each), Gauntlets of Ogre Power +2 (667 g.p. each), Potion Cure Serious Wounds (126 g.p. each), Potion of Blur (50 g.p. each), Ring of Protection +1 (334 g.p. each), Periapt of Wisdom +2 (333 g.p. each), Ring of Counterspells (Feeblemind) (333 g.p. each), Cloak of Resistance +1 (83 g.p. each), Potion of Cure Light Wounds (x4) (8 g.p. each).

APL 12: L: 3 gp; C: 173 gp; M: 4631 gp – Flaming Longsword +1 (1386 g.p. each), Breastplate +1 (350 g.p. each), Heavy Steel Shield +1 (294 g.p. each), Gauntlets of Ogre Power +2 (667 g.p. each), Potion Cure Serious Wounds (126 g.p. each), Potion of Blur (50 g.p. each), Ring of Protection +1 (334 g.p. each), Periapt of Wisdom +2 (333 g.p. each), Ring of Counterspells (Feeblemind) (333 g.p. each), Cloak of Resistance +1 (83 g.p. each), Potion of Cure Light Wounds (x4) (8 g.p. each), Amulet of Health +2 (667 g.p. each).

APL 14: L: 2 gp; C: 263 gp; M: 7642 gp – Flaming Longsword +1 (1386 g.p. each), Breastplate +2 (1101 g.p. each), Heavy Steel Shield +2 (1044 g.p. each), Gauntlets of Ogre Power +2 (667 g.p. each), Potion Cure Serious Wounds (126 g.p. each), Potion of Blur (50 g.p. each), Ring of Protection +2 (667 g.p. each), Periapt of Wisdom +4 (667 g.p. each), Ring of Counterspells (Feeblemind) (333 g.p. each), Cloak of Resistance +1 (83 g.p. each), Potion of Cure Light Wounds (x4) (8 g.p. each), Amulet of Health +2 (667 g.p. each), Potion Barkskin +4 (150 g.p. each), Thundering Heavy Mace +1 (693 g.p. each).

APL 16: L: 2 gp; C: 263 gp; M: 10975 gp – Flaming Longsword +1 (1386 g.p. each), Breastplate +2 (1101 g.p. each), Heavy Steel Shield +2 (696 g.p. each), Heavy Steel Shield +3 (764 g.p. each), Belt of Giant Strength +4 (2667 g.p. each), Potion Cure Serious Wounds (126 g.p. each), Potion of Blur (50

g.p. each), Ring of Protection +2 (667 g.p. each), Periapt of Wisdom +4 (667 g.p. each), Ring of Counterspells (Feeblemind) (333 g.p. each), Cloak of Resistance +1 (83 g.p. each), Potion of Cure Light Wounds (x4) (8 g.p. each), Amulet of Health +2 (667 g.p. each), Potion Barkskin +4 (150 g.p. each), Ring of Protection +2 (667 g.p. each), Thundering Heavy Mace +1 (693 g.p. each), Bead of Force (250 g.p. each).

Encounter Three:

All APLs: L: 0 gp; C: 0 gp; M: 0 gp

Encounter Four:

APL 2: L: 0 gp; C: 50 gp; M: 0 gp

APL 4: L: 0 gp; C: 100 gp; M: 0 gp

APL 6: L: 0 gp; C: 150 gp; M: 0 gp

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

APL 10: L: 0 gp; C: 250 gp; M: 0 gp

APL 12: L: 0 gp; C: 300 gp; M: 0 gp

APL 14: L: 0 gp; C: 350 gp; M: 0 gp

APL 16: L: 0 gp; C: 400 gp; M: 0 gp

Encounter Five:

ALL APLs: L: 0 gp; C: 0 gp; M: 0 gp

Encounter Six:

APL 2: L: 66 gp; C: 0 gp; M: 0 gp – Breastplate +1 (234 g.p. each), Potion of Cure Light Wounds (8 g.p. each).

APL 4: L: 179 gp; C: 267 gp; M: 489 gp – Breastplate +1 (351 g.p. each), Potion of Cure Moderate Wounds(50 g.p. each), Wand of Cure Light Wounds (63 g.p. each), Potion Barkskin +2 (25 g.p. each).

APL 6: L: 161 gp; C: 232 gp; M: 828 gp – Breastplate +1 (351 g.p. each), Potion of Cure Moderate Wounds (50 g.p. each), Wand of Cure Light Wounds (63 g.p. each), Potion Barkskin +2 (25 g.p. each), Heavy Steel Shield +1 (196 g.p. each), Potion Enlarge Person (21 g.p. each), Potion Blur (25 g.p. each), Buckler +1 (97 g.p. each).

APL 8: L: 161 gp; C: 432 gp; M: 1700 gp – Lance +1(193 g.p. each), Breastplate +1 (351 g.p. each), Heavy Steel Shield +1 (196 g.p. each), Cloak of Resistance +1 (83 g.p. each), Potion of Cure Moderate Wounds (50 g.p. each), Potion Blur (25 g.p. each), Quarterstaff +1 (192 g.p. each), Buckler +1 (97 g.p. each), Quiver of Pholtus (150 g.p. each), Morningstar +1 (192 g.p. each), Pearl of Power (1st level) (83 g.p. each), Wand of Cure Light Wounds (63 g.p. each), Potion Barkskin +2 (25 g.p. each).

APL 10: L: 139 gp; C: 322 gp; M: 3234 gp – Lance +1(193 g.p. each), Breastplate +1 (351 g.p. each), Heavy Steel Shield +1 (196 g.p. each), Cloak of Resistance +1 (83 g.p. each), Potion of Cure Moderate Wounds (50 g.p. each), Potion Blur (25 g.p. each), Quarterstaff +1 (192 g.p. each), Buckler +1 (97 g.p. each), Quiver of Pholtus (150 g.p. each), Morningstar +1 (192 g.p. each), Pearl of Power (1st level) (83 g.p. each), Wand of Cure Light Wounds (63 g.p. each), Potion Barkskin +2 (25 g.p. each).

Longsword +1 (193 g.p. each), Horseshoes of Speed (250 g.p. each), +1 seeking composite longbow, mighty +2 (717 g.p. each), Periapt of Wisdom +2 (333 g.p. each), Potion Fly (63 g.p. each).

APL 12: L: 52 gp; C: 67 gp; M: 0 gp – Lance +1 (193 g.p. each), Outsider (Evil) Bane Longsword +2 (1526 g.p. each), Plate mail +2 (471 g.p. each), heavy steel shield +2 (348 g.p. each), Ring of Freedom of Movement (3333 g.p. each), Ring of Sustenance (208 g.p. each), Potion Cure Critical Wounds(x3) (117 g.p. each), chain shirt barding +2 (380 g.p. each), Horseshoes of the Zephyr (500 g.p. each), Thundering Morningstar +1 (192 g.p. each), Breastplate +1 (351 g.p. each), Heavy Steel Shield +1 (196 g.p. each), Periapt of Wisdom +2 (333 g.p. each), Ring of Protection +2 (667 g.p. each), Necklace of the Blinding Light (Fire Ball, type II) (225 g.p. each), Potion Fly (63 g.p. each), Potion Barkskin +2 (25 g.p. each).

APL 14: L: 114 gp; C: 172 gp; M: 13588 gp – Lance +1 (193 g.p. each), Outsider (Evil) Bane Longsword +2 (1526 g.p. each), Plate mail +2 (471 g.p. each), heavy steel shield +2 (348 g.p. each), Ring of Freedom of Movement (3333 g.p. each), Ring of Sustenance (208 g.p. each), Potion Cure Critical Wounds(x3) (117 g.p. each), chain shirt barding +2 (380 g.p. each), Horseshoes of the Zephyr (500 g.p. each), Thundering Morningstar +1 (192 g.p. each), Breastplate +1 (351 g.p. each), Heavy Steel Shield +1 (196 g.p. each), Periapt of Wisdom +2 (333 g.p. each), Ring of Protection +2 (667 g.p. each), Necklace of the Blinding Light (Fire Ball, type II) (225 g.p. each), Potion Fly (63 g.p. each), Potion Barkskin +2 (25 g.p. each), Lance +2 (693 g.p. each), Longsword +1 (193 g.p. each), Breastplate +2 (367 g.p. each), Heavy Steel Shield +2 (348 g.p. each), Cloak of Resistance +2 (333 g.p. each), Potion of Cure Moderate Wounds (25 g.p. each), Potion Blur (25 g.p. each), Horseshoes of Speed (250 g.p. each), Quarterstaff +1 (192 g.p. each), +1 seeking composite longbow, mighty +2 (717 g.p. each), Mithral Breastplate +1 (433 g.p. each), Buckler +1 (97 g.p. each), Quiver of Pholtus (150 g.p. each), Bracers of Archery (Lesser) (417 g.p. each), Gloves of Dexterity +2 (333 g.p. each), Cloak of Resistance +1 (83 g.p. each), Potion of Cure Serious Wounds (25 g.p. each).

APL 16: L: 129 gp; C: 172 gp; M: 18222 gp – Lance +1 (193 g.p. each), Outsider (Evil) Bane Longsword +2 (1526 g.p. each), Plate mail +2 (471 g.p. each), heavy steel shield +2 (348 g.p. each), Ring of Freedom of Movement (3333 g.p. each), Ring of Sustenance (208 g.p. each), Potion Cure Critical Wounds(x3) (117 g.p. each), chain shirt barding +2 (380 g.p. each), Horseshoes of the Zephyr (500 g.p. each), Lance +2 (693 g.p. each), Longsword +1 (193 g.p. each), Mithral Breastplate +2 (684 g.p. each), Heavy Steel Shield +2 (348 g.p. each), Cloak of Resistance +2 (333 g.p. each), Belt of Giant Strength +4 (1333 g.p. each), Potion of Cure Moderate Wounds (25 g.p. each), Potion Blur (25 g.p. each), Horseshoes of Speed (250 g.p. each), Quarterstaff +1 (192 g.p. each), +1 seeking composite longbow, mighty +2 (717 g.p. each), Breastplate +2 (367 g.p. each), Buckler +2 (347 g.p. each), Quiver of Pholtus (150 g.p. each), Bracers of Archery (Lesser) (417 g.p. each), Gloves of Dexterity +4 (1333 g.p. each), Cloak of Resistance +2 (333 g.p. each), Potion of Cure Serious Wounds (25 g.p. each), Thundering Morningstar +1 (692 g.p. each), Breastplate +2 (367 g.p. each), Heavy Steel Shield +2 (348 g.p. each), Periapt of Wisdom +4

(1333 g.p. each), Ring of Protection +2 (667 g.p. each), Necklace of the Blinding Light (Fire Ball, type II) (225 g.p. each), Potion Fly (63 g.p. each), Potion Barkskin +2 (25 g.p. each).

Total Possible Treasure

APL 2: Total: 450 gp

APL 4: Total: 650 gp

APL 6: Total: 900 gp

APL 8: Total: 1,300 gp

APL 10: Total: 2,300 gp

APL 12: Total: 3,300 gp

APL 14: Total: 6,600 gp

APL 16: Total: 9,900 gp

Special

Shadowbane Inquisitor and Shadowbane Stalker

The characters have made contact with a Shadowbane Inquisitor and Shadowbane Stalker. The character must spend one (1) TU in any Nyrond and her Environs Meta-regional scenario to return to Borneven for special instruction. Thereupon the character may take levels in the Prestige Class. This benefit counts as access only. The character must still qualify for the class as stated in Complete Adventurer. The requirement to belong to the Order of Illumination is waived.

Favor of Almehti: The Grand Gem of Nyrond has flourished since the ousting of the Valorous League of Blindness. You have earned the favor of Almehti. The PC can visit Almehti in the Kerrinn Bazaar (which takes 1 TU) to convert one (1) item from the item access section of any Meta-Regional AR or Regional AR within the Nyrond and Her Environs Metaregion to Access "Meta-Regional" This favor counts only as access and the PC must pay the full purchase price. Until this favor is expended, the character is deemed to have an Influence Point with the Grand Gem of Nyrond that may alternately be redeemed for a +5 Gather Information check in any river town on the Franz River.

Pholtan Reputation: For needlessly killing an evangelist of the Pholtan faith tales of your cruelty have spread. You gain a -5 penalty to Diplomacy, Gather Information, and Perform checks with Pholtans or in any area mostly composed of Pholtans. You may not redeem influence points or favors with Pholtans. In addition, you may not join any "Official" Theocracy of the Pale metaorgs (see the Pale website for a specific list of metaorgs - <http://www.theocracyofthepale.com>) and you are banned from such organizations until your negative reputation expires six (6) months from the date this module was played. You may then rejoin such organizations, starting at the lowest rank. If you kill any Pholtans during the time you have this reputation, the negative effects extend for six (6) months past the date

that you last killed a Pholtan. The judge will record this new date below:

Kerrinn Bazaar: The bazaar makes available any one of the following from *Complete Adventurer*: Animal training kit, Balance pole, Camouflage kit, Forgery kit, and Thieves' Tools, longspoon (normal and masterwork). If this purchase does not take place after this adventure, it costs 1 TU to travel to the Bazaar to make the purchase.

- Ring of Freedom of Movement (Adventure; DMG; 40,000 gp)
- Thundering Morningstar +1 (Adventure; DMG; 8,308 gp)

Items for the Adventure Record

Item Access

APL 2:

- Wand of Cure Light Wounds (Adventure; DMG; 750 gp)

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

- Quiver of Pholtus (Ehlonna) (Adventure; DMG; 1800 gp)

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

- Breastplate +2 (Adventure; DMG; 4,350 gp)
- Heavy Steel Shield +2 (Adventure; DMG; 4,170 gp)

APL 8 (all of APLs 2-6 plus the following):

- Bracers of Archery (Lesser) (Adventure; DMG; 5,000 gp)
- Mithral Breastplate +1 (Adventure; DMG; 5,200 gp)

APL 10 (all of APLs 2-8 plus the following):

- Horseshoes of Speed (Adventure; DMG; 3,000 gp)
- Ring of Sustenance (Adventure; DMG; 2,500 gp)
- +1 seeking composite longbow, mighty +2 (Adventure; DMG; 8,700 gp)

APL 12 (all of APLs 2-10 plus the following):

- Horseshoes of the Zephyr (Adventure; DMG; 6,000 gp)
- Outsider (Evil) Bane Longsword +2 (Adventure; DMG; 18,315 gp)
- Potion Cure Critical Wounds (Adventure; DMG; 1400 gp)

APL 14+ (all of APLs 2-12 plus the following):

- Necklace of the Blinding Light (Fire Ball - type II) (Adventure; DMG; 2,700 gp)

Appendix One – Untiered NPCs

Encounter 2

Pholtan Kerrinn Lock Guard (4):

Male/Female (Oeridian) Warrior 1 CR 1/2

LN Medium humanoid

Init +1; **Senses** Listen +1, Spot +1

Languages Common

AC 13 (touch 11, flat-footed 12)

Hp 9 (1 HD)

Fort +4, **Ref** +1, **Will** +0

Speed 20 ft.

Atk +4 melee (1d10+2, MW longsword)

Base Atk +1; **Grp** +3

Abilities Str 14, Dex 13, Con 12, Int 10, Wis 10, Cha 8.

Feats Weapon Focus (longsword)

Skills Jump +4, Swim +4;

Possessions Mw Leather Armor, Mw Longsword, wooden holy symbol of Pholus, 9 GP.

Hook The guards will back up the duty collectors if there are any problems with inspecting the caravan or boat.

Appendix Two – APL 2

Encounter 1

Ariaric **CR 1**
Male human (Oeridian) Bard 1
LN Medium humanoid
Init +5; **Senses**: Listen +2, Spot +2
Languages Common, Flan

AC 13 [+1 Dex, +2 leather] (touch 11, flat-footed 12)
hp 5 (1d6 HD)
Fort +0, **Ref** +3, **Will** +4

Speed 30 ft. (6 squares)
Melee -1 (1d6-1)
Range +1 (1d4)
Base Atk +0; **Grp**: -1
Bard Spells Known (CL1)
Cast 0 – 2 per day
0 – Dancing Lights, Ghost Sound, Prestidigitation, Resistance

Abilities Str 8, Dex 12, Con 10, Int 13, Wis 14, Cha 15
SQ bardic music (1/day), bardic knowledge, countersong, fascinate, inspire courage +1
Feats Improved Initiative, Persuasive
Skills Bluff +8 (4r), Concentration +2 (2r), Gather Information +6 (4r), Intimidate +4 (or), Knowledge (Religion) +5 (4r), Perform (Oratory) +6 (4r), Knowledge (Arcane) +5 (4r), Knowledge (Local) +3 (2r), Sense Motive +6 (4r), Use Magic +6 (4r)
Possessions Mwk Quarterstaff, Mwk leather armor, sling w/10 bullets, vestments, silver holy symbol, pouch with 75 gp, *Scroll Blindness*, *Scroll Cure Light Wounds* (x2), *Scroll Expeditious Retreat*, *Scroll Web*.

Hook Ariaric is training to become an Evangelist (PrC). He moves into large crowds speaking about Pholtus. He wants to speak to as many as possible to convert them to his deity. The party finds Ariaric speaking to the crowd in Trigol.

Sunilda **CR 3**
Female human (Flan) Fighter 3
LN Medium humanoid
Init +1; **Senses**: Listen +2, Spot +2
Languages Flan

AC 20 [+1 Dex, +6 armor, +3 shield] (touch 11, flat-footed 19)
hp 27 (3d10+6 HD)
Fort +4, **Ref** +2, **Will** +3

Speed 20 ft. (4 squares)
Melee Longsword +7 (1d8+3)
Base Atk +3; **Grp**: +6

Abilities Str 16, Dex 12, Con 13, Int 10, Wis 14, Cha 8
Feats Diehard, Endurance, Improved Toughness, Power Attack, Weapon Focus (Longsword)
Skills Handle Animal +5 (6r), Intimidate +5 (6r), Ride +7 (6r);

Possessions Mwk Longsword, Mwk Banded Mail, *Heavy Steel Shield* +1, Light Riding Horse, *Potion Cure Light Wounds*, pouch with 40gp.
Hook Sunilda is devoted to defending Ariaric. Many times in their travels individuals not very fond of the message of Pholtus confront Ariaric. Sunilda makes sure the populous does not harm him.

Encounter 2

Huneric and Chagan **CR 2**
Male human (Flan) Fighter 1
LN Medium humanoid
Init +1; **Senses**: Listen +1, Spot +1
Languages Common, Flan

AC 18 [+1 Dex, +5 armor, +2 shield] (touch 11, flat-footed 17)
hp 9 (1d10+2 HD)
Fort +4, **Ref** +1, **Will** +0

Speed 20 ft. (4 squares)
Melee Mwk Longsword +5 (1d8+2)
Base Atk +1; **Grp**: +3

Abilities Str 15, Dex 13, Con 14, Int 13, Wis 10, Cha 8
Feats Dodge, Power Attack, Weapon Focus (longsword).
Skills Climb +2 (4r), Jump +2 (4r), Knowledge (Religion) +3 (4r), Swim -2 (4r).
Possessions Mwk Longsword, Mwk Breastplate, Mwk Heavy Steel Shield, purple cloak, belt pouch with 15 gp.

Hook Huneric and Chagan are Valorous League of Blindness knights in training. They are devoted to Pholtus and to Zylinchin's cause. They will carry out Zylinchin's orders in the belief they can force Nyronnd to secede the County of Woodverge. They are under orders to discover the intent of anyone approaching Kerrinn armed.

Thrasaric **CR 2**
Male Half-elf Clr 2
LN Medium humanoid
Init -1; **Senses**: Listen +3, Spot +3
Languages Common

AC 17 [-1 Dex, +6 armor, +2 shield] (touch 9, flat-footed 18)
hp 15 (2d8+4 HD)
Fort +5, **Ref** -1, **Will** +5

Speed 20 ft. (4 squares)
Melee Heavy Mace +3 (1d8+1)
Base Atk +1; **Grp**: +2
Cleric Spells Prepared (CL2)
DC 12+spell level
0 – Cure Minor, Detect Magic, Guidance, Resistance
1 – Bless, Shield of Faith, Sanctuary, Endure Elements^D

Domains: **Sun** (1/day: greater turning – undead creatures that would be turned are destroyed), **Law** (+1 caster level to law spells).

Abilities Str 12, Dex 8, Con 14, Int 14, Wis 15, Cha 12
SQ immune to *sleep*, Low-light vision, +2 bonus to saves versus enchantment spells or effects

Feats Combat Casting

Skills Concentration +7 (+11 defensive) (5r), Heal +7 (5r), Spellcraft +5 (3r), Knowledge (Planes) +4 (2r), Knowledge (Religion) +7 (5r).

Possessions Mwk Heavy Mace, *Breastplate* +1, Mwk Heavy Steel Shield, silver holy symbol (Pholtus), wooden holy symbol (Pholtus), belt pouch 92 gp

Hook Thrasaric is a Radiant Servant of Pholtus in training. He is devoted to Pholtus and to Zylinchin's cause. He leads the fighters in following Pholtus.

Encounter 6

Uldin CR 2

Male human (Oeridian) Fighter 2

LN Medium humanoid

Init +1; **Senses:** Listen +1, Spot +1

Languages Common

AC 19 [+1 Dex, +6 armor, +2 shield] (touch 11, flat-footed 18)

hp 18 (2d10+4 HD)

Fort +5, **Ref** +1, **Will** +1

Speed 20 ft. (4 squares)

Melee Masterwork Lance +5 (1d8+2, x3)

Spirited Charge +7 (3d8+6, x3)

Melee Longsword +4 (1d8+2, 19-20/x2)

Base Atk +2; **Grp**: +4

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Animal Affinity, Mounted Combat, Ride-by Attack, Trample.

Skills Handle Animal +6 (5r), Jump +3 (5r), Ride +10 (5r).

Possessions Masterwork Lance, Longsword, *Breastplate* +1, Heavy Steel Shield, Heavy Warhorse, Military Saddle, purple cloak, belt pouch, *Potion of Cure Light Wounds*.

Hook Uldin is a Valorous League of Blindness member. He stays out of close combat relying on his mounted combat abilities. He begins combat with a charge and trample any PCs looking like clerics. If the situation turns against Ruga and himself he will enter Ruga's Obscuring Mist to heal and reassess tactics.

Ruga CR 2

Male human (Oeridian) Fighter 1/Cleric 1

LN Medium humanoid

Init +2; **Senses:** Listen +2, Spot +2

Languages Common

AC 18 (touch 12 flat-footed 16)

hp 15 (1d10+1 plus 1d8+1 HD)

Fort +5, **Ref** +2, **Will** +4

Speed 20 ft. (4 squares)

Melee Quarter Staff +4 (1d6+3)

Ranged longbow +3 (1d8+2) (+1 when double move)

Base Atk +1; **Grp**: +3

Cleric Spells Prepared (CL1)

DC 12+spell level

0 – Detect Magic, Guidance, Resistance, Virtue

1 – Entropic Shield, Obscuring Mist, Detect Secret Doors^D

Domains: **Knowledge** (+1 caster level to divination spells), **Law** (+1 caster level to law spells).

Abilities Str 14, Dex 15, Con 12, Int 10, Wis 15, Cha 8

Feats Mounted Archery, Mounted Combat, Weapon Focus (quarterstaff)

Skills Concentration +2 (1r) Handle Animal +3 (4r), Knowledge (Religion) +4 (6r -4cc), Ride +6 (4r).

Possessions Quarterstaff, composite longbow, mighty +2, 40 arrows, *Breastplate* +1, Heavy Warhorse, Military Saddle, purple cloak, belt pouch, *Potion of Cure Light Wounds*.

Hook Ruga is a Pious Templar and Divine Oracle in training. He stays out of melee combat relying on his mounted archery abilities. He may double move his horse and fire with a -2 penalty and may run his horse with a -4 penalty. He begins combat with Entropic Shield. If the situation turns against Uldin and himself he will cast Obscuring Mist to heal and reassess tactics.

Appendix Three – APL 4

Encounter 1

Ariaric CR 3

Male human (Oeridian) Bard 3

LN Medium humanoid

Init +5; **Senses:** Listen +2, Spot +2

Languages Common, Flan

AC 13 [+1 Dex, +2 armor] (touch 11, flat-footed 12)

hp 14 (3d6 HD)

Fort +1, **Ref** +4, **Will** +5

Speed 30 ft. (6 squares)

Melee +2 (1d6-1)

Range +3 (1d4)

Base Atk +2; **Grp:** +1

Bard Spells Known (CL3)

Cast 0 – 3, 1st – 2 per day

0 – Dancing Lights, Ghost Sound, Light,

Prestidigitation, Read Magic, Resistance.

1 – Inspirational Boost, Silent Image, Ventriloquism

Abilities Str 8, Dex 12, Con 10, Int 13, Wis 14, Cha 15

SQ bardic music (3/day), bardic knowledge, countersong, fascinate, inspire courage +1, inspire competence

Feats Danger Sense*, Improved Initiative, Persuasive

Skills Bluff +10 (6r), Concentration +4 (4r), Gather Information +7 (5r), Intimidate +4 (or), Knowledge (Religion) +7 (6r), Perform (Oratory) +8 (6r), Knowledge (Arcane) +7 (6r), Knowledge (Local) +4 (3r), Sense Motive +8 (6r), Use Magic +8 (6r)

Possessions Quarterstaff +1, Mwk leather armor, sling w/10 bullets, vestments, silver holy symbol, pouch with 90 gp, *Scroll Cure Light Wounds*, *Scroll Expedition Retreat*, *Scroll Cause Fear*, *Scroll Web*.

Hook Ariaric is training to become an Evangelist (PrC). He moves into large crowds singing about Pholtus. He wants to speak to as many as possible to convert them to his deity. The party finds Ariaric speaking to the crowd in Trigol.

Sunilda CR 5

Female human (Flan) Fighter 5

LN Medium humanoid

Init +1; **Senses:** Listen +2, Spot +2

Languages Flan

AC 20 [+1 Dex, +6 armor, +3 shield] (touch 11, flat-footed 19)

hp 45 (5d10+10 HD)

Fort +5, **Ref** +2, **Will** +3

Speed 20 ft. (4 squares)

Melee Longsword +10 (1d8+4)

Base Atk +5; **Grp:** +8

Abilities Str 17, Dex 12, Con 13, Int 10, Wis 14, Cha 8

Feats Cleave, Diehard, Endurance, Improved Toughness, Power Attack, Weapon Focus (Longsword)

Skills Handle Animal +7 (8r), Intimidate +7 (8r), Ride +9 (8r);

Possessions Longsword +1, Mwk Banded Mail, Heavy Steel Shield +1, Light Riding Horse, pouch with 40 gp, *Potion Cure Light Wounds*, *Potion Enlarge Person*.

Hook Sunilda is devoted to defending Ariaric. Many times in their travels individuals not very fond of the message of Pholtus confront Ariaric. Sunilda makes sure the populous does not harm him.

Encounter 2

Huneric and Chagan CR 5

Male human (Flan) Fighter 3

LN Medium humanoid

Init +1; **Senses:** Listen +1, Spot +1

Languages Common, Flan

AC 19 [+1 Dex, +6 armor, +2 shield] (touch 11, flat-footed 18)

hp 27 (3d10+6 HD)

Fort +5, **Ref** +2, **Will** +1

Speed 20 ft. (4 squares)

Melee Mwk Longsword +7 (1d8+2)

Base Atk +3; **Grp:** +5

Abilities Str 15, Dex 13, Con 14, Int 13, Wis 10, Cha 8

Feats Dodge, Mobility, Power Attack, Powerful Charge, Weapon Focus (longsword).

Skills Climb +4 (6r), Jump +4 (6r), Knowledge (Religion) +4 (6r), Swim +0 (6r).

Possessions Mwk Longsword, Breastplate +1, Mwk Heavy Steel Shield, purple cloak, *Potion of Haste*, belt pouch with 15 gp.

Hook Huneric and Chagan are Valorous League of Blindness knights in training. They are devoted to Pholtus and to Zylinchin's cause. They will carry out Zylinchin's orders in the belief they can force Nyronnd to secede the County of Woodverge. They are under orders to discover the intent of anyone approaching Kerrinn armed.

Thrasaric CR 3

Male Half-elf Clr 3

LN Medium humanoid

Init -1; **Senses** Listen +3, Spot +3

Languages Common

AC 17 [-1 Dex, +6 armor, +2 shield] (touch 9, flat-footed 18)

hp 23 (3d8+6 HD)

Fort +5, **Ref** -1, **Will** +5

Speed 20 ft. (4 squares)

Melee Heavy Mace +4 (1d8+1)

Base Atk +2; **Grp:** +3

Cleric Spells Prepared (CL3)

DC 12+spell level

0 – Cure Minor, Detect Magic, Guidance, Resistance

1 – Bless, Shield of Faith, Sanctuary, Endure Elements^D
2 – Bear's Endurance, Bull's Strength, Heat Metal^D
Domains: **Sun** (1/day: greater turning – undead creatures that would be turned are destroyed), **Law** (+1 caster level to law spells).

Abilities Str 13, Dex 8, Con 14, Int 14, Wis 15, Cha 12
SQ immune to *sleep*, Low-light vision, +2 bonus to saves versus enchantment spells or effects

Feats Combat Casting, Extra Turning

Skills Concentration +8 (+12 defensive) (6r), Heal +8 (6r), Spellcraft +5 (3r), Knowledge (Planes) +5 (3r), Knowledge (Religion) +8 (6r).

Possessions Mwk Heavy Mace, *Breastplate* +1, Mwk Heavy Steel Shield, silver holy symbol (Pholtus), *Potion Cure Moderate Wounds*, *Potion Enlarge Person*, belt pouch 43gp

Hook Thrasaric is a Radiant Servant of Pholtus in training. He is devoted to Pholtus and to Zylinchin's cause. He leads the fighters in following Pholtus.

Encounter 6

Uldin CR 3

Male human (Oeridian) Fighter 3

LN Medium humanoid

Init +1; **Senses:** Listen +1, Spot +1

Languages Common

AC 19 [+1 Dex, +6 armor, +2 shield] (touch 11, flat-footed 18)

hp 27 (3d10+6 HD)

Fort +5, **Ref** +2, **Will** +2

Speed 20 ft. (4 squares)

Melee Mwk Lance +7 (1d8+2, x3)

Spirited Charge Mwk Lance +9 (3d8+6, x3)

Melee Longsword +5 (1d8+2, 19-20/x2)

Base Atk +3; **Grp**: +5

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Animal Affinity, Mounted Combat, Ride-by Attack, Trample, Weapon Focus (lance).

Skills Handle Animal +7 (6r), Jump +4 (6r), Ride +11 (6r).

Possessions Masterwork Lance, Longsword, *Breastplate* +1, Mwk Heavy Steel Shield, Heavy Warhorse, Military Saddle, purple cloak, belt pouch with 170 gp, *Potion of Cure Moderate Wounds*.

Hook Uldin is a Valorous League of Blindness member. He stays out of close combat relying on his mounted combat abilities. He begins combat with a charge and trample any PCs looking like clerics. If the situation turns against Ruga and himself he will enter Ruga's Obscuring Mist to heal and reassess tactics.

Ruga CR 3

Male human (Oeridian) Fighter 2/Cleric 1

LN Medium humanoid

Init +2; **Senses:** Listen +2, Spot +2

Languages Common

AC 19 [+2 Dex, +6 armor, +1 shield] (touch 12, flat-footed 17)

hp 24 (2d10+2 plus 1d8+1 HD)

Fort +6, **Ref** +2, **Will** +4

Speed 20 ft. (4 squares)

Melee Quarterstaff +6 (1d6+3)

Range longbow +5 (1d8+2)

Base Atk +2; **Grp**: +4

Cleric Spells Prepared (CL1)

DC 12+spell level

0 – Detect Magic, Guidance, Resistance, Virtue

1 – Entropic Shield, Obscuring Mist, Detect Secret Doors^D

Domains: **Knowledge** (+1 caster level to divination spells), **Law** (+1 caster level to law spells)

Abilities Str 14, Dex 15, Con 12, Int 10, Wis 15, Cha 8

Feats Improved Mounted Archery, Mounted Archery, Mounted Combat, True Believer, Weapon Focus (quarterstaff)

Skills Concentration +3 (1r), Handle Animal +4 (5r), Knowledge (Religion) +4 (6r-4cc), Ride +10 (6r).

Possessions Mwk Quarterstaff, Mwk composite longbow, mighty +2, 40 arrows, *Breastplate* +1, Buckler, Heavy Warhorse, Military Saddle, purple cloak, belt pouch with 30gp, *Potion of Cure Moderate Wounds*.

Hook Ruga is a Pious Templar and Divine Oracle in training. He stays out of melee combat relying on his mounted archery abilities. He may double move his horse and fire without penalties and may run his horse with a -2 penalty. He begins combat with Entropic Shield. If the situation turns against Uldin and himself he will cast Obscuring Mist to heal and reassess tactics.

Folmar CR 3

Male human (Oeridian) Cleric 3

LN Medium humanoid

Init +2; **Senses:** Listen +2, Spot +2

Languages Common

AC 20 [+2 Dex, +6 armor, +2 shield] (touch 12, flat-footed 18)

hp 21 (3d8+3 HD)

Fort +4, **Ref** +3, **Will** +5

Speed 20 ft. (4 squares)

Melee Morningstar +4 (1d8+2)

Range Light Crossbow +4 (+2 when mounted) (1d6)

Base Atk +2; **Grp**: +4

Cleric Spells Prepared (CL3)

DC 11+spell level

0 – Detect Magic, Guidance, Resistance (x2)

1 – Bless, Cause Fear, Obscuring Mist, Endure Elements^D

2 – Deific Vengeance, Spiritual Weapon, Heat Metal^D

Abilities Str 14, Dex 15, Con 13, Int 10, Wis 15, Cha 8

Feats Combat Casting, Empower Spell, Mounted Combat.

Skills Concentration +7 (+11) (6r), Knowledge (Planes) +3 (3r), Knowledge (Religion) +3 (3r), Spellcraft +3 (3r).

Possessions Morningstar, Light Crossbow, 20 bolts, Breastplate +1, Heavy Steel Shield, Heavy Warhorse, Military Saddle, purple cloak, belt pouch with 67gp, Wand of Cure Light Wounds, Potion Barkskin +2.

Hook Folmar is devoted to Pholtus and to Zylinchin's cause. He will begin casting Bless then use offensive weapons. Afterward he will use the cure wand as much as possible.

Appendix Four – APL 6

Encounter 1

Ariaric CR 5

Male human (Oeridian) Bard 5

LN Medium humanoid

Init +5; **Senses**: Listen +2, Spot +2

Languages Common, Flan

AC 14 [+1 Dex, +3 armor] (touch 11, flat-footed 12)

hp 23 (5d6 HD)

Fort +1, **Ref** +5, **Will** +6

Speed 30 ft. (6 squares)

Melee +1 (1d6-1)

Range +2 (1d4)

Base Atk +3; **Grp**: +2

Bard Spells Known (CL5)

Cast 0 – 3, 1st – 4, 2nd – 2 per day

0 – Light, Dancing Lights, Ghost Sound,

Prestidigitation, Read Magic, Resistance.

1 – Distort Speech*, Inspirational Boost*,

Silent Image, Ventriloquism,

2 – Enthrall, Fly, Glitterdust

Abilities Str 8, Dex 12, Con 10, Int 13, Wis 14, Cha 16

SQ bardic music (5/day), bardic knowledge, countersong, fascinate, inspire courage +1, inspire competence

Feats Danger Sense*, Improved Initiative, Persuasive

Skills Bluff +13 (8r), Concentration +7 (7r), Gather Information +8 (5r), Intimidate +5 (or), Knowledge (Religion) +9 (8r), Perform (Oratory) +11 (8r), Knowledge (Arcane) +9 (8r), Knowledge (Local) +6 (5r), Sense Motive +10 (8r), Use Magic +10 (7r)

Possessions Quarterstaff +1, Leather armor +1, sling w/10 bullets, vestments, belt pouch with 40 gp, Wand Cure Light Wounds, Scroll Expeditious Retreat, Scroll Shield.

Hook Ariaric is training to become an Evangelist (PrC). He moves into large crowds singing about Pholtus. He wants to speak to as many as possible to convert them to his deity. The party finds Ariaric speaking to the crowd in Trigol.

Sunilda CR 7

Female human (Flan) Fighter 7

LN Medium humanoid

Init +1; **Senses**: Listen +2, Spot +2

Languages Flan

AC 24 [+1 Dex, +9 armor, +3 shield, +1 deflection] (touch 12, flat-footed 23)

hp 63 (7d10+14 HD)

Fort +6, **Ref** +3, **Will** +4

Speed 20 ft. (4 squares)

Melee Longsword +12/+7 (1d8+4)

Base Atk +7; **Grp**: +10

Abilities Str 17, Dex 12, Con 13, Int 10, Wis 14, Cha 8

Feats Cleave, Diehard, Endurance, Eyes in the Back of Your Head, Great Cleave, Improved Toughness, Power Attack, Weapon Focus (Longsword)

Skills Handle Animal +9 (10r), Intimidate +9 (10r), Ride +11 (10r);

Possessions Longsword +1, Full Plate Armor +1, Heavy Steel Shield +1, Light Riding Horse, belt pouch with 10 gp, Ring of Protection +1, Potion Shield +2, Potion Bless Weapon.

Hook Sunilda is dutiful to defending Ariaric. Many times in their travels individuals not very fond of the message of Pholtus confront Ariaric. Sunilda makes sure the populous does not harm him.

Encounter 2

Huneric and Chagan CR 7

Male human (Flan) Fighter 5

LN Medium humanoid

Init +1; **Senses**: Listen +0, Spot +0

Languages Common

AC 19 [+1 Dex, +6 armor, +2 shield] (touch 11, flat-footed 18)

hp 45 (5d10+10 HD)

Fort +6, **Ref** +2, **Will** +1

Speed 20 ft. (4 squares)

Melee +1 Longsword +10 (1d8+6)

Base Atk +5; **Grp**: +8

Abilities Str 16, Dex 13, Con 14, Int 13, Wis 10, Cha 8
Feats Dodge, Mobility, Power Attack, Powerful Charge, Weapon Focus (longsword), Weapon Specialization (longsword).

Skills Climb +7 (8r), Jump +7 (8r), Knowledge (Religion) +5 (8r), Swim +3 (8r).

Possessions Longsword +1, Breastplate +1, Mwk Heavy Steel Shield, belt pouch with 65 gp, Potion Cure Moderate Wounds, Potion of Shield of Faith +2, purple cloak, belt pouch, 50 gp.

Hook Huneric and Chagan are Valorous League of Blindness knights in training. They are devoted to Pholtus and to Zylinchin's cause. They will carry out Zylinchin's orders in the belief they can force Nyronnd to secede the County of Woodverge. They are under orders to discover the intent of anyone approaching Kerrinn armed.

Thrasaric CR 5

Male Half-elf Clr 5

LN Medium humanoid

Init -1; **Senses** Listen +3, Spot +3

Languages Common

AC 18 [-1 Dex, +6 armor, +3 shield] (touch 9, flat-footed 19)

hp 38 (5d8+10 HD)

Fort +6, **Ref** +0, **Will** +6

Speed 20 ft. (4 squares)
Melee Heavy Mace +5 (1d8+1)
Base Atk +3; **Grp**: +4
Cleric Spells Prepared (CL5)
 DC 13+spell level
 0 – Cure Minor, Detect Magic, Guidance, Resistance, Virtue
 1 – Bane, Bless, Shield of Faith, Sanctuary, Endure Elements^D
 2 – Bear's Endurance, Bull's Strength, Hold Person, Heat Metal^D
 3 – Blindness, Dispel Magic, Searing Light^D
Domains: **Sun** (1/day: greater turning – undead creatures that would be turned are destroyed), **Law** (+1 caster level to law spells).
Abilities Str 13, Dex 8, Con 14, Int 14, Wis 16, Cha 12
SQ immune to *sleep*, Low-light vision, +2 bonus to saves versus enchantment spells or effects
Feats Combat Casting, Extra Turning
Skills Concentration +10 (+14 defensive) (8r), Heal +10 (8r), Spellcraft +6 (4r), Knowledge (Planes) +6 (4r), Knowledge (Religion) +10 (8r).
Possessions Mwk Heavy Mace, Breastplate +1, Heavy Steel Shield +1, Pearl of Power (1st level), Potion of Blur, silver holy symbol (Pholtus), belt pouch 93gp
Hook Thrasaric is a Radiant Servant of Pholtus in training. He is devoted to Pholtus and to Zylinchin's cause. He leads the fighters in following Pholtus.

Encounter 6

Uldin **CR 5**
 Male human (Oeridian) Fighter 5
 LN Medium humanoid
Init +1; **Senses:** Listen +1, Spot +1
Languages Common
AC 20 [+1 Dex, +6 armor, +3 shield] (touch 11, flat-footed 19)
hp 45 (5d10+10 HD)
Fort +6, **Ref** +2, **Will** +2
Speed 20 ft. (4 squares)
Melee Mwk Lance +10 (1d8+5, x3)
Spirited Charge Mwk Lance +12 (3d8+15, x3)
Melee Longsword +8 (1d8+3, 19-20/x2)
Base Atk +5; **Grp**: +7
Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8
Feats Animal Affinity, Mounted Combat, Ride-by Attack, Trample, Weapon Focus (lance), Weapon Specialization (lance).
Skills Handle Animal +9 (8r), Jump +7 (8r), Ride +13 (8r).
Possessions Masterwork Lance, Mwk Longsword, Breastplate +1, Heavy Steel Shield +1, Heavy Warhorse, Military Saddle, purple cloak, belt pouch with 35 gp, *Potion of Cure Moderate Wounds*, *Potion Enlarge Person*, *Potion Blur*.
Hook Uldin is a Valorous League of Blindness member. He stays out of close combat relying on his

mounted combat abilities. He begins combat with a charge and trample any PCs looking like clerics. If the situation turns against Ruga and himself he will enter Ruga's Obscuring Mist to heal and reassess tactics.

Ruga **CR 5**
 Male human (Oeridian) Fighter 2/Cleric 3
 LN Medium humanoid
Init +3; **Senses:** Listen +2, Spot +2
Languages Common
AC 21 [+3 Dex, +6 armor, +2 shield] (touch 13, flat-footed 18)
hp 37 (2d10+2 plus 3d8+3 HD)
Fort +7, **Ref** +3, **Will** +5
Speed 20 ft. (4 squares)
Melee Quarter Staff +8 (1d6+3)
Range Longbow +8 (1d8+2)
Base Atk +4; **Grp**: +6
Cleric Spells Prepared (CL3)
 DC 12+spell level
 0 – Detect Magic, Guidance, Resistance, Virtue
 1 – Entropic Shield, Obscuring Mist, Protection from Chaos, Detect Secret Doors^D
 2 – Calm Emotions, Resist Energy (Fire), Detect Thoughts^D
Domains: **Knowledge** (+1 caster level to divination spells), **Law** (+1 caster level to law spells)
Abilities Str 14, Dex 16, Con 12, Int 10, Wis 15, Cha 8
Feats Improved Mounted Archery, Mounted Archery, Mounted Combat, True Believer, Weapon Focus (quarterstaff)
Skills Concentration +3 (2r), Handle Animal +4 (5r), Heal +3 (1r), Knowledge (Religion) +8 (10r -4cc), Ride +11 (6r).
Possessions Mwk Quarterstaff, Mwk composite longbow, mighty +2, 40 arrows, Breastplate +1, Buckler +1, Heavy Warhorse with Chainmail barding (+5 armor), Military Saddle, purple cloak, belt pouch with 30gp, *Potion of Cure Moderate Wounds*.
Hook Ruga is a Pious Templar and Divine Oracle in training. He stays out of melee combat relying on his mounted archery abilities. He may double move his horse and fire without penalties and may run his horse with a -2 penalty. He begins combat with Entropic Shield. If the situation turns against Uldin and himself he will cast Obscuring Mist to heal and reassess tactics.

Folmar **CR 5**
 Male human (Oeridian) Cleric 5
 LN Medium humanoid
Init +2; **Senses:** Listen +3, Spot +3
Languages Common
AC 21 [+2 Dex, +6 armor, +3 shield] (touch 12, flat-footed 19)
hp 33 (5d8+5 HD)
Fort +5, **Ref** +3, **Will** +7
Speed 20 ft. (4 squares)

Melee Morningstar +6 (1d8+2)

Range Light Crossbow +5 (+3 when mounted) (1d6)

Base Atk +3; **Grp**: +5

Cleric Spells Prepared (CL5)

DC 13+spell level

0 – Detect Magic, Guidance, Light, Resistance (x2)

1 – Bane, Bless, Cause Fear, Obscuring Mist, Endure Elements^D

2 – Deific Vengeance, Hold Person, Spiritual Weapon, Heat Metal^D

3 – Flame of Faith, Lesser Vigor, Mass; Searing Light^D

Abilities Str 14, Dex 15, Con 13, Int 10, Wis 16, Cha 8

Feats Combat Casting, Empower Spell, Mounted Combat.

Skills Concentration +9 (+13) (8r), Knowledge (Planes) +5 (5r), Knowledge (Religion) +6 (6r), Spellcraft +5 (5r).

Possessions Mwk Morningstar, Light Crossbow, 20 bolts, *Breastplate* +1, *Heavy Steel Shield* +1, Heavy Warhorse, Military Saddle, purple cloak, belt pouch with 167gp, *Wand of Cure Light Wounds*, *Potion Barkskin* +2.

Hook Folmar is devoted to Pholtus and to Zylinchin's cause. He will begin casting Bless then use offensive weapons. Afterward he will use the cure wand as much as possible.

Appendix Five – APL 8

Encounter 1

Ariaric

CR 7

Male human (Oeridian) Bard 6/Evangelist 1

LN Medium humanoid

Init +5; **Senses:** Listen +2, Spot +2

Languages Common, Flan

AC 13 [+1 Dex, +3 armor] (touch 11, flat-footed 12)

hp 32 (7d6 HD)

Fort +2, **Ref** +6, **Will** +9

Speed 30 ft. (6 squares)

Melee +3 (1d6-1)

Range +4 (1d4)

Base Atk +4; **Grp**: +3

Bard Spells Known (CL6)

Cast 0 – 3, 1st – 4, 2nd – 3 per day

0 – Light, Dancing Lights, Ghost Sound,

Prestidigitation, Read Magic, Resistance.

1 – Distort Speech, Inspirational Boost, Silent Image, Ventriloquism

2 – Enthrall, Fly, Glitterdust

Abilities Str 8, Dex 12, Con 10, Int 13, Wis 14, Cha 18

SQ bardic music (7/day), bardic knowledge, countersong, great orator (inspire hope)*, fascinate, inspire courage +1, inspire competence, suggestion

Feats Danger Sense*, Improved Initiative, Persuasive, Skill Focus (Perform [Oratory])

Skills Bluff +16 (10r), Concentration +8 (8r), Diplomacy +5 (1r), Gather Information +9 (5r), Intimidate +6 (0r), Knowledge (Religion) +11 (10r), Perform (Oratory) +17 (10r), Knowledge (Arcane) +11 (10r), Knowledge (Local) +7 (6r), Sense Motive +12 (10r), Use Magic +14 (10r)

Possessions Quarterstaff +1, Leather armor +1, Mwk sling w/10 bullets, vestments, belt pouch with 90 gp, Wand Cure Light, Wounds, Scroll Expeditious Retreat, Scroll Shield, Necklace of the Blinding Light (Fireballs) type II.

Inspire Hope (Su): Ariaric can inspire a spiritual resilience in himself and all allies within 30 feet giving +4 sacred bonus on Will saves. Delivering this oratory requires a full-round action to activate and requires concentration each round to continue the effect. The effect lasts as long as the evangelist speaks and for three rounds thereafter. Inspire hope is a mind-affecting ability.

Hook Ariaric is an Evangelist (PrC). He moves into large crowds singing about Pholtus. He wants to speak to as many as possible to convert them to his deity. The party finds Ariaric speaking to the crowd in Trigol.

Sunilda

CR 9

Female human (Flan) Fighter 9

LN Medium humanoid

Init +1; **Senses:** Listen +2, Spot +2

Languages Flan

AC 24 [+1 Dex, +9 armor, +3 shield, +1 deflection] (touch 12, flat-footed 23)

hp 95 (9d10+36 HD)

Fort +6, **Ref** +3, **Will** +4

Speed 20 ft. (4 squares)

Melee Longsword +15/+10 (1d8+5, 17-20),

Base Atk +9; **Grp**: +12

Abilities Str 18, Dex 12, Con 16, Int 10, Wis 14, Cha 8

Feats Cleave, Diehard, Endurance, Eyes in the Back of Your Head, Great Cleave, Improved Critical, Improved Toughness, Power Attack, Power Critical, Weapon Focus (Longsword)

Skills Handle Animal +11 (12r), Intimidate +11 (12r), Ride +13 (12r);

Possessions Longsword +1, Full Plate Armor +1, Heavy Steel Shield +1, Light Riding Horse, Amulet of Health +2, Ring of Protection +1.

Hook Sunilda is devoted to defending Ariaric. Many times in their travels individuals not very fond of the message of Pholtus confront Ariaric. Sunilda makes sure the populous does not harm him.

Encounter 2

Huneric and Chagan

CR 9

Male human (Flan) Fighter 7

LN Medium humanoid

Init +1; **Senses:** Listen +0, Spot +0

Languages Common

AC 21 [+1 Dex, +6 armor, +3 shield, +1 deflection] (touch 12, flat-footed 20)

hp 63 (7d10+14 HD)

Fort +7, **Ref** +3, **Will** +2

Speed 30 ft. (6 squares)

Melee +1 Longsword +12/+7 (1d8+6)

Base Atk +7; **Grp**: +14

Abilities Str 16, Dex 13, Con 14, Int 13, Wis 10, Cha 8

Feats Dodge, Elusive Target, Improved Grapple, Mobility, Power Attack, Powerful Charge, Weapon Focus (longsword), Weapon Specialization (longsword).

Skills Climb +9 (10r), Jump +9 (10r), Knowledge (Religion) +6 (10r), Swim +5 (10r).

Possessions Longsword +1, Breastplate +1, Heavy Steel Shield +1, Potion Cure Moderate Wounds, Ring of Protection +1, purple cloak, belt pouch, 15 gp.

Hook Huneric and Chagan are Valorous League of Blindness knights in training. They are devoted to Pholtus and to Zylinchin's cause. They will carry out Zylinchin's orders in the belief they can force Nyronnd to secede the County of Woodverge. They are under orders to discover the intent of anyone approaching Kerrinn armed.

Thrasaric

CR 7

Male Half-elf Clr 6/Radiant Servant 1

LN Medium humanoid

Init -1; **Senses** Listen +2, Spot +2

Languages Common

AC 18 [-1 Dex, +6 armor, +3 shield] (touch 9, flat-footed 19)

hp 51 (6d8+12 + 1d6+2 HD)

Fort +9, **Ref** +1, **Will** +9

Speed 20 ft. (4 squares)

Melee Heavy Mace +6 (1d8+2)

Base Atk +4; **Grp**: +5

Cleric Spells Prepared (CL7)

DC 13+spell level

0 – Cure Minor, Detect Magic, Guidance, Light, Resistance, Virtue

1 – Bane, Bless, Divine Favor, Shield of Faith, Sanctuary, Endure Elements^D

2 – Bear's Endurance, Bull's Strength, Hold Person, Resist Energy (Fire), Heat Metal^D

3 – Blindness, Dispel Magic, Searing Light^D

4 – Divine Power, Fire Shield^D

Domains: **Sun** (1/day: greater turning – undead creatures that would be turned are destroyed), **Law** (+1 caster level to law spells).

Abilities Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12

SQ immune to *sleep*, Low-light vision, +2 bonus to saves versus enchantment spells or effects

Feats Combat Casting, Extra Turning, Sacred Healing

Skills Concentration +12 (+16 defensive) (10r), Heal +12 (10r), Spellcraft +7 (5r), Knowledge (Planes) +7 (5r), Knowledge (Religion) +12 (10r).

Possessions Mwk Heavy Mace, Breastplate +1, Heavy Steel Shield +1, *Potion of Cure Light Wounds* (x4), silver holy symbol (Pholtus), belt pouch 43gp

Radiance: Light descriptor spells have the radius of illumination is doubled and the spell is treated as if it were one level higher than it actually is for all purposes, including determining whether it can counter or dispel a spell with the darkness descriptor.

Extra Greater Turning: Thrasaric can perform a greater turning 5 times per day (once for the Sun domain, and 4 additional for Radiant Servant).

Hook Thrasaric is a Radiant Servant of Pholtus in training. He is devoted to Pholtus and to Zylinchin's cause. He leads the fighters in following Pholtus.

Encounter 6

Uldin

CR 7

Male human (Oeridian) Fighter 7

LN Medium humanoid

Init +1; **Senses** Listen +1, Spot +1

Languages Common

AC 20 [+1 Dex, +6 armor, +3 shield] (touch 11, flat-footed 19)

hp 63 (7d10+14 HD)

Fort +8, **Ref** +4, **Will** +4

Speed 20 ft. (4 squares)

Melee +1 Lance +12 (1d8+6, x3)

Spirited Charge +1 Lance +14 (3d8+18, x3)

Melee Longsword +11 (1d8+3, 19-20/x2)

Base Atk +7/+2; **Grp**: +9

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Animal Affinity, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Trample, Weapon Focus (lance), Weapon Specialization (lance).

Skills Handle Animal +11 (10r), Jump +9 (10r), Ride +15 (10r).

Possessions Lance +1, Mwk Longsword, Breastplate +1, Heavy Steel Shield +1, *Cloak of Resistance* +1, Heavy Warhorse, Military Saddle, purple cloak, belt pouch with 235 gp, *Potion of Cure Moderate Wounds*, *Potion Blur*.

Hook Uldin is a Valorous League of Blindness member. He stays out of close combat relying on his mounted combat abilities. He begins combat with a charge and will trample any PCs looking like clerics. If the situation turns against Ruga and himself he will enter Ruga's Obscuring Mist to heal and reassess tactics.

Ruga

CR 7

Male human (Oeridian) Fighter 3/Cleric 4

LN Medium humanoid

Init +3; **Senses** Listen +2, Spot +2

Languages Common

AC 21 [+3 Dex, +6 armor, +2 shield] (touch 13, flat-footed 18)

hp 52 (3d10+3 plus 4d8+4 HD)

Fort +8, **Ref** +4, **Will** +7

Speed 20 ft. (4 squares)

Melee Quarterstaff +10/+5 (1d6+4)

Range Longbow +10/+5 (1d8+2)

Base Atk +6/+1; **Grp**: +8

Cleric Spells Prepared (CL4)

DC 12+spell level

0 – Cure Minor Wounds, Detect Magic, Guidance, Resistance, Virtue

1 – Divine Favor, Entropic Shield, Obscuring Mist, Protection from Chaos, Detect Secret Doors^D

2 – Bear's Endurance, Calm Emotions, Resist Energy (Fire), Detect Thoughts^D

Domains: **Knowledge** (+1 caster level to divination spells), **Law** (+1 caster level to law spells)

Abilities Str 14, Dex 16, Con 12, Int 10, Wis 15, Cha 8

Feats Improved Mounted Archery, Mounted Archery, Mounted Combat, Skill Focus (Knowledge [Religion]), True Believer, Weapon Focus (quarterstaff)

Skills Concentration +3 (2r), Handle Animal +4 (5r), Heal +3 (1r), Knowledge (Religion) +8 (10r -4cc), Knowledge (Planes) +3 (3r), Ride +14 (9r).

Possessions Quarterstaff +1, Mwk Composite Longbow, mighty +2, 20 arrows, Breastplate +1, Buckler +1, *Quiver of Pholtus*, Heavy Warhorse with Chainmail barding (+5 armor), Military Saddle, purple cloak, belt pouch with 130gp, *Potion of Cure Moderate Wounds*.

Hook Ruga is a Pious Templar and Divine Oracle in training. He stays out of melee combat relying on his mounted archery abilities. He may double move his horse and fire without penalties and may run his horse with a -2 penalty. He begins combat with Entropic Shield. If the situation turns against Uldin and himself he will cast Obscuring Mist to heal and reassess tactics.

Folmar

CR 7

Male human (Oeridian) Cleric 7

LN Medium humanoid

Init +2; **Senses:** Listen +3, Spot +3

Languages Common

AC 21 [+2 Dex, +6 armor, +3 shield] (touch 12, flat-footed 19)

hp 53 (7d8+14 HD)

Fort +6, **Ref** +4, **Will** +8

Speed 20 ft. (4 squares)

Melee Morningstar +8 (1d8+3)

Range Light Crossbow +7 (+5 when mounted) (1d6)

Base Atk +5; **Grp**: +7

Cleric Spells Prepared (CL7)

DC 13+spell level

0 – Detect Magic, Guidance, Light, Read Magic, Resistance (x2),

1 – Bane, Bless, Cause Fear, Obscuring Mist, Resurgence, Endure Elements^D

2 – Deific Vengeance, Hold Person, Spiritual Weapon, Wave of Grief, Heat Metal^D

3 – Bestow Curse, Flames of Faith, Lesser Vigor, Mass, Searing Light^D

4 – Castigate, Fire Shield^D

Abilities Str 14, Dex 15, Con 14, Int 10, Wis 16, Cha 8

Feats Combat Casting, Divine Metamagic (Empower), Empower Spell, Mounted Combat.

Turn Attempts: 3 (3 used per metamagic empower)

Skills Concentration +11 (+15) (10r), Knowledge (Planes) +6 (6r), Knowledge (Religion) +7 (7r), Spellcraft +7 (7r).

Possessions Morningstar +1, Light Crossbow, 20 bolts, Breastplate +1, Heavy Steel Shield +1, Pearl of Power (1st level), Heavy Warhorse, Military Saddle, purple cloak, belt pouch with 67gp, Wand of Cure Light Wounds, Potion Barkskin +2.

Hook Folmar is devoted to Pholtus and to Zylinchin's cause. He will begin casting Bless then use offensive weapons. Afterward he will use the cure wand as much as possible.

Appendix Six – APL 10

Encounter 1

Ariaric

CR 9

Male human (Oeridian) Bard 6/Evangelist 3

LN Medium humanoid

Init +5; **Senses**: Listen +2, Spot +2

Languages Common, Flan

AC 14 [+1 Dex, +3 armor] (touch 11, flat-footed 12)

hp 41 (9d6 HD)

Fort +3, **Ref** +7, **Will** +10

Speed 30 ft. (6 squares)

Melee +4 (1d6-1)

Range +5 (1d4)

Base Atk +6; **Grp**: +5

Bard Spells Known (CL6)

Cast 0 – 3, 1st – 4, 2nd – 3 per day

0 – Dancing Lights, Ghost Sound, Light, Prestidigitation, Read Magic, Resistance.

1 – Distort Speech*, Inspirational Boost*, Silent Image, Ventriloquism

2 – Enthrall, Fly, Glitterdust

Abilities Str 8, Dex 12, Con 10, Int 13, Wis 14, Cha 19

SQ bardic music (9/day), bardic knowledge, countersong, fascinate, fast talk*, great orator (inspire hope)*, inspire courage +2, inspire competence, suggestion.

Feats Danger Sense*, Disguise Spell*, Improved Initiative, Persuasive, Skill Focus (Perform Oratory)

Skills Bluff +18 (12r), Concentration +9 (9r), Diplomacy +8 (4r), Gather Information +9 (5r), Intimidate +6 (or), Knowledge (Religion) +13 (12r), Perform (Oratory) +19 (12r), Knowledge (Arcane) +13 (12r), Knowledge (Local) +8 (7r), Sense Motive +14 (12r), Use Magic +15 (11r)

Possessions Quarterstaff +1, Leather armor +1, Mwk sling w/10 bullets, vestments, belt pouch with 40 gp, Cloak of Charisma +2, Wand Cure Light, Wounds, Wand of Magic Missile (1*), Scroll Expeditious Retreat, Scroll Shield, Potion Cure Moderate Wounds, Necklace of the Blinding Light (Fireballs) type III.

Inspire Hope (Su): Ariaric can inspire a spiritual resilience in himself and all allies within 30 feet giving +4 sacred bonus on Will saves. Delivering this oratory requires a full-round action to activate and requires concentration each round to continue the effect. The effect lasts as long as the evangelist speaks and for three rounds thereafter. Inspire hope is a mind-affecting ability.

Inflame the Righteous (Su): Ariaric can wreath himself and any of his allies within 30 feet in divine flame, gaining the benefit of the *fire shield* spell at a caster level of 10. The damage caused by the spell is, however, purely divine and not subject to a creature's resistance or immunity to fire. This oratory requires a full-round action to perform and requires

concentration each round to continue the effect. The effect lasts as long as the evangelist speaks and for three rounds thereafter.

Hook Ariaric is an Evangelist (PrC). He moves into large crowds singing about Pholtus. He wants to speak to as many as possible to convert them to his deity. The party finds Ariaric speaking to the crowd in Trigol.

Sunilda

CR 11

Female human (Flan) Fighter 11

LN Medium humanoid

Init +1; **Senses**: Listen +2, Spot +2

Languages Flan

AC 24 [+1 Dex, +9 armor, +3 shield, +1 deflection] (touch 12, flat-footed 23)

hp 116 (11d10+44 HD)

Fort +10, **Ref** +4, **Will** +5

Speed 20 ft. (4 squares)

Melee Longsword +17/+12/+7 (1d8+7 plus 1d6 flame, 17-20)

Base Atk +11/+6/+1; **Grp**: +15

Abilities Str 18, Dex 12, Con 16, Int 10, Wis 14, Cha 8

Feats Cleave, Diehard, Endurance, Eyes in the Back of Your Head, Great Cleave, Improved Critical, Improved Toughness, Power Attack, Power Critical, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Skills Handle Animal +13 (14r), Intimidate +13 (14r), Ride +15 (14r)

Possessions Flaming Longsword +1, Full Plate Armor +1, Heavy Steel Shield +1, Light Riding Horse, Amulet of Health +2, Ring of Protection +1, Potion of Haste, belt pouch with 40 gp.

Hook Sunilda is devoted to defending Ariaric. Many times in their travels individuals not very fond of the message of Pholtus confront Ariaric. Sunilda makes sure the populous does not harm him.

Encounter 2

Huneric and Chagan

CR 11

Male human (Flan) Fighter 9

LN Medium humanoid

Init +1; **Senses**: Listen +0, Spot +0

Languages Common

AC 21 [+1 Dex, +6 armor, +3 shield, +1 deflection] (touch 11, flat-footed 20)

hp 81 (9d10+18 HD)

Fort +8, **Ref** +4, **Will** +3

Speed 30 ft. (6 squares)

Melee +1 Longsword +16/+11 (1d8+7).

Base Atk +9/+4; **Grp**: +17

Abilities Str 18, Dex 13, Con 14, Int 13, Wis 11, Cha 8

Feats Cleave, Dodge, Elusive Target, Greater Weapon Focus (longsword), Improved Grapple, Mobility,

Power Attack, Powerful Charge, Weapon Focus (longsword), Weapon Specialization (longsword).

Skills Climb +12 (12r), Jump +12 (12r), Knowledge (Religion) +7 (12r), Swim +8 (12r).

Possessions Longsword +1, Breastplate +1, Heavy Steel Shield +1, Gauntlets of Ogre Power +2, Potion Cure Serious Wounds, Potion of Blur, Ring of Protection +1, purple cloak, belt pouch 65 gp.

Hook Huneric and Chagan are Valorous League of Blindness knights in training. They are devoted to Pholtus and to Zylinchin's cause. They will carry out Zylinchin's orders in the belief they can force Nyronnd to secede the County of Woodverge. They are under orders to discover the intent of anyone approaching Kerrinn armed.

Thrasaric

CR 9

Male Half-elf Clr 6/Radiant Servant 3

LN Medium humanoid

Init -1; **Senses** Listen +3, Spot +3

Languages Common

AC 18 [-1 Dex, +6 armor, +3 shield] (touch 9, flat-footed 19)

hp 63 (6d8+12 plus 3d6+6 HD)

Fort +11, **Ref** +3, **Will** +11

Speed 20 ft. (4 squares)

Melee Heavy Mace +7 (1d8+1)

Base Atk +6; **Grp**: +7

Cleric Spells Prepared (CL9)

DC 14+spell level

0 – Cure Minor, Detect Magic, Guidance, Light, Resistance, Virtue

1 – Bane, Bless, Divine Favor, Shield of Faith, Sanctuary, Endure Elements^D

2 – Bear's Endurance, Bull's Strength, Hold Person, Resist Energy (Fire), Spiritual Weapon, Heat Metal^D

3 – Blindness, Dispel Magic, Invisibility Purge, Searing Light^D

4 – Divine Power, Freedom of Movement, Fire Shield^D

5 – Wall of Stone, Flame Strike^D

Domains: **Sun** (1/day: greater turning – undead creatures that would be turned are destroyed), **Law** (+1 caster level to law spells).

Abilities Str 12, Dex 8, Con 14, Int 14, Wis 19, Cha 12

SQ immune to sleep, Low-light vision, +2 bonus to saves versus enchantment spells or effects, divine health, aura of warding

Feats Combat Casting, Extra Turning, Quicken Spell, Sacred Healing

Skills Concentration +14 (+18 defensive) (12r), Heal +12 (10r), Spellcraft +9 (7r), Knowledge (Planes) +9 (7r), Knowledge (Religion) +14 (12r).

Possessions Mwk Heavy Mace, Breastplate +1, Heavy Steel Shield +1, Periapt of Wisdom +2, Ring of Counterspells (Feeblemind), Cloak of Resistance +1, Potion of Cure Light Wounds (x4), silver holy symbol (Pholtus), belt pouch 438gp

Radiance: Light descriptor spells have the radius of illumination is doubled and the spell is treated as if it were one level higher than it actually is for all purposes, including determining whether it can counter or dispel a spell with the darkness descriptor.

Extra Greater Turning: Thrasaric can perform a greater turning 5 times per day (once for the Sun domain, and 4 additional for Radiant Servant).

Divine Health (Ex): Thrasaric is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Empower Healing (Ex): Domain spells from the Healing domain are affected as though by the Empower Spell feat. This spell does not use up a higher-level slot.

Aura of Warding (Su): Thrasaric and all allies within 10 feet of him gain a +2 morale bonus on all Will saving throws.

Hook Thrasaric is a Radiant Servant of Pholtus in training. He is devoted to Pholtus and to Zylinchin's cause. He leads the fighters in following Pholtus.

Encounter 6

Uldin

CR 9

Male human (Oeridian) Fighter 9

LN Medium humanoid

Init +1; **Senses:** Listen +1, Spot +1

Languages Common

AC 21 [+2 Dex, +6 armor, +3 shield] (touch 12, flat-footed 19)

hp 81 (9d10+18 HD)

Fort +9, **Ref** +8, **Will** +5

Speed 20 ft. (4 squares)

Melee +1 Lance +15 (1d8+6, x3)

Spirited Charge +1 Lance +15 (3d8+18, x3)

Melee Longsword +13 (1d8+4, 19-20/x2)

Base Atk +9/+4; **Grp**: +12

Abilities Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8

Feats Animal Affinity, Greater Weapon Focus (lance), Lightning Reflexes, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Trample, Weapon Focus (lance), Weapon Specialization (lance).

Skills Climb +1 (2r), Handle Animal +11 (10r), Jump +11 (12r), Ride +18 (12r).

Possessions Lance +1, Longsword +1, Breastplate +1, Heavy Steel Shield +1, Cloak of Resistance +1, Heavy Warhorse, Military Saddle, purple cloak, Potion of Cure Moderate Wounds, Potion Blur, Horseshoes of Speed, belt pouch with 35 gp.

Hook Uldin is a Valorous League of Blindness member. He stays out of close combat relying on his mounted combat abilities. He begins combat with a charge and trample any PCs looking like clerics. If the situation turns against Ruga and himself he will enter Ruga's Obscuring Mist to heal and reassess tactics.

Ruga

CR 9

Male human (Oeridian) Fighter 3/Cleric 4/Pious Templar 1/Divine Oracle 1
LN Medium humanoid
Init +3; **Senses**: Listen +2, Spot +2
Languages Common

AC 21 [+3 Dex, +6 armor, +2 shield] (touch 13, flat-footed 18)

hp 66 (4d10+4 plus 4d8+4 plus 1d6+1 HD)

Fort +10, **Ref** +7, **Will** +11

Speed 20 ft. (4 squares)

Melee Quarterstaff +11/+6 (1d6+4)

Range Longbow +11/+6 (1d8+3)

Base Atk +7/+2; **Grp**: +9

Cleric Spells Prepared (CL5)

DC 12+spell level

0 – Cure Minor Wounds, Detect Magic, Guidance, Resistance, Virtue

1 – Divine Favor, Entropic Shield, Obscuring Mist, Protection from Chaos, Detect Secret Doors^D

2 – Bear's Endurance, Calm Emotions, Resist Energy (Fire), Detect Thoughts^D

3 – Magic Vestment, Clairvoyance^D

Pious Templar Spells Prepared (CL1)

DC 12+spell level

1 – Bless Weapon

Domains: **Knowledge** (+1 caster level to divination spells), **Law** (+1 caster level to law spells)

Abilities Str 14, Dex 17, Con 12, Int 10, Wis 15, Cha 8
SQ mettle

Feats Improved Mounted Archery, Mounted Archery, Lightning Reflexes, Mounted Combat, Skill Focus (Knowledge [Religion]), True Believer, Weapon Focus (quarterstaff)

Skills Concentration +6 (5r), Handle Animal +4 (5r), Heal +3 (1r), Knowledge (Religion) +10 (12r -4cc), Knowledge (Planes) +3 (3r), Ride +14 (9r), Spellcraft +1 (1r).

Possessions Quarterstaff +1, +1 seeking composite longbow, mighty +2, 60 arrows, Breastplate +1, Buckler +1, Quiver of Pholtus, Heavy Warhorse with Chainmail barding (+5 armor), Military Saddle, purple cloak, belt pouch with 70gp, *Potion of Cure Moderate Wounds*.

Mettle (Su): Ruga's special blessing allows her to shrug off magical effects that would otherwise harm her. If she makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Hook Ruga is a Pious Templar and Divine Oracle in training. He stays out of melee combat relying on his mounted archery abilities. He may double move his horse and fire without penalties and may run his horse with a -2 penalty. He begins combat with Entropic Shield. If the situation turns against Uldin and himself he will cast Obscuring Mist to heal and reassess tactics.

Folmar

CR 9

Male human (Oeridian) Cleric 9

LN Medium humanoid

Init +2; **Senses**: Listen +3, Spot +3

Languages Common

AC 21 [+2 Dex, +6 armor, +3 shield] (touch 12, flat-footed 19)

hp 68 (9d8+18 HD)

Fort +8, **Ref** +5, **Will** +10

Speed 20 ft. (4 squares)

Melee Morningstar +9/+4 (1d8+3)

Range Light Crossbow +8/+3 (+6 when mounted) (1d6)

Base Atk +6/+1; **Grp**: +7

Cleric Spells Prepared (CL9)

DC 14+spell level

0 – Detect Magic, Guidance, Light, Read Magic, Resistance (x2),

1 – Bane, Bless, Cause Fear, Obscuring Mist, Resurgence, Endure Elements^D

2 – Deific Vengeance, Hold Person, Resist Energy (Fire), Spiritual Weapon, Wave of Grief, Heat Metal^D

3 – Bestow Curse, Blindness, Flames of Faith, Lesser Vigor (Mass), Searing Light^D

4 – Castigate (x2), Divine Power, Fire Shield^D

5 – (Chain) Hold Person, Flame Strike^D

Abilities: Str 14, Dex 15, Con 14, Int 10, Wis 18, Cha 8

Feats Combat Casting, Divine Metamagic (Empower), Empower Spell, Mounted Combat, Split Ray.

Turn Attempts 3 (3 used per metamagic empower)

Skills Concentration +14 (+18) (12r), Knowledge (Planes) +8 (8r), Knowledge (Religion) +8 (8r), Spellcraft +8 (8r).

Possessions Morningstar +1, Light Crossbow, 20 bolts, Breastplate +1, Heavy Steel Shield +1, Pearl of Power (1st level), Periapt of Wisdom +2, Heavy Warhorse, Military Saddle, purple cloak, belt pouch with 117gp, Wand of Cure Light Wounds, Potion Fly, Potion Barkskin +2.

Hook Folmar is devoted to Pholtus and to Zylinchin's cause. He will begin casting Bless then use offensive weapons. Afterward he will use the cure wand as much as possible.

Appendix Seven – APL 12

Encounter 1

Ariaric

CR 11

Male human (Oeridian) Bard 6/Evangelist 5

LN Medium humanoid

Init +5; **Senses:** Listen +2, Spot +2

Languages Common, Flan

AC 16 [+1 Dex, +3 armor, +2 deflection] (touch 13, flat-footed 15)

hp 50 (11d6 HD)

Fort +3, **Ref** +7, **Will** +11

Speed 30 ft. (6 squares)

Melee +5 (1d6-1)

Range +6 (1d4)

Base Atk +7; **Grp**: +6

Bard Spells Known (CL6)

Cast 0 – 3, 1st – 4, 2nd – 3 per day

0 – Light, Dancing Lights, Ghost Sound,

Prestidigitation, Read Magic, Resistance.

1 – Distort Speech*, Inspirational Boost*, Silent Image, Ventriloquism

2 – Enthrall, Fly, Glitterdust

Abilities Str 8, Dex 12, Con 10, Int 13, Wis 14, Cha 19

SQ bardic music (11/day), bardic knowledge, countersong, fascinate, fast talk, great orator (inspire hope, inflame the righteous, convert the unfaithful*), inspire courage +2, inspire competence, skill mastery (Bluff, Diplomacy), suggestion.

*See Appendix Ten - Evangelist

Feats Danger Sense*, Disguise Spell*, Improved Initiative, Persuasive, Skill Focus (Perform Oratory)

Skills Bluff +18 (12r), Concentration +9 (9r), Diplomacy +14 (10r), Intimidate +6 (0r), Gather Information +9 (5r), Knowledge (Religion) +15 (14r), Perform (Oratory) +21 (14r), Knowledge (Arcane) +15 (14r), Knowledge (Local) +10 (9r), Sense Motive +16 (14r), Use Magic +15 (11r)

Possessions Quarterstaff +1, Leather armor +1, Mwk sling w/10 bullets, vestments, belt pouch with 40 gp, Cloak of Charisma +2, Ring of Protection +2, Wand Cure Light, Wounds, Wand of Magic Missile (1st), Scroll Expeditious Retreat, Scroll Shield, Potion Cure Moderate Wounds, Necklace of the Blinding Light (Fireballs) type III.

Inspire Hope (Su): Ariaric can inspire a spiritual resilience in himself and all allies within 30 feet giving +4 sacred bonus on Will saves. Delivering this oratory requires a full-round action to activate and requires concentration each round to continue the effect. The effect lasts as long as the evangelist speaks and for three rounds thereafter. Inspire hope is a mind-affecting ability.

Inflame the Righteous (Su): Ariaric can wreath himself and any of his allies within 30 feet in divine flame, gaining the benefit of the *fire shield* spell at a caster level of 10. The damage caused by the spell is, however, purely divine and not subject to a creature's

resistance or immunity to fire. This oratory requires a full-round action to perform and requires concentration each round to continue the effect. The effect lasts as long as the evangelist speaks and for three rounds thereafter.

Hook Ariaric is an Evangelist (PrC). He moves into large crowds singing about Pholtus. He wants to speak to as many as possible to convert them to his deity. The party finds Ariaric speaking to the crowd in Trigol.

Sunilda

CR 13

Female human (Flan) Fighter 13

LN Medium humanoid

Init +1; **Senses:** Listen +2, Spot +2

Languages Flan

AC 24 [+1 Dex, +9 armor, +3 shield, +1 deflection] (touch 12, flat-footed 23)

hp 137 (13d10+52 HD)

Fort +11, **Ref** +5, **Will** +6

Speed 20 ft. (4 squares)

Melee Longsword +22/+17/+12 (1d8+11 plus 1d6 flame, 17-20)

Base Atk +13/+8/+3; **Grp**: +19

Abilities Str 23, Dex 12, Con 16, Int 10, Wis 14, Cha 8

Feats Cleave, Diehard, Endurance, Eyes in the Back of Your Head*, Great Cleave, Greater Weapon Focus (Longsword), Greater Weapon Specialization (Longsword), Improved Critical, Improved Toughness*, Power Attack, Power Critical*, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Skills Handle Animal +15 (16r), Intimidate +15 (16r), Ride +17 (16r);

Possessions Flaming Longsword +1, Full Plate Armor +1, Heavy Steel Shield +1, Belt of Giant Strength +4, Light Riding Horse, Amulet of Health +2, Ring of Protection +1, Potion of Haste, belt pouch with 40 gp.

Hook Sunilda is devoted to defending Ariaric. Many times in their travels individuals not very fond of the message of Pholtus confront Ariaric. Sunilda makes sure the populous does not harm him.

Encounter 2

Huneric and Chagan

CR 13

Male human (Flan) Fighter 11

LN Medium humanoid

Init +1; **Senses:** Listen +0, Spot +0

Languages Common

AC 21 [+1 Dex, +6 armor, +3 shield, +1 deflection] (touch 12, flat-footed 20)

hp 108 (11d10+33 HD)

Fort +10, **Ref** +4, **Will** +3

Speed 30 ft. (6 squares)

Melee +1 *Flaming Longsword* +18/+13/+8 (1d8+7 plus 1d6 fire) or +1 *Flaming Longsword* +14/+9/+4 (1d8+7 plus 1d6 fire) and *Shield Bash* +14 (1d4+4).

Base Atk +11/+6, +1; **Grp**: +19

Abilities Str 18, Dex 13, Con 16, Int 13, Wis 11, Cha 8

Feats Dodge, Elusive Target, Greater Weapon Focus (longsword), Improved Grapple, Improved Shield Bash, Mobility, Power Attack, Powerful Charge, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword).

Skills Climb +14 (14r), Jump +14 (14r), Knowledge (Religion) +8 (14r), Swim +10 (14r).

Possessions *Flaming Longsword* +1, *Breastplate* +1, *Heavy Steel Shield* +1, *Gauntlets of Ogre Power* +2, *Amulet of Health* +2, *Potion of Cure Serious Wounds*, *Potion of Blur*, *Ring of Protection* +1, purple cloak, belt pouch 65 gp.

Hook Huneric and Chagan are Valorous League of Blindness knights in training. They are devoted to Pholtus and to Zylinchin's cause. They will carry out Zylinchin's orders in the belief they can force Nyronnd to secede the County of Woodverge. They are under orders to discover the intent of anyone approaching Kerrinn armed.

Thrasaric

CR 11

Male Half-elf Clr 6/Radiant Servant 5

LN Medium humanoid

Init -1; **Senses** Listen +3, Spot +3

Languages Common

AC 18 [-1 Dex, +6 armor, +3 shield] (touch 9, flat-footed 19)

hp 75 (6d8+12 plus 5d6+10 HD)

Fort +12, **Ref** +3, **Will** +12

Speed 20 ft. (4 squares)

Melee Mwk Heavy Mace +8 (1d8+1)

Base Atk +7; **Grp**: +8

Cleric Spells Prepared (CL11)

DC 14+spell level

0 – Cure Minor, Detect Magic, Guidance, Light, Resistance, Virtue

1 – Bane, Bless, Divine Favor, Protection from Chaos, Shield of Faith, Sanctuary, Endure Elements^D

2 – Bear's Endurance, Bull's Strength, Hold Person, Resist Energy (Fire), Spiritual Weapon, Heat Metal^D

3 – Blindness, Dispel Magic, Invisibility Purge, Prayer, Searing Light^D

4 – Divine Power, Freedom of Movement, Restoration, Fire Shield^D

5 – True Seeing, Wall of Stone, Flame Strike^D

6 – ~~Heroes' Feast~~ Fire Seeds (one 11d6 Acorn)^D

Domains: **Sun** (1/day: greater turning – undead creatures that would be turned are destroyed), **Law** (+1 caster level to law spells), **Inquisition** (Gain a +4 bonus on all dispel checks).

Abilities Str 12, Dex 8, Con 14, Int 14, Wis 19, Cha 12

SQ immune to *sleep*, Low-light vision, +2 bonus to saves versus enchantment spells or effects

Feats Combat Casting, Extra Turning, Quicken Spell, Sacred Healing

Skills Concentration +16 (+20 defensive) (14r), Heal +12 (10r), Spellcraft +11 (9r), Knowledge (Planes) +11 (9r), Knowledge (Religion) +16 (14r).

Possessions Mwk Heavy Mace, *Breastplate* +1, *Heavy Steel Shield* +1, *Periapt of Wisdom* +2, *Ring of Counterspells* (Feeblemind), *Cloak of Resistance* +1, *Potion of Cure Light Wounds* (x4), silver holy symbol (Pholtus), belt pouch 43gp

Radiance: Light descriptor spells have the radius of illumination is doubled and the spell is treated as if it were one level higher than it actually is for all purposes, including determining whether it can counter or dispel a spell with the darkness descriptor.

Extra Greater Turning: Thrasaric can perform a greater turning 5 times per day (once for the Sun domain, and 4 additional for Radiant Servant).

Divine Health(Ex): Thrasaric is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Empower Healing(Ex): Domain spells from the Healing domain are affected as though by the Empower Spell feat. This spell does not use up a higher-level slot.

Aura of Warding (Su): Thrasaric and all allies within 10 feet of him gain a +2 morale bonus on all Will saving throws.

Hook Thrasaric is a Radiant Servant of Pholtus in training. He is devoted to Pholtus and to Zylinchin's cause. He leads the fighters in following Pholtus. He begins with Sanctuary then casts area effect spells to support his allies.

Encounter 6

Zylinchin

CR 12

Male human (Oeridian) Fighter 12

LN Medium humanoid

Init +4; **Senses:** Listen +3, Spot +3

Languages Common

AC 25 [+1 Dex, +10 armor, +4 shield] (touch 11, flat-footed 24)

hp 108 (12d10+24 HD)

Fort +10, **Ref** +5, **Will** +5

Speed 20 ft. (6 squares)

Melee +1 *Lance* +18/+9/+4 (1d8+7, 19-20/x3),

Spirited charge: +1 *lance* +20 (3d8+21, 19-20/x3)

Melee +2 *Bane Outsiders (Evil) Longsword* +20/+15/+10 (1d8+10/17-20)

Base Atk +12/+7/+2; **Grp**: +16

Abilities Str 18, Dex 12, Con 14, Int 12, Wis 12, Cha 14

Feats Alertness, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Critical (lance), Improved Critical (longsword), Improved Initiative, Mounted Combat, Power Attack, Power Critical, Ride by Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance),

Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Diplomacy +7 (10r), Handle Animal +15 (13r), Intimidate +12 (10r), Knowledge (Religion) +7 (12r), Ride +20 (15r).

Possessions Lance +1, Outsider (Evil) Bane Longsword +2, full plate +2, heavy steel shield +2, Ring of Freedom of Movement, Ring of Sustenance, Potion Cure Critical Wounds (3), Heavy Warhorse (Evil's Bane), chain shirt barding +2, Military Saddle, Horseshoes of the Zephyr.

Hook Zylinchin is the chief Fiendfinder-General of the Valorous League of Blindness. He became an enthusiastic convert to Pholtus' faith during the wars. He has bought the story that fiends are at work all around Nyron (and, after all, he's seen them in Almor and in the Bandit Kingdoms, so he has some evidence for his belief). He roams the northern lands looking for wickedness and souls to convert, often at sword point. However, he also dispenses alms to peasants if they follow Pholtus and for this reason not everyone hates him.

Evil's Bane

CR 5

Male heavy warhorse

N Large animal

Init +3; **Senses**: Listen +6, Spot +5

AC 26 [+4 Dex, +6 armor, +6 natural] (touch 14, flat-footed 22)

hp 90 (10d8+40 HD)

Fort +11, **Ref** +11, **Will** +5

Speed 50 ft. (8 squares)

Melee 2 Hooves +14 (1d6+7) and bite +9 (1d4+3)

Base Atk +7; **Grp**: +18

Abilities Str 24, Dex 18, Con 18, Int 2, Wis 14, Cha 6

Feats Endurance, Improved Natural Armor (x2), Run

Skills Listen +5, Spot +4.

Possessions Chain shirt barding +2, Military Saddle, Horseshoes of the Zephyr.

Combative Mount (Ex): Evil's Bane grants Zylinchin a +2 circumstance bonus to Ride checks.

Hook Evil's Bane is a specially bred heavy horse that has been trained as a warbeast. He is shining white and bears brightly polished chain shirt barding emblazoned with the symbol of Pholtus. He does not allow himself to be ridden by any but Zylinchin and will destroy himself without his true master.

Folmar

CR 12

Male human (Oeridian) Cleric 12

LN Medium humanoid

Init +2; **Senses**: Listen +3, Spot +3

Languages Common

AC 23 [+2 Dex, +6 armor, +3 shield, +2 deflection] (touch 14 flat-footed 21)

hp 90 (12d8+24 HD)

Fort +10 **Ref** +6 **Will** +11

Speed 20 ft. (4 squares)

Melee Morningstar +12/+7 (1d8+3/19-20x2 plus 1d8 sonic on a critical hit and a DC14 Fortitude save or permanent deafness)

Range Light Crossbow +11/+8 (+9/+6 when mounted) (1d6)

Base Atk +9/+4; **Grp**: +11

Cleric Spells Prepared (CL12)

DC 14+spell level

0 – Detect Magic, Guidance, Light, Read Magic, Resistance (x2),

1 – Bane, Bless, Cause Fear, Protection from Chaos, Obscuring Mist, Resurgence, Endure Elements^D

2 – Deific Vengeance, Hold Person, Resist Energy (Fire), Spiritual Weapon, Wave of Grief, Heat Metal^D

3 – Bestow Curse, Blindness (x2), Flames of Faith, Lesser Vigor (Mass), Searing Light^D

4 – Castigate (x2), Divine Power, Freedom of Movement, Fire Shield^D

5 – (Chain) Hold Person, ~~Stalwart Pact~~ (Zylinchin), Wall of Stone, Flame Strike^D

6 – Heal, ~~Heroes' Feast~~, Fire Seeds (one 12d6 acorn)^D

Abilities Str 14, Dex 15, Con 14, Int 10, Wis 18, Cha 8

Feats Chain Spell, Combat Casting, Divine Metamagic (Empower), Empower Spell, Mounted Combat, Split Ray.

Turn Attempts 3 (3 used per metamagic empower)

Skills Concentration +17 (+21) (15r), Knowledge (Planes) +10 (10r), Knowledge (Religion) +10 (10r), Spellcraft +10 (10r).

Possessions Thundering Morningstar +1, Light Crossbow, 20 bolts, Breastplate +1, Heavy Steel Shield +1, Periapt of Wisdom +2, Ring of Protection +2, Necklace of the Blinding Light (Fire Ball, type II), Tanglefoot Bag (x2), Heavy Warhorse, Military Saddle, purple cloak, belt pouch with 67gp, Potion Fly, Potion Barkskin +2.

Hook Folmar is devoted to Pholtus and to Zylinchin's cause. He will begin casting Bless then use offensive weapons. Afterward he will use the cure wand as much as possible.

Appendix Eight – APL 14

Encounter 1

Ariaric **CR 13**
Male human (Oeridian) Bard 8/Evangelist 5
LN Medium humanoid
Init +5; **Senses**: Listen +2, Spot +2
Languages Common, Flan

AC 18 [+1 Dex, +5 armor, +2 deflection] (touch 13, flat-footed 17)
hp 59 (13d6 HD)
Fort +3, **Ref** +7, **Will** +11

Speed 30 ft. (6 squares)
Melee +8 (1d6)
Range +9 (1d4)
Base Atk +8; **Grp**: +7
Bard Spells Known (CL8)
Cast 0 – 3, 1st – 5, 2nd – 4, 3rd – 2 per day
0 – Light, Dancing Lights, Ghost Sound, Prestidigitation, Read Magic, Resistance.
1 – Distort Speech*, Inspirational Boost*, Silent Image, Ventriloquism
2 – Enthrall, Fly, Glitterdust, Mirror Image
3 – Blink, Slow, Summon Monster III

Abilities Str 8, Dex 12, Con 10, Int 13, Wis 14, Cha 20
SQ bardic music (13/day), bardic knowledge, countersong, fascinate, fast talk, great orator (inspire hope, inflame the righteous, convert the unfaithful*), inspire courage +2, inspire competence, skill mastery (Bluff, Diplomacy), suggestion.
*See Appendix Ten - Evangelist
Feats Danger Sense*, Disguise Spell*, Improved Initiative, Negotiator, Persuasive, Skill Focus (Perform Oratory)
Skills Bluff +23 (16r), Concentration +11 (11r), Diplomacy +17 (10r), Intimidate +7 (0r), Gather Information +9 (5r), Knowledge (Religion) +17 (16r), Perform (Oratory) +24 (16r), Knowledge (Arcane) +17 (16r), Knowledge (Local) +12 (11r), Sense Motive +20 (16r), Use Magic +16 (11r)
Possessions Quarterstaff +1, Mithral Chainshirt +1, Mwk sling w/10 bullets, vestments, belt pouch with 40 gp, Cloak of Charisma +2, Ring of Protection +2, Periapt of Health, Phylactery of Faithfulness, Wand Cure Light, Wounds, Wand of Magic Missile (5th), Scroll Expedition Retreat, Scroll Shield, Potion Cure Moderate Wounds, Necklace of the Blinding Light (Fireballs) type III.

Inspire Hope (Su): Ariaric can inspire a spiritual resilience in himself and all allies within 30 feet giving +4 sacred bonus on Will saves. Delivering this oratory requires a full-round action to activate and requires concentration each round to continue the effect. The effect lasts as long as the evangelist speaks and for three rounds thereafter. Inspire hope is a mind-affecting ability.

Inflame the Righteous (Su): Ariaric can wreath himself and any of his allies within 30 feet in divine flame,

gaining the benefit of the *fire shield* spell at a caster level of 10. The damage caused by the spell is, however, purely divine and not subject to a creature's resistance or immunity to fire. This oratory requires a full-round action to perform and requires concentration each round to continue the effect. The effect lasts as long as the evangelist speaks and for three rounds thereafter.

Hook Ariaric is an Evangelist (PrC). He moves into large crowds singing about Pholtus. He wants to speak to as many as possible to convert them to his deity. The party finds Ariaric speaking to the crowd in Trigol.

Sunilda CR 15

Female human (Flan) Fighter 15
LN Medium humanoid
Init +1; **Senses**: Listen +2, Spot +2
Languages Flan

AC 27 [+1 Dex, +10 armor, +4 shield, +2 deflection] (touch 13, flat-footed 26)
hp 158 (15d10+60 HD)
Fort +12, **Ref** +6, **Will** +7

Speed 20 ft. (4 squares)
Melee Longsword +24/+19/+12 (1d8+11 plus 1d6 fire, 17-20)
Base Atk +15/+10/+5; **Grp**: +21

Abilities Str 23, Dex 12, Con 16, Int 10, Wis 14, Cha 8
Feats Cleave, Diehard, Endurance, Eyes in the Back of Your Head, Great Cleave, Greater Weapon Focus (Longsword), Greater Weapon Specialization (Longsword), Improved Critical, Improved Initiative, Improved Toughness, Power Attack, Power Critical, Quick Draw, Weapon Focus (Longsword), Weapon Specialization (Longsword)
Skills Handle Animal +15 (16r), Intimidate +15 (16r), Jump +6 (6r), Ride +17 (16r);
Possessions Flaming Burst Longsword +1, Full Plate Armor +2, Heavy Steel Shield +2, Light Riding Horse, Amulet of Health +2, Belt of Giant Strength +4, Ring of Protection +2, Potion Haste, Potion Cure Serious Wounds.

Hook Sunilda is devoted to defending Ariaric. Many times in their travels individuals not very fond of the message of Pholtus confront Ariaric. Sunilda makes sure the populous does not harm him.

Encounter 2

Battlebriar CR 15

Huge Plant
Neutral
Init -2; **Senses**: Listen +0, Spot +0
Languages none
AC 30 (-2 size, -2 Dex, +24 natural), touch 6, flat-footed 30

hp 312 (25d8+200)
Fort +22, **Ref** +6, **Will** +10

Speed 30 ft.

Melee: 4 slams +28 melee (2d6+11/19-20)

Base Atk +18; **Grp** +37

Space/Reach 15ft./10ft.

Abilities Str 32, Dex 6, Con 27, Int 5, Wis 10, Cha 7

SA Impale, improved grab, throne volley, trample 2d6+16

SQ Darkvision 60 ft., low-light vision, plant traits, resistance to electricity 20 and fire 20, thorn field

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Natural Attack, (slam), Iron Will, Power Attack, Weapon Focus (slam)

Skills Hide +18

Possessions none

Hook Perhaps attracted to the area because of the recent civil war in Nyronnd or created by Sewardt himself, the creatures have been seen recently around small towns.

Encounter 2

Huneric and Chagan **CR 15**

Male human (Flan) Fighter 13

LN Medium humanoid

Init +1; **Senses:** Listen +1, Spot +1

Languages Common

AC 27 [+1 Dex, +7 armor, +4 shield, +2 deflection, +3 natural] (touch 13, flat-footed 26)

hp 127 (13d10+39 HD)

Fort +11, **Ref** +5 **Will** +5

Speed 30 ft. (6 squares)

Melee +1 Longsword +20/+15/+10 (1d8+9 plus 1d6 fire) or +1 Longsword +16/+11/+6 (1d8+9 plus 1d6 fire) and Shield Bash +16 (1d4+4).

Base Atk +13/+8/+3; **Grp:** +21

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

Feats Combat Reflexes, Dodge, Elusive Target, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Grapple, Improved Shield Bash, Mobility, Power Attack, Powerful Charge, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword).

Skills Climb +16 (16r), Jump +16 (16r), Knowledge (Religion) +9 (16r), Swim +12 (16r).

Possessions Flaming Longsword +1, Breastplate +2, Heavy Steel Shield +2, Gauntlets of Ogre Power +2, Amulet of Health +2, Potion Cure Serious Wounds, Potion of Blur, ~~Potion Barkskin +4~~, Ring of Protection +2, purple cloak, belt pouch 65 gp.

Hook Huneric and Chagan are Valorous League of Blindness knights in training. They are devoted to Pholtus and to Zylinchin's cause. They will carry out Zylinchin's orders in the belief they can force Nyronnd to secede the County of Woodverge. They are under

orders to discover the intent of anyone approaching Kerrinn armed.

Thrasaric

CR 13

Male Half-elf Clr 6/Radiant Servant 7

LN Medium humanoid

Init -1; **Senses** Listen +3, Spot +3

Languages Common

AC 19 [-1 Dex, +7 armor, +3 shield] (touch 9, flat-footed 20)

hp 87 (6d8+12 plus 7d6+14 HD)

Fort +12, **Ref** +4, **Will** +12

Speed 20 ft. (4 squares)

Melee +1 Thundering Heavy Mace +10 (1d8+2)

Base Atk +9; **Grp:** +10

Cleric Spells Prepared (CL13)

DC 16+spell level

0 – Cure Minor, Detect Magic, Guidance, Light, Resistance, Virtue

1 – Bane, Bless, ~~Divine Favor~~ (Huneric), Protection from Chaos, Shield of Faith, Sanctuary, Endure Elements^D

2 – Aid, Bear's Endurance, ~~Bull's Strength~~ (Huneric), Hold Person, Resist Energy (Fire), Spiritual Weapon, Heat Metal^D

3 – Blindness, Dispel Magic, Invisibility Purge, Prayer, Searing Light^D

4 – Divine Power, Freedom of Movement, ~~Imbue with Spell Ability~~ (Huneric), Restoration, Fire Shield^D

5 – Commune, True Seeing, Wall of Stone, Flame Strike^D

6 – Heal, ~~Heroes' Feast~~, Fire Seeds (one 11d6 Acorn)^D

7 – Holy Word, Sunbeam^D

Domains: **Sun** (1/day: greater turning – undead creatures that would be turned are destroyed), **Law** (+1 caster level to law spells), **Inquisition** (Gain a +4 bonus on all dispel checks).

Abilities Str 13, Dex 8, Con 14, Int 10, Wis 22, Cha 12

SQ immune to sleep, Low-light vision, +2 bonus to saves versus enchantment spells or effects, divine health

Feats Combat Casting, Divine Metamagic (Quicken), Extra Turning, Quicken Spell, Sacred Healing

Turn Attempts: 8 (5 used per metamagic quicken)

Skills Concentration +18 (+22 defensive) (16r), Heal +12 (10r), Spellcraft +13 (11r), Knowledge (Planes) +13 (11r), Knowledge (Religion) +18 (16r).

Possessions Thundering Heavy Mace +1, Breastplate +2, Heavy Steel Shield +1, Ring of Counterspells (Feeblemind), Periapt of Wisdom +4, Cloak of Resistance +1, silver holy symbol (Pholtus), belt pouch 93gp.

Radiance: Light descriptor spells have the radius of illumination is doubled and the spell is treated as if it were one level higher than it actually is for all purposes, including determining whether it can counter or dispel a spell with the darkness descriptor.

Extra Greater Turning: Thrasaric can perform a greater turning 5 times per day (once for the Sun domain, and 4 additional for Radiant Servant).

Divine Health(Ex): Thrasaric is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Aura of Warding (Su): Thrasaric and all allies within 10 feet of him gain a +2 morale bonus on all Will saving throws.

Maximize Healing (Ex): Domain spells from the Healing domain are affected as though by the Maximize Spell feat. The spell does not use up a higher level slot.

Hook Thrasaric is a Radiant Servant of Pholtus in training. He is devoted to Pholtus and to Zylinchin's cause. He leads the fighters in following Pholtus. He begins with Sanctuary then casts area effect spells to support his allies.

Encounter 6

Zylinchin CR 12

Male human (Oeridian) Fighter 12

LN Medium humanoid

Init +4; **Senses:** Listen +3, Spot +3

Languages Common

AC 25 [+1 Dex, +10 armor, +4 shield] (touch 11, flat-footed 24)

hp 108 (12d10+24 HD)

Fort +10, **Ref** +5, **Will** +5

Speed 20 ft. (6 squares)

Melee +1 Lance +18/+9/+4 (1d8+7, 19-20/x3),

Spirited charge: +1 lance +20 (3d8+21, 19-20/x3)

Melee +2 Bane Outsiders (Evil) Longsword +20/+15/+10 (1d8+10/17-20)

Base Atk +12/+7/+2; **Grp:** +16

Abilities Str 18, Dex 12, Con 14, Int 12, Wis 12, Cha 14

Feats Alertness, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Critical (lance), Improved Critical (longsword), Improved Initiative, Mounted Combat, Power Attack, Power Critical, Ride by Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance), Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Diplomacy +7 (10r), Handle Animal +15 (13r), Intimidate +12 (10r), Knowledge (Religion) +7 (12r), Ride +20 (15r).

Possessions Lance +1, Outsider (Evil) Bane Longsword +2, full plate +2, heavy steel shield +2, Ring of Freedom of Movement, Ring of Sustenance, Potion Cure Critical Wounds (3), Heavy Warhorse (Evil's Bane), chain shirt barding +2, Military Saddle, Horseshoes of the Zephyr.

Hook Zylinchin is the chief Fiendfinder-General of the Valorous League of Blindness. He became an enthusiastic convert to Pholtus' faith during the wars. He has bought the story that fiends are at work all around Nyronnd (and, after all, he's seen them in Almor and in the Bandit Kingdoms, so he has some evidence for his belief). He roams the northern lands looking for wickedness and souls to convert, often at sword point. However, he also dispenses alms to peasants if they

follow Pholtus and for this reason not everyone hates him.

Evil's Bane

CR 5

Male heavy warhorse

N Large animal

Init +3; **Senses:** Listen +6, Spot +5

AC 26 [+4 Dex, +6 armor, +6 natural] (touch 14, flat-footed 22)

hp 90 (10d8+40 HD)

Fort +11, **Ref** +11, **Will** +5

Speed 50 ft. (8 squares)

Melee 2 Hooves +14 (1d6+7) and bite +9 (1d4+3)

Base Atk +7; **Grp:** +18

Abilities Str 24, Dex 18, Con 18, Int 2, Wis 14, Cha 6

Feats Endurance, Improved Natural Armor (x2), Run

Skills Listen +5, Spot +4.

Possessions Chain shirt barding +2, Military Saddle, Horseshoes of the Zephyr.

Combative Mount (Ex): Evil's Bane grants Zylinchin a +2 circumstance bonus to Ride checks.

Hook Evil's Bane is a specially bred heavy horse that has been trained as a warbeast. He is shining white and bears brightly polished chain shirt barding emblazoned with the symbol of Pholtus. He does not allow himself to be ridden by any but Zylinchin and will destroy himself without his true master.

Uldin

CR 12

Male human (Oeridian) Fighter 12

LN Medium humanoid

Init +1; **Senses:** Listen +3, Spot +3

Languages Common

AC 23 [+2 Dex, +7 armor, +4 shield] (touch 12, flat-footed 21)

hp 108 (12d10+24 HD)

Fort +11, **Ref** +9, **Will** +8

Speed 20 ft. (4 squares)

Melee +1 Lance +18/13/8 (1d8+8, x3)

Spirited Charge +1 Lance +20 (3d8+24, x3)

Melee Longsword +15/+10/+5 (1d8+4, 19-20/x2)

Base Atk +12/+7/+2; **Grp:** +15

Abilities Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8

Feats Alertness, Animal Affinity, Greater Weapon Focus (lance), Greater Weapon Specialization (lance), Iron Will, Lightning Reflexes, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Trample, Weapon Focus (lance), Weapon Specialization (lance).

Skills Climb +7 (8r), Handle Animal +11 (10r), Jump +11 (12r), Ride +21 (15r).

Possessions Lance +2, Longsword +1, Breastplate +2, Heavy Steel Shield +2, Cloak of Resistance +2, Heavy Warhorse, Military Saddle, purple cloak, Potion of Cure Moderate Wounds, Potion Blur, Horseshoes of Speed, belt pouch with 35 gp.

Hook Uldin is a Valorous League of Blindness member. He stays out of close combat relying on his mounted combat abilities. He begins combat with a charge and trample any PCs looking like clerics. If the situation turns against Ruga and himself he will enter Ruga's Obscuring Mist to heal and reassess tactics.

Ruga

CR 12

Male human (Oeridian) Fighter 3/Cleric 4/Pious Templar 1/Divine Oracle 4
LN Medium humanoid

Init +3; **Senses:** Listen +1, Spot +1

Languages Common

AC 22 [+4 Dex, +6 armor, +2 shield] (touch 14, flat-footed 18)

hp 81 (4d10+4 plus 4d8+4 plus 4d6+4 HD)

Fort +12, **Ref** +10, **Will** +14

Speed 20 ft. (4 squares)

Melee Quarterstaff +13/+8 (1d6+4)

Range Longbow +16/+11 (1d8+4)

Base Atk +9/+4; **Grp:** +11

Cleric Spells Prepared (CL8)

DC 12+spell level

0 – Cure Minor Wounds, Detect Magic, Light, Guidance, Resistance, Virtue

1 – Divine Favor, Entropic Shield, Obscuring Mist, Protection from Chaos, Resurgence, Detect Secret Doors^D

2 – Bear's Endurance, Calm Emotions, Remove Paralysis, Resist Energy (Fire), Detect Thoughts^D

3 – Magic Vestment, Prayer, Searing Light, Clairvoyance^D

4 – Freedom of Movement, ~~Magic Weapon, greater, Order's Wrath^D~~

Pious Templar Spells Prepared (CL1)

DC 12+spell level

1 – Bless Weapon

Domains: Knowledge (+1 caster level to divination spells), Law (+1 caster level to law spells)

Abilities Str 14, Dex 18, Con 12, Int 10, Wis 15, Cha 8

SQ mettle, prescient sense, trap sense+1, uncanny dodge

Feats Improved Mounted Archery, Lightning Reflexes, Mounted Archery, Mounted Combat, Point Blank Shot, Skill Focus (Knowledge [Religion]), True Believer, Weapon Focus (quarterstaff)

Skills Concentration +11 (10r), Handle Animal +4 (5r), Heal +3 (1r), Knowledge (Religion) +10 (12r -4cc), Knowledge (Planes) +5 (5r), Ride +14 (9r), Spellcraft +3 (3r).

Possessions Quarterstaff +1, +2 seeking composite longbow, mighty +2, 60 arrows, Mithral Breastplate +1, Buckler +1, Quiver of Pholtus, Bracers of Archery (Lesser), Gloves of Dexterity +2, Cloak of Resistance +1, Heavy Warhorse with Chainmail barding (+5 armor), Military Saddle, purple cloak, belt pouch with 70gp, *Potion of Cure Serious Wounds*.

Mettle (Su): Ruga's special blessing allows her to shrug off magical effects that would otherwise harm her. If she makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Prescient Sense (Ex): If Ruga makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a fireball spell), she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Trap Sense (Ex): Ruga gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps.

Hook Ruga is a Pious Templar and Divine Oracle in training. He stays out of melee combat relying on his mounted archery abilities. He may double move his horse and fire without penalties and may run his horse with a -2 penalty. He begins combat with Entropic Shield. If the situation turns against Uldin and himself he will cast Obscuring Mist to heal and reassess tactics.

Folmar

CR 12

Male human (Oeridian) Cleric 12

LN Medium humanoid

Init +2; **Senses:** Listen +3, Spot +3

Languages Common

AC 23 [+2 Dex, +6 armor, +3 shield, +2 deflection] (touch 12, flat-footed 21)

hp 90 (12d8+24 HD)

Fort +10 **Ref** +6 **Will** +11

Speed 20 ft. (4 squares)

Melee Morningstar +12/+7 (1d8+3/19-20x2 plus 1d8 sonic on a critical hit and a DC14 Fortitude save or permanent deafness)

Range Light Crossbow +11/+8 (+9/+6 when mounted) (1d6)

Base Atk +9/+4; **Grp:** +11

Cleric Spells Prepared (CL12)

DC 14+spell level

0 – Detect Magic, Guidance, Light, Read Magic, Resistance (x2),

1 – Bane, Bless, Cause Fear, Protection from Chaos, Obscuring Mist, Resurgence, Endure Elements^D

2 – Deific Vengeance, Hold Person, Resist Energy (Fire), Spiritual Weapon, Wave of Grief, Heat Metal^D

3 – Bestow Curse, Blindness, Flames of Faith, Lesser Vigor (Mass), Searing Light^D

4 – Castigate (x2), Divine Power, Freedom of Movement, Fire Shield^D

5 – (Chain) Hold Person, ~~Stalwart Pact~~(Zylinchin), Wall of Stone, Flame Strike^D

6 – Heal, ~~Heroes' Feast~~, Fire Seeds (one 12d6 acorn)^D

Abilities Str 14, Dex 15, Con 14, Int 10, Wis 18, Cha 8
Feats Chain Spell, Combat Casting, Divine Metamagic (Empower), Empower Spell, Mounted Combat, Split Ray.

Turn Attempts 3 (3 used per metamagic empower)

Skills Concentration +17 (+21) (151), Knowledge (Planes) +10 (101), Knowledge (Religion) +10 (101), Spellcraft +10 (101).

Possessions *Thundering Morningstar* +1, *Light Crossbow*, 20 bolts, *Breastplate* +1, *Heavy Steel Shield* +1, *Periapt of Wisdom* +2, *Ring of Protection* +2, *Necklace of the Blinding Light* (Fire Ball, type II), *Tanglefoot Bag* (x2), *Heavy Warhorse*, *Military Saddle*, purple cloak, belt pouch with 67gp, *Potion Fly*, *Potion Barkskin* +2.

Hook Folmar is devoted to Pholtus and to Zylinchin's cause. He will begin casting Bless then use offensive weapons. Afterward he will use the cure wand as much as possible.

Appendix Nine – APL 16

Encounter 1

Ariaric

CR 15

Male human (Oeridian) Bard 8/Evangelist 5/Seeker of the Song 2

LN Medium humanoid

Init +5; **Senses**: Listen +2, Spot +2

Languages Common, Flan

AC 19 [+1 Dex, +6 armor, +2 deflection] (touch 13, flat-footed 18) (21 when orating)

hp 68 (15d6 HD)

Fort +3, **Ref** +7, **Will** +14

Speed 30 ft. (6 squares)

Melee +9/+4 (1d6 plus 1d6 flame)

Range +10 (1d4)

Base Atk +9; **Grp**: +8

Bard Spells Known (CL8)

Cast 0 – 3, 1st – 5, 2nd – 4, 3rd – 2 per day

0 – Light, Dancing Lights, Ghost Sound,

Prestidigitation, Read Magic, Resistance.

1 – Distort Speech, Inspirational Boost, Silent Image, Ventriloquism

2 – Enthrall, Fly, Glitterdust, Mirror Image

3 – Blink, Slow, Summon Monster III

Abilities Str 8, Dex 12, Con 10, Int 13, Wis 14, Cha 20

SQ bardic music (15/day), bardic knowledge, countersong, fascinate, fast talk, great orator (inspire hope, inflame the righteous, convert the unfaithful*), inspire courage +3, inspire competence, skill mastery (Bluff, Diplomacy), suggestion.

*See Appendix Ten - Evangelist

Feats Danger Sense, Disguise Spell, Improved Initiative, Magical Aptitude, Negotiator, Persuasive, Skill Focus (Perform [Oratory])

Skills Bluff +23 (16r), Concentration +16 (15r), Diplomacy +17 (10r), Intimidate +7 (0r), Gather Information +9 (5r), Knowledge (Religion) +17 (16r), Perform (Oratory) +26 (18r), Knowledge (Arcane) +17 (16r), Knowledge (Local) +12 (11r), Sense Motive +20 (16r), Spellcraft +6 (6r), Use Magic +18 (11r)

Possessions Flaming Burst Quarterstaff +1, Glamered Mithral Chain shirt +2, Mwk sling w/10 bullets, vestments, belt pouch with 40 gp, Bead of Force, Cloak of Charisma +2, Ring of Protection +2, Periapt of Health, Phylactery of Faithfulness, Wand Cure Light, Wounds, Wand of Magic Missile (5th), Scroll Expeditious Retreat, Scroll Shield, Potion Cure Moderate Wounds, Necklace of the Blinding Light (Fireballs) type III.

Inspire Hope (Su): Ariaric can inspire a spiritual resilience in himself and all allies within 30 feet, giving +4 sacred bonus on Will saves. Delivering this oratory requires a full-round action to activate and requires concentration each round to continue the effect. The effect lasts as long as the evangelist speaks and for three rounds thereafter. Inspire hope is a mind-affecting ability.

Inflame the Righteous (Su): Ariaric can wreath himself and any of his allies within 30 feet in divine flame, gaining the benefit of the *fire shield* spell at a caster level of 10. The damage caused by the spell is, however, purely divine and not subject to a creature's resistance or immunity to fire. This oratory requires a full-round action to perform and requires concentration each round to continue the effect. The effect lasts as long as the evangelist speaks and for three rounds thereafter.

Rapture of the Song (Su): Ariaric gains a +2 insight bonus to Armor Class whenever he uses his bardic music ability, seeker music, or a similar ability.

Seeker Music: Each use of seeker music costs one daily use of bardic music to activate. Some seeker music effects include a secondary effect, called a refrain. In any round when a seeker concentrates on a seeker music effect and expends another use of bardic music, she can activate the refrain associated with that seeker music effect. Using a refrain is a swift action (see page 86) that does not provoke attacks of opportunity. The original effects of the song do not end; the seeker can maintain the song and activate the refrain simultaneously.

Burning Melody (Su): Ariaric can gather a glimmer of the power of the primal music and gain some control over fire through this music giving himself and all allies within 30 feet who can hear gain resistance to fire 15. An ally benefits from this effect for as long as it can hear the seeker sing.

Burning Melody, Refrain: When he uses the refrain with his burning melody, Ariaric shoots a 30-foot cone of fire from his fingertips. The cone deals 6d6 points of fire damage to creatures in its area. A successful Reflex save (DC 28) halves the damage.

Song of Unmaking (Su): Ariaric can turn a fragment of the primal music's power against constructs, expending a use of bardic music and making a Perform check to deal 2d8 points of damage to all constructs within a 30-foot burst (no save).

Combine Songs (Ex): Ariaric can combine two types of bardic music or seeker music to provide the benefits of both. Ariaric chooses two music abilities and activates both using the same standard action. If either or both require concentration, the seeker can maintain concentration on both by using one standard action each round to concentrate. The normal stacking rules for bonus types apply to music abilities combined with this ability.

Hook Ariaric is an Evangelist (PrC). He moves into large crowds singing about Pholtus. He wants to speak to as many as possible to convert them to his deity. The party finds Ariaric speaking to the crowd in Trigol.

Sunilda

CR 17

Female human (Flan) Fighter 17

LN Medium humanoid

Init +5; **Senses**: Listen +2, Spot +2

Languages Flan

AC 27 [+1 Dex, +10 armor, +4 shield, +2 deflection] (touch 13, flat-footed 26)

hp 179 (17d10+68 HD)

Fort +18, **Ref** +11, **Will** +12

Speed 20 ft. (4 squares)

Melee Longsword +27/+22/+17/+12 (1d8+16 plus 1d6 flame, 17-20) (2 handed)

Base Atk +17/+12/+7/+2; **Grp**: +24

Abilities Str 24, Dex 12, Con 16, Int 10, Wis 14, Cha 8

Feats Cleave, Diehard, Dodge, Endurance, Eyes in the Back of Your Head, Great Cleave, Greater Weapon Focus (Longsword), Greater Weapon Specialization (Longsword), Improved Bull Rush, Improved Critical, Improved Initiative, Improved Toughness, Power Attack, Power Critical, Quick Draw, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Skills Handle Animal +15 (16r), Intimidate +17 (18r), Jump +10 (9r), Ride +18 (17r);

Possessions *Flaming Burst Longsword* +1, *Full Plate Armor* +2, *Animated Heavy Steel Shield* +2, *Light Riding Horse*, *Boots of Speed*, *Cloak of Resistance* +5, *Ring of Sustenance*, *Amulet of Health* +2, *Belt of Giant Strength* +4, *Ring of Protection* +2, *Potion Cure Serious Wounds*.

Hook Sunilda is devoted to defending Ariaric. Many times in their travels individuals not very fond of the message of Pholtus confront Ariaric. Sunilda makes sure the populous does not harm him.

Encounter 2

Battlebriar, advanced

CR 17

Huge Plant

Neutral

Init -2; **Senses**: Listen +0, Spot +0

Languages none

AC 30 (-2 size, -2 Dex, +24 natural), touch 6, flat-footed 30

HD 33d8+200 (445)

Fort +26, **Ref** +8, **Will** +12

Speed 30 ft.

Melee: 4 slams +35 melee (2d6+11/19-20)

Base Atk +24; **Grp** +41

Space/Reach 15ft./10ft.

Abilities Str 32, Dex 6, Con 28, Int 5, Wis 10, Cha 7

SA Impale, improved grab, throne volley, trample 2d6+16

SQ Darkvision 60 ft., low-light vision, plant traits, resistance to electricity 20 and fire 20, thorn field

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Natural Armor, Improved Natural Attack (slam), Iron Will, Power Attack, Power Critical, Snatch, Weapon Focus (slam).

Skills Hide +26

Possessions none

Hook Perhaps attracted to the area because of the recent civil war in Nyronnd or created by Sewardt himself, the creatures have been seen recently around small towns.

Encounter 2

Huneric and Chagan

CR 17

Male human (Flan) Fighter 15

LN Medium humanoid

Init +1; **Senses**: Listen +1, Spot +1

Languages Common

AC 24 [+1 Dex, +7 armor, +4 shield, +2 deflection] (touch 13, flat-footed 23)

hp 147 (15d10+45 HD)

Fort +12, **Ref** +6 **Will** +6

Speed 30 ft. (6 squares)

Melee +1 Longsword +23/+18/+13 (1d8+10 plus 1d6 fire, 17-20/x2) or +1 Longsword +19/+14/+9 (1d8+10 plus 1d6 fire, 17-20/x2) and Shield Bash +19 (1d4+6).

Base Atk +15/+10/+5; **Grp**: +24

Spells Prepared (Huneric only): (from Thrasaric)

Bull's Strength, *Divine Favor*

Abilities Str 20, Dex 13, Con 16, Int 13, Wis 12, Cha 8

Feats Blind Fight, Dodge, Elusive Target, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Critical, Improved Grapple, Improved Shield Bash, Mobility, Power Attack, Powerful Charge, Power Critical, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword).

Skills Climb +19 (18r), Jump +19 (18r), Knowledge (Religion) +10 (18r), Swim +15 (18r).

Possessions *Flaming Longsword* +1, *Breastplate* +2, *Heavy Steel Shield* +2, *Belt of Giant Strength* +4, *Amulet of Health* +2, *Potion Cure Serious Wounds*, *Potion of Blur*, *Potion Barkskin* +4, *Ring of Protection* +2, purple cloak, belt pouch 65 gp.

Hook Huneric and Chagan are Valorous League of Blindness knights in training. They are devoted to Pholtus and to Zylinchin's cause. They will carry out Zylinchin's orders in the belief they can force Nyronnd to secede the County of Woodverge. They are under orders to discover the intent of anyone approaching Kerrinn armed.

Thrasaric

CR 15

Male Half-elf Clr 6/Radiant Servant 9

LN Medium humanoid

Init -1; **Senses**: Listen +3, Spot +3

Languages Common

AC 21 [-1 Dex, +7 armor, +5 shield] (touch 9, flat-footed 22)

hp 99 (6d8+12 plus 9d6+18 HD)

Fort +13, **Ref** +4, **Will** +17

Speed 20 ft. (4 squares)

Melee +1 Thundering Heavy Mace +11/+6 (1d8+2)

Base Atk +10/+5; **Grp**: +11

Cleric Spells Prepared (CL15)

DC 16+spell level

0 – Cure Minor, Detect Magic, Guidance, Light, Resistance, Virtue

1 – Bane, Bless, ~~Divine Favor~~ (Huneric), Protection from Chaos, Shield of Faith, Sanctuary, Endure Elements^D

2 – Aid, Bear's Endurance, ~~Bull's Strength~~ (Huneric), Hold Person, Resist Energy (Fire), Spiritual Weapon, Heat Metal^D

3 – Bestow Curse, Blindness, Dispel Magic, Invisibility Purge, Prayer, Searing Light^D

4 – Divine Power, Freedom of Movement, ~~Imbue with Spell Ability~~ (Huneric), Restoration, Fire Shield^D

5 – Break Enchantment, Commune, True Seeing, Wall of Stone, Flame Strike^D

6 – Blade Barrier, Heal, ~~Heroes' Feast~~, Fire Seeds (one 11d6 Acorn)^D

7 – Cure Serious Wounds (Mass), Holy Word, Sunbeam^D

8 – Shield of Law, Sunburst^D

Domains: **Sun** (1/day: greater turning – undead creatures that would be turned are destroyed), **Law** (+1 caster level to law spells), **Inquisition** (Gain a +4 bonus on all dispel checks).

Abilities Str 12, Dex 8, Con 14, Int 14, Wis 22, Cha 12

SQ immune to *sleep*, Low-light vision, +2 bonus to saves versus enchantment spells or effects

Feats Augment Healing, Combat Casting, Divine Metamagic (Quicken), Extra Turning, Quicken Spell, Sacred Healing

Turn Attempts: 8 (5 used per metamagic quicken)

Skills Concentration +20 (+24 defensive) (18r), Heal +14 (12r), Spellcraft +14 (12r), Knowledge (Planes) +14 (12r), Knowledge (Religion) +20 (18r).

Possessions *Thundering Heavy Mace* +1, *Breastplate* +2, *Heavy Steel Shield* +3, *Ring of Counterspells* (Feeblemind), *Periapt of Wisdom* +4, *Cloak of Resistance* +1, *Bead of Force*, silver holy symbol (Pholtus), belt pouch 93gp.

Radiance: Light descriptor spells have the radius of illumination is doubled and the spell is treated as if it were one level higher than it actually is for all purposes, including determining whether it can counter or dispel a spell with the darkness descriptor.

Extra Greater Turning: Thrasaric can perform a greater turning 5 times per day (once for the Sun domain, and 4 additional for Radiant Servant).

Divine Health (Ex): Thrasaric is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Aura of Warding (Su): Thrasaric and all allies within 10 feet of him gain a +2 morale bonus on all Will saving throws.

Maximize Healing (Ex): Domain spells from the Healing domain are affected as though by the Maximize Spell feat. The spell does not use up a higher level slot.

Positive Energy Burst (Su): Thrasaric can create a positive energy burst that deals 9d6 points of damage to all undead creatures within 100 feet. Undead are

allowed a Reflex save (DC 17) to avoid half the damage.

This supernatural ability uses up two turning attempts.

Hook Thrasaric is a Radiant Servant of Pholtus in training. He is devoted to Pholtus and to Zylinchin's cause. He leads the fighters in following Pholtus. He begins with Sanctuary then casts area effect spells to support his allies.

Encounter 6

Zylinchin CR 14

Male human (Oeridian) Fighter 14

LN Medium humanoid

Init +5; **Senses:** Listen +3, Spot +3

Languages Common

AC 25 [+1 Dex, +10 armor, +4 shield] (touch 11, flat-footed 24)

hp 126 (14d10+28 HD)

Fort +11, **Ref** +5, **Will** +5

Speed 20 ft. (6 squares)

Melee +1 Lance +20/+15/+10 (1d8+7, 19-20/x3),

Spirited charge: +1 lance +22 (3d8+21, 19-20/x3)

Melee +2 Bane Outsiders (Evil) Longsword +22/+17/+12 (1d8+10/17-20/x2)

Base Atk +14/+9/+4; **Grp:** +18

Abilities Str 18, Dex 12, Con 14, Int 12, Wis 12, Cha 14

Feats Alertness, Cleave, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Critical (lance), Improved Critical (longsword), Improved Initiative, Mounted Combat, Power Attack, Power Critical, Ride by Attack, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance), Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Diplomacy +7 (10r), Handle Animal +17 (15r), Intimidate +12 (10r), Knowledge (Religion) +9 (16r), Ride +22 (17r).

Possessions *Lance* +1, *Outsider* (Evil) *Bane Longsword* +2, *full plate* +2, *heavy steel shield* +2, *Ring of Freedom of Movement*, *Ring of Sustenance*, *Potion Cure Critical Wounds* (3), *Heavy Warhorse* (Evil's Bane), *chain shirt barding* +2, *Military Saddle*, *Horseshoes of the Zephyr*.

Spells: *Heroes' Feast*, *Stalwart Pact*

Hook Zylinchin is the chief Fiendfinder-General of the Valorous League of Blindness. He became an enthusiastic convert to Pholtus' faith during the wars. He has bought the story that fiends are at work all around Nyron (and, after all, he's seen them in Almor and in the Bandit Kingdoms, so he has some evidence for his belief). He roams the northern lands looking for wickedness and souls to convert, often at sword point. However, he also dispenses alms to peasants if they follow Pholtus and for this reason not everyone hates him.

Evil's Bane

CR 5

Male heavy warhorse

N Large animal

Init +3; **Senses:** Listen +6, Spot +5

AC 26 [+4 Dex, +6 armor, +6 natural] (touch 14, flat-footed 22)

hp 90 (10d8+40 HD)

Fort +11, **Ref** +11, **Will** +5

Speed 50 ft. (8 squares)

Melee 2 Hooves +14 (1d6+7) and bite +9 (1d4+3)

Base Atk +7; **Grp**: +18

Abilities Str 24, Dex 18, Con 18, Int 2, Wis 14, Cha 6

Feats Endurance, Improved Natural Armor (x2), Run

Skills Listen +5, Spot +4.

Possessions Chain shirt barding +2, Military Saddle, Horseshoes of the Zephyr.

Combative Mount (Ex): Evil's Bane grants Zylinchin a +2 circumstance bonus to Ride checks.

Hook Evil's Bane is a specially bred heavy horse that has been trained as a warbeast. He is shining white and bears brightly polished chain shirt barding emblazoned with the symbol of Pholtus. He does not allow himself to be ridden by any but Zylinchin and will destroy himself without his true master.

Uldin

CR 14

Male human (Oeridian) Fighter 14

LN Medium humanoid

Init +1; **Senses:** Listen +3, Spot +3

Languages Common

AC 23 [+2 Dex, +7 armor, +4 shield] (touch 12, flat-footed 21)

hp 126 (14d10+28 HD)

Fort +13, **Ref** +10, **Will** +9

Speed 20 ft. (4 squares)

Melee +2 Lance +23/18/13 (1d8+11, 19-20/x3)

Spirited Charge +2 Lance +25 (3d8+33, 19-20/x3)

Melee +1 Longsword +20/+15/+10 (1d8+6, 19-20/x2)

Base Atk +14/+9/+4; **Grp**: +19

Abilities Str 21, Dex 14, Con 14, Int 10, Wis 12, Cha 8

Feats Alertness, Animal Affinity, Greater Weapon Focus (lance), Greater Weapon Specialization (lance), Improved Critical (lance), Iron Will, Lightning Reflexes, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Trample, Weapon Focus (lance), Weapon Specialization (lance).

Skills Climb +10 (11r), Handle Animal +12 (11r), Jump +11 (12r), Ride +23 (17r).

Possessions Lance +2, Longsword +1, Breastplate +2, Heavy Steel Shield +2, Cloak of Resistance +2, Belt of Giant Strength +4, Heavy Warhorse, Military Saddle, purple cloak, Potion of Cure Moderate Wounds, Potion Blur, Horseshoes of Speed, belt pouch with 35 gp.

Hook Uldin is a Valorous League of Blindness member. He stays out of close combat relying on his mounted combat abilities. He begins combat with a charge and trample any PCs looking like clerics. If the situation turns against Ruga and himself he will enter Ruga's Obscuring Mist to heal and reassess tactics.

Ruga

CR 14

Male human (Oeridian) Fighter 3/Cleric 4/Pious Templar 1/Divine Oracle 6

LN Medium humanoid

Init +3; **Senses:** Listen +1, Spot +1

Languages Common

AC 25 [+5 Dex, +7 armor, +3 shield] (touch 15, flat-footed 20)

hp 90 (4d10+4 plus 4d8+4 plus 6d6+6 HD)

Fort +14, **Ref** +14, **Will** +16

Speed 20 ft. (4 squares)

Melee Quarterstaff +14/+9 (1d6+4)

Range Longbow +18/+13 (1d8+3)

Base Atk +10/+5; **Grp**: +12

Cleric Spells Prepared (CL10)

DC 12+spell level

0 – Cure Minor Wounds, Detect Magic, Light, Guidance, Resistance, Virtue

1 – Divine Favor, Entropic Shield (x2), Obscuring Mist, Protection from Chaos, Resurgence, Detect Secret Doors^D

2 – Bear's Endurance, Calm Emotions, Remove Paralysis, Resist Energy (Fire), Silence, Detect Thoughts^D

3 – Magic Vestment, Prayer, Searing Light, Clairvoyance^D

4 – Freedom of Movement, ~~Magic Weapon, greater~~, Spell Immunity, Order's Wrath^D

5 – Flame Strike (x2), True Seeing^D

Pious Templar Spells Prepared (CL1)

DC 12+spell level

1 – Bless Weapon

Domains: Knowledge (+1 caster level to divination spells), Law (+1 caster level to law spells), Oracle (+2 caster level to divination spells).

Abilities Str 14, Dex 22, Con 12, Int 10, Wis 15, Cha 8
SQ mettle, prescient sense, trap sense+2, uncanny dodge, improved uncanny dodge

Feats Improved Mounted Archery, Lightning Reflexes, Mounted Archery, Mounted Combat, Point Blank Shot, Skill Focus (Knowledge [Religion]), True Believer, Weapon Focus (quarterstaff)

Skills Concentration +15 (14r), Handle Animal +4 (5r), Heal +3 (1r), Knowledge (Religion) +10 (12r -4cc), Knowledge (Planes) +5 (5r), Ride +14 (9r), Spellcraft +5 (5r).

Possessions Quarterstaff +1, +1 seeking composite longbow, mighty +2, 60 arrows, Mithral Breastplate +2, Buckler +2, Quiver of Pholtus, Bracers of Archery (Lesser), Gloves of Dexterity +4, Cloak of Resistance +2, Heavy Warhorse with Chainmail barding (+5 armor), Military Saddle, purple cloak, belt pouch with 70gp, Potion of Cure Serious Wounds.

Mettle (Su): Ruga's special blessing allows her to shrug off magical effects that would otherwise harm her. If she makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial,"

“Fortitude half,” or similar entries can be negated through this ability.

Prescient Sense (Ex): If Ruga makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a fireball spell), she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Trap Sense (Ex): Ruga gains an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks by traps.

Hook Ruga is a Pious Templar and Divine Oracle in training. He stays out of melee combat relying on his mounted archery abilities. He begins combat with Entropic Shield. He may double move his horse and fire without penalties and may run his horse with a -2 penalty. If the situation turns against Uldin and himself he will cast Obscuring Mist to heal and reassess tactics.

Folmar

CR 14

Male human (Oeridian) Cleric 14

LN Medium humanoid

Init +2; **Senses:** Listen +3, Spot +3

Languages Common

AC 25 [+2 Dex, +7 armor, +4 shield, +2 deflection] (touch 14, flat-footed 23)

hp 105 (14d8+28 HD)

Fort +11 **Ref** +6 **Will** +12

Speed 20 ft. (4 squares)

Melee Morningstar +13/+8 (1d8+3/19-20x2 plus 1d8 sonic on a critical hit and a DC14 Fortitude save or permanent deafness)

Range Light Crossbow +12/+9 (+9/+6 when mounted) (1d6)

Base Atk +10/+5; **Grp**: +11

Cleric Spells Prepared (CL14)

DC 15+spell level

0 – Detect Magic, Guidance, Light, Read Magic, Resistance (x2),

1 – Bane, Bless, Cause Fear, Protection from Chaos, Obscuring Mist, Resurgence (x2), Endure Elements^D

2 – Deific Vengeance, Hold Person, Resist Energy (Fire), Spiritual Weapon, Wave of Grief, Zone of Truth, Heat Metal^D

3 – Bestow Curse, Blindness (x2), Flames of Faith, Lesser Vigor (Mass), Searing Light^D

4 – Air Walk, Castigate (x2), Divine Power, Freedom of Movement, Fire Shield^D

5 – Flame Strike, (Chain) Hold Person, ~~Stalwart Pact~~(Zylinchin), Wall of Stone, Flame Strike^D

6 – Comet Fall, Heal, ~~Heroes' Feast~~, Fire Seeds (one 12d6 acorn)^D

7 – Righteous Wrath of the Faithful, Spell Resistance (Mass), Sunbeam^D

Abilities Str 14, Dex 15, Con 14, Int 10, Wis 20, Cha 8

Feats Chain Spell, Combat Casting, Divine Metamagic (Empower), Empower Spell, Mounted Combat, Split Ray.

Turn Attempts 3 (3 used per metamagic empower)

Skills Concentration +19 (+23) (17r), Knowledge (Planes) +11 (11r), Knowledge (Religion) +12 (12r), Spellcraft +11 (11r).

Possessions Thundering Morningstar +1, Light Crossbow, 20 bolts, Breastplate +2, Heavy Steel Shield +2, Periapt of Wisdom +4, Ring of Protection +2, Necklace of the Blinding Light (Fire Ball, type II), Tanglefoot Bag (x2), Heavy Warhorse, Military Saddle, purple cloak, belt pouch with 67gp, *Potion Fly*, *Potion Barkskin* +2.

Hook Folmar is devoted to Pholtus and to Zylinchin's cause. He will begin casting Bless then use offensive weapons. Afterward he will use the cure wand as much as possible. All NPCs are under Renewal Pact and Heroes' Feast.

Appendix Ten – New Rules Items

New Creatures

Battlebriar

Huge Plant

Hit Dice: 25d8+200 (312)

Initiative: -2

Speed: 30 ft.

Armor Class: 30 (-2 size, -2 Dex, +24 natural), touch 6, flat-footed 30

Base Attack/Grapple: +18/+37

Attack: Slam +28 melee (2d6+11/19-20)

Full-Attack: 4 slams +28 melee (2d6+11/19-20)

Space/Reach: 15ft./10ft.

Special Attack: Impale, improved grab, throne volley, trample 2d6+16

Special Qualities: Darkvision 60 ft., low-light vision, plant traits, resistance to electricity 20 and fire 20, thorn field

Saves: Fort +22, Ref +6, Will +10

Abilities: Str 32, Dex 6, Con 27, Int 5, Wis 10, Cha 7

Skills: Hide +18*

Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Natural Attack, (slam), Iron Will, Power Attack, Weapon Focus (slam)

Environment: Temperate Forests

Organization: Solitary

Challenge Rating: 15

Treasure: none

Alignment: Usually neutral

Advancement: 26 – 50 (Huge)

Level Adjustment: -

This six-legged lionlike creature has a body made of writhing vines and thorns. Each of its gorillalike pairs of limbs is slightly shorter than the pair in front of it – its forelimbs are the longest, the middle pair of limbs slightly shorter, and its rear pair of legs the shortest of all. Long thorns protrude from every part of the creature's body, making it seem impossible to approach or move around the creature without risking serious injury.

Plants magically engineered to serve as massive living siege engines, battlebriars on a field of battle can easily destroy massed formations of lesser troops. Although created for war, battlebriars have long since escaped the control of their creators, and they long since escaped the control of their creators, and they now roam through forest and field alike. A single battlebriar is capable of destroying a small town, and for this reason it is an event of major importance when one is seen near a settlement of any size.

Battlebriars possess a rudimentary intelligence but no capacity for speech. On the few times that druids and spell-casters of similar skill have been able to communicate with them, battlebriars have proven intractable and uncaring. A few powerful evil druids have been able to find magical means of controlling battlebriars, and these controlled beasts make fearsome guardians.

A battlebriar walk about on all six of its limbs, but when fighting, it stands on only one set of legs, swinging both pairs of its huge forelimbs wildly. A battlebriar is almost as broad as it is tall, and compared to a humanoid of similar size, is quite squat and stocky.

Battlebriars have a touch, rubbery hide the color of drying mud, although some of the vinelike strands that run through its body are greenish in color. A massive plant, one can grow up to 15 feet in length and weigh as much as 18,000 pounds.

Battlebriars do not speak, but they understand simple words and phrases in Sylvan.

New Feats

Augment Healing [General] (CD)

Prerequisite: Heal 4 ranks.

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjuraton [Healing] spell that you cast.

Chain Spell (CA)

You can cast spells that arc to other targets in addition to the primary target.

Prerequisite: Any metamagic feat.

Benefit: Any spell that specifies a single target and has a range greater than touch can be chained so as to affect that primary target normally, then arc to a number of secondary targets equal to your caster level (maximum 20). Each arc affects one secondary target chosen by you, all of which must

be within 30 feet of the primary target, and none of which can be affected more than once. You can choose to affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half as much damage as the primary target (rounded down) and can attempt Reflex saving throws for half damage (whether the spell allows the original target a save or not). For spells that don't deal damage, the save DCs against arcing effects are reduced by 4. For example, if a 10th-level wizard normally casts *cause fear* at DC 14, a chained *cause fear* could target a goblin chieftain at DC 14 and up to ten of his nearby guards at DC 10. A chained spell uses up a spell slot three levels higher than the spell's actual level.

Danger Sense (CAAd)

You are one twitchy individual

Prerequisite: Improved Initiative

Benefit: Once per day, you can reroll an initiative check you have just made. You use the better of your two rolls. You must decide to reroll before the round starts.

Disguise Spell (CAAd)

You can cast spells without observers noticing.

Prerequisite: Perform (any) 9 ranks, bardic music.

Benefit: You can cast spells unobtrusively, mingling verbal and somatic components into your performances. To disguise a spell, make a Perform check as part of the action used to cast the spell. Onlookers must match or exceed your check result with a Spot check to detect that you're casting a spell (your performance is obvious to everyone in the vicinity, but the fact that you're casting a spell isn't). Unless the spell visibly emanates from you, or observers have some other means of determining its source, they don't know where the effect came from.

A disguised spell can't be identified with a Spellcraft check, even by someone who realizes you're casting a spell. The act of casting still provokes attacks of opportunity as normal.

Divine Metamagic [Divine] (CD)

You can channel energy into some of your divine spells to make them more powerful.

Prerequisites: Ability to turn undead or rebuke undead.

Benefits: When you take this feat, choose a metamagic feat that you have. This feat applies only to that metamagic feat. As a free action, you

can take the energy from rebuking or turning undead and use it to apply a metamagic feat to divine spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you are using. For example, Jozan the cleric could sacrifice three turn attempts to empower a holy smite he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take the feat choose a different metamagic feat to which to apply it.

Elusive Target [Tactical] (CW)

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefits: The Elusive Target feat enables the use of these tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be effected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no benefit on the damage roll but still takes the corresponding penalty on the attack role.

Diverting Defense: To use this maneuver, you must designate one of the flanking attackers affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally. And its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not gain a chance to trip you if your attempt fails.

Eyes in the Back of Your Head (CW)

Your superior battle sense helps minimize the threat of flanking attacks.

Prerequisites: Wis 13, base attack bonus +1

Benefit: Attackers do not gain the usual +2 bonus on their attack rolls when flanking you. This feat grants no effect whenever you are attacked without benefit of your Dexterity modifier to Armor Class, such as when you are flat-footed. You may still be sneak attacked when flanked.

Normal: When you are flanked, the flanking opponents receive a +2 bonus on their attack rolls against you.

Imp Mounted Archery [General] (CW)

You can make ranged attacks from a mount almost as well as you can from the ground.

Prerequisites: Ride 1 rank, Mounted Archery, Mounted Combat

Benefits: The penalty you take when using a ranged weapon if your mount is taking a double move is eliminated, and the penalty for using a ranged weapon when your mount is running is lessened from -4 to -2. You can attack at any time during your mount's move.

Special: A fighter may select Improved Mounted Archery as one of his fighter bonus feats.

Improved Toughness [General] (CW)

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefits: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level) you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Powerful Charge [General] (MH)

You can charge with extra force.

Prerequisites: Medium or larger, base attack bonus +1

Benefits: When you charge, if your melee attack hits, it deals an extra 1d8 points of damage (if you're Medium). For Large creatures, the extra damage is 2d6; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat only works when you make a charge. It does not work when you're mounted. If you have the ability to make multiple attacks on a charge, you may apply this extra damage to only one of those attacks in a round.

Special: A fighter may select Powerful Charge as one of his fighter bonus feats.

Power Critical [General] (MH)

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon focus with weapon, base attack bonus +4.

Benefits: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats. You can gain the Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Sacred Healing [Divine] (CD)

You can channel positive energy to grant nearby living creatures the ability to recover from their wounds quickly.

Prerequisites: Heal 8 ranks, ability to turn undead.

Benefit: You can spend a turn attempt as a full-round action to grant fast healing 3 to all living creatures within a 60-ft burst. The fast healing lasts for a number of rounds equal to 1+ your Cha modifier (minimum 1 round).

Split Ray [Metamagic]

Your ray spells can affect an additional target.

Prerequisite: Any metamagic feat.

Benefit: You can cause any ray spell to fire one additional ray beyond the number normally allowed. The additional ray requires a separate ranged touch attack roll to hit and deals damage as normal. It can be fired at the same target as the first ray or at a different target, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

A split ray spell uses a spell slot two levels higher than the spell's actual level.

True Believer [General]

Your deity rewards your unquestioning faith and dedication.

Prerequisite: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

This feat also allows you to use a relic (see relics, page 88) of the deity you worship.

New Spells

Castigate

Evocation [Sonic]

Level: Cleric 4

Components: V

Casting Time: 1 standard action

Range: 10 ft

Area: 10-ft radius emanation

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell allows you to verbally rebuke foes. By shouting your deity's teachings about other alignments, you inflict pain on those who hear, and those in the area need not understand your divine words to be affected. This spell has no effect on creatures that cannot hear. Otherwise, you deafen foes of the same alignment for 1d4 rounds (save for half). Foes within one alignment step of your alignment (lawful, neutral, chaotic; good, evil) take 1 point of damage per caster level (maximum 10). Foes whose alignment is more than one step different from yours take 1d4 points of damage per caster level (maximum 10d4). A Fortitude saving throw is allowed for half damage from this spell.

Cometfall

Conjuration (Creation)

Level: Cleric 6, druid 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 400-pound ball of rock and ice

Duration: Instantaneous

Saving Throw: Reflect half

Spell Resistance: No

You conjure a bright, glowing comet, which appears in midair above your enemies, then strikes the ground with tremendous force. The comet appears 5 feet per caster level above the ground or at the ceiling, whichever is lower. The comet immediately falls, dealing 2d6 points of damage per 10 feet fallen to everything in the 10-foot-square area directly below it.

The force of the comet can also knock creatures prone. Creatures who failed their Reflex saves are subject to a trip attempt. The comet has a +11 bonus (+7 for effect Strength of 25 and +4 for being Large) on the trip check.

The comet breaks apart on impact, filling the 10-foot-square area with dense rubble (as described on page 90 of the *Dungeon Master's Guide*).

Deific Vengeance

Conjuration (Summoning)

Level: Cleric 2, Purification 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

When you cast this spell, you call out to a deity, listing the crimes of your target and urging the deity to punish the miscreant. (The target's alignment is irrelevant to the success of the spell.)

The divine power of the angry deity imposes this punishment in the form of a sharp, spiritual blow to the target. This attack hits automatically and deals 1d6 points of damage per two caster levels (maximum 5d6), or 1d6 points per caster level (maximum 10d6) if the target is undead. A successful Will saving throw reduces the damage by half.

Distort Speech

Transmutation [Sonic]

Level: Bard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: one creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You distort a creature's vocalizations. The voice of the subject becomes warped and nearly incomprehensible. For the duration of this spell, the subject has a 50% chance to miscast spells that have verbal components, and any time the subject speaks (including the use of magic items activated by command words), there is a 50% chance that the utterance is completely incomprehensible and therefore ineffective.

Flame of Faith

Evocation

Level: Cleric 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Nonmagical weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You can temporarily turn any single normal or masterwork melee weapon into a magical, flaming one. For the duration of the spell, the weapon acts as a +1 *flaming burst weapon* that deals an additional +1d6 points of fire damage. On a critical hit, the weapon deals +1d10 points of bonus fire damage if the weapon's critical multiplier is x2, +2d10 points if the weapon's multiplier is x3, and +3d10 points if the multiplier is x4. This spell effect does not stack with a weapon's enhancement bonus or with a *flaming* or *flaming burst* weapon bonus.

Material Focus: A lump of phosphorus, touched to the target weapon.

Inspirational Boost

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Targets: You

Duration: 1 round or special; see text

When you play your instrument, sing your song, recite your epic poem, or speak your words of encouragement, you fill your allies with greater confidence than normal. While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1.

The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Resurgence

Abjuration

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By laying hands on a creature and saying a brief prayer, you can convince a higher power to grant a second chance to one of your allies. The target of *resurgence* can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate* person, a chaos beast's corporeal instability, or the sickening effect (but not the damage) from *unholy blight*, if the target of *resurgence* is subject to more than one ongoing magic effect, the target chooses one of them to retry the save against, if the subject succeeds at the saving throw on the second attempt, the effect ends immediately. Resurgence never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by the spell, spell-like ability, or supernatural ability. If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word stun*), then *resurgence* won't help the subject recover.

Righteous Wrath of the Faithful

Enchantment (Compulsion) [Mind-affecting]

Level: Cleric 7

Components: V, S, DF

Casting Time: 1 standard action

Range: 30 ft.

Targets: All allies within 30ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

When you cast this spell, you fire your allies and companions with a divine madness or fury that greatly enhances their combat ability. Allies who are fighting on your side are affected as if they had received an *aid* spell, gaining a +1 morale bonus on attack rolls and saving throws against fear effects, plus 1d8 temporary hit points for the duration of the spell.

Allies who worship the same deity as you are infused with the *righteous wrath*. They gain one additional melee attack each round, at their highest attack bonus, and a +2 morale bonus on attack and damage rolls and saving throws. They gain an additional 1d8 temporary hit points (for a total of 2d8) and a +3 morale bonus on saving throws against mind-affecting spells or effects.

When the spell duration expires, any allies who were affected by the full *righteous wrath* are fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for 10 minutes.

Spell Resistance, Mass

Abjuration

Level: Cleric 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5ft./2 levels)

Targets: Up to one creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Each targeted creature gains spell resistance equal to 12 + caster level. Divide the duration evenly among all the creatures you target.

In order to affect a creature who has spell resistance with a spell, a spellcaster must roll the creature's spell resistance or higher on 1d20 + caster level. A creature with spell resistance may, as a standard action, voluntarily lower it in order to accept a spell.

Stalwart Pact

Evocation

Level: Cleric 5, Pact 5

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Touch

Target: Willing living creature touched

Duration: Permanent until triggered, then 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows the target to enter a binding agreement with a deity that provides a measure of protection when the need is dire.

Once the spell is cast, the pact remains dormant until the target is reduced to half or less of her full normal hit points. The target immediately gains 5 temporary hit points per caster level, damage reduction of 5/magic, and a +4 luck bonus on saving throws. The hit points, damage reduction, and saving throw bonuses evaporate when the spell ends.

XP Cost: 250 XP.

Vigor, Mass Lesser

Conjuration (Healing)

Level: Cleric 3, druid 3

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Target: One creature/two levels, no two of which can be more than 30 ft. apart

Duration: 10 rounds + 1 round/level (max 25 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You invoke healing energy over a group of creatures, granting each the fast healing ability for the duration of the spell. Each subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time. Mass lesser vigor does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple vigor spells do not stack; only the highest-level effect applies. Applying a second vigor spell of equal level extends the first spell's duration by the full duration of the second spell.

Wave of Grief

Enchantment [Evil, Mind-Affecting]

Level: Bard 2, blackguard 2, cleric 2

Components: S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

All within the cone when the spell is cast are overcome with sorrow and grief. They suffer a -3 morale penalty on all attack rolls, saving throws, ability checks, and skill checks.

Material Component: Three tears.

New Prestige Classes

Divine Oracle (CD)

Some people call them mad, and certainly some divine oracles are driven insane by the visions they see. Some people doubt their words; indeed, some divine oracles are destined never to be believed. Wherever the deities are known to speak to mortals, some mortals hear their voices with a unique clarity and gain insight into the past, the present, and the future by virtue of their unusual status. Divine oracles are such mortals, blessed—or cursed—by visions from their deities.

All divine oracles are spellcasters, and most were clerics or druids before adopting the divine oracle prestige class. Whatever their other classes, all divine oracles share a particular devotion to the Divination school of magic, having mastered all available means to catch glimpses of the future.

NPC divine oracles often live in out-of-the-way places, though usually close enough to civilization that people with pressing questions about the

TABLE 2-8: THE DIVINE ORACLE

Class	Base	Fort	Ref	Will		Spells per Day
Level	Attack Bonus	Save	Save	Save	Special	
1st	+0	+0	+0	+2	Oracle domain, scry bonus	+1 level of existing class
2nd	+1	+0	+0	+3	Prescient sense, trap sense+1	+1 level of existing class
3rd	+1	+1	+1	+3	Divination enhancement	+1 level of existing class
4th	+2	+1	+1	+4	Uncanny dodge (Dex bonus to AC)	+1 level of existing class
5th	+2	+1	+1	+4	Trap sense +2	+1 level of existing class
6th	+3	+2	+2	+5	Improved uncanny dodge (can't be flanked)	+1 level of existing class
7th	+3	+2	+2	+5	—	+1 level of existing class
8th	+4	+2	+2	+6	Trap sense+3	+1 level of existing class
9th	+4	+3	+3	+6	—	+1 level of existing class
10th	+5	+3	+3	+7	Immune to surprise	+1 level of existing class

future can seek them out to have their questions answered. They frequently inhabit sacred shrines or ancient temples and rarely take an active part in world affairs.

Adaptation: The divine oracle is designed to work well with both arcane and divine spellcasters; the idea behind the class is that you're getting divine guidance that manifests itself in a number of ways. But it doesn't have to be that way. By adjusting the requirements, you could push the class in an arcane or divine direction. It's also easy to add a requirement that limits it to worshipers of a deity of time, hue, or divination.

Hit Die: d6.

REQUIREMENTS

To qualify to become a divine oracle, a character must fulfill the following criteria.

Skill: Knowledge (religion) 8 ranks.

Feat: Skill Focus (Knowledge [religion]).

Spells: Able to cast at least 2 divination spells.

CLASS SKILLS

The divine oracle's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the divine oracle prestige class.

Weapon and Armor Proficiency: Divine oracles gain no weapon or armor proficiencies.

Spells per Day/Spells Known: A divine oracle continues advancing in spellcasting ability as well as gaining the abilities of her new class. Thus, when a new divine oracle level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on; This essentially means that she adds the level of divine oracle to the level of whatever other spellcasting class the character has, then determines spells per day accordingly.

For example, if Cassandra, a 10th-level cleric, gains a level as a divine oracle, she gains new spells as if she had risen to 11th level as a cleric, but uses the

other divine oracle aspects of level progression such as base attack bonus and save bonuses. If she next gains a level as a cleric, making her an 11th-level cleric/1st-level divine oracle, she gains spells as if she had risen to 12th level as a cleric.

if a character had more than one spellcasting class before she became a divine oracle, the player must decide which class to assign each level of divine oracle for the purpose of determining spells per day and spells known.

Oracle Domain: Upon adopting the divine oracle class, the character gains access to the Oracle domain, described in Chapter 7: Domains and Spells. The character gains the granted power associated with the domain [+2 caster level for divination spells], and can choose the spells in that domain as her daily domain spells.

Scry Bonus (Su): A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells.

Prescient Sense (Ex): Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a fireball spell), she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Trap Sense (Ex): At 2nd level, the divine oracle gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. This increases to +2 at level 5 and +3 at level 8,

Divination Enhancement (Ex): Beginning at 3rd level, a divine oracle may roll twice and take the better result when using divination spells such as *augury* and *divination*.

Uncanny Dodge (Ex): Starting at 4th level, a divine oracle gains the ability to react to danger before her senses would normally allow her to do so. The divine oracle retains her Dexterity modifier to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses her Dexterity modifier to AC if immobilized.)

Improved Uncanny Dodge (Ex): At 6th level and higher, the divine oracle can no longer be flanked, since she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the divine oracle. The exception to this defense is

when an attacker has at least 4 more rogue levels than the target has divine oracle levels.

If a character already has levels of a class that could gain uncanny dodge, the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Immune to Surprise (Ex): At 10th level, the divine oracle's sensitivity to danger is so great that she is never surprised. She can always take a standard action during a surprise round, unless she is physically restrained from doing so. If there is no surprise round then this ability doesn't help.

Evangelist (CD)

Evangelists travel the world proclaiming their devotion to a particular deity, pantheon, or religious doctrine. They seek to convert others to their way of thinking and to spread their word throughout the land. All races and cultures have evangelists of one type or another. Most evangelists come from the charismatic laity of a culture. They do not possess the learning or perhaps temperament to be spellcasting clerics but have found other ways to proselytize. Those who worship deities often find themselves working in cooperation with clerics of the same faith while those who simply evangelize a particular belief – even one embraced by a deity or pantheon – can find themselves at odds with even those of their own alignment. An evangelist is often a leader and, in some ways, a loner. Even though his abilities strengthen his allies, he stands apart.

While clerics and even druids can make powerful evangelists, few trade in their spellcasting abilities for the power this prestige class offers. Bards, naturally charismatic, may find religion and become evangelists. Rogues can also benefit from this class. A few paladins, particularly those who seek to convert evil to good (rather than simply destroying evil), may set their feet upon this path. Gnomes, Halflings, and humans tend toward evangelism more than most other races. The half-races, both half-elves and half-orcs, can find purpose along this path, though it is a strange half-orc that can follow it successfully. Elves often disdain evangelists and dwarves see them as busybodies or troublemakers.

Good evangelists bolster and strengthen their allies and often see other people as students or even a flock to be educated or guided. Evil evangelists view others as unenlightened and seek to enforce their will upon others. While a good evangelist may use his abilities to sway or even convert others to his belief system, those who follow the path of evil tend to intimidate and dominate others.

Adaptation: Bards who revere St. Cuthbert (described in Chapter 5) sometimes become inspiring or terrifying evangelists. Any deity that inspires particular zealotry in his followers or who sponsors active efforts to increase the size of the faith would make a good patron for an evangelist.

Hit Die: d6.

REQUIREMENTS

To qualify to become an evangelist, a character must fulfill all the following criteria.

Alignment: An evangelist has the same alignment restrictions as a cleric of a particular deity.

Skills: Bluff 8 ranks, Gather Information 5 ranks, Knowledge (religion) 5 ranks, Perform (oratory) 6 ranks, Sense Motive 5 ranks.

Feats: Negotiator or Persuasive.

CLASS SKILLS

The evangelist's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Speak Language (n/a). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the evangelist.

Weapon and Armor Proficiency: Evangelists gain no weapon or armor proficiencies.

Great Orator (Su): An evangelist can inspire, protect, and otherwise improve the situation of his allies simply by speaking clearly and being heard. This ability is similar to the bard's bardic music ability (see page 29 of the *Player's Handbook* for a complete description) and, indeed, evangelist levels stack with bard levels to determine the strength of known bard songs. For example, a bard 3/evangelist 5 improves his inspire competence ability, but does not gain any new bard abilities. He could use bardic music to convert the unfaithful, countersong, *fascinate*, inspire the righteous, inspire courage +2, inspire dread or inspire hope, but would not gain the inspire competence, inspire greatness, and *suggestion*. Alternatively, a bard 7/evangelist 1 would be able to use bardic music to countersong, *fascinate*, inspire competence, inspire courage +2, inspire dread or inspire hope, and *suggestion*. Evangelist oratory abilities function in exactly the

Table 2-10: The Evangelist					
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Great orator (inspire dread or inspire hope)
2 nd	+1	+0	+0	+3	Fast talk
3 rd	+2	+1	+1	+3	Great orator (inflame the righteous)
4 th	+3	+1	+1	+4	Skill mastery
5 th	+3	+1	+1	+4	Great orator (convert the unfaithful)

same manner as bardic music except the evangelist must speak loudly and clearly, rather than sing or play an instrument.

Inspire Dread (Su): An evil evangelist with 9 or more ranks in Perform (oratory) can inspire hopelessness in all enemies within 30 feet. This ability imposes a -4 penalty on Will saves on all enemies within 30 feet of the evangelist. Delivering this oratory requires a full-round action to activate and requires concentration each round to continue the effect. This effect lasts as long as the evangelist speaks and for 3 rounds thereafter. Inspire dread is a mind-affecting ability.

Inspire Hope (Su): A good or neutral evangelist with 9 or more ranks in Perform (oratory) can inspire a spiritual resilience in all allies within 30 feet. This ability gives the evangelist and all allies who can hear his oratory a +4 sacred bonus on Will saves. Delivering this oratory requires a full-round action to activate and requires concentration each round to continue the effect. The effect lasts as long as the evangelist speaks and for three rounds thereafter. Inspire hope is a mind-affecting ability.

Inflame the Righteous (Su): An evangelist of 3rd level or higher with 11 or more ranks in Perform (oratory) can use this ability to wreath himself and any of his allies within 30 feet in divine flame. Each beneficiary of this ability gains the benefit of the *fire shield* spell. Use the evangelist's level +5 to determine the caster level of the spell. The damage caused by the spell is, however, purely divine and not subject to a creature's resistance or immunity to fire.

This oratory requires a full-round action to perform and requires concentration each round to continue the effect. The effect lasts as long as the evangelist speaks and for three rounds thereafter.

Convert the Unfaithful (Su): An evangelist of 5th level with at least 13 ranks in Perform (oratory) may attempt to convert a single enemy within 30 feet. As a full-round action, the evangelist delivers an impassioned speech on the righteousness of his beliefs to a single enemy, who must attempt a

Will save (DC 10 + class level + Cha mod). If the creature succeeds, it is shaken for one round. If the creature fails its saving throw, it converts. Creatures with an alignment subtype (such as angels and devils) are immune to this ability.

A converted creature is effectively charmed by the evangelist (similar to a *charm monster* spell). In addition, a converted creature temporarily assumes the alignment of the evangelist and acts accordingly. This may mean some of the creature's class abilities, spells, or other abilities are unavailable to it for the duration of the spell (a paladin converted to something other than lawful good, for example, loses her class abilities for the duration).

When the duration elapses, the creature then has a choice: It can continue to act according to the new alignment, or it can shift back. If the creature chooses to permanently change its alignment to the evangelist's, it acts as if a cleric of the appropriate alignment had cast *atonement* on it. If the creature chooses to change back, it must make another saving throw (with the same save DC as before). If it fails this saving throw its alignment changes back, but it needs an *atonement* spell to gain back any abilities it lost due to its temporary alignment change.

Fast Talk (Ex): At 2nd level, the evangelist knows the right thing to say at the right time. He may make a rushed Diplomacy check as a full-round action at only a -5 penalty.

Skill Mastery (Ex): At 4th level, the evangelist becomes so certain in the use of certain skills that he can use them reliably even under adverse conditions. Upon gaining this ability, the evangelist selects a number of skills equal to 1+ his Intelligence modifier (minimum of 1) from the following list: Bluff, Diplomacy, Disguise, Intimidate, and Sense Motive. When making a skill check with one of the selected skills, he may take 10 even if stress and distractions would normally prevent him from doing so.

Pious Templar (CD)

Sworn to the defense of a temple site, the pious templar is a holy warrior blessed by her deity with combat prowess and great endurance. She bears her deity's favored weapon into battle and fights her deity's enemies without question or hesitation.

In addition to defending the temple itself, a pious templar may be charged with additional duties, including a campaign to attack foes on their own home ground.

Faithful people of all professions can enter the ranks of the pious templars; clerics and paladins are especially likely to do so. Some temples (such as those of Boccob or Wee Jas) welcome wizards and sorcerers to become pious templars, valuing those characters' ability to use arcane magic combined with the martial training of the pious templar. Likewise Olidammara's temples are often guarded by rogue/pious templars, who combine combat training with sneak attack tactics. Rangers/pious templars serve in temples of Ehlonna and Obed-Hai, while barbarian/pious templars are not unknown in the temples of Kord or Erythnul. Only monks, with their own specialized combat training are unlikely to adopt the pious templar class.

NPC pious templars usually live cloistered in temple buildings or attached quarters.

Adaptation: This prestige Class functions best when tied to a specific deity. If you want to customize the pious templar further, you can modify the spell list to reflect the proclivities of specific gods or create an order within a religion that all pious templars are members of.

Requirements

To qualify to become a pious templar, a character

must fulfill all the following criteria.

Base Attack Bonus: +5

Skills: Knowledge (religion) 4 ranks.

Feats: True Believer*, Weapon Focus (with her deity's favored weapon).

*New Feat, described elsewhere in the appendices

Class Skills

The pious templar's class skills (and the key ability for each skill) are: Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Jump (Str), Knowledge (religion) (Int), Profession (Wis), and Swim (Str). See chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int Modifier.

Class Features

All of the following are features of the pious templar prestige class.

Weapon and Armor Proficiency: Pious templars gain no weapon or armor proficiencies.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a Pious Templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Spells per Day: A pious templar has the ability to cast a small number of divine spells. To cast a spell, the pious templar must have a Wisdom score of at least 10+ the spell's level, so a pious templar with a Wisdom of 10 or lower can not cast these

Class Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per day:			
						1 st	2 nd	3 rd	4 th
1st	+1	+2	0	+2	Mettle	0	--	--	--
2nd	+2	+3	0	+3	Smite 1/day	1	--	--	--
3rd	+3	+3	+1	+3	Damage Reduction 1/--, Weapon Specialization	1	0	--	--
4th	+4	+4	+1	+4	Bonus Feat	1	1	--	--
5th	+5	+4	+1	+4	--	1	1	0	--
6th	+6	+5	+2	+5	Smite 2/day	1	1	1	--
7th	+7	+5	+2	+5	Damage Reduction 2/day	2	1	1	0
8th	+8	+6	+2	+6	Bonus Feat	2	1	1	1
9th	+9	+6	+3	+6	--	2	2	1	1
10th	+10	+7	+3	+7	Smite 3/day	2	2	2	1

spells. Pious templar bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + Spell level + the pious templar's Wisdom modifier. When the pious templar gets 0 spells of a given level, such as 0 first level spells at 1st level, she gets only bonus spells. (A pious templar without a bonus spell for that level cannot yet cast a spell of that level.) A pious templar has access to any spell on the list and can freely choose which to prepare, just like a cleric. A pious templar prepares and casts spells just as a cleric does (though the pious templar cannot spontaneously cast *cure* or *inflict* spells).

A good pious templar (or a neutral pious templar of a good deity) uses the paladin spell list. An evil pious templar (or a neutral pious templar of an evil deity) uses the blackguard spell list. A pious templar who is neither good nor evil and whose deity is neither good nor evil can choose to use to use the paladin or the blackguard spell list. Once the player makes this choice, it cannot be reversed.

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th three times per day.

If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra at 6th level). The attack bonus does not increase, but the damage bonus is based on the character's combined level (pious templar plus cleric or paladin level).

Damage Reduction (Ex): Starting at 3rd level, pious templars have the ability to shrug off some amount of injury from each blow or attack. A pious templar gains damage reduction 1/-. At 7th level, this damage reduction rises to 2/-.

Weapon Specialization: At 3rd level, a pious templar gains the Weapon Specialization feat with her deity's favored weapon.

Bonus Feat: At 4th level and again at 8th level, a pious templar gets a bonus feat. These bonus feats must be drawn from the feats noted as fighter bonus feats in the *Player's Handbook* and other books.

If a pious templar selects a feat that requires her to apply its effects to a specific weapon (such as Improved Critical), she may only apply that feat to her deity's favored weapon.

Radiant Servant of Pelor (CD)

Pelor teaches demonstrating the strength of good through charity and modesty. While it seems a contradiction, the point is that the truly strong don't need to prove their power. Pelor urges his priests and their flocks to perform so many good acts that evil has no room to exist, but he acknowledges that there are times when evil must be defeated in direct confrontation. The radiant servants of Pelor put this dogma into living practice. As the name implies, the brothers and sisters of the radiant servants of Pelor are sworn to serv – to minister to the needs of Pelor's followers and goodhearted people everywhere. While combating evil, particularly undead, is an important part of that service, it is by no means the only part. Radiant servants of Pelor are healers, counselors, sources of spiritual and (at times) financial support, and protectors.

Almost all radiant servants of Pelor spend their prior careers as clerics. Some are multiclassed cleric/paladins or cleric/rangers, or even the occasional cleric/druid.

NPC radiant servants of Pelor can be found wherever there is human need – in the midst of plague and famine, behind the lines of an army at war, in villages plagued by hauntings, and in cities troubled by crime.

Adaptation: As mentioned in the introduction to the chapter, this prestige class doesn't have to be about Pelor. It works just as well with any god of the sun whose clerics often turn undead, and given the Sun domain's granted power, it'd be a strange sun-god that didn't want his clerics turning undead.

Hit Die: d6.

Requirements

To qualify to become a radiant servant of Pelor, a character must fulfill the following criteria.

Alignment: Neutral good.

Base Save Bonus: Will +5.

Skills: Heal 5 ranks, Knowledge(Religion) 9 ranks.

Feat: Extra Turning.

Spells: Able to cast 1st level divine spells and access to the Sun domain.

Special: Must have Pelor as patron deity.

Class Skills

The radiant servant of Pelor's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis),

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+2	+0	+2	Extra greater turning, radiance, turn undead	+1 level of existing divine spellcasting class
2 nd	+1	+3	+0	+3	Divine health, empower healing	+1 level of existing divine spellcasting class
3 rd	+2	+3	+1	+3	Aura of warding	+1 level of existing divine spellcasting class
4 th	+3	+4	+1	+4	-	+1 level of existing divine spellcasting class
5 th	+3	+4	+1	+4	Bonus domain	+1 level of existing divine spellcasting class
6 th	+4	+5	+2	+5	Maximize healing	+1 level of existing divine spellcasting class
7 th	+5	+5	+2	+5	-	+1 level of existing divine spellcasting class
8 th	+6	+6	+2	+6	Positive energy burst	+1 level of existing divine spellcasting class
9 th	+6	+6	+3	+6	-	+1 level of existing divine spellcasting class
10 th	+7	+7	+3	+7	Supreme healing	+1 level of existing divine spellcasting class

Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the radiant servant of Pelor prestige class.

Weapon and Armor Proficiency: Radiant servants of Pelor are proficient with all simple and martial weapons, with all armor, and with shields.

Radiance: When a radiant servant of Pelor cast any spell with the light descriptor, the radius of illumination is doubled, and the spell is treated as if it were one level higher than it actually is for all purposes, including determining whether it can counter or dispel a spell with the darkness descriptor. Thus, a *daylight* spell cast by a radiant servant sheds light in a 120-foot radius and is treated as a 4th level spell, allowing it to counter or dispel any darkness spell of 4th level or lower.

Extra Greater Turning: The radiant servant of Pelor can perform a greater turning (the granted power of the Sun domain) a number of times per day equal to 3 + her Charisma modifier.

Spells per Day/Spells Known: When a new radiant servant of Pelor level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of

controlling or rebuking undead, wild shape ability, and so on). This essentially means that he adds the level of radiant servant of Pelor to the level of whatever other spellcasting class the character has, then determines spells per day and spells known accordingly.

If a character had more than one spellcasting class in which he could cast 1st level divine spells before he became a radiant servant of Pelor, the player must decide which class to assign each level of radiant servant of Pelor for the purpose of determining spells per day.

Turn Undead: A radiant servant of Pelor adds his radiant servant class levels to his cleric levels for all purposes related to turning undead.

Divine Health(Ex): A radiant servant of Pelor who is at least 2nd level is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Empower Healing(Ex): When a radiant servant of Pelor of at least 2nd level casts a domain spell from the Healing domain, that spell is affected as though by the Empower Spell feat. This spell does not use up a higher-level slot.

Aura of Warding (Su): Starting at 3rd level, a radiant servant and all allies within 10 feet of him gain a +2 morale bonus on all Will saving throws.

Bonus Domain: A radiant servant who reaches 5th level is granted another of Pelor's domains as a third cleric domain or he can choose the Glory or Purification domain. He can use the granted power of the new domain, and he can choose from the spell lists of three domains when selecting his maximum spells for the day.

Maximize Healing (Ex): When a radiant servant of Pelor who is at least 6th level casts a domain spell from the Healing domain that spell is affected as though by the Maximize Spell feat. The spell does not use up a higher level slot. This power supersedes the empower healing ability until the character reaches 10th level.

Positive Energy Burst (Su): As a standard action, a radiant servant of Pelor who is at least 8th level can create a positive energy burst that deals 1d6 points of damage per class level to all undead creatures within 100 feet of the character. Undead are allowed a Reflex save (DC equal to 10 + the class level of the radiant servant) to avoid half the damage. This supernatural ability uses up two turning attempts. A radiant servant cannot use this ability if he has fewer than two turning attempts left for the day.

Supreme Healing (Ex): When a radiant servant of Pelor who is at least 10th level casts a domain spell from the Healing domain, that spell is affected as though by both the Empower Spell and the Maximize Spell feats. The spell does not use up a higher-level slot.

Seeker of the Song (CA)

Beyond magic, beyond sound, beyond good or evil, lies music so profound and powerful that even deities quake at its sound. This primal music – of unknown origin and with no limit to its power – is incomprehensible to the mortal ear. To some who hear a fragment of this music, it becomes beauty incarnate, and they devote their lives to its discovery. These seekers wield the

power of music in ways that amaze even the most skilled bards.

United only by their quest, seekers of the son have incredibly diverse goals and motivations. Some black-hearted seekers know that this primal music is power, and they lust after it in hopes of turning it against their many enemies. Others search for the music to bring joy and peace. Most have more moderate aspirations and seek the music because it moves them. Regardless of their goals, seekers of the song rarely work against one another – each hoping that another seeker will uncover another piece of the primal music and share it with the rest.

The son never leaves a seeker, and its power can have strange effects on their souls. Some retire from society, seeking the silence of distant monasteries or mountaintops from which to better concentrate on the music they once heard. Others remain unchanged to outward appearances, yet the music remains in the back of their minds at all times. Some talk to any who will listen about the importance and beauty of the primal music, while others cannot seem to find the words to express what this music means to them or to the world.

Every seeker of the song must have at least one bard level, but beyond that, their stories and careers differ wildly. Many begin their adventuring careers as bards, drawn to music from their earliest days. Others come to the class after adventuring as fighters, rouges, clerics, or members of other classes for most of their careers, with little idea that the primal music will become their chosen path. Although at least a few seekers emerge from every class, few wizards or sorcerers

Table 2-16: The Seeker of the Song

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Seeker Music
1st	+0	+0	+0	+2	Rapture of the song (+2 AC), seeker music	Burning melody
2 nd	+1	+0	+0	+3	Combine songs	Song of unmaking
3 rd	+2	+1	+1	+3		Dirge of frozen loss
4 th	+3	+1	+1	+4	Rapture of the song (+2 saves)	Song of life
5 th	+3	+1	+1	+4	Subvocalize	Anthem of thunder and pain
6 th	+4	+2	+2	+5		Hymn of spelldeath
7 th	+5	+2	+2	+5	Rapture of the song (DR 2/-)	Ballad of agony reborn
8 th	+6	+2	+2	+6		Aria of everywhere
9 th	+6	+3	+3	+6		Dirge of songdeath
10 th	+7	+3	+3	+7	Rapture of the song (<i>freedom of movement</i>)	Hymn of revealing

take up the pursuit; members of these classes are more likely to devote themselves to traditional spellcasting rather than the strange pull of the primal music.

Adaptation: The seeker of the song prestige class presents a powerful new set of bardic abilities, going far beyond the basic bardic music ability presented in the *Player's Handbook*. Many campaigns can benefit from exploring this facet of the game, but a DM might not want to introduce the idea of primal music into a campaign's cosmology. In this case, the seekers of the song might become the disciples of a distant bardic college. The college is extreme in the eyes of other bards: They discard the notion of bards as wanderers and gatherers of diverse skills, and instead focus on music as a force of magic to the exclusion of all else.

Hit Die: d6

REQUIREMENTS

To qualify to become a seeker of the song, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 13 ranks, Perform (any one) 13 ranks.

Feat: Skill Focus (Perform [any one])

Special: Bardic music ability.

Special: Must have been exposed to the primal music by hearing another seeker of the song use a seeker music ability.

CLASS SKILLS

The seeker of the song's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 4+ Int modifier.

CLASS FEATURES

All the following are class features of the seeker of the song prestige class.

Weapon and Armor Proficiency: Seekers of the song gain no proficiency with any weapon or armor.

Rapture of the Song (Su): A seeker of the song is so in tune with the power of the primal music that she gains special insight, physical fortitude, and resistance to magic while in the throes of her song. A seeker gains a +2 insight bonus to Armor Class whenever she uses her bardic music ability, seeker music, or a similar ability.

At 4th level and higher, a seeker also gains a +2 insight bonus on saving throws whenever she uses her bardic music ability, seeker music ability, or a similar ability.

At 7th level and higher, a seeker also gains damage reduction 2/- whenever she uses her bardic music ability, seeker music, or a similar ability.

At 10th level, a seeker gains these abilities and also acts as though affected by a *freedom of movement* spell whenever she uses her bardic music ability, seeker music, or a similar ability.

Seeker Music: A seeker of the song can use music or poetry to produce magical effects. Seeker music follows the same rules as bardic music (see page 29 of the *Player's Handbook*). Each use of seeker music costs one daily use of bardic music to activate. Seeker of the song levels stack with bard levels for the purposes of determining how many daily uses of bardic music and seeker music the character has.

Some seeker music effects include a secondary effect, called a refrain. In any round when a seeker concentrates on a seeker music effect and expends another use of bardic music, she can activate the refrain associated with that seeker music effect. Using a refrain is a swift action (see page 86) that does not provoke attacks of opportunity. The original effects of the song do not end; the seeker can maintain the song and activate the refrain simultaneously.

Burning Melody (Su): A seeker of the song with 14 or more ranks in a Perform skill can gather a glimmer of the power of the primal music and gain some control over fire through this music. While a seeker sings this song, she and all of her allies within 30 feet who can hear gain resistance to fire 15. An ally benefits from this effect for as long as it can hear the seeker sing.

Burning Melody, Refrain: When she uses the refrain with her burning melody, a seeker shoots a 30-foot cone of fire from her fingertips. The cone deals 6d6 points of fire damage to creatures in its area. A successful Reflex save (DC 10 + the seeker's ranks in the Perform skill) halves the damage.

Song of Unmaking (Su): At 2nd level and higher, a seeker with 15 or more ranks in a Perform skill can turn a fragment of the primal music's power against constructs. She can expend a use of bardic music and make a Perform check to deal 1d8 points of damage per seeker level to all constructs within a 30-foot burst of the seeker (no save).

Dirge of Frozen Loss (Su): A seeker of the song of 3rd level or higher with 16 or more ranks in a Perform skill can gather the power of the primal music to

gain control over cold energy through this music. While a seeker sings this song, she and all of her allies within 30 feet who can hear her gain resistance to cold 15. An ally benefits from this effect for as long as it can hear the seeker sing.

Dirge of Frozen Loss, Refrain: When she uses the refrain with her dirge of frozen loss, a seeker shoots a 60-foot line of cold energy from her fingertips. This line deals 10d6 points of cold damage to any creature it hits and causes any creature damaged by it to become fatigued. A successful Fortitude save (DC 10 + the seeker's ranks in the Perform skill) halves the damage and negates the fatigue.

Song of Life (Su): A seeker of the song of 4th level or higher with 17 or more ranks in a Perform skill can use fragments of the primal music to protect and heal her allies. While a seeker sings this song, she and all of her allies within 30 feet who can hear her gain immunity to poison and disease. An ally benefits from this effect for as long as it can hear the seeker sing.

Song of Life, Refrain: When she uses the refrain with her song of life, a seeker can make a Perform check to heal a living creature of an amount of hit points equal to the check result (up to the creature's full normal hit point total). She must touch the affected ally to use this ability. The touch is a standard action, although activating the refrain is still a swift action. The refrain has no effect on undead or nonliving creatures.

Anthem of Thunder and Pain (Su): A seeker of the song of 5th level or higher with 18 or more ranks in a Perform skill can gather the power of the primal music and gain control over electrical energy through this music. While a seeker sings this song, she and all of her allies within 30 feet who can hear her gain resistance to electricity 15. An ally benefits from this effect for as long as it can hear the seeker sing.

Anthem of Thunder and Pain, Refrain: When she uses the refrain with her anthem of thunder and pain, a seeker shoots a ray of electricity from her fingertips. The ray has a range of 20 feet and requires a ranged touch attack to hit. The ray deals 10d6 points of electricity damage to a creature it hits. The seeker can then cause the electricity to arc to additional foes, all of whom must be within 20 feet of the first creature struck. Each secondary ray requires another ranged touch attack to hit and deals half as much damage as the initial ray. A seeker can create one secondary ray for every three seeker class levels (one when the song becomes available at 5th level, two at 6th level, and 3 at 9th level). No creature can be affected by more than one arc in a single round.

Hymn of Spelldeath (Su): A seeker of the song of 6th level or higher with 19 or more ranks in a Perform skill can turn the power of the primal music against magical effects. Any creature that can hear the seeker perform must make a Concentration check opposed by the seeker's Perform check in order to cast a spell. If the Concentration check fails, the spell is lost and has no effect. If the Concentration check succeeds, the spell is cast as normal. A hymn of spelldeath is a mind-affecting ability.

Hymn of Spelldeath, Refrain: When she uses the refrain with her hymn of spelldeath, a seeker can attempt to dispel magic. This ability works just like the area version of *dispel magic*, except the effect is centered on the seeker. At her option, a seeker can exclude herself and her allies from this effect, but the effect must still be centered on her. The seeker makes a level check just as if she were a spellcaster using the *dispel magic* spell, using the total of her bard levels and seeker of the song levels as her modifier for the check.

Ballad of Agony Reborn (Su): A seeker of the song of 7th level or higher with 20 or more ranks in a Perform skill can gather the power of the primal music to gain control over acid energy through this music. While a seeker sings this song, she and all her allies within 30 feet who can hear her gain resistance to acid 15. An ally benefits from this effect for as long as it can hear the seeker sing.

Ballad of Agony Reborn, Refrain: When she uses the refrain with her ballad of agony reborn, a seeker shoots a ray of acid from her fingertips. The ray has a range of 60 feet and requires a ranged touch attack to hit. The ray deals 10d6 points of acid damage to a creature it hits, and another 10d6 points of acid damage 1 round later.

Aria of Everywhere (Sp): A seeker of the song of 8th level or higher with 21 or more ranks in a Perform skill can pull the power of the primal music into herself and move short distances instantaneously. She can expend a use of bardic music or seeker music to instantly transport herself to any spot within 25 feet + 5 feet/level. This ability otherwise functions as the *dimension door* spell, except that the seeker can't bring along additional creatures with this ability.

Dirge of Songdeath (Su): A seeker of the song of 9th level or higher with 22 or more ranks in a Perform skill can gather the power of the primal music to gain control over sonic energy through this music. While a seeker sings this song, she and all over her allies within 30 feet who can hear her gain resistance to sonic 15. An ally benefits from this effect for as long as it can hear the seeker sing.

In addition, as long as the seeker is singing a dirge of songdeath, other creatures within 30 feet cannot easily use bardic music, seeker music, or other similar abilities. To use such an ability, a creature within the area must make a Perform check opposed by the seeker's Perform check. If the check is successful, the creature can use the ability desired. If the check fails, the ability has no effect, but a daily use of the music ability must be expended normally.

Dirge of Songdeath, Refrain: When she uses the refrain with her hymn of songdeath, a seeker shoots a ray of sonic energy from her fingertips. The ray has a range of 60 feet and requires a ranged touch attack to hit. The ray deals 15d6 points of sonic damage to a creature it hits.

Note of Solitude (Su): Upon reaching 10th level, a seeker of the song with 23 or more ranks in a Perform skill can use the power of the primal music to temporarily sever some creatures' tie with other planes. Extraplanar creatures within 60 feet of a seeker who activates this ability must make a Will saving throw (DC 10 + the seeker's ranks in the Perform skill). Creatures affected by this ability get a bonus on this saving throw equal to their Hit Dice. Any creature that fails this saving throw is instantly sent to its home plane. Unlike other musical abilities and effects, a note of solitude has a duration of instantaneous and cannot be maintained, though the seeker can activate it again on subsequent rounds by spending additional uses of bardic music or seeker music.

Combine Songs (Ex): A seeker of the song of 2nd level or higher can combine two types of bardic music or seeker music to provide the benefits of both. The seeker choose two music abilities and activates both using the same standard action. If either or both require concentration, the seeker can maintain concentration on both by using one standard action each round to concentrate. The normal stacking rules for bonus types apply to music abilities combined with this ability.

Subvocalize (Ex): At 5th level and higher, a seeker of the song can begin a new bardic music or seeker music song as a swift action (see page 86). A seeker can use this ability only if he already has one (and only one) bardic music or seeker music ability already active. A seeker can use this ability in conjunction with the combine songs ability to start a second song and maintain both as a standard action each round (as per the combine songs ability).

EX-SEEKERS OF THE SONG

Like a member of any other prestige class, a seeker of the song can take levels in other classes after

entering the seeker of the song class, but seekers of the song face a special restriction. A seeker of the song who gains a level in any other class after having gained his first seeker level can never again raise her seeker of the song level, though she retains the seeker abilities she has already earned. The path of the seeker demands constant attention and devotion. If a character adopts this prestige class, she must pursue it to the exclusion of all other careers. Once she has turned from the path, she can never return.

Appendix Eleven – The Valorous League of Blindness

Excerpt from The Oerth Journal, April 22, 2002, Issue 14 by Issak Haywood

The Organization

Following the beliefs and practices of the Church of the One True Path, the League promotes the Pietistical primarily within the borders of Nyronnd; however, allied congeries can be found throughout the Flanaess. These devoted followers of Pholtus promote his faith through conversion, quite often by force. Financial and political support for the League has largely been through Prelates and other church officials from within the Pale; the Palish ambassador in Rel Mord, the capital of Nyronnd has always been the most ardent endorser of the League and its tenets, harking back to the League's very foundation.

Grishken of Midmeadow, a maniacal zealot of the Church of the One True Path, is currently the ranking leader of the League. He is stern and strong in his faith in Pholtus and believes that anyone that does not agree with him has strayed from the True Path as set forth in the Book of the Path. Thus they must be a fiend worshipper!

Grishken's second in command and most ardent foe is Carindrell of Arndulanth, who has gained many supporters to the League's cause, as most of the townsfolk of Arndulanth have converted to the Pholtan way of life. He is also credited with bringing back the corpse of a Nalfeshnee demon a few years back and exerts this accomplishment both for recruitment and conversion. With such acts, Carindrell shows Pholtus's glory to the faithful. He is also the local leader of the Knights Valorous, the elite military force of the League.

The "Slayers" are a small cult-like following in the Knights Valorous and led by none other than Zylinchin the Fiendfinder. They tour much of the northern lands of Nyronnd. Being one of the most outspoken and visible members of the League, Zylinchin has done outrageous things, including the infamous "cleansing" of a shrine to Incabulos in Midmeadow. These acts have garnered a large number of converts, and many frightened nobles and peasants suspect that he is the one behind the "Midnight Raids" along the northern border.

The League supports two elite forces within its ranks. The Knights Valorous is based in and acts within Nyronnd; its fraternal group operates within the Pale. Carindrell maintains leadership of the Nyronndese Knights while Avern manages those of the Pale. As originally planned by Hytan and Sister Buil, all three leaders must work together to accomplish the many goals of the League. It is currently well known that

animosity exists between Grishken and Carindrell, and this situation has often allowed Avern to assume command when he otherwise might not. The difference of opinion between Grishken and Carindrell as well as the many tactics advocated by the League in its recruitment of personnel (Zylinchin has been known to conscript potential converts) has led to widespread speculation outside of the organization as to the final tally of membership within the League.

With the help of other dedicated followers of the Church of the One True Path, Sister Buil and Theocrat Toth completed the restoration of the true faith in Pholtus by forming the Church Militant in CY 452. The Church Militant, formed to ferret out and expunge heretics, heathens, and others not dedicated to the newly instituted Church of the One True Path, created an inquisition within the Pale. In CY 460, the Prelates of the newly freed Theocracy of the Pale felt that it was time to take their inquisition to the heathens of the south (Nyronnd). The faithful and obstinate captain of the Rel Mord City Watch, and husband of Sister Buil, Hytan founded the Valorous League of Blindness in CY 460. With open support from the ranking Prelates within the Church, the League set out to convert those of other faiths, defend the faithful of Pholtus, and protect the Church's interests within Nyronnd.

The faithful and obstinate captain of the Rel Mord City Watch, and husband of Sister Buil, Hytan founded the Valorous League of Blindness in CY 460. With open support from the ranking Prelates within the Church, the League set out to convert those of other faiths, defend the faithful of Pholtus, and protect the Church's interests within Nyronnd.

With the strong support continuously offered by the Church Militant, the League did its best to propagate and reinforce the relationship. In CY 520, Prelates Tionon, Zakeria and Marshal directed their Church Militant forces to eradicate a group of priests and monks that had berated the Church for preaching that communion with Pholtus is gained only through the Church. A quick sortie by the League ended the apostasy as it entered Nyronnd's border. The action saved the Pale from seeming to act as an aggressive force against Nyronnd and further cemented the Pale's support for the League.

Throughout the years, the Palish ambassador, following Sister Buil's footsteps, has been the biggest Pale supporter of the League and its actions. Ambassador Ivanic Temzien, the Grand Templar (considered a fanatic even among his Church Militant companions) has taken this support further and in CY 580 published his Lesser Nyronnd Doctrine.

This doctrine prescribed the idea that northern Nyronnd should secede to the Pale, thus allowing

Nyrond the ability to handle its true border enemies such as the Great Kingdom, Iuz and the Bandit Kingdoms. In typical fanatical fashion, the League has not only sponsored this doctrine but has taken it as one of its tenets. This doctrine and unimpeded support for the League by Ivanic has been labeled as one of the major factors in King Archbold's eventual downfall.

Today The Lesser Nyrond Doctrine is one of the League's strongest ideals and is often stated as:

"There is now only one hope of salvation, Pholtus of the Blinding Light. Only those blinded to iniquity and its lures can hope to prevail in these terrible times. Look at how the rich live while you travail to pay their taxes; is this right? But this is how Nyrond is. Hence, Nyrond must be changed, and we're the men to do it, just as we are the men to root out the evil within these lands which matches the evils of Iuz and Aerdy outside."

Prior to the Flanaess-spanning Greyhawk Wars, the League was seen by many Nyrondese nobles as little more than religious rabble. However, when Aerdy struck the first blow at Nyrond, the League was one of the kingdom's first defenders. The soldiers and nobles on the borderlands noticed the importance of the League, and attitudes shifted from avoidance to acceptance. On the Almorian borderlands near Castle Blazebane, a group of junior Nyrondese military officers, fighting alongside a squad of League members, renounced the directions and orders of their untalented and poorly skilled commanders and generals. These junior officers considered themselves to suffer unjustly from a corrupt government that promoted inbred relatives who lost battles that better prepared or knowledgeable leaders would have won. Colonel Zylinchin, one such overruled officer, joined the League during an orcish advance at Kurast's Tower. After what should have been easily won battles became muddled due to inept leadership, Zylinchin turned inward and found a great faith in Pholtus. No longer would he follow the incompetence of his "superiors."

With the addition of Colonel Zylinchin, the League had numerous successes on the battlefield and freed many of the peasants from subjugation by the cruel forces of both Iuz and the Overking. The Colonel and his lieutenants became known as the "Fiend Slayers," and took command from General Younard at the Battle of Arat in the Almorian Border Lands. After the battle was won, the League gained a newfound respect from the soldiers and peasants of the area, but the official Nyrondese position towards the League was further distanced. (The officials hated the league. The local citizens loved the league.) Eight months after Arat, at the Crest of Arike, near Womtham, Zylinchin once again became known and influential. His "Fiend Slayers" slew a demon directing an attacking goblin horde. With fame and infamy throughout the northern kingdom and generous donations to the poor and oppressed peasants, conversions to the faith of

Pholtus came quickly, despite the rigidity required by the League.

Although Zylinchin made many converts and allies near the end of the wars, Cunal Huldane, a "bandit" that robbed from his father and raided the Pale, became one of the League's biggest antagonists. The two often clashed when dealing with Count Blackmar Huldane, Cunal's father, who ruled with cruel laws and enforced the edicts made by a frantic King Archbold. Cunal, based in Barren Keep, often hid in the Phostwood, and was protected many local farmers.

CY 592

The League still encourages secession to the Pale, and a few nobles in the northern lands have either joined or now openly support the League (though usually out of fear of a peasant uprising). Yet other nobles from both the north and south of the kingdom dislike the League intensely. Many nobles, officers, and merchants disagree that Nyrond cannot protect itself from its enemies. In the south, Farenne, a paladin of the Church of the Blinding Light believes that the Pale is a land of heresy, much like the Theocracy of Dimre, twisting Pholtus's will and light. She argues strongly against any alliance with the Pale, and condemns any talk of secession as treason. Duke Korenfluss of Oldred has gone so far as to place a price on Zylinchin's head, as did Field General Myariken. In turn, Myariken is hated within the Pale and by the League for his raids on Hawkburgh and other neighboring Palish townships. (Myariken's troops use the Phostwood as a staging area.) The League recognizes its detractors and fights against them by granting aid and protection to the peasants while supporting the lawful rule of faithful nobles. This aid and the rowing rumors of demons, devils and corrupt nobles, keep the newly converted or easily swayed in line. Following the practice of Midnight Raids, made famous in the Pale by the Church Militant, the League has been able to rid the northern lands of Nyrond of numerous fiends, demons, devils and those who consort with such malevolence. Along the Pale-Nyrond border, many men and omen accused of heresy are quickly hunted down, and days after such a raid, the remains of burned or impaled victims can be seen to show others what becomes of those who consort with the foulest of the foul.








As the newly ascended king, Lynwerd I, reorganizes and attempts to heal his lands, the Lesser Nyrond Doctrine remains a common belief, even among Nyrondese officials. However, many of the more extravagant and outlandish tenets of the League are losing support. Thus the League has begun to withdraw and to curtail some of its members' actions. Also, the League has doubled its fund raising and charity efforts. Recently Avern, the Commander of the Knights Valorous within the Pale, met with Carindrell and Grishken. Numerous members of the Church and

League hierarchy were led to believe that this was merely a polite visit. However, those in the know report that the few progressive Prelates of the Council of Nine are disgusted by the continued excesses of Zylinchin and the feud between Grishken and Carindrell. Due to his position within the Pale-sponsored League, Avern's words carry great weight, as evidenced by Grishken having recently asked Zylinchin to forestall further Midnight Raids. Although still considered extreme and one of the more hard-line interpretations of the Book of the Path, several members continue the practice of literally wearing blinders or the even more bizarre and fanatically holy act of putting out their left eye, showing that Pholtus' wisdom and teachings are more than enough to show his Path to those truly faithful. This and other personal, yet ardent, tenets of the League have seen a recent decline among recruits.


Zylinchin the Fiendfinder-General, General of the Nyrondese Northern Army Knight Valorous of the Valorous League of Blindness

Zylinchin is without a doubt the most respected and feared member of the League. His personal troops, those members of the League loyal to him, "The Slayers," are well known throughout northern Nyrond. His most famous Fiend Finding was at Midmeadow, right under the nose of Grishken, in which he found and destroyed a shrine to Incabulos. Signs of his passing can often be found in the countryside. He has handed alms to many poor peasants, and they have responded by showing great faith in and dedication to Pholtus. Also, the heads of heathens are often found on pikes. These grisly signs show non-believers what a lack of faith can lead to. Those most openly faithful support Zylinchin; as a result, local leaders are forced to support and offer aid to the League or face rebellion. Others, however, despise both the man and the message and have openly placed rewards for his head.

Tenets of the Valorous League of Blindness

-  Display a "Perfect Knowledge of the Laws of Pholtus."
-  Uphold the teachings of the Church of the One True Path, for it is the Way to follow Pholtus into the Blinding Light.
-  Teach the children.
-  Neither tolerate disrespect to the Church nor allow any harm to come to its flock.
-  Defend the clergy of Pholtus.
-  Allow no person, beast or property to go without when you have plenty.
-  Convert unbelievers to the tenets of the Church of the One True Path. Dispatch those that resist conversion, for they are not worthy of the

Blinding Light of Pholtus, nor capable of following his strict True Path.

-  Allow no person to proclaim the teachings of Chaos, Evil or false cults. Use force of arms when required to exile fiends, demons, devils or those that preach such teachings.

Appendix Twelve – Pholtus and the Prelates Announcement

PHOLTUS

Intermediate Deity of Light, Resolution, Law, Order, Inflexibility, Sun, Moons

Worshippers: Oeridian and commonly accepted across all the Flanaess

Holy Symbol: Full moon partially eclipsed by a smaller crescent moon

Alignment: LG (LN)

Domains: Good, Knowledge, Law, Sun

Prestige: Divination, Domination, Exorcism, Glory,

Domain(s): Inquisition, Mind, Mysticism, Summoning

Weapon(s):
Quarterstaff

Weapon of the Deity spell: +1 flaming quarterstaff

Pholtus (FOHL-tus) is a stern Oeridian god of unbending Law. He believes that he is the authority on Law and the Natural Order, which makes him unpopular with other gods. The sun rises and sets, the moons wax and wane, the seasons progress - all in a very ordered, regular fashion because this is the structure created by Pholtus. He has presumed to place himself at the pinnacle of the Greyhawk pantheon by claiming authority on the Natural Order. This presumption creates significant friction with the other deities, particularly with St. Cuthbert of the Cudgel (who was originally a follower of Pholtus, and was later raised to be a hero Deity).

The sects of Pholtus are all guided by the One True Path of Pholtus, which is strict, but guarantees rightness. They strongly believe in order and show no tolerance for those who do not enforce the cause of Law; smiting Chaos where found, and Evil once chaos is rooted out. Because of this they are commonly drawn towards governmental functions, most notably holding prominent roles in the Judiciary and Advisory areas of the Aerdy Great Kingdom, before its fall.

The belief of Pholtus as the authority for Natural Order is prevalent within his followers, and they do not have much respect for other religions, especially chaotic ones. His followers are expected to bring the One True Path to unbelievers, and brook no argument against this practice. This quest leads them far from their churches, usually in groups in case unbelievers and heretics turn hostile. All Pholtan followers believe fanaticism for the cause of law is praiseworthy.

Pholtus is depicted as a tall, slender man in a white robe, with fair skin and hair, and eyes that shine with

the fires of devotion. He carries the staff of the Silvery Sun, an ivory object shod in silver and topped by an electrum sun-disk. His holy symbol is the full moon Luna partially eclipsed by the smaller crescent moon Celene.

Pholtus in Nyrond

The church of Pholtus in Nyrond has a mixed reputation. In some areas it is well received, in others it is disliked. To better understand the reasons for this, consider the wider history of Pholtus in the Aerdy areas. The Pholtan Religion in old Almor was strong, but was also decimated by Ivid towards the end of his reign of the Aerdy Great Kingdom. Pholtans traditionally were well received in the Great Kingdom, enjoying positions of governmental power and advisory, until 582CY when the Patriarch of Pholtus in Rauxes, Emasstus Carcosa, declared Ivid a heretic, insane and allied with fiends. Ivid had him arrested and began a systematic purging of Pholtans from the Great Kingdom, rampantly looting temples and killing priests. This, of course, resulted in a large exodus. Many ended up strengthening the Pale, others dispersed to areas outside of the Great Kingdom, including Nyrond. While Almor was ruled by multiple faiths, the fact it had a strong Pholtan following did nothing to improve relations with the Great Kingdom, and it also felt the brunt of this hatred of Pholtus, ultimately being crushed by the Animus Duke Szeffrin and his forces.

The Church of the One True Path in the Pale has sent forth an independent organization known as the Valorous League of Blindness. This is a fanatical order of Pholtans who have gained a great presence and hold in Midmeadow, but who also range southward all the way to Mowbrenn.

The Pholtans in the rest of Nyrond are traditional in their beliefs, tracing their roots to the Great Kingdom's Church of Pholtus, the Church of the Blinding Light. The Valorous League of Blindness pays indirect obeisance to the Church of the Blinding Light where it is encountered, but they maintain their independence and are supported by the Church of the One True Path in the Pale. Where they are strongest, the temples and chapels of Pholtus are staffed and managed by the church of One True Path. The Church of the Blinding Light

The Church of the Blinding Light is the predominant force of Pholtus in Northern Nyrond. The Church of the Blinding Light in Nyrond traces its roots to the old Aerdy Church of the Blinding Light, prevalent throughout the entire Great Kingdom. Like most of the Churches of the Blinding Light in the Flanaess, there is not a great level of coordination between temples. The Church of the Blinding Light in

Nyrond was splintered from the Great Kingdom's Church at the time Nyrond defected, when Nyrondese sympathizers purged the local Churches of Imperial sympathizers. While these churches do maintain relationships with the Church of the One True Path in the Pale, as well as other strong branches of Pholtan Churches around the Flanaess, the Church of the Blinding Light in Nyrond is a unique entity unto itself, only loosely coordinated an ecumenical council of Pontiffs from the major temples.

Followers of the Church of the Blinding light are traditional Pholtans, and vocally only acknowledge their own order of Pholtus in Nyrond. They generally refuse to admit the Church of the Bright Path exists, considering these followers lost from the cause of Pholtus. However, this schism is heating up to the point where they cannot ignore it any more.

It is also an interesting subnote that the Church of the Blinding Light has the original copy of the Scrolls of Light from the Church of the Bright Path, as it was intercepted and taken from disciples of Retaren who were fleeing south after he was hung in Midmeadow. What has happened to it since is unknown, and the Church of the Blinding Light in general consider the scrolls to be a high quality work of fiction fabricated by a very lost and confused individual.

Announcement from the Pale group site:

"The divine wisdom of Pholtus guided our beloved Theocrat, Theoman Baslett, when he recalled the Valorous League of Blindness to the welcoming arms of the Pale earlier this year. A detachment of Pholtan Knights Valorous, Order of Luna, was to take the place of the League as a faithful presence in northern Nyrond. The leaders of the League, Carindrell and Grishken, recognized the sagacity of the decision and brought their followers inside the shelter of the Theocracy's borders. We of Council of Prelates have rewarded the leaders and members of the League for their loyalty – indeed, even inducting Carindrell into our number as Prelate of Hatherleigh. The presence of the Valorous League of Blindness assures the safety of the good citizens in the southwestern prelacies.

"Not all members of the League, though, have chosen to heed the call homeward. Zylinchin, self-proclaimed Fiendfinder-General, has willfully disobeyed the request of Theocrat Baslett. Zylinchin and a small group of renegade followers have remained in the northern portion of the Nyrond Imperium, acting on their own interpretations of the will of Pholtus.

"Know this, good citizens: Zylinchin and his followers have fallen prey to the very chaos that they once battled. Once ardent servants of the Blinding Light, they have strayed. They have marked themselves

as heretics from the One True Path. Let us all pray, that Zylinchin's band may see the folly of their arrogance and return to the Pale in humility and faith.

"For the moment, consider them no friend to our nation and our Church. If you encounter them within the Pale, avoid them if you can and report their location to the nearest ecclesiastic official. If you encounter them while traveling in the Imperium, report them immediately to an agent of local authority, and send word back to the Pale of their location. The ears of the heretic are closed to reason, so do not try to persuade these renegades to reconsider their decision; instead, be prepared for aggression in words or even in arms.

The Council of Prelates,
Wintershiven,

11 Goodmonth, CY 595

Appendix Thirteen – Midmeadow

From The Kingdom of Nyronnd Web site. Edited to reflect current updates (underlined).

Midmeadow, the capital of the new province, reflects the continuation of difficult times here. While most cities in Nyronnd have been growing since the Wars, Midmeadow has shrunk, to 11,100. Once perhaps the most beautiful city in Nyronnd, with many buildings designed by elven architects, a series of arsons, tax riots, plague, and a ruler who did nothing useful left much in ruins. The new ruler has managed to restore public order, in part by acknowledging the Pholtan Knights Valorous (PKV) as effectively a second police force. Though officially once allies, the militia and the Valorous League of Blindness got along poorly. The 600 militia deemed the VLB as know-it-all amateurs and resented that foreign rule was preferred in some parts of town, particularly where there is a heavy Pholtus population. However, in past years under the previous ruler, the militia was ordered only to protect a few of the major public building from rioters and the League were the ones who actively kept order within the town. The League deemed the militia slackers who were unwilling to enforce the laws of Pholtus, the only ones that count in their view. But with a major crime problem, the two forces must work together. The Pholtan Knights Valorous are attempting to close the gap of animosity.

The biggest limitation to the spread of the League had been a smoldering resentment by many of the poor who go hungry while local produce, and even Gamboge produce, were sent north to the Pale to be sold for badly needed revenues. As times have improved this is less of a problem, but such resentful hatred has a way lingering long past its time.

Much of the crime problem is due to the presence of large numbers of Tenhas. An estimated 10,000 fled from Tenh to Nyronnd when Iuz took over that country. Perhaps half of those stayed in Woodverge, and half of those that stayed settled in shanty camps around Midmeadow. The locals deem them lazy, indolent, feckless, and arrogant. A number of the refugees have skills that were well honored in Tenh, but are rather useless in Nyronnd, which makes them scornful of the lowly jobs they can do, and not eager to do a good job. So, as in many places in Nyronnd, they suffer considerable discrimination. To survive, they do what they must, which can include begging, stealing, and scavenging. Debauchery, drink, and prostitution are common. Some have turned to evil cults and others are bandits, none of which improves their reputation.

Appendix Fourteen – County of Urnst and Nyrond Imperium Treaty

Be it resolved, on this, the 1st day of Planting, CY 595, that:

A treaty shall be entered on this date between the governments of the County of Urnst, and the Nyrond Imperium. This treaty sets down the tenets and guidelines, which shall, upon ratification of this document by Her Grace, Elone Gellor, Contessa of Urnst, and Sewardt Nehron, Emperor of the Nyrond Imperium, be the law of the land in both of the nations involved.

ARTICLE I: Whereas the citizens of the County of Urnst, and Nyrond are peace loving, free peoples, there shall be an official state between these two nations that prohibits all forms of aggression between the two. This shall take effect immediately upon the formal signing of this document, and shall be the lynchpin of the treaty. Should either party to the treaty violate this article, all other portions of this treaty shall become null and void, and the offended nation shall be released from all constrictions and responsibilities contained here within.

ARTICLE I-A: Aggression shall be defined as the incursion of military or paramilitary forces into the lands of a signatory nation by forces of the other signatory. Military and paramilitary organizations shall include those of the army, navy, militia, the legions (not only mundane, but divine and arcane as well), as well as any organization which, in time of war, would become subject to the orders of military commanders within the host government, such as house troops, special paramilitary organizations, organized groups of rangers and druids, and orders of militant clerics. Incursion is here within defined as crossing the border between the County of Urnst and Nyrond Imperium by troops of one government without the prior approval of the other.

ARTICLE I-B: The exception to this shall be that properly designated and identified members of a sworn law enforcement agency are authorized to cross the border without prior approval, provided that they notify the appropriate agency in the other nation as soon as is reasonable after crossing the border. This exception shall only be valid while in pursuit of a legitimate criminal, as defined in the legal codices of the nation whose forces are attempting to apprehend said criminal. Upon notification of the appropriate local law official, the responsibility for the apprehension of the criminal or criminals in question shall immediately pass to the agents of the law in the host nation, who will keep their counterparts apprised of the situation. Captured or detained criminal elements shall be held without granting of parole until

such time as extradition can be arranged, and an official of the nation where the crime was perpetrated shall present to the confining gaolmeister a properly executed, and thus legally binding Warrant for Extradition. Accompanying this warrant must be evidence of the crime, which is sufficient to persuade the local magistrate of the guilt of the accused. Should the extraditing agency fail to provide this documentation, the magistrate has the authority and right to release the accused, or otherwise disposition them as he sees fit.

Should a party commit crimes in both nations, the nation who detains them shall notify their counterparts, and justice shall be meted out first by the more severely aggrieved nation. For example, if a thief flees from Nyrond to the County, and there murders someone, the County has the right to pass judgment, and see that judgment carried out prior to turning over the murderer to Nyrond. After completion of the punishment required by law, the criminal may still be extradited to the second nation, in keeping with the procedures mentioned previously.

ARTICLE I-C: It is the intrinsic legal right of all nations to guard themselves from perceived threats to their security, both from within and without. Therefore, no law or mandate from either crown shall impinge upon the right of the other to station troops anywhere within their appropriately delineated territory for purposes of providing the citizens of said nation with security from bandits, demi-human and humanoid militants, and any other threat that the government of their nation cites. It is forbidden for any soldier, militiaman, or other agent of the crown to interfere with the assigned duties of their counterparts so long as their actions are restricted to the appropriate side of the border.

Furthermore, whereas the County of Urnst has already been inundated by refugees from Tenh, immigration from Nyrond is hereby forbidden without proper documentation. This shall not restrict, however, the free passage of registered merchants, traders, and other persons who have business within the County.

ARTICLE II: The economic well being of a nation is vital to the well being of its government, and its people. Therefore, let there be no law or mandate that inhibits the ability of either nation to conduct business with citizens of the other. To this end, the trade of livestock, foodstuff, and raw materials shall not be subject to any tariff or tax in either country when being exported from one country to another. This does not preclude, however, taxation of goods, or the charging of a tariff on any of the above-mentioned

things when they are passing through one nation en route to another. Only mercantile transactions between parties in the County of Urnst and the Nyrond Imperium shall be exempted from taxation and tariff.

ARTICLE III: The border between the County of Urnst and the Nyrond Imperium shall be the same border as was observed between the County and the Kingdom of Nyrond except as noted below.

ARTICLE III-A: The border of the Nyrond Imperium shall shift east a distance of 20 statute miles of its former location along the Stone Road from Crystal Springs to Starkwall. This change transfers all lands, resources, towns, and peoples who live in the affected area, to include all lands of the city of Starkwall, and all other hamlets, villages and towns in the affected region and their governments and officials, to the possession of the County of Urnst. Whereas this change affects a border which has been in place for many years, and is significantly different from the border which existed between the Kingdom of Nyrond and the County of Urnst, arrangements shall be made for the swift and efficient transfer of all aspects of the city of Starkwall, her government, and her people to the supervision of the County of Urnst. Starkwall shall be absorbed into the Archbarony of Eastmarch, and the Lord of the East shall have responsibility for the administration of Starkwall.

ARTICLE III-A-1: It is stipulated herein that informal negotiations regarding this transfer of land and shifting of border opened between the County of Urnst and the Nyrond Imperium on the 24th day of Fireseek, CY 595, and it was agreed to permit the County of Urnst to begin construction of a security wall that would extend along the proposed border from Starkwall to the Crystal Springs, inclusive, and this construction would not be considered an act of aggression since the wall provides security for both nations, and the cost is born solely by the County of Urnst. Be it also stipulated that during these informal negotiations, the Nyrond Imperium warned that insurgents on either side of the wall might attempt to impede the construction of this wall, thereby endangering the formal signing of a non-aggression pact. Once this pact is signed however, the Imperium herein agrees to police its side of the border wall with the intent to deter and interdict any interference with its maintenance.

ARTICLE III-B-1: The towns of Crystal Watch and Kerrinn, the defenses of each, and the locks on the River Franz at Kerrinn shall hereby be declared as entirely claimed by the Nyrond Imperium, and the County of Urnst forswears any claim prior or post on such.

ARTICLE III-B-2: The Nyrond Imperium shall not restrict the traffic on the River Franz by such parties as

allowed to cross the border, pursuant to ARTICLE I-A, ARTICLE I-B, and ARTICLE II of this document.

ARTICLE III-C: These changes to the borders between the Nyrond Imperium and the County of Urnst shall be in effect no more than 30 days from the ratification of this treaty.

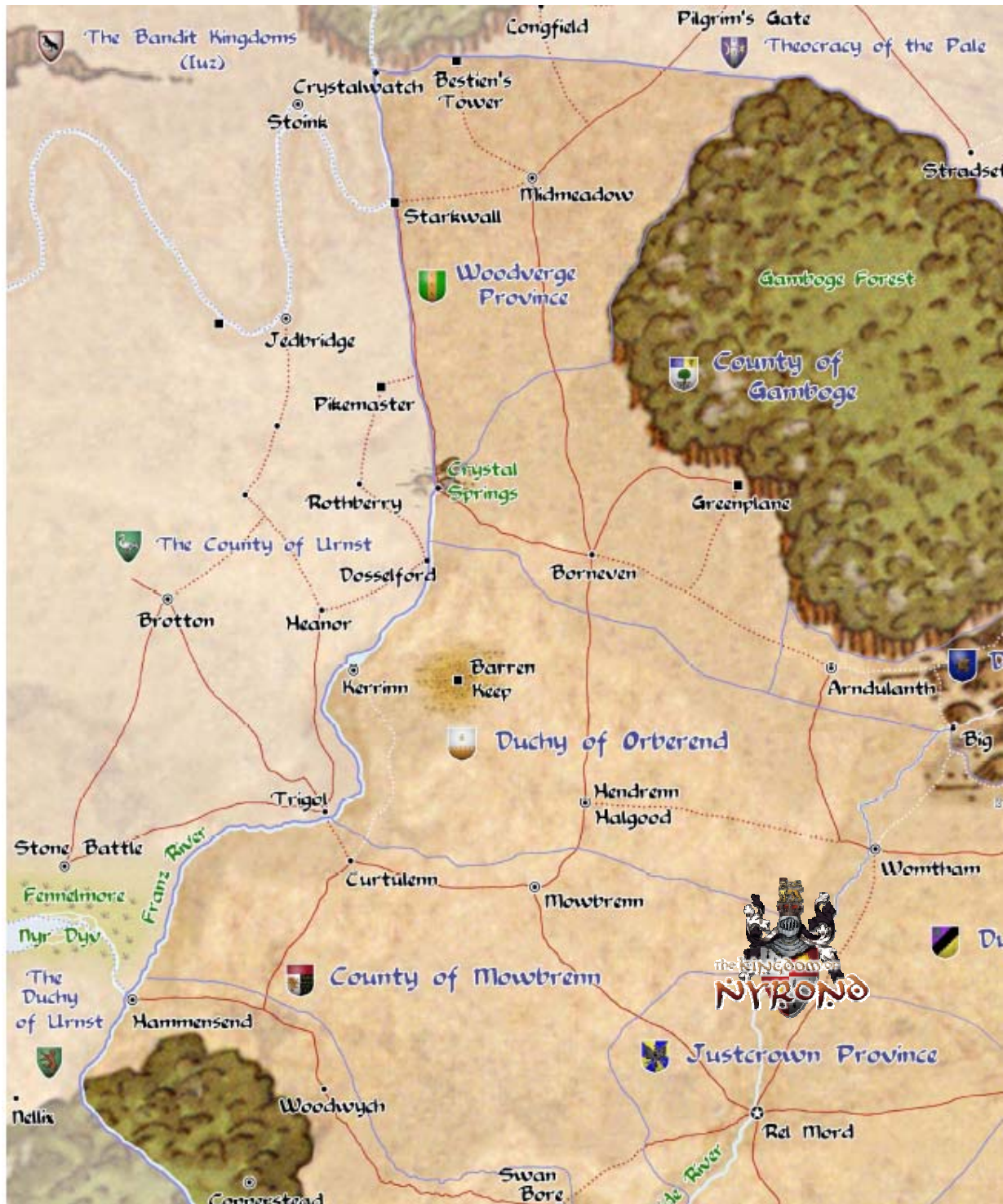
ARTICLE IV: This treaty of non-aggression shall be considered to be legal and binding fifteen days following its ratification by the lawful rulers of both nations. Each ruler shall be notified by the most expeditious means possible, to include magical, of the ratification of the treaty by their opposite. Then shall both leaders, accompanied by a retinue of their choice which shall not exceed 50 personal guards, make their way to the city of Starkwall, where a formal signing of this document shall occur at noon on the fifteenth day following its ratification. The ceremony shall be overseen by the chief cleric of Zilchus, and shall be held in the same temple in the city of Starkwall.

ARTICLE V: This document shall be binding on Sewardt Nehron, Emperor, and upon Elone Gellor, Contessa, so long as a Gellor sits upon the throne in the County of Urnst, and so long as Sewardt Nehron and his descendants sit on the Imperial Throne of Nyrond.

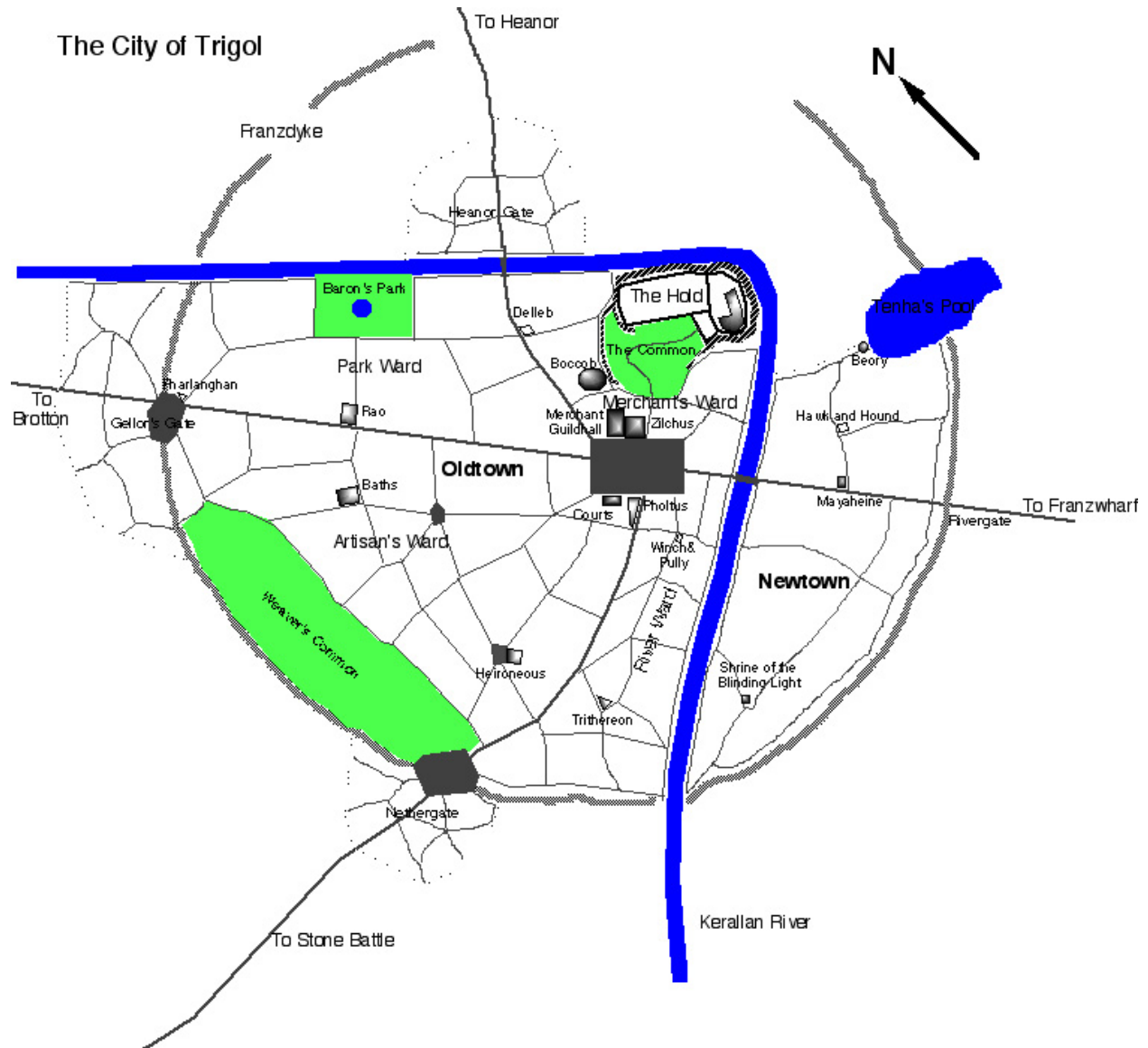
Signed in Starkwall, Lord Barony of Starkwall, Archbarony of Eastmarch, County of Urnst, on the 16th day of Planting, CY 595 by Her Brilliancy Contessa Elone Hofre Gellor of the County of Urnst, and His August Supremacy Emperor Sewardt of the Nyrond Imperium.

Final Disposition of ARTICLE III-C occurred the first day of Flocktime, CY 595.

Appendix Fifteen – Map of Nyron



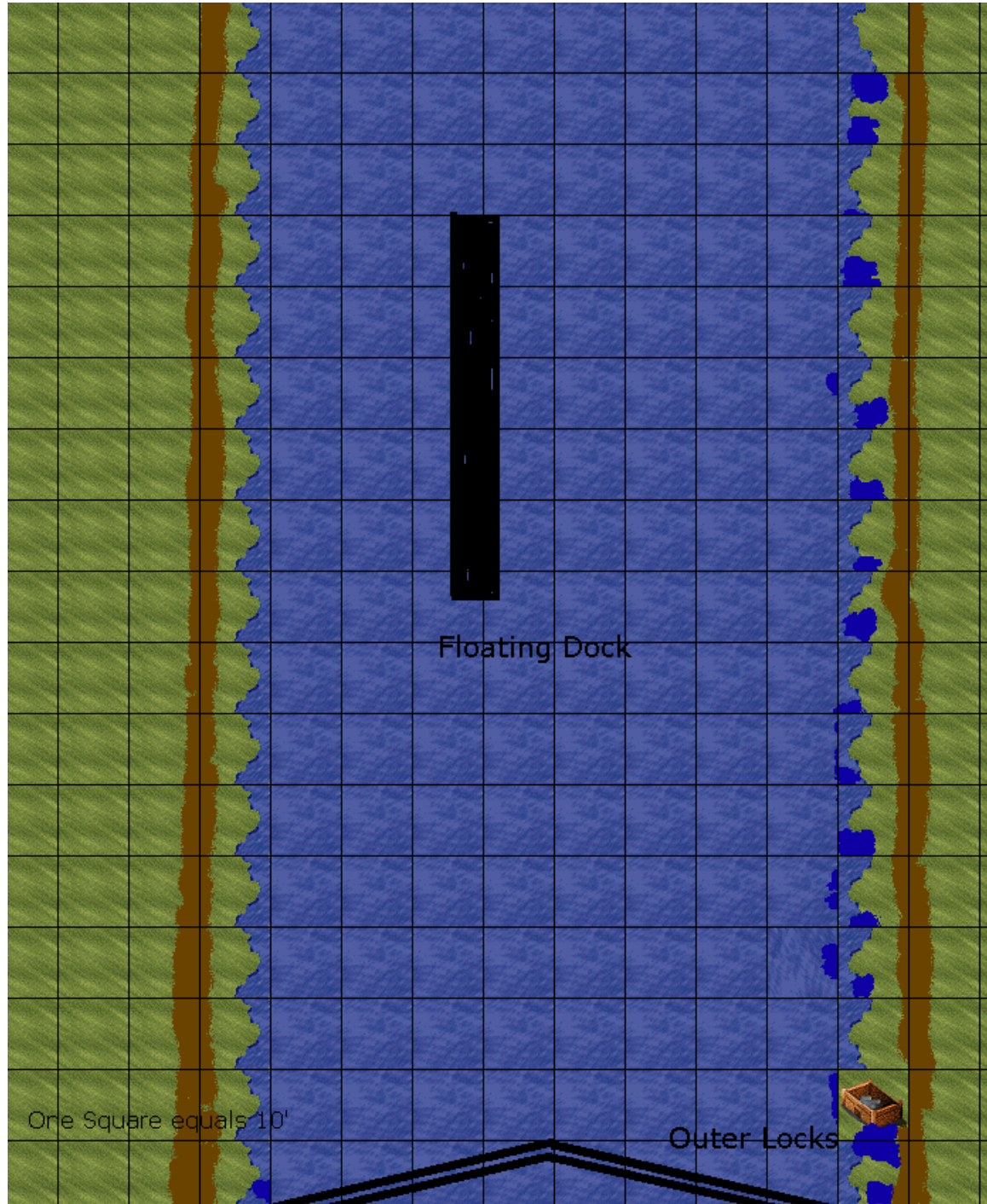
Appendix Sixteen – Map of Trigol



Appendix Seventeen – Surrounding Countryside of Kerrinn

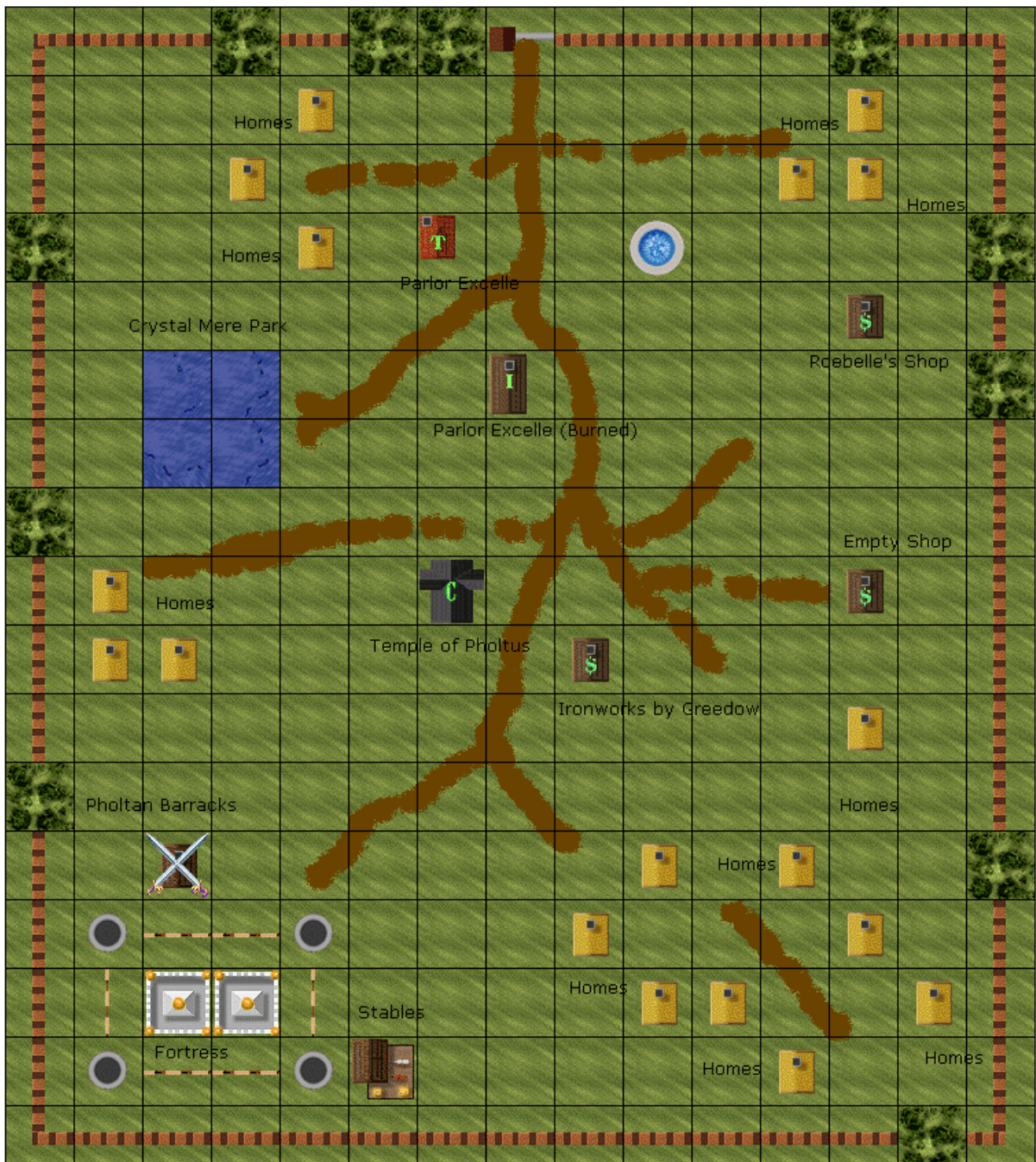


Appendix Eighteen – Franz River and Kerrinn Locks



Appendix Nineteen – Midmeadow

Map not to scale



Player Handout One – County of Urnst Handouts

In Artisan's Ward

I appeal to your ability as a craftsman. The raw materials coming to Trigol by way of Kerrinn has become exceedingly more expensive. As small craftsmen we cannot keep up with these additional costs. It is difficult to pass these increased costs to our customers as many have sought lower prices outside of Trigol. An individual in your occupation could travel to Kerrinn. We beg of you to find the cause of these price increases. If you discover them, peacefully, we will reward your efforts as best we can.

Signed,
M. Adhémar

In River Ward

Guild member, we have a new opportunity to gain a foothold in legitimate business operations. Such an opportunity cannot be wasted. We must understand the significance of the opportunity. You are to travel to Kerrinn. Find out how we can exploit these prospects then report to your guild house with any news. Also, discover the impact of this avant-garde interest in Pholtus. Perhaps we can put a few of their leaders in our friends list.

In Merchant's Ward

In the 1st day of Planting, CY 595 the governments of the County of Urnst, and the Nyronnd Imperium entered into a treaty. This treaty set down the tenets and guidelines and ratified by Her Grace, Elone Gellor, Contessa of Urnst, and Sewarndt Nehron, Emperor of the Nyronnd Imperium.

We believe Nyronnd is in breach of this treaty. Go to Kerrinn and confirm if the following tenets are in breach.

Article II states Nyronnd and the County of Urnst will make “no law or mandate that inhibits the ability of either nation to conduct business with citizens of the other” and “To this end, the trade of livestock, foodstuff, and raw materials shall not be subject to any tariff or tax in either country when being exported from one country to another”.

We believe the Kingdom of Nyronnd is taxing all cargo passing through the locks in Kerrinn en route to Borneven whether or not the vessels are flying a County of Urnst flag.

Article III-B-1 of the treaty states The Kingdom of Nyronnd controls the locks in Kerrinn. In Article I-A it states our officials or government agents cannot cross into Nyronnd. Therefore, we must continue to discuss the reports we receive with King Lynwerd in Rel Mord. Unfortunately, with the current events taking the King's attention an audience has been postponed until further notice. Consequently, we need you to investigate the matter as an unofficial representative.

Lastly, Article I-C states any refugees from Nyronnd are forbidden into the County without proper documentation. A result of the Kingdom of Nyronnd's civil war there are many refugees coming into the County exhausting the municipal services. We want reports on the refugee situation in Kerrinn.

Report the information to the County of Urnst ambassador's offices in Rel Mord on the first day of Ready'reat.

Signed,
M. Bruyant

Player Handout Two – Duchy of Urnst Handouts

In Artisan's Ward

I appeal to your ability as a craftsman. The raw materials coming to Trigol by way of Kerrinn has become exceedingly more expensive. As small craftsmen we cannot keep up with these additional costs. It is difficult to pass these increased costs to our customers as many have sought lower prices outside of Trigol. An individual in your occupation could travel to Kerrinn. We beg of you to find the cause of these price increases. If you eliminate them, peacefully, we will reward your efforts as best we can.

Signed,

M. Adhémar

In River Ward

Guild member, we have a new opportunity to gain a foothold in legitimate business operations. Such an opportunity cannot be wasted. We must understand the significance of the opportunity. You are to travel to Kerrinn. Find out how we can exploit these prospects then report to your guild house with any news. Also, discover the impact of this new avant-garde interest in Pholtus. Perhaps we can put a few of the leaders in our friends list.

In Merchant's Ward

M./Mlls.

Mercantile goods coming to Trigol by way of Kerrinn has become exceedingly more expensive. These additional costs are reaching a critical point. We believe if the trend continues it will become increasingly cost prohibitive to sustain several operations. We, the representatives of a Mercantile Consortium representing merchant interests in Trigol, need to understand the situation. An individual in your occupation and as a holder of Merchant Trading Rights we are asking you to journey to Kerrinn. We ask that you find the cause of these price increases. Report to the Merchant Guildhouse by the first day of Ready'reat. House Meissel is acting as the impartial party for the other Houses.

Signed,

Mme Genevieve

Player Handout Three – Kingdom of Nyronnd Handouts

In Artisan's Ward: Sagacious Society member only (sent as *Message* spell)

Colleague,

We have received reports the Valorous League of Blindness has spread its taint here in Trigol. Further, we have indication these zealots have taken effective control over Kerrinn. This will undoubtedly bring harm to the Kingdom of Nyronnd. The Society is asking you to report any activity here in Trigol for us to understand the extent of this contamination. Then, travel to Kerrinn for a meeting we have prepared with the mayor in five days. At the meeting be prepared to report what you have found in Kerrinn regarding the activities of the Valorous League of Blindness. Only with irrefutable evidence will we finally cut out the putrefaction from Nyronnd.

Palindren sends good fortunes in your assignment.

(name not disclosed)

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In River Ward

Guild member, we have a new opportunity to gain a foothold in legitimate business operations. Such an opportunity cannot be wasted. We must understand the significance of the opportunity. You are to travel to Kerrinn. Find out how we can exploit these prospects then report to your guild house with any news. Also, discover the impact of this new avant-garde interest in Pholtus. Perhaps we can put a few of the leaders in our friends list.

.....

In Merchant's Ward

Agent,

Having returned the rightful King to the throne has not ceased security concerns in Nyronnd. The Pholtan fighters implicated at the blockade have led us to some discoveries. Upon further investigation the name Zylinchin was behind the charges at the blockade. This is a dangerous zealot of Pholtus belonging to a knighthood called the Valorous League of Blindness. The influx of Pholtan believers into Kerrinn from Trigol is his doing. Further investigation into Kerrinn is necessary. We have arranged an agent to meet you at the entrance. He will direct you to your next meeting. We are not sure of the motivation at the moment but something you should be aware of. Two delegates from Borneven are in the area of Midmeadow. Their occupations are Shadowbane investigators. Use any means of stopping Zylinchin's plans.

<unsigned>

Player Handout Four – Theocracy of the Pale Handouts

In Artisan's Ward

I appeal to your ability as a craftsman. The raw materials coming to Trigol by way of Kerrinn has become exceedingly more expensive. As small craftsmen we cannot keep up with these additional costs. It is difficult to pass these increased costs to our customers as many have sought lower prices outside of Trigol. An individual in your occupation could travel to Kerrinn. We beg of you to find the cause of these price increases. If you eliminate them, peacefully, we will reward your efforts as best we can.

Signed,

M. Adhémar

In River Ward (also, at the Church of Pholtus and The Shrine of the Blinding Light)

Dear Brother/Sister <or appropriate title>,

We need your assistance. Our most devoted followers of the One True Path have journeyed to Kerrinn. As much as we support them in the Path shown to them we need to understand what is occurring. We ask for you to travel to Kerrinn to see what has taken many by boatloads every week. Tell us what you find at the Church of the Blinding Light. Give Abbot Birius my regards.

Abbot Rathis

In Merchant's Ward

<appropriate weapon code name of the member>

It appears the heretic, Zylinchin, is behind the influx of Pholtan believers into Kerrinn. He is gathering men and arms. To what end we can only speculate it is for his desire to war with Nyrond. His actions will bring disastrous repercussions to our Theocrat's negotiations in Midmeadow and our country. Go to Kerrinn to and report to The Church of the Blinding Light. We have someone who can help you. Take the information provided to Midmeadow. Once in Midmeadow we will put you in touch with trackers. A closely held unity with the Church Militant is necessary to capture him before Bloodhounds or worse, bounty hunters, claim him. We have heard two hunters have left Borneven for the area of northern Nyrond.

<unsigned>

Player Handout Five – Map left behind by VLB Knight

