

COR4-10



RIDDLE OF THE DUST

A One-Round D&D[®] LIVING GREYHAWK[™] Core Adventure

Version 1

by Paul Looby

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The Stonelands—all that remains of the proud Duchy of Tenth. A mystery haunts these
barrens, one that promises rebirth for a fallen people.

Part 2 of the Children of the Dust Trilogy
A LIVING GREYHAWK Core adventure for APLs 2-10

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 five-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

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 Website, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

PREPARATION

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

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

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

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

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

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

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

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

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

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

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.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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

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 Core adventure, set in the Stonelands of Tenh. All characters pay two Time Units. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

ADVENTURE BACKGROUND

Since the Greyhawk Wars, the land of Tenh has been fought over by the Empire of Iuz, the hordes of Stonefist, the Pholtine armies of the Pale (aided by their Tenha allies—the Faithful Flan) and forces loyal to the deposed Duke Ehyeh III. For a decade, the war raged on, yet despite considerable bloodshed, no faction was able to gain the upper hand in the struggle.

Then, in 593 CY, the face of the war and the very land itself was changed utterly. A horde of creatures from the Ethereal Plane invaded Tenh, consuming every living thing in their path—man, beast, and tree. In their wake they left Tenh a barren desert known now as the Stonelands, for only sterile stone remains of a land once renowned as one of the most fertile in the Flanaess.

Surviving Tenhas were scattered between the few redoubts that held back the Horde—Atherstone in the east and Redspan in the west—and a rash of wretched refugee camps in the Phostwood.

In early 594 CY, Duke Ehyeh III, recognizing that his people stood on the edge of extinction and required strong leadership, decided to return home from exile in the County of Urnst. Through the stalwart efforts of brave adventurers, Ehyeh survived several attempts on his life by both the minions of the Old One and the fanatics of the Faithful Flan and returned to a hero's welcome in Redspan.

Having re-established his court, Ehyeh was forced to deal with the plight of his people first hand. The people of Redspan rely on a tenuous trickle of food supplies from Urnst. Often the supplies are inadequate and starvation and disease are rife in the city. To ease the plight of his people, Ehyeh ordered his forces to raid south of the Artonsamay to capture both food and land. Though these raids gained the Tenhas a hinterland of some 10 leagues south of the river, it also attracted the ire of the Free Lords of the Bandit Lands. Skirmishes increase in frequency and bloodiness. Meanwhile to the east, Ehyeh's red-cloaked Tenha Host has clashed with fanatics of the Faithful Flan, ranging east across the Stonelands from their stronghold at Atherstone.

Thus, despite the duke's best efforts, his people are on the brink of starvation and surrounded on all side by implacable foes. Many have begun to lose faith in the man they saw as their savior only months before. The most significant of these is a group of influential young nobles and army officers led by Baron Turanalh who, looking for an alternative to Ehyeh, wish to make the illustrious and venerable Marshal Laba the new leader of the Tenha people. Alone among Tenh's

surviving military commanders, Laba acquitted himself well during the desperate days of the duchy's fall. Many of the rebels have served under Laba thus idolize him for his leadership and military acumen—two qualities the rebels find distinctly lacking in Ehyeh. What makes the rebels truly significant is their backing by the Keepers of the Flan, a group of powerful lorekeepers, mages, and mystics whose goal appears to be the preservation of the Tenha people. The rebels have made their base at Iarvaladhyr, one of the ruined Gleaming Spire keeps close to the eves of the Phostwood. Slowly they have begun to siphon off sympathetic warriors of the Tenha Host in the hope of eventually mustering enough strength to overthrow Ehyeh and place Laba on the throne.

The only problem is that Laba is unaware of the plot and, being a loyal servant of the duke, would be horrified if he were. The marshal is currently more concerned by the numbers of his men vanishing while on patrol in the Stonelands. Of course the men are not simply disappearing—they are defecting in his name to the rebels—but ironically, Laba does not know this. Instead, he has directed his son Labahlah to employ a band of skilled adventurers to uncover the apparent riddle written in the dust of Tenh.

ADVENTURE SUMMARY

Player's Introduction

Depending on the PCs' background and past actions, they are employed either by Labahlah in Redspan to discover the fate of the vanished patrols, or, if the PCs are Palish or devout followers of Pholtus, by Pholtarin, a senior leader of the Faithful Flan in Atherstone. Pholtarin wishes to discover what is behind strange movements by the Ehyeh Loyalist Tenhas around Stroun and the fringes of the Phostwood of late.

Encounter 1: The Fading

Setting out from either Redspan or Atherstone, the PCs travel through the Stonelands, experiencing some of the strange phenomena that haunt the wastes. They also encounter a warband of orcs in the service of Iuz—who have been strangely altered by the Stonelands.

Encounter 2: The Declaimer

The PCs reach the city of Stroun, where amid the ruins, they meet one of the enigmatic Declaimers—a sect of ascetic prophets who vanished before the fall of Tenh. The Declaimer, in the midst of many cryptic prophecies, direct the PCs to the rebel Tenha base.

Encounter 3: Riders of the Dust

While making their way south towards the Gleaming Spire of Iarvaladhyr (yar-VAL-a-deer), the PCs are intercepted by a patrol of rebel Tenha cavalry. Depending on the PCs and their actions, the encounter is peaceful or degenerates into combat.

Encounter 4: The Gleaming Spire

Depending on the outcome of the previous encounter, the PCs are either escorted by the rebels to their leaders in Iarvaladhyr, with whom they may interact; or follow the tracks of the slain Tenha patrol back to Iarvaladhyr, where they can observe the comings and goings of the rebel base. In either case, the PCs encounter a mortally wounded Keeper of the Flan. That keeper spends his last strength to *teleport* to the Gleaming Spire; bring news of a ruin in the Phostwood, which may contain the secret to the salvation of Tenh.

Encounter 5: Ruins beneath the Trees

Following a map taken from the keeper, the PCs can find the ruins in the Phostwood of which the mage spoke. They find evidence of a battle between a band of Faithful Flan and the Keepers and their rebel Tenha guards. Entering the ruins, they have to overcome a series of obstacles, including a magical trap to gain the inner sanctum of the ruins.

Encounter 6: The Chamber of the Mirror Pool

Inside the inner sanctum, the PCs must defeat ancient magical guardians before they can claim the treasures of the ruins, the most valuable of which is a set of copper scrolls embossed with ancient lore that holds the secret of how to heal the lands of Tenh of their terrible hurt.

Encounter 7: Standoff

If the PCs avoided combat in Encounter 3, then they emerge from the ruins facing either a band of rebel Tenhas or a group of Faithful Flan (depending on who the PCs are working for) bent on recovering the Copper Scrolls for their respective faction, by force if needs be.

Conclusion

Depending on the PCs' employers, they can return the scrolls and their lore to Iarvaladhyr, Redspan, or Atherstone, receiving suitable rewards for their actions.

PLAYER INTRODUCTION

How the scenario opens depends on the PCs' background and past actions.

If the PCs have received an honor from Duke Ehyeh:

If the PCs have played the LIVING GREYHAWK Core scenario COR 4-06 *Duke of the Dust* and had bestowed on them any honors from Duke Ehyeh, the PCs receive a request for their help from Labahlah, son of Marshal Laba, in Redspan.

Read aloud or paraphrase the following:

The tumbledown walls of Redspan are a familiar sight as your barge draws close to the city's quays. The gold and red banners of the Duchy of Tenh drift listlessly on a cold breeze from the north laced with fine dust from the Stonelands.

These bleak barrens stretch away endlessly to the horizon—an open wound on the face of the Oerth.

The sight of the Arms of Tenh is identical to the waxen seal upon the summons you received not a month ago, requesting, in the name of Duke Ehyeh III, your presence in the city of Redspan. The summons bore a familiar name—that of Labahlah, the son of Marshal Laba and an acquaintance of yours.

Allow the PCs to react and interact, then read aloud or paraphrase the following:

Your barge draws up to a quay crammed with people. A line of red-cloaked Tenha warriors forms a cordon, holding back a throng of pinch-faced and hungry commoners. At the sight of the first basket of provisions being unloaded from the barge, the crowd surges forward, begging for food, arms outstretched. For a moment, the line buckles and breaks, and a score of ragged people fall upon a basket of cabbages, tearing it apart as the starved fight among themselves for possession of the few scraps they can lay hands on. The warriors swiftly reform, beating the looters with the flats of their blades, and re-establish the cordon.

One warrior, bearing an ornate brooch marking him out as a junior officer of the Tenha Host, approaches you, raising his open hand to this chest in a salute.

“Saighden, you are expected at the citadel. If you will please follow me?”

Saighden means Honored Warrior in Flan

The officer, Hambaladh, is a taciturn, bronze-skinned man in his late twenties. He leads the PCs through the crowded and chaotic streets of Redspan. There are hungry people everywhere, many of whom beg the PCs for scraps of food or a few coppers. The bodies of the dead lie here and there in gutters or in small side alleys, pitiful bundles of bones wrapped in dry, stretched skin. It's obvious that only a trickle of food is getting through to Redspan. Hambaladh does not comment on this fact, except to say that the Host does what it can to distribute food to the citizenry.

Read aloud or paraphrase the following:

Redspan's citadel is an imposing complex of curtain walls and characteristically Flan round towers, with a high-walled donjon of ancient construction sitting at its heart. It looms over the roofs of the oldest part of the city. A series of gates and courtyards girth the citadel—including one where a large wagon filled with provisions is being unloaded. You are shown to a small antechamber high on the northeast tower of the donjon.

Go to Interview with Labahlah, below.

(B): If the PCs have not received honors from Duke Ehyeh

If the PCs have not played Living Greyhawk Core scenario COR 4-06—Duke of the Dust or have but failed to have bestowed on them any honors from Duke Ehyeh, then they come to Redspan for their own

reasons, and being doughty adventurers, are offered the chance to investigate the mystery of the vanishing patrols.

Read aloud or paraphrase the following:

The quays of Redspan are a welcome sight after several weeks of barge-bound boredom. The gold and red banners of the Duchy of Tenh drift listlessly on a cold breeze from the north laced with fine dust from the Stonelands. These bleak barrens stretch away endlessly to the horizon—an open wound on the face of the Oerth.

Your barge draws up to a quay crammed with people. A line of red-cloaked Tenha warriors forms a cordon, holding back a throng of pinch-faced and hungry commoners. At the sight of provisions being unloaded from the barge, the crowd surges forward, begging for food, arms outstretched. For a moment, the line buckles and breaks, and a score of ragged people fall upon a basket of cabbages, tearing it apart and fighting among themselves for possession of the few scraps they can lay hands on. The warriors swiftly reform, beating the looters with the flats of their blades, and re-establish the cordon.

As you disembark, a man, bearing an ornate brooch marking him out as a junior officer of the Tenha Host, approaches you, raising his open hand to this chest in a salute.

“Good sirs, welcome to the Duchy of Tenh. I would ask that you follow me,” he says in a tone, which though polite, seems to brook no argument.

The officer, Hambaladh, is a taciturn, bronze-skinned man in his late twenties. His superior, Labahlah, has ordered him to find adventurers to investigate the vanishing patrols. If the PCs ask why they should go with him, Hambaladh curtly tells them that his commander, a man of some importance in the duchy, wishes to discuss with them a matter that may be to the benefit of all concerned. He reveals nothing more about the mission at this point. If the PCs refuse to accompany him, he shrugs, bows, and bids them good day.

If the PCs agree to go with Hambaladh, he leads them through the crowded, chaotic streets of Redspan. There are hungry people everywhere, many of whom beg the PCs for scraps of food or a few coppers. Bodies lie here and there in gutters or in small side alleys; pitiful bundles of bones wrapped in dry, stretched skin. It's clear that the trickle of food getting through to Redspan is not enough to stave off starvation. Hambaladh does not comment on this fact except to say that the Host does what it can to distribute food to the citizenry.

Read aloud or paraphrase the following:

Redspan's citadel is an imposing complex of curtain walls and characteristically Flan-style round towers, with a high-walled donjon of ancient construction sitting at its heart, looming over the roofs of the oldest part of the city. A series of gates and courtyards girth the citadel—including one where a large wagon of provisions is being unloaded. You are shown to a small antechamber high on the northeast tower of the donjon.

Go to Interview with Labahlah, below.

Troubleshooting: If the PCs refuse to go with Hambaladh, the adventure is not necessarily over. Allow the PCs to wander the streets of Redspan for a while, getting a flavor of the widespread starvation and desperation of the people. Let them hear rumors of the Tenha Host vanishing around the ruined city of Stroun in the Stonelands from a drunken soldier in a keghouse. The PCs can then either approach the authorities and offer help (in which case go to Interview with Labahlah) or investigate on their own (in which case go to Encounter 1).

Interview with Labahlah

A few minutes later, a short but powerfully built man in his early thirties enters. He is dressed in the crimson of the Tenha Host and bears the golden brooch of a senior officer.

Those PCs who have played COR 4-06—Duke of the Dust, instantly recognize him as Labahlah. He warmly greets each PC known to him, shaking their hands in the traditional two-handed Tenha handclasp, asking them how they are and what they have been doing since they last met. He greets PCs he has not met before with reserve, politely asking them their names and from which land they hail.

✦ **Labahlah AoLaba**, son of Marshal Laba, officer of the Tenha Host

Appearance: Labahlah is a short, but powerfully built man in his early thirties. His skin is a deep coppery bronze, while his wavy hair and deep-set eyes are black as ebony. He is dressed in the red-cloak of the Tenha Host and wears the golden brooch of a senior officer.

Character: Labahlah is a devoted servant of Duke Ehyeh. He loves his homeland dearly. As a young soldier in the Tenha Host, he fought at Redspan during the Fall of Tenh. His experiences then and a decade of bitter exile have made him stern and grim of character. While his land suffers, he can have no joy in his life. His father is the venerable Marshal Laba, the most senior of Duke Ehyeh's generals and the only one to survive the Greyhawk Wars with his reputation intact. Labahlah loves his father dearly and seeks always to honor him with worthy deeds.

Labahlah stares out the window, towards the vast expanse of the Stonelands and his expression grows grim.

"As you have seen, we are beset by many problems here. Some among the religious believed that the duke's return would bring an improvement in our fortunes, but alas, belief alone cannot fill a city of empty bellies.

"We are ringed by foes. To the west lie the Old One and his bandit scum, to the east the Palish and their fanatical puppets. The Host holds the line, but our means are too scarce and our numbers too few. Only through a supreme effort of strength and will do we hold what we hold.

"That is why the matter I put before you is so troubling. We are losing patrols out in the Stonelands. We send men out

and they do not return. We can find no trace of them—no bodies, no signs of battle, no tracks that might tell us where they may have gone—nothing. They simply vanish into thin air. A patrol disappears one week, where another passed unharmed the previous week. Something strange is happening out in the Dust.

"I would ask you to discover what it is and what is happening to our warriors."

The PCs are free to accept or reject Labahlah's request. If they reject it, Labahlah smiles sadly and, thanking them for their time, have them shown from the citadel. Unless the PCs want to investigate the mystery on their own (in which case, go to Encounter 1), the adventure is over.

It is likely that the PCs will have a number of questions for Labahlah. The most likely and relevant are listed below along with Labahlah's replies:

Q: What do you want us to do?

"Simply this—discover what is happening to our patrols and our warriors. If they are alive, tell me where they are, if you cannot retrieve them yourselves. If they are dead, tell us what foe we face, if you cannot overcome it."

Q: Where have the missing patrols vanished?

"The problem appears to be confined to the Stonelands—we haven't lost any men patrolling outside the margins of the Dust. Most patrols have been lost in the direction of Stroun. Having said that, some patrols nowhere near Stroun have also vanished. I led a force to sweep the ruins of the city, but found nothing there to explain the losses. Whatever it is appears to be able to strike anywhere in the Stonelands."

Q: What size or nature of patrols is being affected?

"Before the vanishings began, you standard patrol was a dozen of riders. Since then, we've doubled that number. Far fewer of the reinforced companies have gone missing, but some have. All the lost patrols were lead by experienced commanders—many of them veterans of the Wars. Do not think that we have been sending farmboys out there. These are some of my best warriors."

Q: When did the vanishing begin and when did the last patrol disappear?

"The first patrol vanished about three months ago. Since then we've lost perhaps one or two every fortnight—nearly 300 warriors in all. The most recent was this week. A patrol sent in the direction of Stroun has failed to return and is now four days overdue."

Q: Has any trace of the vanished patrols been found?

"None—not a thing, no bodies, no tracks, no signs of a fight, no traces of sorcery. Nothing. That is the most troubling and vexing thing. We have no idea where they have gone or what has become of them. I am a warrior, but how can I fight when I do not know the nature of my foe? That is why I ask you to help me."

Q: What's in it for us?

"The duke will remunerate you handsomely for your efforts on his behalf, if you come to the bottom of this mystery. Moreover, Tenhas do not quickly forget their friends—be assured of that."

Q: What aid or equipment can you provide us with?

"As you have seen, our resources are slender. We can spare water and provisions as well as maps of the Stonelands, but little else."

Q: What about the food being stockpiled in the citadel?

A: Labahlah looks grim. *"Some is required to feed the Host and the garrison. Some to act stockpiles in case of siege... Some—much—is for the use of the court."*

If there are no further questions, Labahlah wishes the PCs the favor of the Oerth Mother in their travels and the wisdom of Rao in uncovering the answer to the riddle facing them. He then excuses himself and departs. Hambaladh deals with any requests or needs that the PCs might have in his usual quiet, taciturn way. For the map of the Stonelands that Hambaladh can provide the PCs (see Player Handout 1).

If there is nothing else, go to Encounter 1.

(C): If the PCs are natives of the Theocracy of the Pale and/or devout followers of the Palish (LN) Church of Pholtus.

About three leagues from Atherstone on the road north from the Fords of the Yol, you first catch sight of the town's white buildings gleaming in the sun. It was at this bastion of faith that the infernal ethereal onslaught was turned back—as the Theocrat himself said—a clear sign of the strength of the devout, when empowered by the Blinding Light of Pholtus.

The Sun and Crescent of the Pale flutters from atop the ramparts that ring the town. Work-gangs of heretics and criminals swarm over construction sites just inside the outworks, earning some measure of salvation for themselves with their hard labor. Alongside the colors of the Pale stands the banner of the Faithful Flan, sunlight glittering on the silver Sun and Moons—the symbols of Pholtus. The arms call to mind the seal upon the summons you received not a fortnight ago, requesting your presence in this outpost of the Theocracy.

Allow the PCs to react to this and interact among themselves, before proceeding to read aloud or paraphrasing the following:

The streets of Atherstone bustle with life—militias of the Faithful Flan, Palish soldiers and Pholtan missionaries bringing the salvation of the Blinding Light to the benighted Tenha people. As an outward symbol of their salvation by the forces of the Blinding Light, the locals have whitewashed over the gaudy murals of the old Tenha villas. A large tent town surrounds the core of the old Tenha settlement: part army cantonment, part refugee camp. Building is underway throughout the town, from the new temple to Pholtus beside the old market square, to the defensive works around its perimeter. In a large encampment on the west side of the


town, soldiers of the Prelatial Army and the Knights-Valourous drill the volunteers of the Faithful Flan for battle against the heretical hosts of the apostate Duke Ehyeh, recently returned to Redspan.

The directions given in the letter lead you to one of many Faithful Flan hostels—formerly a temple to the false god Pelor—where a young Tenha convert enthusiastically greets you. You are led through to a pristine prayer room, dominated by a large tapestry depicting the victory of the Blinding Light of the darkness of the false gods.

After a short time, a tall, handsome, bronze-skinned Tenha man enters, dressed in the white robes of the Church of Pholtus.

"The blessings of the Blinding Light be upon you", he says. "Thank you for answering our plea for help. We have a favor to ask of you, that will, if successful, further the interests of the Holy Theocracy and the salvation of our people."

The man is Pholtarin (or—as he was known before his conversion—Agharan), a senior leader in the Faithful Flan. Those PCs who have played COR 4-06 *Duke of the Dust*, will recall a striking resemblance between Pholtarin and Saranadh, the priestess of the Faithful Flan they encountered in the Phostwood. The resemblance is hardly surprising given they are siblings.

 **Pholtarin (Agharan)**, senior member of the Faithful Flan

Appearance: Pholtarin is a tall but heavy-set man in his late thirties. His handsome features are typically Tenha: black-eyed, with curly dark-brown hair. He is clad in gleaming white robes, and wears a large silver broach bearing the holy symbol of Pholtus.

Character: Pholtarin is a very charismatic, but utterly fanatical follower of the One True Path of Pholtus. With the typically extreme belief of the late convert, Pholtarin is as conservative a Pholtine as it's possible to get. Even the most devout Knights-Militant in Atherstone finds his single-minded faith unsettling. He believes it is his mission to save the Tenha people from the damnation that they are suffering—due of course to their deluded belief in false gods. The disasters of the past years were a sign of Pholtus' wrath, but also a test of faith. Having been thrown down through their heretical hubris, the Tenha people can only rise again by following the One True Path to Pholtus and salvation. Pholtarin's charismatic manner and persuasive style of firebrand preaching has converted many Faithful Flan to his point of view and he is among the most influential leaders of the movement.

As a devout Pholtine—Pholtarin will view both mages and priests of other faiths with extreme suspicion and may ask that they leave the room while he speaks to the rest of the faithful. He views non-humans with some suspicion (given their heretical habit of following their own false gods), unless they wear the symbol of Pholtus, showing that they have been enlightened and are thus trustworthy.

"My friends, as you know, we are engaged in a war for the very soul of the Tenha people. Aided by the holy legions of the Theocracy, we do righteous battle with the fiend-loving heretics among my people who still cling to the false gods that brought us to ruin and to that arch-apostate, Ehyeh—may Pholtus smite him."

"Their iniquity has made them cunning and though their feign weakness we fear they plan some foul stroke against our glorious armies. Our scouts have noticed much activity around the ruins of Stroun, yet we have not been able to divine a shape to the enemy's plans there. We would ask you to go there, and being strong with the faith of Pholtus, uncover what deceitful plots the apostates are planning there."

"Will you not help us?"

It is likely that the PCs will have some questions for Pholtarin.

Q: What do you want us to do?

"To go to Stroun and discover the plans of the apostates. They are planning some stroke against us, we are sure. Find out their plans and their strengths and bring tidings of it to us here."

Q: What sort of activity have you noticed around Stroun?

"The foe have made many patrols around there and shown much interest in its ruins. Only a few months ago, a large force of the fiend-lovers briefly occupied the city, before withdrawing back to their lair in Redspan. Though we can see no form to their actions, there must be some substance to it. We pray to Pholtus to cast some light on this mystery, yet, by his will no revelation has yet come to us. The Blinding Light sends such things to try us and make us stronger by overcoming them."

Q: What aid can you give us?

"Though the theocrat is most generous, the needs of our war stretch even these resources. We can give food and water and maps to guide you over the desolation. Beyond that, we must ask that you live on your own resources."

Q: What's in it for us?

A: *"The favor of the Blinding Light, the salvation of the Tenha people and the knowledge that your feet are firmly on the One True Path. If you need more material rewards, then we will look to what we can spare from our coffers—but remember that the wealth of this world is as naught when compared to the riches that await us in the eternal light of Pholtus."*

If there are not further questions, Pholtarin asks the PCs to join him in a prayer to the Blinding Light to ensure their success in the trails ahead. He will then bless them and depart, leaving the somewhat nervous young acolyte, Jeradh, to cater to the PCs requests and needs. If the PCs ask for a map of the Stonelands, give them Player's Handout 1.

When the PCs are ready to depart—go to Encounter 1.

ENCOUNTER 1: THE FADING

Whether the PCs are setting out from Redspan or Atherstone, the landscape, strange phenomena, and foes they encounter are the same. Have the PCs work out a marching order for the day and a watch rotation for the nighttime camps.

Read aloud or paraphrase the following:

Beyond the gates lie the sterile wastes of the Stonelands. The desert is well named, for as far as the eye can see there is only bare bedrock, hills and plains of loose gravel or low wind-blown dunes of coarse-grained sand and dust. Nothing lives here. Even in the most arid deserts you have seen, there has always been some sign of life, clinging on tenaciously. Here, there is nothing but a heavy silence, broken only by the soft whispering of dust upon the wind, like the murmuring of a multitude of lost souls.

THE STONELANDS

When the Ethereal Horde scoured Tenh, they stripped every piece of organic matter from the land—leaving only sterile rock and dust behind. The resulting wasteland is devoid of life. Yet, the ethers left more subtle and strange scars upon the land. The weather patterns in Tenh have been strangely altered. Rain falls less frequently than it once did and water is scarce—with what falls often draining away beneath the porous gravel. It is also much colder—with the nighttime temperatures often falling to freezing and below.

However, the most striking effects of the Stonelands are on magic and non-humans. Magic, both arcane and divine, often fails in the Stonelands. Each day, when it is first used, a magic item must succeed a Fortitude save DC 10 +1/day spend in the Stonelands. A magic item's saving throw equals 2 + one-half its caster level (round down). If the item fails, it temporarily loses its magic for the remainder of that day. If the item is moved out of the Stonelands before the day is up, it functions normally, but does not function if brought back into the Stonelands on the same day.

Spells and spell-like abilities suffer similar disruptions. Any spell or spell-like ability used in the Stonelands has a chance of going awry. The caster must succeed at a level check (DC 15 + the level of the spell or effect) for the spell to function normally. For spell-like abilities use the level or Hit Dice of the creature employing the ability for the caster level check and the level of the spell-like ability to set the DC for the caster level check.

Failure on this check means that something may happen; roll d% and consult Stonelands Spell Result Table, below.

Stonelands Spell Results Table

Roll 1d100

01-25	The spell or spell-like ability fails entirely, and the effect is spent, as if it were disrupted.
26-50	The spell functions, but affects a random individual or area within the normal range and parameters of the spell.
51-75	The spell functions, but its effects are reversed (cure spells deal damage, damaging spells heal their targets, spells enhancing Armor Class decrease Armor Class and so on). If there is no obvious reverse effect, the spell fails entirely, as if the roll was 01-20.
76-00	The spell functions—but all numerical parameters (damage/healing, range, duration, area of effect and so on) with the exception of casting time are halved.

The strange environment also strangely affects non-humans (including half—elves and half-orcs, or other half-human races). After their first night in the Stonelands, they feel weak, and begin to fade out of the Material Plane into a strange parallel version of Tenh. They are often plagued by visions of Tenh as it was before the wars—though the landscape appears ghostly and insubstantial. At other times, the visions show scenes from the fall of Tenh, with hordes of ghostly Fists and the armies of Iuz on the rampage, burning, looting, and destroying. Occasionally the visions are of the civil war between the Faithful Flan and the Loyalists. None of these visions can harm the PCs.

After their first night in the Stonelands, non-human PCs have a 5% miss chance both to hit foes and to be hit by foes. PCs with *ghost touch* items or spells (or any other spells and items that can effect ethereal creatures) are exempt from this miss chance, provided the item or spell is functioning correctly (see above). Such faded creatures can affect other faded creatures normally. The percentage of the fading is not a factor. This percentage miss chance increases by 5% per night spent in the Stonelands. When the miss chance reaches 100%, the PC fades completely into the parallel Tenh and is lost for a time from the Material Plane (and the LIVING GREYHAWK campaign). If a semi-faded PC leaves the Stonelands, they immediately become fully corporeal again.

Fully faded PCs may find their way back to the Oerth with some difficulty. This process will cost the PC 4 TU, but will otherwise leave him and his possessions unharmed. See the Adventure Record for more details.

The Faded Ones

The journey to Stroun (assuming the PCs head that direction), takes 7 days on foot from Redspan (3 by horse) and 16 days from Atherstone (7 by horse). It will be largely uneventful, aside from the visions and the fading effects plaguing non-human PCs. Nonetheless, keep the PCs on their toes by making them post watches and rolling random Spot and Listen checks, even if there is nothing to spot or hear.

On the second night on the road however, the PCs run into a warband of orcs in the service of Iuz. They have been wandering the Stonelands for many days and, like all other non-humans have begun to fade out of the Material Plane. As a result they have a 50% miss chance against non-faded creature and a similar chance miss chance against them from attacks from non-faded creatures. As usual, *ghost touch* items and any other magical effects that effect ethereal creatures can affect the orcs, assuming the items or spells function properly in the first place.

APL 2 (EL 3)

➤ **Orc Warriors (2):** hp 5, 5; see *Monster Manual*.

➤ **Orc Shaman (1):** male orc Clr1; hp 9; see Appendix 1.

APL 4 (EL 5)

➤ **Orc Warriors (5):** mix male and female orc Bbn1; hp 14, 14, 14, 14, 14; see Appendix 1.

➤ **Orc Shaman (1):** male orc Clr1; hp 9; see Appendix 1.

APL 6 (EL 7)

➤ **Orc Warriors (4):** mix male and female orc Bbn2; hp 23, 23, 23, 23; see Appendix 1.

➤ **Orc Shaman (1):** male orc Clr2; hp 15; see Appendix 1.

APL 8 (EL 8)

➤ **Orc Warriors (5):** mix male and female orc Bbn3; hp 32, 32, 32, 32, 32; see Appendix 1.

➤ **Orc Shaman (1):** male orc Clr3; hp 21; see Appendix 1.

APL 10 (EL 10)

➤ **Orc warriors (5):** mix male and female orc Bbn5, hp 50, 50, 50, 50 50; see Appendix 1.

➤ **Orc Shaman (1):** male orc Bbn1/Clr4; hp 37 see Appendix 1.

Tactics: The orc warriors are too stupid to realize what is happening and do not modify their usual tactics. They attempt to use the cover of darkness, and their darkvision to their advantage in sneaking up on the PCs, especially any night-blind humans. In keeping with this, the orcs try to eliminate any light sources. Sentries are targeted with missile attacks, as are any obvious spell casters.

The shaman however, does realize that something strange is going on, as his spells have fizzled in past days. He tries to buff himself as much as possible—and close with the PCs, hoping to use his faded status to avoid their attacks.

Treasure: If the PCs defeat the orcs, their possessions are the PCs to claim.

APL 2: Loot: 50 gp; Magic: *potion of cure light wounds* (4 gp)

APL 4: Loot: 107 gp; Magic: 6 potions of cure light wounds (6 x 4 gp);

APL 6: Loot: 107 gp; Magic: 6 potions of cure moderate wounds (6 x 25 gp); 5 potions of bull's strength (5 x 25 gp); potion of owl's wisdom (25 gp)

APL 8: Loot: 1 gp; Magic: +1 spear (191 gp); +1 chainmail (108 gp); 5 +1 falchions (5 x 198 gp); 5 +1 chain shirts (5 x 104 gp); 5 potions of cure serious wounds (5 x 62 gp); 5 potions of bull's strength (5 x 25 gp); 5 potions of heroism (5 x 62 gp); potion of owl's wisdom (25 gp)

APL 10: Loot: 245 gp; Magic: +1 spear (191 gp); 5 +1 falchions (5 x 198 gp); 5 +1 chain shirts (5 x 104 gp); 6 potions of cure serious wounds (5 x 62 gp); 5 potions of bull's strength (5 x 25 gp); 5 potions of heroism (5 x 62 gp); potion of owl's wisdom (25 gp); potion of haste (62 gp)

Development: Assuming the PCs defeat the orcs, they are free to pass onto Stroun. Go to Encounter 2

Troubleshooting: Some PCs may have magical means to fly over or teleport to Stroun. Make them aware that magical flight will be affected by the anti-magic effect of the Stonelands, while Labahlah will inform them that the Archmage Nystul recently lost an apprentice attempting to teleport through the Stonelands. Apply the Stonelands Spell Results table to any teleportation or any other travel spell. If the PCs do successfully get to Stroun by some means other than overland, have the orcs attack them in the ruins of the city.

ENCOUNTER 2: DECLAIMER

Read aloud or paraphrase the following:

After several days travel across the barren monotony of the Stonelands, the gutted ruins of Stroun come into view. It is still early in the morning and the slanting rays of the sun cast the tumbled ruins into sharp contrasts of red light and long shadow. The broken walls, gaping like a gap-toothed smile, girdle a dead city. Everywhere there are the gutted shells of houses, temples, villas, and palaces—all in various states of collapse. Shattered towers totter at unsafe angles. Once proud domes have sagged and cracked like broken eggs. The streets, once bustling with life and mundane cares are silent, thick with dust and wind-blown sand.

Have the PCs make a DC 12 Spot check to notice that there is a set of humanoid footprints in the sand on one of the main streets of the city. A DC 5 Survival check allows the PCs to identify them as being those of a bare-foot human, made in the last 4 days or so. It will be no trouble for the PCs to follow the tracks to a large domed building near the heart of the city, which appears to have been a temple to Rao before war, desecration, and the ethers all but destroyed it.

Read aloud or paraphrase the following:

The curving facade of the building rises thirty to forty feet above you to a cracked and half-collapsed stone dome. A gaping archway leads into a huge, echoing circular space—the sanctum of the temple, if indeed a temple it was. Sunlight

streams in dusty beams down from the gaping cracks in the dome, illuminating the thin frame of an old man, white-bearded and clothed in grey rags. He sits cross-legged in the dust, his eyes closed, apparently sleeping.

If the PCs enter the sanctum, without opening his eyes, the man will speak:

"The footsteps approach and the crossroads are reached. They come searching, but shall find something other than they seek."

The man is one of the famed Declaimers of Stroun, a sect of ascetic prophets who dwelt in the city before the Greyhawk Wars. A DC 20 Knowledge (history) or Knowledge (religion) check allows the PCs to recall that in the years before the Wars, the Declaimers prophesied the fall of Tenh. The Tenhas, haughty then in their might, ignored the prophecy as the ravings of madmen. The words of the Declaimers were only recalled when the cities of Tenh were aflame and the hordes of Stonefist ravaged the lands. However, by then it was too late to seek further wisdom from the prophets. On the eve of the Fall of Nevond Nevend the Declaimers vanished without a trace and have not been seen since—Until now.

✦ The Declaimer

Appearance: The Declaimer is an elderly Tenha man, whose bronze-complexion has been tanned almost black by the sun. His white hair and beard are wild and unkempt. His bright, lively black eyes gleam out from an age-lined and leathery face, and appear to look through those he speaks to, darting and moving, as though following some unseen movement or dance. He is dressed in a ragged gray robe, threadbare and tattered.

Character: Typically for one of his order, the Declaimer appears quite distant, as though his attention is being distracted by events in a world that only he can see. He answers only the questions he chooses to answer, pretending not to hear other queries. The Declaimer does not react to any violent or threatening behavior nor will he defend himself if attacked by the PCs (though to kill him in cold blood would be an evil act). He will rarely answer a question directly if there is a cryptic response he can give instead.

This is a roleplaying encounter and as such is quite fluid. The Declaimer will speak in cryptic phrases and riddles, and the PCs will have a hard time finding out who he is or what he is doing. Nonetheless, the Declaimer will be able to point them towards the south, towards the rebel stronghold at the Gleaming Spire.

Below is a list of likely questions that the PCs will ask and the Declaimer's less than straightforward responses.

Q: Who are you?

A: "A man, a vessel, a handful of dust flung skywards in the sunlight".

Q: A vessel for what?

A: *"A ship upon the seas of fate. A water jar that accepts the rain when it falls."*

Q: What is your name?

A: *"Many things are lost. Some are worthless, some are precious, some are both."*

Q: What are you doing here?

A: *"Slaying time, and spending time and passing time that would pass anyway. Waiting, waiting, waiting".*

Q: What are you waiting for?

A: *"For all things and none, for the shrinking of the shadow and for you to come. For the numbering of the sands, the counting of the stars and the rebirth of hope. Of all these things the last is closest now, if only the feet can find the road. For that the land holds its breath and the world waits like a trembling swain for his heart's love to but give a sign".*

Q: How did you know we would come here?

A: *"Sands and strands and the shifting of shadows. Much may be seen when you close your eyes and look".*

Q: Why are you waiting for us to come?

A: *"How will the sail deny the storm? How will the tinder refuse the flame? The stone that the hand lets fall will find the water at the bottom of the well".*

Q: Why are you talking in riddles?

A: *"Ask the sky why it is gold in the morning, blue at the noon and bloody at dusk and you will know the why".*

Q: Do you know anything about missing patrols/Tenha warriors in Stroun?

A: *"That which is hidden may seem lost when it does not wish to be found".*

Q: Why don't the warriors wish to be found?

A: *"Ambitions and suspicions and the gleaming of a spire, blood against blood and the lighting of a pyre".*

Q: Where are the warriors?

A: *"When the shadow sleeps, the sun is a gleaming spire that points the way".*

The Declaimer has little else to say and will fall silent after a time. He does not move from where he is sitting, nor does he accept food or water from the PCs. Once he has played his part in the fate of the land, he is content to mediate and be silent.

Though cryptic, the PCs may be able to guess that the missing Tenha warriors may be to the south (which is where the sun is in the sky at noon, when the shadows are at their shortest), in the direction of the Gleaming Spire keeps (which are helpfully marked on the maps that they received at the start of their quest).

If the PCs don't get the hint, then they may scour the ruins of Stroun for clues. There is little to find

however, and what clues there are remain well hidden. If the PCs take an entire day, a DC 25 Search check allows them to find the very carefully concealed remains of a campsite, in the shattered cylinder of one of the guard towers of the old city walls. Scratched into one of the walls is a faint outline map (see Player Handout 2), which if the PCs line the array of dots up with the cities in Tenh will give a strong hint to go in the direction of the Gleaming Spire.

If/when the PCs do decide to head south, go to Encounter 3.

ENCOUNTER 3: RIDERS OF THE DUST

If the PCs head south from Stroun they face another two days of travel on foot (1 day if mounted) across the barren Stonelands, before they encounter a patrol of rebel Tenha riders, ranging north from the Gleaming Spire keep of Iarvaladhyr. As before, enforce marching orders, watch rota's and Spot or Listen checks to keep the PCs alert and on their toes.

Read aloud or paraphrase the following:

The utter silence of the monotonous desolation becomes oppressive after several days, without even a single bird to break it. Nothing green grows here, and the eves of the Phostwood are yet far off to the south.

Have the PCs on point (or if there are no PC scouts ranging forward, then all of the PCs) roll a DC 15 Spot check to spot a slight haze of dust rising up from behind a rock ridge on the PC's right flank. A glance to the left reveals a similar haze behind a long gravel hill. Allow those PCs making the check to take a single full round action before the Tenha cavalry lurking behind the rises springs its trap.

Read aloud or paraphrase the following:

Suddenly a horn blast rings out over the barrens. To left and right, red-cloaked horsemen burst over the ridges and come galloping towards you—the sun glinting from their mail and the keen points of their lowered lances. As they draw closer, they slow their charge and pull up, encircling you in a wide ring of steel lance heads.

What happens in this encounter is entirely up to the PCs. If they attack the horsemen at any point, then an all out battle will break out (see Coming to Blows, below). If the PCs remain calm and make no aggressive actions, it is possible that the situation may be resolved without bloodshed (see Parley, below).

PARLEY

The riders are a patrol of rebel Tenhas ranging north from Iarvaladhyr with orders to intercept any travelers getting too close to the keep. They are led by a female officer called Aradha, a skilled warrior and

horsewoman. It is with her that the PCs will have to parley.

🐉 **Aradha**, rebel Tenha officer

Appearance: Aradha is a young Tenha woman in her late 20s. She wears her straight black hair cut in a bob, and tied beneath her high peaked helm. Clad in mail and the characteristic red-cloak of the Tenha Host, she gives the impression of being a seasoned warrior.

Character: Aradha has been a warrior since her late teens, fighting first in the Greyhawk Wars (under the command of Marshal Laba) and then in the long bitter wars that followed. She is a canny tactical commander and a skilled horsewoman. She is under orders to detain any travelers approaching the Gleaming Spires and bring them before her commanding officer at the keep. Aradha has a fierce hatred of the Faithful Flan and the Palish, and Palish PCs will have to be very persuasive to convince her not to attack them. However, she idolizes Marshal Laba and is well disposed towards anyone in his, or his son Labahlah's service.

Aradha demands to know who the PCs are, who they serve, where they are going, and what their business is. She refuses to reveal anything about herself or her troops until she has received this information.

The PCs are likely to have questions for Aradha, and her answers are listed below.

Q: Who are you?

"Aradha of the Tenha Host".

Q: What are you doing here?

"Patrolling."

Q: What do you know about missing patrols?

"They are missing. That's all I know".

A successful opposed Sense Motive check versus Aradha's Bluff reveals this to be a lie, as do truth divining magic, though obvious spellcasting causes Aradha and her men to threaten the spellcaster with attack if s/he continues.

Q: Why are you lying/What are you hiding?

"That isn't important, what is important is what you are doing here."

If the PCs have come from Redspan or are in the service of Labahlah and admit to such, Aradha tells them that they have to accompany her and her banner. She allows them to keep their weapons—provided they are sheathed and peace-tied, but warns them that any acts of aggression meets with a lethal response. PCs from Atherstone, who do not make their allegiance or mission obvious, are offered similar terms.

Provided the PCs don't act aggressively, Aradha's banner escorts them unharmed to larvaladhyr. Go to Encounter 4.

If they do act in an aggressive manner, then Aradha orders her banner to attack. Go to Coming to Blows.

If the PCs are obviously Palish, overt Pholtus worshippers or admit to being in the service of the Faithful Flan, then Aradha will coldly order her men to attack. Go to Coming to Blows.

COMING TO BLOWS

It is very possible that the PCs get into combat with the riders. Their statistics and tactics are described below. If at any time the PCs choose to surrender, the Tenhas accept, ordering the PCs to throw away their weapons and allow themselves to be bound, gagged, and blindfolded.

APL 2 (EL 4)

🐉 **Aradha**: female human Ftr2; hp 20; see Appendix I.

🐉 **Rebel Tenha Cavalry (2)**: mix male and female human Warr; hp 9, 9; see Appendix I.

🐉 **Light Warhorse (2)**: hp 22, 22; see *Monster Manual*.

APL 4 (EL 6)

🐉 **Aradha**: female human Ftr4; hp 36; see Appendix I.

🐉 **Rebel Tenha cavalry (3)**: mixed female and male human Ftr1; hp 12, 12, 12; see Appendix I.

🐉 **Light Warhorse (3)**: hp 22, 22, 22; see *Monster Manual*.

APL 6 (EL 8)

🐉 **Aradha**: female human Ftr6; hp 46; see Appendix I.

🐉 **Rebel Tenha Cavalry (3)**: mix male and female human Ftr1; hp 12, 12, 12; see Appendix I.

🐉 **Light Warhorse (3)**: hp 22, 22, 22; see *Monster Manual*.

APL 8 (EL 10)

🐉 **Aradha**: female human Ftr8; hp 60; see Appendix I.

🐉 **Rebel Tenha Cavalry (3)**: mix female and male Ftr2; hp 20, 20, 20; see Appendix I.

🐉 **Light Warhorse (3)**: hp 22, 22, 22; see *Monster Manual*.

APL 10 (EL 12)

🐉 **Aradha**: female human Ftr10; hp 84; see Appendix I.

🐉 **Rebel Tenha Cavalry (4)**: mix male and female human Ftr6; hp 52, 52, 52, 25; see Appendix I.

🐉 **Light Warhorse (4)**: hp 22, 22, 22, 22; see *Monster Manual*.

Tactics: The Tenhas initially try to trample the PCs, using the reach of their lances and the mobility of their horses to good effect. They then move off to regroup for a massed lance charge, while a warrior, trained in horse archery, holds his action to disrupt any spell casting with his bowfire. In close combat, the Tenhas use their mobility and the reach of their weapons to try to keep the PCs wrong-footed. If Aradha is slain, the remaining warriors withdraw, using bows to harry the PCs if they pursue. Fleeing riders make straight for the Gleaming Spire keep, where they raise the alarm. The trained Tenha warhorses fight to protect their rider's bodies until slain or otherwise overcome (for example, by druidic magic).

Treasure: If the PCs defeat the Tenhas, their possessions are the PCs to claim (reduce the loot total by 12 gp for each light war horse killed).

APL 2: Loot: 104 gp; Magic: *potion of cure light wounds* (4 gp)

APL 4: Loot: 216 gp; Magic: 3 *potions of cure light wounds* (3 x 4 gp); *potion of cure moderate wounds* (25 gp);

APL 6: Loot: 203 gp; Magic: 3 *potions of cure moderate wounds* (3 x 4 gp); *potion of cure serious wounds* (62 gp); +1 lance (191 gp); +1 chainmail (108 gp)

APL 8: Loot: 164 gp; Magic: +2 lance (691 gp); +1 chainmail (108 gp); +1 longsword (198 gp); 3 *potions of cure moderate wounds* (3 x 25 gp); *potion of bull's strength* (25 gp); *potion of cure serious wounds* (62 gp);

APL 10: Loot: 210 gp; Magic: +2 lance (691 gp); +2 chainmail (358 gp); +1 longsword (198 gp); 6 *potions of cure serious wounds* (6 x 62 gp); *potion of bull's strength* (25 gp);

Development: If the PCs take the Tenhas prisoner, they can attempt to question them. Aradha and her warriors refuse to speak and do not willing reveal their allegiance or the location of their stronghold. However, magical compulsion may get them to reveal that they are supporters of Marshal Laba who wish to depose Duke Ehyeh, and that their main stronghold is in Iarvaladhyr, the closest Gleaming Spire keep.

If the PCs are not able to extract this information, they can attempt to track the riders back to their base, following their outward tracks back to their origin. This requires a DC 20 Survival check. If successful, the tracks lead first west, then south and then southeast leading eventually to Iarvaladhyr. Go to Encounter 4.

PCs on the verge of fading out of the Oerth be glad to know that the edge of the Stonelands is a day's hard ride from the site of the encounter with the Tenhas. Thus a nearly faded PC can prevent himself from fading out completely by leaving the Stonelands, instantly becoming entirely corporeal again.

Troubleshooting: It is possible that Palish PCs may be able to avoid fighting the Tenhas here, if they conceal their allegiances and origins. In this case—assume that they are taken to the Spire to meet Baron Turanalh in Encounter 4 below. They will have to bluff their way through this encounter, because they will be arrested if the Tenhas discover the PCs are Palish or are working for the Faithful Flan.

If the PCs are arrested, the adventure is over for them. The Tenha rebels hold captured PCs hostage for 4 TUs, releasing them on payment of a ransom of 10% of the PC's gold piece total (as per the last Adventure Record).

ENCOUNTER 4: GLEAMING SPIRE

How this encounter plays out depends in large part on the manner of the PCs arrival.

(A): If the PCs are being escorted to the keep by Aradha.

In this case the PCs, especially if they have admitted to be in the service of Labahlah, are treated well by both Aradha and her warriors and by the rebel commander Turanalh.

Read aloud or paraphrase the following:

Aradha and her men snake their way south through badlands of bare bedrock, interspersed with small, sterile ponds and lakes. Cresting a rugged stony ridge, you see a white stone spire rising out of the desolation ahead of you.

The tower is part of a formidable fortress built of white granite—almost certainly one of the famed Gleaming Spire keeps that once warded the Duchy of Tenh's southern borders from the depredations of the creatures of the Phostwood and the danger of surprise Palish attack through the forest.

A single gate pieces the thick circular outer curtain wall via a long passage barred by several gates and peppered with arrowloops and murder-holes. Beyond lies a broad outer bailey, bustling with activity. Red-cloaked warriors are putting what look like peasant militias through their paces, while others direct repairs to the defenses, inflicted over the years by hordes of Fists and ethers alike, no doubt. Through an inner wall and gatehouse lies the foot of the central round tower which looms over you like a vast white finger.

Aradha ushers you up a spiral stair to a chamber on the third floor of the tower, whose narrow windows overlook the orderly drill formations of the militia. Wine, bread and smoked sausage meat is brought to you. A few minutes pass before a dashing man in a red cloak pinned with a gold broach enters, followed by an elderly, white-haired man dressed in a dark-green velvet doublet and tight-fitting trousers.

"Greetings!" the officer exclaims. "And welcome to the heart of the new Tenh."

The officer introduces himself as the Lord Baron Turanalh, commander of Iarvaladhyr. The older man remains silent, observing the PCs closely. He is Kereledh, a mage and member of the Keepers of the Flan.

♣ **Baron Turanalh**, commander of the rebel Tenhas,

Appearance: Turanalh is a dashing young Tenha noble in his mid thirties. His handsome bronze features are framed by flowing brown locks, flecked with golden highlights. He is dressed in a fine set of

banded mail and the red-cloak of the Tenha Host. Like all Tenha nobles, Turanalh wears an ornately decorated kukri at his hip, as well as a fine bastard sword.

Character: As his appearance suggests, Turanalh is something of a cavalier; charismatic, enthusiastic and brave to a fault. He is a very forceful character, rarely speaking below a parade ground bawl, but is in generally quite jovial by nature. For all this, Turanalh is an able commander in the field, having learned his trade from Marshal Laba before and during the Greyhawk Wars. However, he has no grasp of the politics of the court. Turanalh is a romantic idealist and has failed to grasp that though Marshal Laba might be a more able leader than Ehyeh, the general is firmly of the old school, which puts loyalty to one's liege before all else. Hence, Turanalh is at the head of a rebellion against Ehyeh in the name of a man who is utterly loyal to the duke.

✦ **Kereledh**, member of the Keepers of the Flan.

Appearance: Kereledh is an elderly Tenha of three score years and more. His narrow face and slight squint, give him the appearance of being eternally suspicious. He generally avoids the traditional trappings of the mage—wearing fine doublets and tight-fitting trousers rather than robes and, despite his age, refusing to carry a staff. He does have a number of magical rings on his fingers though, as well as a number of other magical items secreted about his person.

Character: Kereledh is a quiet, but very shrewd and observant man, whose motto is "say less than you know and see more than you let on to". Like many of his fellows, he has delved deep into the history and lore of Tenh and the Flannae peoples. Nonetheless he is no foolish sage, being a perceptive and shrewd judge of character. Kereledh admires Turanalh for his military acumen and leadership skills, but is well aware of his shortcomings when it comes to political matters, and will try hard to prevent him putting his foot in his mouth.

The roleplaying encounter between the PCs and the NPCs is fairly free flowing. However, some guidelines for how it may go are given below.

If Turanalh is aware that the PCs are working for Labahlah, he will assume that they are emissaries from Laba, sent to make contact with the rebellion. He will therefore greet them warmly and ask how Labahlah and his father are and what tidings they have brought from the marshal (thinking that Laba is sending some sort of signal of support to his cause)

Turanalh will be surprised when there are none, and will be about to ask another question, when Kereledh will interrupt to ask the PCs what orders Labahlah gave them.

If the PCs tell the truth—that they've been sent to find out the fate of the vanishing patrols—then Turanalh looks very disappointed.

If the PCs lie—have them make an opposed Bluff check against Kereledh's Sense Motive check (the

mage's Sense Motive score is 14). If the lie is uncovered, Kereledh demands that the PCs tell the truth.

If the PCs give the appearance of being messengers from Laba sent to make contact with Turanalh, then the officer speaks enthusiastically about the army almost being ready for a coup against Ehyeh that will put the marshal on the throne, despite warning glances from Kereledh.

It is likely also that the PCs will have questions for the two men:

Q: What are you doing here?

Turanalh: **"Mustering an army..."**

Kereledh <cutting in>: **"For the defense of Tenh."**

Q: Who are you? (directed at Kereledh)

"I am a scholar, and the lord baron's sometime advisor."

Q: Do you know what's happening to the vanished patrols?

Turanalh and Kereledh exchange a look.

Then Kereledh replies: **"Yes, you might say that. Be assured that those who appear to have vanished are safe and well here. Any more we cannot say, except that it is for the greater good of Tenh and its people."**

A DC 10 Sense Motive check reveals that Kereledh sincerely believes this to be the truth.

Q: Can we meet some of those who have vanished?

Turanalh: **"Most certainly. There are none here who are not here of their own free will."**

Q: What will the army be used for?

Turanalh: **"To ensure that the Tenha people have the kind of leadership they deserve."**

Q: By leadership—do you mean Duke Ehyeh?

A: **Turanalh and Kereledh look at each other, but say nothing.**

Q: Why are you planning a coup against the duke?

Turanalh: **"The duke cannot lead the Tenha people. He failed us in the Wars, he failed us for a decade in Urnst, wining and dining at the countess' pleasure, while his people fought and died here to reclaim what is theirs. Now he fails us again."**

Q: And you're the one to replace him?

Turanalh: **"I wish I were so worthy! It is not base ambition that motivates me, but the good of my people. I would have a man on the throne that has shown himself in the past to be an exemplary leader. I am not that man, but there is one among the nobility that can be our salvation."**

Q: You mean Marshal Laba?

Turanalh and Kereledh look at each other, but say nothing.

Once the PCs have got the impression that the army is an anti-Ehyeh rebel force and before the PCs get to talk

to any of the "vanished" soldiers, proceed to The Keeper below.

The Keeper—Inside the Spire

Read aloud or paraphrase the following:

Suddenly there is a commotion in the courtyard outside. A horn blast is sounded but is cut off. Raised voices and the sound of running feet can be heard from the inner bailey below.

A warrior bursts through the door and, saluting says: "M'lord, come quickly! One of the Keepers has returned. He is dying!"

If the PCs follow Turanlth and Kereledh down to the courtyard, read aloud or paraphrase the following:

A large group of red-cloaked warriors are gathered around something lying in the middle of courtyard. A trickle of bright red blood flows along cracks in the flagstones. As the warriors part, you can see the body of a man, his robes saturated with blood, with a pair of arbalest (heavy crossbow) quarrels protruding from his chest, which rises and falls in rapid ragged breaths.

Even at a glance, a DC 5 Heal check confirms that it is remarkable the man is still alive. The dying man is Ileonadh, a Keeper of the Flan. He was part of a company of Keepers and rebel warriors who were sent to investigate a ruin in the Phostwood, where the Keepers believe scrolls of ancient lore lie hidden; scrolls that might allow the healing of the land of Tenh and the reclamation of the Stonelands. The company entered the ruins, but was attacked by a band of Faithful Flan, sent by their leader Pholtarin to recover the same scrolls of lore. Ileonadh was critically wounded in the battle, but managed to teleport back to the Gleaming Spire to bring news of the attack. He is currently on -5 hit points and dies unless the PCs can heal him in 5 rounds.

Note: Larvaladhyr is still within the margins of the Stonelands and so—all the Stonelands effects on magic and non-humans are still in effect here.

If the PCs manage to revive him, read aloud or paraphrase the following:

As life flows back into the Keeper's body, his eyes flick open and he jerks up with a start:

"White-cloaks! The white-cloaks are coming!" he shouts, opening his clenched fist to reveal a blood stained scrap of white cloth, embroidered with the sun and moons of Pholtus.

It takes some coaxing by the PCs to calm Ileonadh down, but if they do, he is able to answer questions coherently:

Q: Who are the White-Cloaks?

A: *"Palish or their Faithful Flan, I couldn't see which. They attacked us just as we got to the Inner Door."*

Q: How many were there?

A: *"A score or more—I couldn't really see—but they were everywhere!"*

Q: What's the Inner Door?

A: *"The last portal before the Chamber of the Mirror Pool, where the scrolls are."*

Q: What scrolls?

A: *"The scrolls of the Land's Heart, of course!"*

Q: The Land's Heart?

A: *"Yes—the Land's Heart—the link between the Oerth Mother and the ruler of the land. Look—there's no time for questions—you have to go there and stop the White-Cloaks getting the scrolls!"*

At this point, Turanlth orders Ileonadh to be taken away so he can be bathed and rest. The baron and Kereledh ask the PCs to return to the privacy of the chamber in the tower.

Read aloud or paraphrase the following:

Turanlth and Kereledh look grave, the sage staring out the window toward the south to where the green band of the Phostwood can be seen on the horizon, while the baron paces uneasily.

Turanlth stops and gives you a worried look.

"This is grave news. Much of our hopes were place on the recovery of the scrolls—the lore that they contain might be the salvation of Tenh," he says.

Kereledh continues: "You heard my colleague speak of the Land's Heart. In ancient times, the chieftains of our ancestors were crowned while standing on this stone, which is said to have formed a link between the ruler and the land that he ruled. It was said to have been invested with great powers over water and earth.

"However, the Land's Heart has been lost for over a thousand years—since the Oerids and Suel poured into the Flanaess. In the destruction that followed, much that was good was lost and much that was powerful was forgotten.

"It was the Archmage Nystul who proposed the idea first—that in the hands of the true ruler of Tenh—it might be used to reverse the hurts that the Ethers inflicted on the land. Nystul discovered that a record of the powers of the Land's Heart and of its fate was hidden in a ruin in the Phostwood, a relic of lost kingdoms of the Flannae before the Invasions. So we sent a company to recover it—but it seems that our Palish foes have eyes and ears everywhere. We cannot allow that lore to fall into their hands."

Turanlth speaks: "You are only recently arrived here and we have had scant time to weigh your worth and your faith—but you seem dour-handed fellows. Though I guess that we may not quite of the same mind about the rulership of this realm, you must see that if the Theocrat gains the use of the Land's Heart, that he will use it to enslave our people and our land forever. Will you not help us? Will you not recover these scrolls for the good of Tenh, whoever might be duke?"

If the PCs refuse, the men look downcast, but accept the PCs' decision. The adventure is effectively over. Go to Conclusion.

If the PCs accept, Turanalh claps each PC heartily on the back and thanks them profusely. Kereledh then shares what lore and maps he has on the location of the ruins and the scrolls (see Player Handout 3).

Turanalh can lend the PCs horses (though they will have to be returned) and provisions for the journey. He cannot, however, spare any troops to escort the PCs, as he fears Faithful Flan spies among his own troops. How otherwise would the Faithful Flan have come to know about the Keepers and their mission to the ruins?

When the PCs are ready to depart, go to Encounter 5.

(B): If the PCs have made their way to the keep on their own

Read aloud or paraphrase the following:

Your path passes through badlands of bare bedrock, interspersed with small, sterile ponds and lakes. As you crest a rugged stony ridge, a white stone spire rises out of the desolation ahead of you. Drawing closer, you can see that it is the tower of a formidable fortress built of white granite—almost certainly one of the famed Gleaming Spire keeps that once warded the Duchy of Tenh's southern borders from the depredations of the creatures of the Phostwood and the danger of a surprise Palish attack through the forest. A single gate pierces the thick circular outer curtain wall, above which flutters the arms of the Duchy of Tenh. Red-cloaked Tenha warriors ward the gates and patrol the walls.

The PCs are able to get to within about 300 yards of the walls of the keep without being observed by the sentries. PCs getting any closer they must make opposed Hide checks against the guards' Spot (use the stats for the Tenha warriors in Encounter 3).

If the PCs are spotted, the guards raise a cry and a mounted patrol identical to the one in Encounter 3 is dispatched to track down the PCs. The PCs can either parley with this patrol (they act identically to Aradha's patrol) or, if they are Palish or Faithful Flan, evade it. Engaging the Tenhas in combat so close to their base is suicidal, as they can bring overwhelming force to bear on the PCs, who are subdued and captured (see below) unless they flee. Make this plain to them and encourage them to withdraw. Once they have given the pursuing forces the slip, go to The Keeper Outside the Spire below.

If they remain undetected, PCs using magical concealment (remembering the effects of the Stonelands on magic) may be able to sneak into the outer bailey, in which case, read aloud or paraphrase the following:

A single gate pieces the thick circular outer curtain wall via a long passage barred by several gates and peppered with arrowloops and murder-holes. Beyond lies a broad outer

bailey, bustling with activity. Red-cloaked warriors are putting what look like peasant militias through their paces, while others direct repairs to the defenses, inflicted over the years by hordes of Fists and ethers alike, no doubt. Ahead the gates to the inner bailey are firmly shut, warded by a company of Tenha soldiers.

A careful investigation reveals that there are in the region of 300-500 warriors of the Tenha Host at the keep, as well as a body of another 400-500 Tenha peasant militia.

If PCs are discovered sneaking around the keep, a cry similar to the one described above will be raised. For simplicity's sake, assume that any PC sneaking inside the keep can make it outside before the pursuit begins. Any PC refusing to flee are overwhelmed by the garrison of the Keep and captured.

The Tenha rebels hold captured PCs hostage for 4 TUs, releasing them on payment of a ransom of 10% of the PC's gold piece total (as per the last Adventure Record). Needless to say the adventure is over for them.

The Keeper Outside the Spire

While the PCs are investigating the keep, or are deciding what to do next, read aloud or paraphrase the following:

There is a sudden flash of magical energy a few yards behind you. As the afterimages of the coruscating magical fire fades, you can see a the body of a man lying on the ground, his robes saturated with blood, with a pair of arbalest (heavy crossbow) quarrels protruding from his chest, which rises and falls in rapid, ragged breaths.

Even at a glance, a DC 5 Heal check confirms that it is remarkable the man is still alive. The dying man is Ileonadh, a Keeper of the Flan. He was part of a company of Keepers and rebel warriors who were sent to investigate a ruin in the Phostwood, where the Keepers believe scrolls of ancient lore lie hidden, scrolls that might allow the healing of the land of Tenh and the reclamation of the Stonelands. The company entered the ruins, but was attacked by a band of Faithful Flan, sent by their leader Pholtarin, to recover the same scrolls of lore. Ileonadh was critically wounded in the battle, but managed to teleport back to Iarvaladhyr to bring news of the attack. However, due to the Stonelands effect, his spell has gone slightly awry, depositing him some distance from the keep, but (as luck would have it) close to the PCs. He is currently on -5 hit points and will die unless the PCs can heal him in 5 rounds.

Note: Iarvaladhyr is still within the margins of the Stonelands and so—all the Stonelands effects on magic and non-humans are still in effect here.

If the PCs manage to revive him, read aloud or paraphrase the following:

As life flows back into the man's body, his eyes flick open and he jerks up with a start.

"White-cloaks! The white-cloaks are coming!" he shouts, opening his clenched fist to reveal a blood stained scrap of white cloth, embroidered with the sun and moons of Pholtus.

It takes some coaxing by the PCs to calm Ileonadh down. If they do, he is able to answer questions coherently, even though in his state of shock—he is not be able to tell whether the PCs are Palish, Tenha or any other race or nationality:

Q: Who are the White-Cloaks?

A: *"Palish or their Faithful Flan, I couldn't see which. They attacked us just as we got to the Inner Door. They slew many of the warriors, but we managed to seal the White Cloaks out, luckily!"*

Q: How many were there?

A: *"A score or more—I couldn't really see—but they were everywhere!"*

Q: What's the Inner Door?

A: *"The last portal before the Chamber of the Mirror Pool, where the scrolls are."*

Q: What scrolls?

A: *"The scrolls of the Land's Heart, of course!"*

Q: The Land's Heart?

A: *"Yes—the Land's Heart—the link between the Oerth Mother and the ruler of the land. Look—there's no time for questions—you have to send more warriors to ruins and stop the White-Cloaks getting the scrolls!"*

Q: Where are these ruins?

A: *"In the forest! The map..." he says, fumbling weakly in his robes. The effort, however, is too much for him and he passes out.*

A simple search of the Keeper's robes turns up Player Handout 3, a map showing the location of both Iarvaladhyr and the ruins in the forest. Have the PCs decide what they want to do with the now unconscious, but hopefully stabilized Keeper.

Once they've resolved this, assuming they wish to head to the forest and investigate the ruins, go to Encounter 5.

If the PCs wish to return to Atherstone to report, then go to Conclusion.

ENCOUNTER 5: RUINS BENEATH THE TREES

Irrespective of which faction the PCs are working for and what their motives are, the journey to the ruins is the same.

Read aloud or paraphrase the following:

Your path takes you south, towards the Phostwood. The green band of the forest grows rapidly in front of you, until a phalanx of trees stands across your path. The border between the Stonelands and the forest is abrupt. One moment there is barren desolation, the next grass and shrubs thriving beneath the branches of the first rank of trees, as though the Ethereal Horde, for all their terrible destructive power, did not dare to pass beneath the eves of the forest.

Passing into the shade of the trees, the reason for the Ethers' reluctance becomes more obvious. The forest is hushed and still and the sound of your passing seems unbearably loud. The heavy canopy blots out the bright sun. In the deep shadows, the eerie phosphorescent glow of the rotting wood of the phost trees can be clearly seen.

The journey to the ruins takes two days. The trip is uneventful, but keep the PCs on their toes with marching orders, watch rotations, and so on. On the evening of the second day, they will draw near the ruins (see DM's Map 1).

Read aloud or paraphrase the following:

The sun is low over the forest canopy by the time you first catch sight of your destination. The forest rises in a broad swell to the south-east, crowned by a low, forested hill. Something glints atop the hill in the slanting evening light.

The hill is an almost perfectly circular mound, girdled by a low, overgrown round earthen ditch. Among the trees, near the top of the mound, is a ring of shattered stones. A horde of black crows, and a few carrion kites perch in the trees on the southern side of the mound, their raucous cawing, and flapping echoing loudly through the darkening forest. A heavy, sickly sweet smell hangs thick in the air—the familiar smell of death.

If the PCs investigate the southern side of the mound, they will find the following scene of carnage.

Read aloud or paraphrase the following:

You look upon to the remains of what was once a campsite. A huddle of charred and flattened tents fills the space between the ditch and the base of the mound. Bodies lie scattered across the area—mainly those of red-cloaked warriors, but also a number of men in robes. The carrion eaters have been feasting and most of the bodies are in an advanced state of decay. A portion of the side of the mound has been excavated, and a passage propped with timbers disappears off into the earthen flanks of the hill.

What has Gone Before: This was the site of the Keeper's camp. The sages and their escort of rebel Tenha warriors began excavation of the mound, in order to get into the chambers buried beneath. They managed to dig a tunnel through to a stairway what once descended from the ruined tower on top of the mound to the underground chambers beneath and from there got access to the chambers themselves.

Just as they were about to enter the inner chambers, a band of Faithful Flan, dispatched by

Pholtarin, attacked the camp, killing the Tenhas there. Some of the Faithful managed to get into the inner chambers, before one of the mortally wounded Keepers managed to collapse the entry tunnel, burying himself and a number of Faithful alive, and trapping his surviving colleagues and Faithful inside the mound.

THE SURFACE RUINS

1: The Shattered Tower: If the PCs investigate the ring of shattered stone atop the mound, they find that it is perhaps 30 feet in diameter and made from fused stone. The stone appears melted and glassy and a DC 15 Craft (stonemason) check reveals that the stone has been subjected to intense heat that has transformed it to reflective glass (from which the rays of the setting sun glint). The only magical flame and dragonfire are intense enough to cause such a transformation from stone to glass. As the grass and trees around the stones seemed unscorched, it is a safe assumption that the vitrification of the rock occurred in the distant past.

2: The Earthen Ditch: The ditch is about 8 feet high and 200 feet in diameter. It is extensively overgrown by the forest and trees are scattered all over it and indeed the main mound. If the PCs bother to excavate the ditch, they find that it has the foundations of a fortified stone wall buried beneath it. Many of the stones of this wall have suffered the same intense heat as the stones of the tower atop the mound. Others look pitted, as though by acid or shattered as though stuck by lightning.

3: The Keeper Camp: There are the remains of about a dozen tents here, all emblazoned with the arms of the quartermaster of the Tenha Host. Several have been burnt, others slashed, while others have simply collapsed. The bodies of about 24 Tenha warriors lie strewn around, along with four bodies in sagely robes. A DC 10 Heal check determines that many of the dead bear wounds from heavy crossbows, others bear sword and spear wounds. The bodies have been stripped of anything of value.

Succeeding a DC 15 Intelligence check allows a PC to reconstruct the rough events of the attack. The Tenhas were clearly taken by surprise by several murderous volleys of arbalest fire from the surrounding forest. The survivors were then engaged in melee by a superior number of foes. The red-cloaks tried to fall back to the tunnel and defend it, but were overwhelmed.

Observant PCs are struck by the lack of enemy bodies. A DC 15 Search check or a DC 10 Survival check reveals a series of drag trails, leading off into the forest. These end some 50 yards away in a fire-blackened clearing, with what looks like the remains of a makeshift funeral pyre. A DC 15 Heal check reveals the charred remains of perhaps a half-dozen humans. Palish or Pholtine PCs automatically know and other PCs can discover on a successful DC 15 Knowledge (religion) check, that devout Pholtines, including many Palish and the Faithful Flan, cremate their dead rather than bury them. They believe that the bodies are

purified in the flames and that the spirits are set free to join Pholtus in the heavens, if they are worthy. A DC 25 Survival check shows that the tracks of less than four humans lead away from the pyre, heading north and east—in the general direction of Atherstone and the Pale.

THE UNDERGROUND RUINS

(See DM's Map 2)

1: The Entrance Tunnel: The Keepers opened a 5-foot high by 5-foot wide tunnel into the side of the earthen mound. Its full length is 20 feet. However, when the Faithful Flan attacked, one of the Keepers, despite being mortally wounded, managed to collapse the tunnel—caving in the inner 15 feet, leaving only the 5-foot section nearest the entrance intact. To gain access to the inner passages and chambers, the PCs have to re-excavate the buried 15 feet of the tunnel. This should not present much of a problem—requiring either clever spell use or just some old-fashioned elbow grease. In the process, the PCs will disinter the bodies of the Keeper, a Tenha warrior and four Flannae men, clad in mail and bearing the symbol of the Faithful Flan—the arms of the Duchy of Tenh surmounted by the Sun and Moons of Pholtus. While the Keeper and the Tenha warrior bear sword wounds, the Faithful Flan appear to have suffocated when the tunnel collapsed.

Treasure: The PCs may strip the dead of their possessions if they so wish

All APLs: *Loot:* 100 gp;

2: The Spiraling Stair and the Outer Door: Once the PCs dig their way through the cave in, they break into the ancient Spiraling Stair that once linked the tower atop the mound to the chambers beneath.

Read aloud or paraphrase the following:

Suddenly the wall of earth ahead falls away, leaving a dark space behind. A set of stone stairs climbs up to the left and curves gently down into the darkness on the right.

The Spiraling Stair is 8 feet high and 5 feet wide. The stairs are made of earth, paved with limestone flagstones, many of which are worn smooth by the passage of ancient feet. If the PCs follow the stairs upwards, it curves in an ever-tightening spiral until it reaches an earth and rubble choked cave near the top of the mound, from which there are no other exits. If they follow the stairs down, it curves gently around almost an entire circuit of the mound until it reaches a small circular antechamber.

Read aloud or paraphrase the following:

The stairs end in a small circular chamber—10 feet in diameter, with a domed roof arching 20 feet from floor to apex. On your right as you enter, stands a large door hewn from a single block of black stone. The walls of the chamber are decorated by badly faded murals, running in lines from floor to close to the apex of the domed roof. The apex itself

bears the faint depictions of a sun, a mask and a spiral set in a circle. Two bodies lie here—one dressed in robes lies near the base of the stairs. The other clad in mail bearing the blazon of the Faithful Flan is sprawled close to the black stone door, blood clotted thickly around its ears and nose.

What has Gone Before: The Faithful Flan stormed into this chamber, killing one of the Keepers, but not before one of their number was slain by a *sonic orb* spell from one of the surviving Keepers, who retreated farther into the ruins.

A DC 15 Heal check reveals that the Keeper died of sword wounds. A DC 25 Heal check determines that the Faithful Flan's eardrums are shattered. This may make the PCs think the door ahead is trapped, but this is not the case. Be sure to feed their paranoia, though.

A DC 10 Religion check identifies the three symbols as those of Pelor, Rao and Beory respectively—though the style and iconography is extremely archaic and strange. A close examination of the murals will reveal little other than the fact they are very badly decayed and almost impossible to decipher, though it is clear that they depict some sort of tale or legend. The few details that do stand out is that most of the figures depicted seem to be a race of bronze-skinned humans and that the narrative involves a god-like figure wreathed in flames, which a DC 25 Knowledge (religion) check identifies it as a very ancient depiction of Pelor.

The Outer Door itself is currently sealed. On activation of a pressure plate, concealed among the murals to the right of the door, the Door pivots 90 degrees about its vertical axis, allowing access to the corridor beyond. A DC 20 Search check is required to find the pressure plate. Allow the PCs to check the plate for traps, though they'll find none.

Treasure: The PCs may strip the dead of their possessions if they so wish.

All APLs: Loot: 20 gp;

3: The Inner Door: If the PCs manage to open the Outer Door, read aloud or paraphrase the following:

The huge black stone pivots silently, until it stands edge on to you, revealing a long straight corridor, 5 ft. wide and 10 feet high, leading off into the darkness. The walls and roof are each painted a different color—the left wall brown, the roof green, the right wall gold. The floor of the corridor is pure white marble. A strong smell of death wafts out over you. Ahead you can dimly make out what look like bodies lying on the milky flagstones ahead.

What has Gone Before: At the far end of this corridor, the Keepers had just managed to open the Inner Door, successful circumventing (though not dispelling) the magical trap there, when the Faithful Flan burst in. A short pitched battle was fought here, before the Faithful Flan pushed the Keepers back into the inner chambers. A Keeper and two Tenha warriors were killed along with five Faithful Flan—mostly falling to a

hail of *magic missiles* deployed from a wand by a Keeper. The Faithful pursued the Keepers into the inner chambers, but were then trapped when the door automatically shut itself behind them, resetting the magical trap.

A DC 10 Heal check reveals that the Tenhas and Keeper died of more mundane crossbow and sword wounds, while the Faithful died from some kind of magical wounds.

Treasure: The PCs may strip the dead of their possessions if they so wish

All APLs: Loot: 140 gp;

Once the PCs get to the far end of the corridor, read aloud or paraphrase the following:

The corridor ends in another door; this time composed of a single, shaped piece of pure white quartz, now stained by black, dried blood.

The Inner Door is warded by a magical trap, the nature of which depends on the APL. The trigger, however, is the same regardless of APL. Like the previous door, it is opened by a pressure plate, concealed in the right-hand wall, which a DC 15 Search check uncovers. However, unless the person pressing the plate is wearing either the *Sapphire Amulet of the Phostwood* (from COR 4-06 *Duke of the Dust*) or an amulet made from the same pure white quartz as the door, the magical trap is triggered instead. This is via a *locate object* spell, which will set off the trap if it fails to locate either the quartz or the *Sapphire Amulet*.

By a stroke of remarkable good fortune, one such quartz amulet is hanging around the neck of the slain Keeper lying a few feet from the door. If the person pressing the plate is holding or wearing this amulet, the door pivots open, giving the PCs access to the inner chambers. Go to Encounter 6.

APL 2 (EL 3)

☞ **Melf's acid arrow trap:** CR 3; magic device; proximity trigger (*locate object*); automatic reset; Atk +2 ranged touch; spell effect (*acid arrow*, 3rd-level wizard, 2d4 acid/round for 2 rounds); Search DC 27; Disable Device DC 27.

APL 4 (EL 4)

☞ **Lightning bolt trap:** CR 4; magic device; proximity trigger (*locate object*); automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 6 (EL 6)

☞ **Lightning bolt trap:** CR 6; magic device; proximity trigger (*locate object*); automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 8 (EL 8)

⚡**Chain lightning trap**; CR 7; magic device; proximity trigger (*locate object*); automatic reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest centre of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

APL 10 (EL 10)

⚡**Incendiary cloud trap**; magic device; proximity trigger (*locate object*); automatic reset; spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33.

Troubleshooting: It is possible that the PCs may try *speak with dead* on some of the corpses. The bodies of the Faithful Flan on the surface are far too badly burnt to be of use. However, other bodies can be questioned. Improvise answers based on the background information given, but remember to keep the answers short and cryptic.

ENCOUNTER 6: CHAMBER OF THE MIRROR POOL

The PCs now have access to the inner chambers of the ruins. Read aloud or paraphrase the following.

The white quartz door pivots open, revealing a large circular chamber beyond. The majority of the chamber is taken up by a pool of still, silvery water, which reflects perfectly the walls and the domed stone roof of the chamber with their swirling, spiral mural of brown, green, and gold. Three stairways lead up from the chamber, one directly ahead and one each to your left and right. The center of these stairs is cut by a channel down which three streams of water flow into the central pool.

However, the apparent tranquility of the pool is belied by the carnage strewn about its edges. Torn and shattered bodies, clad in either robes, red-cloaks and white tabards litter the chamber.

What has Gone Before: The Keepers and the last of their guards retreated into this chamber, intent on barring themselves in. However, their plan was foiled by the intervention of the three guardian constructs tasked in ancient days to ward the chambers and their treasures against intruders. While the Faithful Flan stormed into the pool chamber from one side, the guardians attacked from the three side chambers, sealing the Inner Door. All trapped inside were slaughtered, though not before some of the guardians were themselves destroyed. The number remaining, like the nature of the guardians, depends on the APL.

Now that the PCs have invaded the Chamber of the Mirror Pool, the surviving guardians activate once more. Their first action is to slam the Inner Door shut

via the trigger. Nothing short of the destruction of the door itself can prevent this, and anything caught in the door is crushed (5d10 damage for any PC foolish enough to throw him or herself into the closing gap). Next the guardians simultaneously emerge from the side chambers and attack the PCs.

There is a slight groan of stone behind you and with a speed that belies its mass, the white quartz door swings shut behind you. Then, from the stairs come the sounds of rapidly descending footsteps...

APL 2 (EL 3)

👹**Dread Guard (1)**: hp 47; see Appendix 1.

What appears to be a warrior clad in archaic armor and armed with a strangely old-fashioned weapon appears at the bottom of the right-hand stairs. Red fires burn in the shadows of its helm's eye slits. The warrior bears the sigils of a spiral on his armor and the device of a golden sun on its shield. It advances menacingly toward you

Tactics: The dread guard attacks the PCs with a seeming zealous vigor. It fights ably until either it or the PCs are destroyed.

APL 4 (EL 6)

👹**Flesh Golem (1)**: hp 79; see *Monster Manual*.

What appears to be an unarmed Flan warrior appears at the bottom of the left-hand stairs. His body is strangely scarred and mutilated, yet he appears to suffer no ill effects from his terrible disfigurements. Cut into his belly is the device of a spiral. Without uttering a word, he advances menacingly toward you.

Tactics: The flesh golem charges at the PCs, mindlessly bent on their destruction. It fights until destroyed.

APL 6 (EL 8)

👹**Rogue Eidolon (1)**: hp 79; see Appendix 1.
Use read-aloud text and tactics for APL 8.

APL 8 (EL 10)

👹**Advanced Rogue Eidolon (1)**: hp 97; see Appendix 1.

A strange humanoid creature appears at the bottom of the right-hand stairs. Its face is carved with a sigil of a spiral. It advances menacingly toward you.

Tactics: The rogue eidolon immediately attacks the nearest PC, using its blood spray ability to sow confusion and discord among the PCs, which it can then exploit. It fights until either it or the PCs are destroyed.

APL 10 (EL 12)

➤ **Advanced Rogue Eidolon (2):** hp 97; see Appendix 1.

Two strange humanoid creatures appear at the bottom of the left- and right- hand stairs. The face of each is carved with sigils—the creature warrior on the left bears the sigils of a spiral, the creature on the right a golden sun. Both advance menacingly on you

Tactics: The rogue eidolons immediately attack the nearest PC, advancing from both left and right flanks, to catch the PCs between them. They first use their blood spray ability to sow confusion and discord among the PCs, which they can then exploit. They fight until either they or the PCs are destroyed.

Treasure: The PCs may strip the dead of their possessions if they so wish

All APLs: Loot: 280 gp;

THE MIRROR POOL

The Mirror Pool is 20 feet deep, so PCs have to make a DC 5 Swim check to remain afloat if they fall in. The walkway around the Pool is 10 feet wide, while the roof of the Chamber rises 20 feet above the silvery surface of the water.

The Mirror Pool was used in ancient times by Flan mystics to divine past, future, and possible events. Much of the Pool's power has drained away over the long centuries. Nonetheless, some power yet lingers. If any of the PCs fall into or touch the waters of the pool, have them roll 1d8 to see which of the below visions that PC experiences:

1d8 result

- | | |
|-----|--|
| 1-2 | <i>Before you is a beautiful city of palaces and graceful marble towers roofed in sapphire. As you watch it burns in an inferno of magefire and wyrmflame. Huge winged shapes, black against the lurid, broiling palls of smoke-wrack, ride the thermals of the city's destruction. The Oerth shudders and convulses and, with a scream that rends the sky, is torn open. The beautiful city of marble and sapphire vanishes into the chasm in a deluge of fire and stone.</i> |
| 3-4 | <i>You soar high over a chain of snow peaks. Below you a city floats serenely above a sea of cloud. Green terraces march down into the white of the clouds, while stepped pyramids rise into a sky so blue, it brings tears to your eyes. Then as you look on, the green fields wither to dust and the city becomes beset by snow and ice. A fountain of blood pours forth from the summits of each pyramid, falling in cascades down their steps, running in torrents through the streets, staining crimson the snow, clouds and sky.</i> |
| 5-6 | <i>You stand atop a tall mountain. The sun is swallowed by broiling storm clouds, flickering with fire and lightning, and flinging bloody hail onto the suffering Oerth, below. In the hellish</i> |

half-light you behold two armies spread as far as the eye can see upon the plains below. One army stands in serried ranks, proud and fair, the dying sunlight glimmering on the refulgent armor of proud knights, steadfast yeomen and noble lords. In the canopy of heraldry that floats above them, you can make out the arms of the White Swan, the Triple Crowns, the Sun and Nightingale and the Lion Rampant. Facing them is a terrible swarming horde of orcs, fiends, and other abominations. In their midst stands a horrific temple of fused skulls, where blood-soaked priests sacrifice innocents upon blazing pyres fueled by human flesh, belching forth noisome palls of smoke into the hellish sky. Triumphant upon a palanquin of bone, a wizened old man with a black staff across his knees, sits surveying the field with eyes of fire.

7-8

The PC receives no vision.

THE SPRINGS

Each of the three chambers leading off from the central Chamber of the Mirror Pool contains a spring dedicated to (from west to east) Beory, Rao, and Pelor respectively. The layout of the Spring Chambers is identical, with a circular pool (20 feet deep) containing the spring itself, surrounded by a 5-foot wide walkway. Water overflows from the spring and runs down a carved channel in the stairs to the Mirror Pool below. The roofs of the spring chambers are domed and are 20 feet from the surface of the water at its apex. A central pedestal rises 5 feet above the surface of the pool. Before their destruction the guardians of the springs used to stand watch here. The walls of the chambers are adorned with murals relating to their respective gods (see below) Directly opposite the entrance stairs, a hidden Tabernacle contains an item sacred to each of the gods (see below). A DC 20 + APL Search check is required to uncover each of these Tabernacles.

Each of the chambers also has some individual features.

1: Spring of Beory

The waters of the spring here are black and murky with a heavy black suspension of silt, which fills the chamber with a strong scent of earth and wet clay. PCs drinking from the spring receive the equivalent of a *bless* spell for 1d4 rounds. Priests of Beory receive a *bless* for 1d8 rounds. Any PC suffering temporary Constitution or Wisdom drain may regain one point of either Constitution or Wisdom. Note that this effect only works if the water is drunk directly from the spring and works only once for each PC.

The murals here depict a series of twelve stylized female figures, ranging from an innocent young girl to a beautiful flower-decked maiden, a woman heavy with child, through to a wintry crone. Though it is obvious that these depict the months of the year, a DC 15 Knowledge (religion) check (DC 10 for clerics and of Beory and druids revering her) is required to recognize

this as a very ancient Flan style of depicting Beory, found only in the most ancient texts and traditions of the Old Faith and the church of the Oerth Mother. The apex of the dome is adorned with a spiral motif, which a DC 20 Knowledge (religion) check also identifies as a very archaic icon representing Beory. The pedestal in the middle of the spring pool is similarly adorned with spirals.

The tabernacle contains the *sickle of the Oerth mother*: +2 *sickle*. On command as a standard action it casts *plant growth* 3/day, and *call lightning* 1/day (as a 5th-level caster). The wielder may use the *plant growth* and *call lightning* powers while in wildshape. The blade must be buried to the hilt in earth for the sickle's power to be recharged. However, the sickle may not be recharged more than once per day.

The *sickle* is forged from magically hardened bronze, which has the same strength as normal steel. Spiral motifs are engraved into the blade, while the hilt is made from turned oak, polished to a deep brown color—the grain of the wood forming spirals and whorls. The pommel is carved in the form of a holy symbol of Beory.

Treasure:

All APLs: Magic: *Sickle of the Oerth Mother*; +2 *sickle*.

2: Spring of Rao

The waters here are cold and absolutely crystal clear and the air in the chamber is cool and refreshing to the mind and body. PCs drinking from the spring receive the equivalent of a *comprehend languages* spell for 1d4 rounds (2d4 rounds for clerics of Rao). Any PC suffering temporary Dexterity or Intelligence drain may regain one point of either Dexterity or Intelligence. Note that this effect only works if the water is drunk directly from the spring and works only once for each PC. Water collected and drunk later has no beneficial effects. Equally, PCs drinking a second time from the spring receive no benefits.

The walls of the chamber are covered in small niches, each of which is filled with the dust: the crumbling remains of scrolls of lore. None of the scrolls are magical and they crumble away at the slightest breeze or touch. The apex of the dome is adorned with a serene mask motif, which a DC 10 Knowledge (religion) check identifies as the symbol of Rao (clerics of Rao automatically recognize this, of course). The pedestal in the middle of the spring pool is similarly adorned with masks in circular bands.

If the PCs manage to find the tabernacle, read aloud or paraphrase the following:

The secret panel slides back, revealing a small spherical space beyond, perhaps 3 feet in diameter. Cupped in the bottom of the sphere is a rolled sheet of gleaming copper, perhaps 1 foot long and 6 inches thick. Looking carefully you can see that the sheet is embossed with thousands of tiny runes.

This is the scroll of lore that the Keepers of the Flan are seeking. If the PCs examine the scroll more closely discover it unravels quite easily, the copper proving to be very pliant and supple despite its age. The runes are an archaic form of Flan, which PCs who know Flan can decipher with some difficulty. Magical means of reading languages also suffice.

Most of the text contain very tedious annals of a long line of ancient Flan kings and chieftains, who appeared to rule what is now the lands of Tenh—a land which the annals call Aeh'Tenhedhdyrealor (Atan-ad-DEER-a-Lore)—or literally: The Land Watered by the Tears of our Lamentations. The last portion of the scrolls takes up the tale of something called the Taladhcricoch (Tal-a-CREE-ock) or literally the Land's Heart.

The full tale is given in Player's Handout 4, but in summary, it tells of how the chieftains or Riadh (REE-ad; literally: Husband of the Land) of Aeh'Tenhedhdyrealor were crowned upon the Land's Heart, which formed their link to the land and to the Oerth Mother. The chief was considered the consort of the Oerth Mother, whom he symbolically married in the act of his coronation. If the Riadh's reign was prosperous, he was said to be blessed with the favor of Beory. If his reign was marred by pestilence, famine, defeat in war or other misfortunes, this was taken as a sign of the disfavor of the Oerth Mother. A Riadh in disfavor could be challenged by the wise of the realm to prove his worth, by anointing the Land's Heart with a cup of his blood. If the stone drank the blood, it was a sign that the Riadh still had Beory's favor. If instead the stone rejected the blood and let out a scream, the Riadh's reign was over and a new chieftain would be chosen to be the Consort of the Oerth Mother.

The tale goes on to tell how Aeh'Tenhedhdyrealor was assailed by strangers out of the west—great horsemen and warriors, wielding mighty magic. Many of Ah'Tanadhdryalor's warriors were slain and the works of the realm thrown down. While some stayed to fight the invaders on the plains, many others fled to a fastness hidden high in the mountains to the east named in the text as Tostaenceadh. They took the Land's Heart with them to keep it from the greedy hands of the western hordes. The account ends with an exhortation against the ravaging westerners and a prayer to the Dawn Bringer (Pelor) for victory.

A successful DC 20 Bardic Knowledge check calls to mind the tale of a Frunzii adventurer who, before the Greyhawk Wars, claimed to have found a lost Flan city in the heart of the Griff Mountains, which he called Skraelingshald. Whether this is the same as Tostaenceadh is not certain.

3: The Spring of Pelor

The waters of the spring here are warm and seem to sparkle with flickers of golden light. The atmosphere here is warm and pleasant and calls to mind warm sun on a summer's afternoon. PCs drinking from the spring are healed of 1d4 points of damage (1d8 for priests or

paladins of Pelor). Any PC suffering temporary Strength or Charisma drain may regain one point of either Strength or Charisma. Note that this effect only works if the water is drunk directly from the spring and works only once for each PC. Water collected and drunk later has no beneficial effects. Equally, PCs drinking a second time from the spring receive no benefits.

The murals here depict a series of twelve stylized male figures, ranging from a boy with golden eyes, to a young warrior girthed for war, to a king enthroned upon a throne of eagles, with a burning sun atop a sceptre and the Oerth as his orb, through to a bent and crippled old man, grey and pallid with the weight of his years. Though it is obvious that these depict the months of the year, a DC 15 Knowledge (religion) check (DC 10 for priests of Pelor) is required to recognize this as a very ancient Flan style of depicting Pelor, found only in the most ancient texts and traditions of church of the Dawn Bringer. The apex of the dome is adorned with a blazing sun. The pedestal in the middle of the spring pool is similarly adorned with suns.

The tabernacle contains the *shield of the sky father*: +2 heavy steel shield; on command; casts *daylight* 3/day; *searing light* 1/day (as a 5th-level caster). The shield requires exposure to sunlight for its power to be recharged. However, the shield may not be recharged more than once per day.

The shield is a round disc of steel, its outer surface overlaid with magically hardened gold leaf. The outer face of the shield is embossed with the holy symbol of Pelor. The following inscription is embossed in Flannae runes around the rim of the shield:

"Sky Father, who sheds light in dark places, who brings the dawn's hope to dispel night's despair."

Treasure:

All APLs: Magic: *Shield of the Sky Father* +2 heavy steel shield.

Development: Assuming the PCs manage to defeat the guardians and find the scrolls and the other treasures of inner chambers, they can exit the tunnels without further difficulty.

If the PCs have *not* fought the Tenhas in Encounter 3 or 4, then go to Encounter 7.

If the PCs have fought the Tenhas in Encounter 3 or 4, then go to Conclusion.

ENCOUNTER 7: STANDOFF

Note: Only play this encounter if the PCs have *not* fought the Tenhas in Encounter 3 and 4.

When the PCs emerge from the tunnels, they will find a hostile band of warriors waiting for them outside, bent on recovering the scrolls for their faction. The identity of the warriors depends on where the PCs set out from and who they are working for.

(A): If the PCs set out from Redspan

In this case, the PCs find a band of Faithful Flan waiting for them, led by one of their senior leaders, Pholtarin.

The daylight is dazzlingly bright after the gloom of the underground.

Suddenly a voice speaks from behind:

"Our congratulations. You have survived where a score of our finest men perished"

A bronze-skinned man in the gleaming armor and a white tabard emblazoned with the Sun and Moons of Pholtus stands above you on the slope of the mound.

"Anything is possible when Pholtus wills it", he continues. "The Blinding Light has delivered you through the darkness, so that you might bring to us that which we seek. Surrender the scrolls and we will let you have our oath that you will leave here alive. Refuse and by the same oath, you will die."

The man is Pholtarin (or—as he was known before his conversion—Agharan), a senior leader in the Faithful Flan. Those PCs who have played COR 4-06 *Duke of the Dust*, recall a striking resemblance between Pholtarin and Saranadh, the priestess of the Faithful Flan they encountered in the Phostwood. The resemblance is hardly surprising given they are siblings.

APL 2 (EL 4)

➤ **Pholtarin:** male human Clr2; hp 21; see Appendix 1.

➤ **Faithful Flan (6):** mix male and female human War1; hp 7, 7, 7, 7, 7, 7; see Appendix 1.

APL 4 (EL 7)

➤ **Pholtarin:** male human Clr4; hp 31; see Appendix 1.

➤ **Faithful Flan Warriors (5):** mix female and male human Ftr1; hp 9, 9, 9, 9, 9; see Appendix 1.

➤ **Faithful Flan Priest (1):** male human Clr1; hp 10; see Appendix 1

APL 6 (EL 8)

➤ **Pholtarin:** male human Clr6; hp 45; see Appendix 1.

➤ **Faithful Flan (5):** mix male and female human Ftr2; hp 20, 20, 20, 20, 20; see Appendix 1.

➤ **Faithful Flan Priest (1):** male human Clr2; hp 17; see Appendix 1.

APL 8 (EL 10)

➤ **Pholtarin:** male human Clr8; hp 59; see Appendix 1.

➤ **Faithful Flan (5):** mix male and female human Ftr3; hp 28, 28, 28, 28, 28; see Appendix 1.

➤ **Faithful Flan Priest (1):** male human Clr3; hp 24; see Appendix 1.

APL 10 (EL 12)

➤ **Pholtarin:** male human Clr10; hp 73; see Appendix 1.

➤ **Faithful Flan (5):** mix female and male human Ftr6, hp 52, 52, 52, 52, 52; see Appendix 1.

➤ **Faithful Flan Priest (1):** mix male human Clr6; hp 45; see Appendix 1

Tactics: The Faithful Flan are deployed as shown on DM's Map 1 and have received all the blessings and enhancement spells they can from the two priests before the start of the combat. Their first actions are to release a volley of heavy crossbow bolts into the PCs. In the following round, they rush forward, attacking the PCs from all sides. The junior priest tries to support his fellows with cure spells, while staying out of combat for as long as possible and moving about bolstering his men. Pholtarin similarly try to stay aloof from the fighting, using his spells to best effect against the infidels. Where applicable, he uses *silence* to try to suppress PC spell casters and *heat metal* to discomfit heavily armored PCs. At higher APLs, Pholtarin uses *dispel magic* to negate any magical enhancing spells cast on the PCs or to bring PCs using *fly* to earth. At APL 8+ Pholtarin summons 1d3 small fire elementals to attack the PCs from the rear, if possible.

Pholtarin and his men neither ask for nor give quarter and, like true fanatics, fight to the death.

Treasure: If the PCs defeat the Faithful Flan, their possessions are the PCs to claim:

APL 2: Loot: 165 gp; Magic: +1 quarterstaff (191 gp)

APL 4: Loot: 160 gp; Magic: +1 quarterstaff (191 gp); 5 potions of cure light wounds (5 x 4 gp);

APL 6: Loot: 235 gp; Magic: +1 quarterstaff (191 gp); 5 potions of cure moderate wounds (5 x 25 gp);

APL 8: Loot: 236 gp; Magic: +1 flaming quarterstaff (691 gp); +1 full plate (220 gp); 5 potions of cure serious wounds (5 x 62 gp); 5 potions of bull's strength (5 x 62 gp);

APL 10: Loot: 192 gp; Magic: +1 flaming quarterstaff (691 gp); +1 full plate (220 gp); 5 x +1 longsword (5 x 198 gp); 5 x potions of cure serious wounds (5 x 62 gp); 5 potions of bull's strength (5 x 62 gp);

Development: If the PCs defeat the Faithful Flan, they are free to return to either Iarvaladhyr or directly Redspan. Go to Conclusion.

(B): If the PCs set out from Atherstone

In this case the PCs find a band of Tenha warriors waiting for them. As soon as the last of the PCs emerge from the tunnel, the warriors let loose a volley of bow fire. Have the PCs make an opposed Spot check against the warriors' Hide check. Those PCs spotting the Tenhas can act on their initiative in the surprise round.

To those PCs spotting the Tenhas, read aloud or paraphrase the following:

You emerge blinking into the daylight, dazzlingly bright after the gloom of the underground. However, your sharp eyes pick

out a glint of metal in the trees off to the right. Turning, you see a man aiming a longbow directly at you!

APL 2 (EL 4)

➤ **Keeper of the Flan:** male human Wizz; hp 11; see Appendix 1.

➤ **Rebel Tenha Warriors (6):** mix male and female human War1; hp 9; see Appendix 1.

APL 4 (EL 6)

➤ **Keeper of the Flan:** male human Wiz4; hp 21; see Appendix 1.

➤ **Rebel Tenha Warriors (6):** mix female and male human Ftr1; hp 12; see Appendix 1.

APL 6 (EL 8)

➤ **Keeper of the Flan:** male human Wiz6; hp 31; see Appendix 1.

➤ **Rebel Tenha Warriors (6):** mix male and female human Ftr2; hp 20; see Appendix 1.

APL 8 (EL 10)

➤ **Keeper of the Flan:** male human Wiz8; hp 41; see Appendix 1.

➤ **Rebel Tenha Warriors (6):** mix female and male human Ftr4; hp 36; see Appendix 1.

APL 10 (EL 12)

➤ **Keeper of the Flan:** male human Wiz10; hp 51; see Appendix 1.

➤ **Rebel Tenha Warriors (6):** mix male and female human Ftr6; hp 52; see Appendix 1.

Tactics: The Tenhas are deployed as shown on DM's Map 1. Their first actions is to release a volley of bow fire into the PCs, targeting obvious spell casters. Meanwhile, the Keeper of the Flan launches his most devastating or disabling attack on the PCs, hoping to catch them while flat-footed. Where applicable, he tries to disable the PCs with spells such as *sleep* and *web* and then follows up with a devastating area-of-effect spell such as *fireball*. Dangerous warriors are singled out for special attention with spells such as *ray of enfeeblement*, *ray of exhaustion* and *scorching ray* (depending on APL). PC spellcasters are targeted with *feeblemind* (at APL 10).

The warriors try to keep out of the PCs' reach and allow their mage to soften them up before moving in for the kill. The mage tries to remain hidden, sniping with spells from concealment. The Keeper has pre-cast protective spells. If the PCs try to attack him, the warriors move to defend him. The fight to the death, given what is at stake.

If the PCs defeat the Tenhas, their possessions are the PCs to claim:

APL 2: Loot: 149 gp; Magic: scroll of magic missile (2 gp); scroll of sleep (2 gp)

APL 4: Loot: 365 gp; Magic: 7 potions of cure light wounds (7 x 4 gp) scroll of magic missile (2 gp); scroll of sleep (2 gp); bracers of armor +1 (83 gp)

APL 6: Loot: 411 gp; Magic: 6 potions of cure moderate wounds (6 x 25 gp); potion of cure light wounds (4 gp) scroll of magic missile (2 gp); scroll of sleep (2 gp); bracers of armor +1 (83 gp); amulet of natural armor +1 (165 gp); wand of slow [3 charges] (675 gp)

APL 8: Loot: 471 gp; Magic: 6 potions of cure serious wounds (6 x 62 gp); 6 potions of cat's grace (6 x 62 gp); potion of cure light wounds (4 gp) scroll of magic missile (2 gp); scroll of sleep (2 gp); bracers of armor +1 (83 gp); amulet of natural armor +1 (165 gp); wand of slow [3 charges] (675 gp); ring of protection +2 (667 gp); cloak of resistance +1 (83 gp);

APL 10: Loot: 438 gp; Magic: 6 +1 longswords (6 x 198 gp); 6 +1 suits of chainmail (6 x 108 gp) 6 potions of cure serious wounds (6 x 62 gp); 6 potions of cat's grace (6 x 62 gp); potion of cure light wounds (4 gp) scroll of magic missile (2 gp); scroll of sleep (2 gp); bracers of armor +1 (83 gp); amulet of natural armor +1 (165 gp); wand of slow [3 charges] (675 gp); ring of protection +2 (667 gp); cloak of resistance +1 (83 gp);

Development: If the PCs defeat the Tenhas, they are free to return to Atherstone. Go to Conclusion.

CONCLUSION

The PCs now have the choice of which faction they wish to deliver the scrolls to: the Loyalists in Redspan, the rebels in Iarvaladhyr or the Faithful Flan in Atherstone.

(A): If the PCs return to Redspan

You leave the ruins and the Phostwood behind, striking once more across the desolation of the Stonelands toward the safety of Redspan. The walls and towers of the city are a welcome sight, as they appear on the horizon and draw steadily closer. You are met at a gate by a detachment of red-cloaked warriors, who convey you rapidly through the over-crowded squalor of the streets to the citadel.

There, in the same chamber high on the northeast tower, you find Labahlah pacing the floor, waiting expectantly for your arrival.

"The Dawn Greeter be praised, you have returned, my friends! What have you learned?" he asks.

What happens next depends on how much the PCs tell Labahlah. If they tell him everything about the rebel encampment, the Keepers of the Flan and the Scrolls, he becomes extremely alarmed, especially if the PCs tell him that the rebels are acting in the name of Marshal Laba. Like his father, Labahlah genuinely has no idea about the rebels or their plans. He questions the PCs closely as to the rebel's strength, leaders, and plans.

If the PCs give him the scrolls and/or pass on what they portend, Labahlah has them taken to the best sages in the city—namely the Archmage Nystul

(unless the PCs have revealed that the Keepers and Nystul are in league with the rebels) to discover the location of the lost city of Tostaenceadh and the Land's Heart.

Once the PCs have finished their tale, Labahlah will pay them whatever reward they have agreed (see below). He then reports everything he has learned to a conclave including his father, Duke Ehyeh and his advisors.

There are several outcomes to this meeting. The first is the issuing of arrest warrants for Baron Turanalh, Kereledh the sage, and any Tenha found to be in league with them. The Keepers of the Flan are declared a seditious organization and its members are either arrested, or in the case of the Archmage Nystul, banished from the city of Redspan. The city's garrison is mustered for a strike on the rebel stronghold at Iarvaladhyr.

As you leave the citadel, you hear the blowing of horns and the mustering of the red-cloaked warriors of the Tenha Host for war, not against the orcs of the Old One or the fanatics of the Faithful Flan, but against their own.

So begins the War of the Dust.

Treasure:

APL 2: Coin: 50 gp

APL 4: Coin: 100 gp.

APL 6: Coin: 200 gp.

APL 8: Coin: 300 gp.

APL 10: Coin: 400 gp.

If the PCs mention only the scrolls and say nothing of the rebels, Labahlah has them sent to the best sages in the city—namely the Archmage Nystul—for further study.

However, Labahlah expects some sort of explanation as to the fate of the missing patrol. If the PCs lie, have them make an opposed Bluff check against Labahlah's Sense Motive check. If he suspects that they are lying, Labahlah will demand to know the truth and refuse to pay them any reward. If the PCs continue to hold out, he dismisses them in disgust and they will leave the citadel empty-handed.

Unless the PCs choose to go to either Iarvaladhyr or Atherstone with what they know, here ends *Riddle of the Dust*. To be concluded in *War of the Dust*

(B): If the PCs return to the Gleaming Spire

You leave the ruins and the Phostwood behind, striking once more across the desolation of the Stonelands towards the safety of Iarvaladhyr. The walls and towers of the fortress are a welcome sight, as they draw steadily closer. You are met at a gate by a detachment of red-cloaked warriors, who convey you rapidly to the central tower.

There, in the same chamber overlooking the keep, you find Turanalh and Kereledh expectantly awaiting your arrival; the baron pacing the floor while the sage sits staring out over the Stonelands.

"The Dawn Greeter be praised, you have returned, my friends!" Turanalh exclaims. "Did you find them?"

If the PCs show them the scrolls, Kereledh pours eagerly over them, growing more and more excited as he reads, until he is almost skipping around the room with uncharacteristically boyish delight.

Read aloud or paraphrase the following:

"This is absolutely remarkable!" Kereledh enthuses. "If we can but find the city of Tostaenceadh, then we have the location of the Taladhcrioch. And once we have that, we can establish who the rightful ruler of Tenh is and begin the process of healing the land!"

Turanalh nods: *"If what you and the learned sage says is true, then, according to the ancient traditions of our people, Ehyeh has lost the favor of the Oerth Mother. His reign has brought nothing but disaster upon the land of Tenh and our people. Now more than ever, I am convinced for the righteousness of our cause. Ehyeh must be deposed! The fate of the Tenha people depends on it!"*

The baron pays the PCs a small reward for their service, thanking them in the name of the free people of Tenh. He asks them to swear an oath on what they hold sacred not to reveal to the Loyalists anything about the rebels or their plans. Good aligned clerics and paladins should be bound by this oath, though of course other characters may be less trustworthy.

Treasure:

APL 2: Coin: 50 gp
APL 4: Coin: 100 gp.
APL 6: Coin: 200 gp.
APL 8: Coin: 300 gp.
APL 10: Coin: 400 gp.

Note: Remember that no PC can earn more than the treasure cap for the adventure.

Once the oaths are sworn, the PCs are free to go on their way. Unless they wish to go to either Redspan or Atherstone, here ends the *Riddle of the Dust*. To be concluded in *War of the Dust*

(C): If the PCs return to Atherstone

You leave the ruins behind, cutting north and east through the forest, using the trees as cover to avoid Tenha patrols. You break out of the Phostwood southwest of Atherstone and striking once more across the desolation of the Stonelands. The white walls and towers of the city are a welcome sight. You are met at a gate by a detachment of white-tabarded Faithful Flan that conveys you rapidly to Pholtarin's quarters.

There, in the same pristine prayer chamber, you find Pholtarin deep in prayer and silent contemplation.

As you enter, he opens his eyes.

"Praise be to the Blinding Light!" he says raising his hands to the skies in thanks. "We have prayed long for your

return, and the Lord Pholtus has seen fit to grant our humble supplications! What tidings do you bring to us?"

If the PCs tell him of the Tenha garrison in Iarvaladhyr, Pholtarin listens with interest, questioning them closely as to the Tenha's strength, leaders and dispositions.

If the PCs show or tell him of the scrolls, read aloud or paraphrase the following:

Seeing the scrolls, Pholtarin exclaims: "The might of Shining One knows no bounds! I have prayed for many boons and here two are delivered in one! My spies have long told me that the sages of the Heretics have sought these iniquitous texts and now we know why. They seek some relic of ancient heresies, but they will seek in vain! For if there is power in this Land's Heart, it comes not from the false Beory, but from the One True Path. We will seek out this Tostaencedh, reclaim for Pholtus that which is his and save our people from the night of suffering that they endure."

Pholtarin pays the PCs a small reward for their service, thanking and blessing them in the name of the Blinding Light.

Treasure:

APL 2: Coin: 50 gp
APL 4: Coin: 100 gp.
APL 6: Coin: 200 gp.
APL 8: Coin: 300 gp.
APL 10: Coin: 400 gp.

Note: Remember that no PC can earn more than the treasure cap for the adventure.

Once the oaths are sworn, the PCs are free to go on their way. Unless they wish to go to either Redspan or Iarvaladhyr, here ends the *Riddle of the Dust*. To be concluded in *War of the Dust*

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 1: The Fading

Defeat the orcs

APL2	60 XP
APL4	120 XP
APL6	180 XP
APL8	240 XP
APL10	270 XP

Encounter 3: Raiders of the Dust

Defeat the Tenhas

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP

OR

Encounter 7: Standoff

Defeat the Tenhas or Faithful Flan

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP

Encounter 5: Ruins Beneath the Trees

Overcome the trap on the Inner Door

APL2	60 XP
APL4	120 XP
APL6	180 XP
APL8	240 XP
APL10	300 XP

Encounter 6: The Chamber of the Mirror Pool

Defeat the guardian(s)

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP

Conclusion

The PCs deliver the Scrolls to one or other Tenha faction

APL2	70 XP
APL4	60 XP
APL6	40 XP
APL8	25 XP
APL10	70 XP

Discretionary roleplaying award

APL2	20 XP
APL4	20 XP
APL6	30 XP
APL8	20 XP
APL10	20 XP

Total possible experience:

APL2	450 XP
APL4	675 XP
APL6	900 XP
APL8	1,125 XP
APL10	1,350 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 Equipment. 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* 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 character’s 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.

Loot = Looted gear from enemy (calculated at 50% of book price); Coin = Coin, Gems, Jewelry, and other valuables (calculated at 100% of value); Magic = Magic Items (calculated at 75% of book price).

ENCOUNTER 1: THE FADING

Defeat the orcs

APL 2: Loot: 50 gp; Magic: *potion of cure light wounds* (4 gp)

APL 4: Loot: 107 gp; Magic: 6 *potions of cure light wounds* (6 x 4 gp);

APL 6: Loot: 107 gp; Magic: 6 *potions of cure moderate wounds* (6 x 25 gp); 5 *potions of bull’s strength* (5 x 25 gp); *potion of owl’s wisdom* (25 gp)

APL 8: Loot: 1 gp; Magic: +1 *spear* (191 gp); +1 *chainmail* (108 gp); 5 +1 *falchions* (5 x 198 gp); 5 +1 *chain shirts* (5 x 104 gp); 5 *potions of cure serious wounds* (5 x 62 gp); 5 *potions of bull’s strength* (5 x 25 gp); 5 *potions of heroism* (5 x 62 gp); *potion of owl’s wisdom* (25 gp)

APL 10: Loot: 245 gp; Magic: +1 *spear* (191 gp); 5 +1 *falchions* (5 x 198 gp); 5 +1 *chain shirts* (5 x 104 gp); 6 *potions of cure serious wounds* (5 x 62 gp); 5 *potions of bull’s strength* (5 x 25 gp); 5 *potions of heroism* (5 x 62 gp); *potion of owl’s wisdom* (25 gp); *potion of haste* (62 gp)

Encounter 3: Riders of the Dust

Defeat the Tenhas

APL 2: Loot: 104 gp; Magic: *potion of cure light wounds* (4 gp)

APL 4: Loot: 216 gp; Magic: 3 *potions of cure light wounds* (3 x 4 gp); *potion of cure moderate wounds* (25 gp);

APL 6: Loot: 203 gp; Magic: 3 *potions of cure moderate wounds* (3 x 4 gp); *potion of cure serious wounds* (62 gp); +1 *lance* (191 gp); +1 *chainmail* (108 gp)

APL 8: Loot: 164 gp; Magic: +2 *lance* (691 gp); +1 *chainmail* (108 gp); +1 *longsword* (198 gp); 3 *potions of cure moderate wounds* (3 x 25 gp); *potion of bull’s strength* (25 gp); *potion of cure serious wounds* (62 gp);

APL 10: Loot: 210 gp; Magic: +2 *lance* (691 gp); +2 *chainmail* (358 gp); +1 *longsword* (198 gp); 6 *potions of cure serious wounds* (6 x 62 gp); *potion of bull’s strength* (25 gp);

Encounter 5: Ruins beneath the Trees

Loot the bodies in the Entrance Tunnel

All APLs: Loot: 100 gp;

Loot the bodies outside the Outer Door

All APLs: Loot: 20 gp;

Loot the bodies between the Outer and Inner Doors

All APLs: Loot: 140 gp;

Loot the bodies in the Chamber of the Mirror Pool

All APLs: Loot: 280 gp;

Find the sickle of the Oerth Mother

All APLs: Magic: *Sickle of the Oerth Mother*; +2 *sickle*. On command it casts *plant growth* 3/day, and call *lightning* 1/day (as a 5th level caster). The wielder may use the *plant growth* and call *lightning* powers while in wildshape. The blade must be buried to the hilt in earth for the sickle’s power to be recharged. However, the sickle may not be recharged more than once per day.

The *sickle* is forged from magically hardened bronze, which has the same strength as normal steel. Spiral motifs are engraved into the blade, while the hilt is made from turned oak, polished to a deep brown color—the grain of the wood forming spirals and

whorls. The pommel is carved in the form of a holy symbol of Beory.

Find the shield of the Sky Father

All APLs: Magic: *Shield of the Sky Father* +2 heavy steel shield; on command; casts *daylight* 3/day; *searing light* 1/day (as a 5th level caster). The shield requires exposure to sunlight for its power to be recharged. However, the shield may not be recharged more than once per day.

The *shield* is a round disc of steel, its outer surface overlaid with magically hardened gold leaf. The outer face of the *shield* is embossed with the holy symbol of Pelor. The following inscription is embossed in Flannae runes around the rim of the *shield*:

"Sky Father, who sheds light in dark places who brings the dawn's hope to dispel night's despair."

Encounter 7: Standoff

Defeat the Faithful

(NOTE—only to be played if the PCS have NOT fought the Tenhas in Encounter 3)

APL 2: Loot: 165 gp; Magic: +1 quarterstaff (191 gp)

APL 4: Loot: 160 gp; Magic: +1 quarterstaff (191 gp); 5 potions of cure light wounds (5 x 4 gp);

APL 6: Loot: 235 gp; Magic: +1 quarterstaff (191 gp); 5 potions of cure moderate wounds (5 x 25 gp);

APL 8: Loot: 236 gp; Magic: +1 flaming quarterstaff (691 gp); +1 full plate (220 gp); 5 potions of cure serious wounds (5 x 62 gp); 5 potions of bull's strength (5 x 62 gp);

APL 10: Loot: 192 gp; Magic: +1 flaming quarterstaff (691 gp); +1 full plate (220 gp); 5 +1 longswords (5 x 198 gp); 5 potions of cure serious wounds (5 x 62 gp); 5 potions of bull's strength (5 x 62 gp);

OR

Defeat the Tenhas

(NOTE: only to be played if the PCs have not fought the Tenhas in Encounter 3)

APL 2: Loot: 149 gp; Magic: scroll of magic missile (2 gp); scroll of sleep (2 gp)

APL 4: Loot: 365 gp; Magic: 7 potions of cure light wounds (7 x 4 gp) scroll of magic missile (2 gp); scroll of sleep (2 gp); bracers of armor +1 (83 gp)

APL 6: Loot: 411 gp; Magic: 6 potions of cure moderate wounds (6 x 25 gp); potion of cure light wounds (4 gp) scroll of magic missile (2 gp); scroll of sleep (2 gp); bracers of armor +1 (83 gp); amulet of natural armor +1 (165 gp); wand of slow [3 charges] (675 gp)

APL 8: Loot: 471 gp; Magic: 6 potions of cure serious wounds (6 x 62 gp); 6 potions of cat's grace (6 x 62 gp); potion of cure light wounds (4 gp) scroll of magic missile (2 gp); scroll of sleep (2 gp); bracers of armor +1 (83 gp); amulet of natural armor +1 (165 gp); wand of slow [3 charges] (675 gp); ring of protection +2 (667 gp); cloak of resistance +1 (83 gp);

APL 10: Loot: 438 gp; Magic: 6 +1 longswords (6 x 198 gp); 6 suits of +1 chainmail (6 x 108 gp) 6 potions of cure serious wounds (6 x 62 gp); 6 x potion of cat's grace (6 x 62

gp); potion of cure light wounds (4 gp) scroll of magic missile (2 gp); scroll of sleep (2 gp); bracers of armor +1 (83 gp); amulet of natural armor +1 (165 gp); wand of slow [3 charges] (675 gp); ring of protection +2 (667 gp); cloak of resistance +1 (83 gp);

Conclusion

Treasure:

Deliver the Scrolls to one of the factions

Treasure:

APL 2: Coin: 50 gp

APL 4: Coin: 100 gp.

APL 6: Coin: 200 gp.

APL 8: Coin: 300 gp.

APL 10: Coin: 400 gp.

Total Possible Treasure

APL 2: L: 150 gp; C: 150 gp; M: 140 gp—Total: 450 gp

APL 4: L: 150 gp; C: 300 gp; M: 200 gp —Total: 650 gp

APL 6: L: 100 gp; C: 600 gp; M: 200 gp —Total: 900 gp

APL 8: L: 200 gp; C: 900 gp; M: 200 gp—Total: 1,300 gp

APL 10: L: 500 gp; C: 1200 gp; M: 600 gp—Total: 2,300 gp

Special

The *shield of the Sky Father*: +2 heavy steel shield; on command casts *daylight* 3/day; *searing light* 1/day (as a 5th level caster). The shield requires exposure to sunlight for its power to be recharged. However, the shield may not be recharged more than once per day.

The *shield* is a round disc of steel, its outer surface overlaid with magically hardened gold leaf. The outer face of the *shield* is embossed with the holy symbol of Pelor. The following inscription is embossed in Flannae runes around the rim of the *shield*:

"Sky Father, who sheds light in dark places who brings the dawn's hope to dispel night's despair."

Faint Evocation; CL 5th; Craft Magic Arms and Armor, *daylight*, *searing light*; Price 21,688 gp.

The *sickle of the Oerth Mother*: +2 sickle. On command it casts *plant growth* 3/day, and *call lightning* 1/day (as a 5th level caster). The wielder may use the *plant growth* and *call lightning* powers while in wildshape. The blade must be buried to the hilt in earth for the sickle's power to be recharged. However, the sickle may not be recharged more than once per day.

The *sickle* is forged from magically hardened bronze, which has the same strength as normal steel. Spiral motifs are engraved into the blade, while the hilt is made from turned oak, polished to a deep brown color—the grain of the wood forming spirals and whorls. The pommel is carved in the form of a holy symbol of Beory.

Faint Transmutation and Evocation; CL 5th; Craft Magic Arms and Armor, *plant growth*, *call lightning*; Price 23,688 gp.

ITEM ACCESS

Note: PCs only get access to items they encounter. As this adventure involves random encounters, the PCs will not encounter all of the items listed below for each APL.

APL 2

Traveling spellbook (Adventure, see above, 350 gp)

APL 4

Traveling spellbook (Adventure, see above, 700 gp)

APL 6

Wand of slow [3 chgs] (Adventure; CL 5th; DMG, 675 gp)

Traveling spellbook (Adventure, see above, 1,250 gp)

APL 8

Traveling spellbook (Adventure, see above, 2,000 gp)

Ring of protection +2 (Adventure CL 5th; DMG).

+2 lance (Adventure; 8,310 gp);

+1 flaming quarterstaff (Adventure; 8300 gp)

APL 10

Traveling spellbook (Adventure, see above, 2,520 gp)

Ring of protection +2 (Adventure CL 5th; DMG).

+2 lance (Adventure; 8,310 gp);

+1 flaming quarterstaff (Adventure; 8300 gp)

+2 chainmail (Adventure; 4,300gp)

All APLs: Sickle of the Oerth Mother; +2 sickle (Core; 21,688 gp).

All APLs: Shield of the Sky Father +2 heavy steel shield (Core; 23,688 gp)

Items for the Adventure Record

☛ **Lost among the Faded Ones:** The PC has become lost among the Faded Ones of Tenh. They may return to the Oerth after 4 TU of wandering. The PC and his possessions are otherwise unharmed.

☛ **Prisoner of the Tenhas:** The bearer has been captured by Tenha rebels. They will be held in the dungeons of Iarvaladhyr Keep for 4 TU and will be released on payment of a ransom by the PC of 10% of their gold piece total as per the previous Adventure Record.

☛ **Shield of the Sky Father:** +2 heavy steel shield; on command casts *daylight* 3/day; *searing light* 1/day (as a 5th level caster). The shield requires exposure to sunlight for its power to be recharged; may not be recharged more than once per day.

The shield is a round disc of steel, its outer surface overlaid with magically hardened gold leaf. The outer face of the shield is embossed with the holy symbol of Pelor. The following inscription is embossed in Flannae runes around the rim of the shield:

"Sky Father, who sheds light in dark places who brings the dawn's hope to dispel night's despair."

Faint Evocation; CL 5th; Craft Magic Arms and Armor, *daylight*, *searing light*; Price 21,688 gp.

☛ **Sickle of the Oerth Mother:** +2 sickle. On command it casts *plant growth* 3/day, and *call lightning* 1/day (as a 5th level caster). The wielder may use the *plant growth* and *call lightning* powers while in wildshape. The blade must be buried to the hilt in earth for the sickle's power to be recharged; may not be recharged more than once per day.

The sickle is forged from magically hardened bronze, which has the same strength as normal steel. Spiral motifs are engraved into the blade, while the hilt is made from turned oak, polished to a deep brown color—the grain of the wood forming spirals and whorls. The pommel is carved in the form of a holy symbol of Beory.

Faint Transmutation and Evocation; CL 5th; Craft Magic Arms and Armor, *plant growth*, *call lightning*; Price 23,688 gp.

☛ **Spellbook:** This book contains the following spells:

APL 2: 0- *detect magic*, *flare*, *ray of frost*, *resistance*; 1st- *mage armor*, *magic missile*, *sleep*.

APL 4: As above plus 1st- *ray of enfeeblement*; 2nd *glitterdust*, *resist energy*, *scorching ray*.

APL 6: As above plus 2nd *web*; 3rd-*blink*, *fireball*, *ray of exhaustion*.

APL 8: As above plus 3rd- *dispel magic*; 4th- *lesser globe of invulnerability*, *enervation*, *phantasmal killer*.

APL 10: 5th- As above plus *cone of cold*, *feeblemind*.

APPENDIX 1: NPC S AND MONSTERS

APL 2

Encounter 1: The Fading

➤ **Orc Shaman:** male orc Clr1; CR 1; Medium humanoid (orc); HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +0; Grp +2; Atk +2 melee (1d8+1, shortspear); Full Atk +2 melee (1d8+1, shortspear); SQ Light sensitivity, darkvision; AL CE; SV Fort +3, Ref +1, Will +5; Str 12, Dex 12, Con 12, Int 10, Wis 16, Cha 6.

Skills and Feats: Concentration +5, Spellcraft +4; Combat Casting, Weapon Focus^b (shortspear).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Spells Prepared (3/2; base DC = 13 + spell level): o—guidance, resistance, virtue; 1—cause fear, entropic shield, magic weapon *

*Domain Spell; Deity: Gruumsh; Domains: War (free Weapon Focus) and Strength (+1 enhancement bonus to Strength as a free action, for 1 round, 1/day).

Possessions: Shortspear, chain shirt, *potion of cure light wounds*.

Power-Up Suite: Attackers suffer a 50% miss chance due to the effects of prolonged stay within the Stoneland.

Encounter 3: Riders of the Dust

➤ **Aradha:** female human Ftr2; CR 2; Medium humanoid (human); HD 2d10+4; hp 20; Init +2; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Base Atk +2; Grp +5; Atk +6 melee (1d8+4/x3, lance) or +5 melee (1d8+3/19-20, longsword) or +5 melee (1d4+3/18-20, kukri); Full Atk +6 melee (1d8+5/x3, lance) or +5 melee (1d8+3/19-20, longsword) or +5 melee (1d4+3/18-20, kukri); AL NG; SV Fort +5, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Ride +5, Jump +0, Spot +3; Mounted Combat, Ride-by Attack, Trample, Weapon Focus (lance).

Possessions: Lance, longsword, kukri chainmail, light warhorse, military saddle, bit and bridle, *potion of cure light wounds*.

➤ **Rebel Tenha Cavalry:** mix female and male human War1; CR 1/2; Medium humanoid (human); HD 1d8+1; hp 9 each; Init +2; Spd 30 ft.; AC 17, flat-footed 15, touch 12; Base Atk +1; Grp +4; Atk +5 melee (1d8+4/x3, lance) +4 melee (1d8+3/19-20, longsword) or +3 ranged (1d8/x3, composite longbow); Full Atk +5 melee (1d8+5/x3, lance) +4 melee (1d8+3/19-20, longsword) or +3 ranged (1d8/x3, composite longbow); AL NG; SV Fort +3, Ref +2, Will +1; Str 16, Dex 14, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Ride +5, Intimidate +4; Spot +3; Mounted Combat, Weapon Focus (lance).

Possessions: Chainmail, lance, longsword, composite longbow, 20 arrows, light warhorse, military saddle, bit and bridle.

Encounter 6: The Chamber of the Mirror Pool

➤ **Dread Guard (1):** CR 3; Medium construct; HD 5d10+20; hp 47; Init +0; Spd 20 ft. (can't run); AC 17, flat-footed 17, touch 10; Base Atk +3; Grp +3; Atk +6 melee (1d8+3/19-20), longsword; Full Atk +6 melee (1d8+3/19-20), longsword; SQ Cold resistance 10, construct traits, fire resistance 10; AL N; SV Fort +1, Ref +1, Will +2; Str 17, Dex 11, Con -, Int 6, Wis 13, Cha 2.

Skills and Feats: Spot +9; Cleave, Power Attack.

Construct Traits: A dread guard is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A dread guard has darkvision (60-foot range).

Encounter 7: Standoff

➤ **Pholtarin:** male human Clr2; CR 2; Medium humanoid (human); HD 2d8+4; hp 21; Init +5; Spd 30 ft.; AC 18, flatfooted 17, touch 11; Base Atk +1; Grp +3; Atk +4 melee (1d6+3, +1 quarterstaff); Full Atk +4 melee (1d6+3, +1 quarterstaff); SA Spontaneous casting, turn undead; AL LN; SV: Fort +5, Ref +1, Will +6; Str 14, Dex 12, Con 14, Int 10, Wis 17, Cha 8.

Skills and Feats: Concentration +7, Heal +8; Improved Initiative, Weapon Focus (quarterstaff)

Spells prepared: (4/2+1; base DC = 13 + spell level) o—guidance (2), resistance, virtue; 1—bless, command, protection from chaos*,

*Domain spell; Deity: Pholtus; Domains: Law (cast law spells at +1 caster level) and Sun (greater turning against undead 1/day; undead that would be turned are destroyed).

Possessions: +1 quarterstaff, half-plate armor, holy symbol of Pholtus.

➤ **Faithful Flan:** mix female and male human War1; CR 1/2; Medium humanoid (human); HD 1d8+1; hp 9 each; Init +6; Spd 30 ft.; AC 19, flat-footed 17, touch 12; Base Atk +1; Grp +4; Atk +5 melee (1d8+3/19-20, longsword) or +3 ranged (1d10/19-20, heavy crossbow); Full Atk +5 melee (1d8+3/19-20, longsword) or +3 ranged (1d10/19-20, heavy crossbow); AL LN; SV Fort +3, Ref +2, Will +1; Str 16, Dex 14, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb -2, Intimidate +4; Spot +3; Improved Initiative, Weapon Focus (longsword).

Possessions: Chainmail, heavy steel shield, longsword, heavy crossbow, 20 bolts, holy symbol of Pholtus.

➤ **Keeper of the Flan:** male human Wizz; CR 2; Medium humanoid (human); HD 2d4+4; hp 11; Init +6;

Spd 30 ft., AC 12, flat-footed 10, touch 12; Base Atk +1, Grp +1, Atk +1 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, dagger); SQ Summon familiar AL NG; SV Fort +2, Ref +2, Will +3; Str 10, Dex 14, Con 14, Int 16, Wis 10, Cha 10.

Skills and Feats: Concentration +10, Knowledge (arcana) +7, Hide +4, Move Silently +4, Spellcraft +7; Combat Casting, Improved Initiative, Scribe Scroll.

Spells Prepared: (4/3; base DC = 13 + spell level); 0—*detect magic, flare, ray of frost, resistance*; 1st—*mage armor, magic missile, sleep*.

Spellbook: 0—*detect magic, flare, ray of frost, resistance*; 1st—*mage armor, magic missile, sleep*

Possessions: scroll of magic missile and sleep, robes, dagger, spell component pouch, spellbook.

🗡️ **Rebel Tenha Warriors**, male human War1; CR 1/2; Medium humanoid (human); HD 1d8+1; hp 9; Init +6; Spd 30 ft.; AC 17, flat-footed 15, touch 12; Base Atk +1; Grp +3; Atk +5 melee (1d8+3/19-20, longsword) or +3 ranged (1d8/x3, longbow); Full Atk +5 melee (1d8+3/19-20, longsword) or +3 ranged (1d8/x3, longbow); AL NG; SV Fort +3, Ref +2, Will +1; Str 16, Dex 14, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +0, Intimidate +4; Spot +3; Improved Initiative, Weapon Focus (longsword).

Possessions: Chainmail, longsword, longbow, 20 arrows.

APL 4

Encounter 1: The Fading

➤ **Orc Berserker:** male orc Bbn1; CR 1; Medium humanoid (orc); HD 1d12+2; hp 14; Init +3; Spd 40 ft.; AC 17, touch 13, flat-footed 14; Base Atk +1; Grp +5; Atk +6 melee (2d4+6/18-20, falchion) or +5 melee (1d6+4/x3, hand axe) or +5 ranged (1d6+4, throwing axe); Full Atk 6 melee (2d4+6/18-20, falchion) or +5 melee (1d6+4/x3, hand axe) or +5 ranged (1d6+4, throwing axe,); SQ Light sensitivity, darkvision, rage 1/day, fast movement; AL CE; SV Fort +4, Ref +3, Will +0; Str 18, Dex 16, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +6, Hide +5, Jump +6; Weapon Focus (falchion).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Rage (Ex): 1/day—hp 16; AC 15, touch 11, flat-footed 12; Grp +7; Atk +8 melee (2d4+9/18-20, falchion) or +7 melee (1d6+6/x3, hand axe) or +5 ranged (1d6+6, throwing axe); Full Atk +8 melee (2d4+9/18-20, falchion) or +7 melee (1d6+6/x3, hand axe) or +5 ranged (1d6+6, throwing axe); Fort +6, Will +2; Str 22, Con 18; Climb +8, Jump +8. Rage lasts for 7 rounds then fatigued.

Possessions: Falchion, hand axe, throwing axe, chain shirt, *potion of cure light wounds*.

Power-Up Suite: Attackers suffer a 50% miss chance due to the effects of prolonged stay within the Stoneland.

➤ **Orc Shaman:** male orc Clr2; CR 2; Medium humanoid (orc); HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +0; Grp +2; Atk +2 melee (1d8+1, shortspear); Full Atk +2 melee (1d8+1, shortspear); SQ Light sensitivity, darkvision; AL CE; SV Fort +3, Ref +1, Will +5; Str 12, Dex 12, Con 12, Int 10, Wis 16, Cha 6.

Skills and Feats: Concentration +5, Spellcraft +4; Combat Casting, Weapon Focus^b (shortspear).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Spells Prepared (3/2; base DC = 13 + spell level): o—guidance, resistance, virtue; 1—cause fear, entropic shield, magic weapon *

*Domain Spell; Deity: Gruumsh; Domains: War (free Weapon Focus) and Strength (+1 enhancement bonus to Strength as a free action, for 1 round, 1/day).

Possessions: Shortspear, chain shirt, *potion of cure light wounds*.

Power-Up Suite: Attackers suffer a 50% miss chance due to the effects of prolonged stay within the Stoneland.

Encounter 3: Riders of the Dust

➤ **Aradha:** female human Ftr4; Medium humanoid (human); HD 4d10+8; hp 36; Init +2; Spd 30 ft.; AC 17, flat-footed 15, touch 13; Base Atk +4; Grp +7; Atk +8 melee (1d8+6/x3, lance) or +7 melee (1d8+3/19-20, longsword) or +7 melee (1d4+3/18-20, kukri); Full Atk +8 melee (1d8+6/x3, lance) or +7 melee (1d8+3/19-20,

longsword) or +7 melee (1d4+3/18-20, kukri); Space/Reach 5 ft./5 ft.; AL NG; SV Fort +6, Ref +4, Will +2; Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 12.

Skills and Feats: Climb +5, Handle Animal +8, Ride +9. Mounted Combat, Ride-by Attack, Spirited Charge, Trample, Weapon Focus (lance), Weapon Specialization (lance).

Possessions: Lance, longsword, kukri chainmail, light war horse, military saddle, bit and bridle, *potion of cure moderate wounds*.

➤ **Rebel Tenha Cavalry:** mix male and female human Ftr1; CR 1; Medium humanoid (human); HD 1d10+2; hp 12; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +1; Grp +4; Atk +5 melee (1d8+4/x3, lance) or +4 melee (1d8+3/19-20, longsword) or +3 ranged (1d8+3/x3, longbow); Full Atk +5 melee (1d8+4/x3, lance) or +4 melee (1d8+3/19-20, longsword) or +3 ranged (1d8+3/x3, composite longbow +3); Space/Reach 5 ft./5 ft.; AL NG; SV Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Spot +3, Ride +6; Mounted Archery, Mounted Combat, Weapon Focus (lance).

Possessions: Longsword, lance, composite longbow +3, 20 arrows, chainmail, light war horse, military saddle, bit and bridle, *potion of cure light wounds*

Encounter 7: Standoff

➤ **Pholtarin:** male human Clr4; CR 4; Medium humanoid (orc); HD 4d8+8; hp 31; Init +5; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +3; Grp +5; Atk +6 melee (1d6+3, +1 quarterstaff); Full Atk +6 melee (1d6+3, +1 quarterstaff); SA Spontaneous casting, turn undead; AL: LN; SV: Fort +6, Ref +2, Will +7; Str 14, Dex 12, Con 14, Int 10, Wis 17, Cha 8.

Skills and Feats: Concentration +9, Heal +10; Combat Casting, Improved Initiative Weapon Focus (quarterstaff)

Spells prepared: (5/4+1/3+1; base DC = 13 + spell level) o—guidance (2), resistance, virtue (2); 1—bless, command, protection from chaos*, shield of faith; 2—bull's strength, heat metal*, silence, spiritual weapon

*Domain Spell; Deity: Pholtus; Domains: Law (cast law spells at +1 caster level). Sun (greater turning against undead 1/day; undead that would be turned are destroyed).

Possessions: +1 quarterstaff, half-plate armor, holy symbol of Pholtus.

➤ **Faithful Flan Warriors:** mix male and female human Ftr1; CR 1; Medium humanoid (human); HD 1d10+2; hp 12; Init +6; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk +1; Grp +4; Atk +5 melee (1d8+3/19-20, longsword) or +4 melee (1d4+3/19-20, dagger) or +3 ranged (1d10/19-20, heavy crossbow); Full Atk +5 melee (1d8+3/19-20, longsword) or +4 melee (1d4+3/19-20, dagger) or +3 ranged (1d10/19-20, heavy

crossbow); AL LN; SV Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +5*, Jump -1; Improved Initiative, Power Attack, Weapon Focus (longsword).

Possessions: Longsword, dagger, heavy crossbow, crossbow bolts, chainmail, heavy steel shield, *potion of cure light wounds*, *potion of invisibility**.

✚**Faithful Flan Priest:** male human Clr1; CR 1; Medium humanoid (human); HD 1d8+2; hp 10; Init +5; Spd 30 ft.; AC 16, touch 11, flat-footed; Base Atk +0; Grp +2; Atk +2 melee (1d6+2, quarterstaff); Full Atk +2 melee (1d6+2, quarterstaff); SA Spontaneous casting, turn undead; AL: LN; SV: Fort +4, Ref +1, Will +5; Str 14, Dex 12, Con 14, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +6, Heal +7; Hide +6*; Combat Casting, Improved Initiative

Spells prepared: (4/2+1; base DC = 13 + spell level)
0—guidance (2), resistance, virtue; 1—cause fear, protection from chaos*; shield of faith

*Domain Spell; Deity: Pholtus; Domains: Law (cast law spells at +1 caster level). Sun (greater turning against undead 1/day; undead that would be turned are destroyed).

Possessions: Quarterstaff, chainmail, holy symbol of Pholtus, *potion of invisibility**.

Power-Up Suite: bonus from *potion of invisibility* already added

✚**Keeper of the Flan:** male human Wiz4; CR 4; Medium humanoid (human); HD 4d4+8; hp 21; Init +6; Spd 30 ft., AC 13, flat-footed 10, touch 13; Base Atk +2, Grp +2, Atk +3 melee (1d4/19-20, masterwork dagger) or +5 ranged (1d4/19-20, masterwork dagger); SQ Summon familiar AL NG; SV Fort +3, Ref +5, Will +4; Str 10, Dex 14, Con 14, Int 17, Wis 10, Cha 10.

Skills and Feats: Concentration +12, Decipher Script +4, Knowledge (arcana) +9, Hide +4, Move Silently +4, Spellcraft +9; Combat Casting, Improved Initiative, Lightning Reflexes, Scribe Scroll.

Spells Prepared: (4/4/3; base DC = 13 + spell level);
0—detect magic, flare, ray of frost, resistance; 1st—mage armor, magic missile, ray of enfeeblement, sleep; 2nd—glitterdust, resist energy, scorching ray.

Spellbook: 0—detect magic, flare, ray of frost, resistance; 1st—mage armor, magic missile, ray of enfeeblement, sleep; 2nd glitterdust, resist energy, scorching ray

Possessions: scroll of magic missile and sleep, *potion of cure light wounds*, *potion of invisibility*, bracers of armor +1, robes, masterwork dagger, spell component pouch, spellbook

✚**Rebel Tenha Warriors:** male human Ftr1; CR 1; Medium humanoid (human); HD 1d10+2; hp 12; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +1; Grp +4; Atk +5 melee (1d8+3/19-20, longsword) or +3 ranged (1d8+3/x3, composite longbow +3); Full Atk +5 melee (1d8+3/19-20, longsword) or +3 ranged (1d8+3/x3, composite longbow +3); AL NG; SV Fort +4,

Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +7*, Jump +1; Improved Initiative, Point-Blank Shot, Weapon Focus (longsword).

Possessions: Longsword, composite longbow +3, 20 arrows, chainmail, *potion of cure light wounds*, *potion of invisibility**

Power-Up Suite: bonus from *potion of invisibility* already added

APL6

Encounter 1: The Fading

➤ **Orc Berserker:** mix male and female orc Bbn2; CR 2; Medium humanoid (orc); HD 2d12+4; hp 23; Init +3; Spd 40 ft.; AC 17, flat-footed 14, touch 13; Base Atk +2; Grp +6; Atk +7 melee (2d4+6/18-20, falchion) or +6 melee (1d6+4/x3, hand axe) or +6 ranged (1d6+4, throwing axe); Full Atk +7 melee (2d4+6/18-20, falchion) or +6 melee (1d6+4/x3, hand axe) or +6 ranged (1d6+4, throwing axe); Space/Reach 5 ft./ 5 ft.; SQ Light sensitivity, darkvision, rage 1/day, fast movement, uncanny dodge; AL CE; SV Fort +5, Ref +3, Will +0; Str 18, Dex 16, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +7, Hide +5, Jump +7; Weapon Focus (falchion).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Rage (Ex): 1/day—hp 27; AC 15, touch 11, flat-footed 12; Grp +8; Atk +9 melee (2d4+9/18-20, falchion) or +8 melee (1d6+6/x3, hand axe) or +5 ranged (1d6+6, throwing axe); Full Atk +9 melee (2d4+9/18-20, falchion) or +8 melee (1d6+6/x3, hand axe) or +5 ranged (1d6+6, throwing axe); Fort +7, Will +2; Str 22, Con 18; Climb +9, Jump +9. Rage lasts for 7 rounds then fatigued.

Possessions: Falchion, hand axe, throwing axe, chain shirt, *potion of cure moderate wounds*, *potion of bull's strength*.

Power-Up Suite: Attackers suffer a 50% miss chance due to the effects of prolonged stay within the Stoneland; (**With *potion of bull's strength***)— Grp +8; Atk +9 melee (2d4+9/18-20, falchion) or +8 melee (1d6+6/x3, hand axe) or +5 ranged (1d6+6, throwing axe); Full Atk +9 melee (2d4+9/18-20, falchion) or +8 melee (1d6+6/x3, hand axe) or +5 ranged (1d6+6, throwing axe); Str 22; Climb +9, Jump +9; (**With *rage* and *potion of bull's strength***)— Grp +10; Atk +11 melee (2d4+12/18-20, falchion) or +8 melee (1d6+8/x3, hand axe) or +5 ranged (1d6+8, throwing axe); Full Atk +9 melee (2d4+12/18-20, falchion) or +8 melee (1d6+8/x3, hand axe) or +5 ranged (1d6+8, throwing axe); Str 24, Con 18; Climb +11, Jump +11.

➤ **Orc Shaman:** male orc Clr2; CR 2; Medium humanoid (orc); HD 2d8+2; hp 15; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +1; Grp +2; Atk +3 melee (1d8+1, shortspear); Full Atk +3 melee (1d8+1, shortspear); SQ light sensitivity, darkvision; AL CE; SV Fort +4, Ref +1, Will +6; Str 12, Dex 12, Con 12, Int 10, Wis 16, Cha 6.

Skills and Feats: Concentration +6, Spellcraft +5; Combat Casting, Martial Weapon Proficiency (longspear), Weapon Focus (shortspear).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Spells Prepared (4/3; base DC = 13 + spell level): o—*detect magic*, *guidance*, *resistance*, *virtue*; 1st—*bless*, *entropic shield*, *protection from good*, *magic weapon**

*Domain Spell. Deity: Gruumsh; Domains: War (free Weapon Focus) and Strength (+2 enhancement bonus to Strength as a free action, for 1 round, 1/day).

Possessions: Shortspear, chain shirt, *potion of cure moderate wounds*, *potion of owl's wisdom*.

Encounter 3: Riders of the Dust

➤ **Aradha:** female human Ftr6; Medium humanoid (human); HD 6d10+6; hp 46; Init +6; Spd 30 ft.; AC 18, flat-footed 16, touch 12; Base Atk +6/+1; Grp +9; Atk +11 melee (1d8+7/x3, +1 lance) or +10 melee (1d8+3/19-20, longsword) or +9 melee (1d4+3/18-20, kukri); Full Atk +11/+6 melee (1d8+7/x3, +1 lance) or +10/+5 melee (1d8+3/19-20, longsword) or +9/+4 melee (1d4+3/18-20, kukri); AL NG; SV Fort +6, Ref +4, Will +3; Str 16, Dex 14, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Climb +8, Handle Animal +11, Ride +12; Improved Initiative, Mounted Combat, Ride-by Attack, Spirited Charge, Trample, Weapon Focus (lance), Weapon Focus (longsword), Weapon Specialization (lance).

Possessions: +1 lance, longsword, kukri, +1 chainmail, light warhorse, military saddle, bit and bridle, *potion of cure serious wounds*

➤ **Rebel Tenha Cavalry:** male human Ftr1; CR 1; Medium humanoid (human); HD 1d10+2; hp 12; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +1; Grp +4; Atk +5 melee (1d8+4/x3, lance) or +4 melee (1d8+3/19-20, longsword) or +3 ranged (1d8+3/x3, longbow); Full Atk +5 melee (1d8+4/x3, lance) or +4 melee (1d8+3/19-20, longsword) or +3 ranged (1d8+3/x3, composite longbow +3); Space/Reach 5 ft./ 5 ft.; AL NG; SV Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Spot +3, Ride +6; Mounted Archery, Mounted Combat, Weapon Focus (lance).

Possessions: Longsword, lance, composite longbow +3, 20 arrows, chainmail, light warhorse, military saddle, bit and bridle, *potion of cure light wounds*

Encounter 6: The Chamber of the Mirror Pool

➤ **Rogue Eidolon:** CR 9; Large construct; HD 9d10+30; hp 79; Init +0; Spd 30 ft. (can't run); AC 21, touch 9, flat-footed 21; Base Atk +5; Grp +13; Atk +10 melee (2d6+5, slam); Full Atk +10 melee (2d6+5, 2 slams); Space/Reach 10 ft./10 ft.; SA blood spray, *confusion*; SQ Construct traits, DR 10/adamantine, SR 19; AL NE; SV Fort +3; Ref +3; Will +1; Str 21, Dex 11, Con -, Int 2, Wis 6, Cha 13.

Skills and Feats: Jump +17; Cleave, Improved Bull Rush, Improved Sunder, Power Attack.

Blood Spray (Su): As a free action, an eidolon can spew a gout of thick blood from the seeping symbols in its face at a single target within 30 feet. Any creature struck by this blood must make a DC 15 Will save or be afflicted with a terrible madness that causes it to see all its friends as hated enemies. An affected creature immediately attacks its closest ally, using the best tactics and items at its disposal. This murderous frenzy

prevents spell casting but not the activation of magic items that require spell completion, and it lasts for 3d6 rounds. Once an eidolon has used its blood spray it must wait 1d4 rounds before it can do so again.

Confusion (Sp): Any creature struck by an eidolon must make a DC 15 Will save or become confused. This condition is permanent, only a *greater restoration*, *limited wish*, *miracle* or *wish* spell can restore the subject to normal. The effect is otherwise identical with that of a *confusion* spell (cast level 10th).

Construct Traits: An eidolon is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but it can be healed through repair. It cannot be raised or resurrected. An eidolon has darkvision (60-foot range).

Encounter 7: Standoff

➤ **Pholtarin:** male human Clr6; CR 6; Medium humanoid (human); HD 6d8+12; hp 45; Init +5; Spd 30 ft.; AC 19, flatfooted 18, touch 11; Base Atk +4; Grp +6; Atk +8 melee (1d6+3, +1 quarterstaff); Full Atk +8 melee (1d6+3, +1 quarterstaff); SA Spontaneous casting, turn undead; AL: LN; SV: Fort +7, Ref +3, Will +8; Str 14, Dex 12, Con 14, Int 10, Wis 17, Cha 8

Skills and Feats: Concentration +10, Heal +11; Combat Casting, Endurance, Improved Initiative, Weapon Focus (quarterstaff)

Spells prepared: (5/4+1/4+1/3+1; base DC = 13 + spell level) o—guidance (2), resistance, virtue (2); 1st—bless, command, protection from chaos*, shield of faith; 2nd—aid, bull's strength, heat metal*, silence, spiritual weapon; 3rd—bestow curse, dispel magic, searing light (2)*

*Domain Spell; Deity: Pholtus; Domains: Law (Cast law spells at +1 caster level) and Sun (greater turning against undead 1/day; undead that would be turned are destroyed).

Possessions: +1 quarterstaff, full plate, holy symbol of Pholtus.

➤ **Faithful Flan Warriors:** male human Ftr2; CR 2; Medium humanoid (human); HD 2d10+4; hp 20; Init +6; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk +2; Grp +5; Atk +6 melee (1d8+3/19-20, longsword) or +5 melee (1d4+3/19-20, dagger) or +4 ranged (1d10/19-20, heavy crossbow); Full Atk +6 melee (1d8+3/19-20, longsword) or +5 melee (1d4+3/19-20, dagger) or +4 ranged (1d10/19-20, heavy crossbow); AL LN; SV Fort +5, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -1, Hide +8*, Jump -1; Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Focus (longsword).

Possessions: Longsword, dagger, heavy crossbow, 20 bolts, chain mail, heavy steel shield, *potion of cure moderate wounds*, *potion of invisibility*.

Power-Up Suite: bonus from *potion of invisibility* already added

➤ **Faithful Flan Priest:** male human Clr2; CR 2; Medium humanoid (human); HD 2d8+4; hp 17; Init +5; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +1; Grp +3; Atk +3 melee (1d6+2, quarterstaff); Full Atk +3 melee (1d6+2, quarterstaff); SA spontaneous casting, turn undead; AL: LN; SV: Fort +5, Ref +1, Will +6; Str 14, Dex 12, Con 14, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +7, Heal +8; Combat Casting, Improved Initiative.

Spells prepared: (4/3+1; base DC = 13 + spell level) o—guidance (2), resistance, virtue; 1st—bless, command, protection from chaos*; shield of faith.

*Domain Spells; Deity: Pholtus; Domains: Law (cast law spells at +1 caster level) and Sun (greater turning against undead 1/day; undead that would be turned are destroyed).

Possessions: Quarterstaff, chainmail, symbol of Pholtus.

➤ **Keeper of the Flan:** male human Wiz6; CR 6; Medium humanoid (human); HD 6d4+12; hp 31; Init +6; Spd 30 ft.; AC 14, touch 14, flat-footed 11; Base Atk +3; Grp +3; Atk +4 melee (1d4/19-20, masterwork dagger) or +6 ranged (1d4/19-20, masterwork dagger); SQ summon familiar AL NG; SV Fort +4, Ref +6, Will +7; Str 10, Dex 14, Con 14, Int 17, Wis 10, Cha 10.

Skills and Feats: Concentration +14, Decipher Script +4, Knowledge (arcana) +11, Hide +5, Move Silently +5, Spellcraft +11; Combat Casting, Improved Initiative, Iron Will, Lightning Reflexes, Scribe Scroll.

Spells Prepared: (4/4/4/3; base DC = 13 + spell level); o—detect magic, flare, ray of frost, resistance; 1st—mage armor, magic missile, ray of enfeeblement (2); 2nd—glitterdust, resist energy, scorching ray, web; 3rd—blink, fireball, ray of exhaustion.

Spellbook: o—detect magic, flare, ray of frost, resistance; 1st—mage armor, magic missile, ray of enfeeblement, sleep; 2nd—glitterdust, resist energy, scorching ray, web; 3rd—blink, fireball, ray of exhaustion.

Possessions: Scroll of magic missile and sleep, *potion of cure light wounds*, *potion of invisibility*, bracers of armor +1, amulet of natural armor +1, wand of slow (3 charges), robes, masterwork dagger, spell component pouch, spellbook.

➤ **Rebel Tenha Warriors:** male human Ftr2; CR 2; Medium humanoid (human); HD 2d10+4; hp 20; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +2; Grp +5; Atk +6 melee (1d8+3/19-20, longsword) or +4 ranged (1d8+3/x3, composite longbow +3); Full Atk +6 melee (1d8+3/19-20, longsword) or +4 ranged (1d8+3/x3, composite longbow+3); Space/Reach 5 ft./ 5 ft.; AL LN; SV Fort +5, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +7*, Jump +2; Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Focus (longsword).

Possessions: Longsword, composite longbow +3, 20 arrows, chainmail, *potion of cure light wounds*, *potion of invisibility*.

Power-Up Suite: bonus from *potion of invisibility* already added

APL 8

Encounter 1: The Fading

➤ **Orc berserkers:** mix male and female orc Bbn3; CR 3; Medium humanoid (orc); HD 3d12+6; hp 32; Init +6; Spd 40 ft.; AC 17, touch 12, flatfooted 15; Base Atk +3; Grp +8; Atk +10 melee (2d4+8/18-20, +1 falchion) or +5 ranged (1d8+4/x3, composite longbow +4); Full Atk +10 melee (2d4+8/18-20, +1 falchion) or +5 ranged (1d8+4/x3, composite longbow +4); SA: rage 1/day; SQ Light sensitivity; fast movement, illiteracy; uncanny doge trap sense; darkvision; AL CE; SV Fort +5, Ref +3, Will +2; Str 20, Dex 14, Con 14, Int 6, Wis 12, Cha 6.

Skills and Feats: Listen +7, Spot +4; Improved Initiative, Weapon Focus (falchion).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Rage (Ex): 1/day—hp 38; AC 15, touch 11, flat-footed 12; Grp +10; Atk +12 melee (2d4+10/18-20, falchion); Full Atk +12 melee (2d4+10/18-20, +1 falchion); Fort +7, Will +4; Str 24, Con 18. Rage lasts for 7 rounds then fatigued.

Possessions: +1 falchion, hand axe, throwing axe, chain shirt +1, potion of cure serious wounds, potion of bull's strength, potion of heroism.

Power-Up Suite: Attackers suffer a 50% miss chance due to the effects of prolonged stay within the Stoneland; (**With potion of bull's strength**)—Grp +10; Atk +12 melee (2d4+10/18-20, falchion); Full Atk +12 melee (2d4+10/18-20, +1 falchion); Fort +7, Will +4; Str 24. (**With rage and potion of bull's strength**)—Grp +12; Atk +14 melee (2d4+13/18-20, falchion); Full Atk +14 melee (2d4+13/18-20, +1 falchion); Fort +7, Will +4; Str 28, Con 18. (**With rage, potion of bull's strength, and potion of heroism**)—Grp +12; Atk +16 melee (2d4+13/18-20, falchion); Full Atk +16 melee (2d4+13/18-20, +1 falchion); Fort +9, Ref +5, Will +6; Str 28, Con 18; Listen +9, Spot +6.

➤ **Orc Shaman:** male orc Clr3; CR 3; Medium humanoid (orc); HD 3d8+3; hp 21; Init +5; Spd 30 ft.; AC 17, touch 11, flatfooted 16; Base Atk +2; Grp +4; Atk +6 melee (1d8+3, +1 shortspear) or +3 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d8+3, +1 shortspear) or +3 ranged (1d8/19-20, light crossbow); SQ light sensitivity, darkvision; AL CE; SV Fort +4, Ref +2, Will +6; Str 14, Dex 12, Con 12, Int 8, Wis 16, Cha 6.

Skills and Feats: Concentration +7; Combat Casting, Improved Initiative, Weapon Focus (shortspear).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Cleric Spells Prepared (4/3+1/2+1; save DC 13 + spell level): o—detect magic, guidance, resistance, virtue; 1st—bless, divine favor, entropic shield, enlarge person*; 2nd—bull's strength*, silence, spiritual weapon;

*Domain Spell. Deity: Gruumsh; Domains: War (free Weapon Focus) and Strength (+3 enhancement bonus to Strength as a free action, for 1 round, 1/day).

Possessions: +1 shortspear, +1 chainmail, potion of cure serious wounds, potion of owl's wisdom, potion of haste.

Power-Up Suite (potion of owl's wisdom)—Will +8; Wis 20; save DC 15 + caster level; (**potion of owl's wisdom and potion of haste**)—Spd 60 ft.; AC 18, touch 12; Atk +7 melee (1d8+3, +1 shortspear) or +4 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d8+3, +1 shortspear) or +4 ranged (1d8/19-20, light crossbow); Will +8; Wis 20; save DC 15 + caster level.

Encounter 3: Riders of the Dust

➤ **Aradha:** female human Ftr8; Medium humanoid (human); HD 8d10+8; hp 60; Init +2; Spd 30 ft.; AC 18, flat-footed 16, touch 12; Base Atk +8/+3; Grp +12; Atk +16 melee (1d8+10/x3, +2 lance) or +14 melee (1d6+5/19-20, +1 longsword) or +12 melee (1d4/18-20, kukri); Full Atk +16/+11 melee (1d8+10/x3, +2 lance) or +14/+9 melee (1d6+5/19-20, +1 longsword) or +12/+7 melee (1d4/18-20, kukri); AL NG; SV Fort +7, Ref +4, Will +3; Str 18, Dex 14, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Climb +10, Handle Animal +13, Ride +14; Greater Weapon Focus (lance), Improved Initiative, Mounted Combat, Ride-by Attack, Spirited Charge, Trample, Weapon Focus (lance), Weapon Focus (longsword), Weapon Specialization (lance).

Possessions: +2 lance, +1 longsword, kukri, +1 chainmail, light warhorse, military saddle, bit and bridle, potion of cure serious wounds, potion of bull's strength.

Power-Up Suite (potion of bull's strength)—Grp +14; Atk +18 melee (1d8+14/x3, +2 lance) or +14 melee (1d6+6/19-20, +1 longsword) or +12 melee (1d4+6/18-20, kukri); Full Atk +16/+11 melee (1d8+14/x3, +2 lance) or +14/+9 melee (1d6+6/19-20, +1 longsword) or +12/+7 melee (1d4+6/18-20, kukri); Str 22; Climb +12.

➤ **Rebel Tenha Cavalry:** mix female and male human Ftr2; CR 2; Medium humanoid (human); HD 2d10+4; hp 20; Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +2; Grp +5; Atk +6 melee (1d8+4/x3, lance) or +5 melee (1d8+3/19-20, longsword) or +4 ranged (1d8+3/x3, composite longbow +3); Full Atk +6 melee (1d8+4/x3, lance) or +5 melee (1d8+3/19-20, longsword) or +4 ranged (1d8+3/x3, composite longbow +3); AL NG; SV Fort +5, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +3, Ride +7, Spot +4; Mounted Archery, Mounted Combat, Ride-by Attack, Weapon Focus (lance).

Possessions: Longsword, lance, composite longbow +3, 20 arrows, chainmail, light war horse, military saddle, bit and bridle, potion of cure moderate wounds

Encounter 6: The Chamber of the Mirror Pool

➤ **Advanced Rogue Eidolon:** CR 10; Large construct; HD 13d10+30; hp 97; Init +0; Spd 30 ft. (can't run); AC 21, touch 9, flat-footed 21; Base Atk +6/+1; Grp +14; Atk +11 melee (2d6+5, slam); Full Atk +11/+6 melee (2d6+5, 2 slams); Space/Reach 10 ft./10 ft.; SA Blood spray, confusion; SQ Construct traits, DR 10/adamantine, SR 19; AL NE; SV Fort +3; Ref +3; Will +2; Str 21, Dex 11, Con -, Int 2, Wis 6, Cha 13.

Skills and Feats: Jump +21; Cleave, Improved Bull Rush, Improved Sunder, Power Attack.

Blood Spray (Su): As a free action, an eidolon can spew a gout of thick blood from the seeping symbols in its face at a single target within 30 feet. Any creature struck by this blood must make a DC 17 Will save or be afflicted with a terrible madness that causes it to see all its friends as hated enemies. An affected creature immediately attacks its closest ally, using the best tactics and items at its disposal. This murderous frenzy prevents spell-casting but not the activation of magic items that require spell completion, and it lasts for 3d6 rounds. Once an eidolon has used its blood spray it must wait 1d4 rounds before it can do so again.

Confusion (Sp): Any creature struck by an eidolon must make a DC 17 Will save or become confused. This condition is permanent, only a *greater restoration*, *limited wish*, *miracle* or *wish* spell can restore the subject to normal. The effect is otherwise identical with that of a *confusion* spell (cast level 10th).

Construct Traits: An eidolon is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but it can be healed through repair. It cannot be raised or resurrected. An eidolon has darkvision (60-foot range).

Encounter 7: Standoff

➤ **Pholtarin:** male human Clr8; CR 8; Medium humanoid (human); HD 8d8+16; hp 59; Init +5; Spd 30 ft.; AC 20, flatfooted 19, touch 11; Base Atk +6/+1; Grp +8; Atk +11 melee (1d6+3 + 1d6 fire, +1 flaming quarterstaff); Full Atk +11/+6 melee (1d6+3 + 1d6 fire, +1 flaming quarterstaff); SA spontaneous casting, turn undead; AL: LN; SV: Fort +8, Ref +3, Will +10; Str 14, Dex 12, Con 14, Int 10, Wis 18, Cha 8.

Skills and Feats: Concentration +12, Heal +13; Combat Casting, Improved Initiative, Silent Spell, Weapon Focus (quarterstaff).

Spells prepared: (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level) o—guidance (2), resistance (2), virtue (2); 1st—bless, command (2), divine favor, protection from chaos*, shield of faith; 2nd—aid, bull's strength, heat metal*, spiritual weapon, silence; 3—bestow curse, dispel magic, magic vestment, searing light* (2); 4th—divine power, silent dispel magic, fire shield*, summon monster IV

*Domain Spells; Deity: Pholtus; Domains: Law (cast law spells at +1 caster level) and Sun (greater turning against undead 1/day; undead that would be turned are destroyed).

Possessions: +2 quarterstaff, +1 full plate, holy symbol of Pholtus.

➤ **Faithful Flan Warriors:** male human Ftr3; CR 3; Medium humanoid (human); HD 3d10+6; hp 28; Init +6; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk

+3; Grp +6; Atk +8 melee (1d8+3/19-20, masterwork longsword) or +6 melee (1d4+3/19-20, dagger) or +5 ranged (1d10/19-20, heavy crossbow); Full Atk +8 melee (1d8+3/19-20, masterwork longsword) or +6 melee (1d4+3/19-20, dagger) or +5 ranged (1d10/19-20, heavy crossbow); AL LN; SV Fort +5, Ref +3, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +7*, Jump -2; Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Reload, Weapon Focus (longsword).

Possessions: Masterwork longsword, dagger, heavy crossbow, crossbow bolts, chainmail, heavy steel shield, *potion of bull's strength*, *potion of cure serious wounds*, *potion of invisibility*.

Power-Up Suite—bonus from *potion of invisibility* already added. (**Potion of bull's strength**)—Grp +8; Atk +10 melee (1d8+5/19-20, masterwork longsword) or +8 melee (1d4+5/19-20, dagger); Full Atk +10 melee (1d8+5/19-20, masterwork longsword) or +8 melee (1d4+5/19-20, dagger); Str 20; Jump +0.

➤ **Faithful Flan Priest:** male human Clr3; CR 3; Medium humanoid (human); HD 3d8+6; hp 24; Init +5; Spd 30 ft.; AC 16, touch 11, flatfooted 15; Base Atk +2; Grp +4; Atk +5 melee (1d6+2, quarterstaff); Full Atk +5 melee (1d6+2, quarterstaff); SA Spontaneous casting, turn undead; AL: LN; SV: Fort +5, Ref +2, Will +6; Str 14, Dex 12, Con 14, Int 10, Wis 16, Cha 8

Skills and Feats: Concentration +8, Heal +9, Hide +6*, Combat Casting, Improved Initiative Weapon Focus (quarterstaff)

Spells prepared: (4/3+1/2+1; base DC = 13 + spell level) o—guidance (2), resistance, virtue; 1st—bless, command, protection from chaos*, shield of faith; 2nd—bull's strength, heat metal*, hold person.

*Domain Spell; Deity: Pholtus; Domains: Law (cast law spells at +1 caster level). Sun (greater turning against undead 1/day; undead that would be turned are destroyed).

Possessions: Quarterstaff, chainmail, holy symbol of Pholtus

➤ **Keeper of the Flan:** male human Wiz8; CR 8; Medium humanoid (human); HD 8d4+16; hp 41; Init +6; Spd 30 ft., AC 16, flat-footed 13, touch 16; Base Atk +4, Grp +4, Atk +5 melee (1d4/19-20, masterwork dagger) or +7 ranged (1d4/19-20, masterwork dagger); SQ summon familiar; AL NG; SV Fort +5, Ref +7, Will +9; Str 10, Dex 14, Con 14, Int 18, Wis 10, Cha 10.

Skills and Feats: Concentration +16, Decipher Script +6, Knowledge (arcana) +15, Hide +6, Move Silently +6, Spellcraft +15; Combat Casting, Improved Initiative, Iron Will, Lightning Reflexes, Scribe Scroll^b.

Spells Prepared: (4/5/4/4/3; base DC = 13 + spell level); o—detect magic, flare, ray of frost, resistance; 1st—mage armor, magic missile (2), ray of enfeeblement (2); 2nd—glitterdust, resist energy, scorching ray, web; 3rd—blink, dispel magic, fireball, ray of exhaustion; 4th—lesser globe of invulnerability, enervation, phantasmal killer.

Spellbook: 0—detect magic, flare, ray of frost, resistance; 1st—mage armor, magic missile, ray of enfeeblement, sleep; 2nd—glitterdust, resist energy, scorching ray, web; 3rd—blink, dispel magic, fireball, ray of exhaustion; 4th—lesser globe of invulnerability, enervation, phantasmal killer

Possessions: Scroll of magic missile and sleep, potion of cure light wounds, potion of invisibility, bracers of armor +1, amulet of natural armor +1, wand of slow (3 charges), ring of protection +2, cloak of resistance +1, robes, masterwork dagger, spell component pouch, spellbook.

🗡️ **Rebel Tenha Warriors:** male human Ftr4: Medium humanoid (human); HD 4d10+8; hp 36; Init +6; Spd 30 ft.; AC 17, flat-footed 15, touch 13; Base Atk +4; Grp +7; Atk +8 melee (1d8+5/19-20, longsword) or +6 ranged (1d8+3/x3, composite longbow +3); Full Atk +8 melee (1d8+5/19-20, longsword) or +6 ranged (1d8+3/x3, composite longbow +3); AL NG; SV Fort +6, Ref +4, Will +2; Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 12.

Skills and Feats: Hide +7*, Handle Animal +8, Ride +9. Improved Initiative, Point-Blank Shot, Power Attack, Precise Shot, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Longsword, composite longbow +3, chainmail, *potion of cure moderate wounds*, *potion of cat's grace*, *potion of invisibility**

Power-Up Suite—bonus from *potion of invisibility* already added; (***Potion of cat's grace***)—AC 19, touch 17; Atk +8 ranged (1d8+3/x3 composite longbow +3); Full Atk +8 ranged (1d8+3/x3 composite longbow +3); Ref +6; Dex 18; Hide +9.

APL 10

Encounter 1: The Fading

➤ **Orc Berserker:** mix male and female orc Bbn5; CR 5; Medium humanoid (orc); HD 5d12+10; hp 50; Init +6; Spd 40 ft.; AC 16, touch 12, flatfooted 14; Base Atk +5; Grp +10; Atk +12 melee (2d4+8/18-20, +1 falchion) or +7 ranged (1d8+4/x3, composite longbow +4); Full Atk Atk +12 melee (2d4+8/18-20, +1 falchion) or +7 ranged (1d8+4/x3, composite longbow +4); SQ rage 2/day, fast movement, improved uncanny dodge, trap sense +1, light sensitivity, darkvision; AL CE; SV Fort +6, Ref +3, Will +2; Str 21, Dex 14, Con 14, Int 6, Wis 12, Cha 6.

Skills and Feats: Listen +9, Spot +5; Improved Initiative, Weapon Focus (falchion)

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Rage (Ex): 2/day—hp 60; AC 14, touch 10, flat-footed 12; Grp +12; Atk +14 melee (2d4+10/18-20, falchion); Full Atk +14 melee (2d4+10/18-20, +1 falchion); Fort +7, Will +4; Str 25, Con 18. Rage lasts for 7 rounds then fatigued.

Possessions: +1 falchion, composite longbow +4, chain shirt, *potion of bull's strength*, *potion of cure serious wounds*, *potion of heroism*.

Power-Up Suite: Attackers suffer a 50% miss chance due to the effects of prolonged stay within the Stoneland; (**With *potion of bull's strength***)—Grp +12; Atk +14 melee (2d4+10/18-20, falchion); Full Atk +14 melee (2d4+10/18-20, +1 falchion); Str 25. (**With *rage and potion of bull's strength***)—Grp +14; Atk +16 melee (2d4+13/18-20, falchion); Full Atk +16 melee (2d4+13/18-20, +1 falchion); Str 29. (**With *rage, potion of bull's strength, and potion of heroism***)—Grp +14; Atk +18 melee (2d4+13/18-20, falchion); Full Atk +16 melee (2d4+13/18-20, +1 falchion); Fort +10, Ref +5, Will +6; Str 28, Con 18; Listen +11, Spot +7.

➤ **Orc Shaman:** male orc Clr4/Bbn1; CR 5; Medium humanoid (orc); HD 4d8+4 plus 1d12+1; hp 37; Init +5; Spd 40 ft.; AC 16, touch 11, flat-footed 15; Base Atk +4; Grp +5; Atk +7 melee (1d8+2, +1 shortspear); Full Atk +7 melee (1d8+2, +1 shortspear); SQ: light sensitivity, darkvision, rage 1/day, fast movement; AL CE; SV Fort +7, Ref +2, Will +7; Str 12, Dex 12, Con 12, Int 10, Wis 17, Cha 6.

Skills and Feats: Concentration +9, Spellcraft +6; Combat Casting, Improved Initiative, Weapon Focus (shortspear).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Rage (Ex): Grp +7; Atk +9 melee (1d8+4, +1 shortspear); Full Atk +9 melee (1d8+4, +1 shortspear); SV Fort +9, Will +9; Str 16, Con 16. Rage lasts for 6 rounds then fatigued.

Spells Prepared (5/4/3; Base DC = 13 + spell level): o—*detect magic*, *guidance* (2), *resistance*, *virtue*; 1st—*bless*, *entropic shield magic weapon**, *protection from good*; 2nd—*bear's endurance*, *bull's strength*, *silence*, *spiritual weapon**

*Domain Spell. Deity: Gruumsh Domains: War (free Weapon Focus) and Strength (+4 enhancement bonus to Strength as a free action, for 1 round, 1/day).

Possessions: +1 shortspear, chain mail, *potion of cure serious wounds*, *potion of owl's wisdom*, *potion of haste*.

Encounter 3: Riders of the Dust

➤ **Aradha:** female human Ftr10; CR 10; Medium humanoid (human); HD 10d10+20; hp 84; Init +6; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Base Atk +10/+5; Grp +14; Atk +18 melee (1d8+10/x3, +2 lance) or +16 melee (1d8+5/19-20, +1 longsword) or +14 melee (1d4+4/18-20, kukri); Full Atk +18/+13 melee (1d8+10/x3, +2 lance) or +16/+12 melee (1d8+5/19-20, +1 longsword) or +14/+9 melee (1d4+4/18-20, kukri); AL NG; SV Fort +9, Ref +5, Will +3; Str 18, Dex 14, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +12, Handle Animal +13, Ride +15; Cleave, Greater Weapon Focus (lance), Improved Initiative, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Weapon Focus (lance), Weapon Focus (longsword), Weapon Specialization (lance).

Possessions: +2 lance, +1 longsword, kukri, +2 chainmail, two *potion of cure serious wounds*, *potion of bull's strength*, light warhorse, bit and bridle, military saddle.

Power-Up Suite (*potion of bull's strength*):—Grp +16, Atk +20 melee (1d8+12/x3, +2 lance) or +18 melee (1d8+7/19-20, +1 longsword) or +16 melee (1d4+6/18-20, kukri); Full Atk +20/+15 melee (1d8+12/x3, +2 lance) or +18/+14 melee (1d8+7/19-20, +1 longsword) or +16/+11 melee (1d4+6/18-20, kukri); Str 24; Climb +14.

➤ **Rebel Tenha Cavalry:** male human Ftr6; CR 6; Medium humanoid (human); HD 6d10+12; hp 52; Init +6; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Base Atk +6/+1; Grp +9; Atk +11 melee (1d8+7/x3, +1 lance) or +9 melee (1d6+3/19-20, longsword) or +8 ranged (1d8+3/x3, composite longbow +3); Full Atk +11/+6 melee (1d8+7/x3, +1 lance) or +9/+4 melee (1d6+3/19-20, longsword) or +8/+3 ranged (1d8+3/x3, composite longbow +3); Space/Reach 5 ft./5 ft.; AL NG; SV Fort +7, Ref +4, Will +2; Str 17, Dex 14, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Handle Animal +9, Jump +4 Ride +11; Mounted Archery, Mounted Combat, Improved Initiative, Ride-by Attack, Spirited Charge, Trample, Weapon Focus (lance), Weapon Specialization (lance)

Possessions: +1 lance, longsword, composite longbow +3, +1 chainmail, light war horse, military saddle, bit and bridle, *potion of cure serious wounds*.

Encounter 6: The Chamber of the Mirror Pool

➤ **Advanced Rogue Eidolon:** CR 10; Large construct; HD 13d10+30; hp 97; Init +0; Spd 30 ft. (can't run); AC 21, touch 9, flat-footed 21; Base Atk +6/+1; Grp +14; Atk +11 melee (2d6+5, slam); Full Atk +11/+6 melee (2d6+5, slam x2); Space/Reach 10 ft./10 ft.; SA blood spray, *confusion*; SQ construct traits, DR 10/adamantine, SR

19; AL NE; SV Fort +3; Ref +3; Will +2; Str 21, Dex 11, Con -, Int 2, Wis 6, Cha 13.

Skills and Feats: Jump +21; Cleave, Improved Bull Rush, Improved Sunder, Power Attack.

Blood Spray (Su): As a free action, an eidolon can spew a gout of thick blood from the seeping symbols in its face at a single target within 30 feet. Any creature struck by this blood must make a DC 17 Will save or be afflicted with a terrible madness that causes it to see all its friends as hated enemies. An affected creature immediately attacks its closest ally, using the best tactics and items at its disposal. This murderous frenzy prevents spell-casting but not the activation of magic items that require spell completion, and it lasts for 3d6 rounds. Once an eidolon has used its blood spray it must wait 1d4 rounds before it can do so again.

Confusion (Sp): Any creature struck by an eidolon must make a DC 17 Will save or become confused. This condition is permanent, only a *greater restoration*, *limited wish*, *miracle* or *wish* spell can restore the subject to normal. The effect is otherwise identical with that of a *confusion* spell (cast level 10th).

Construct Traits: An eidolon is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but it can be healed through repair. It cannot be raised or resurrected. An eidolon has dark vision (60-foot range).

Encounter 7: Standoff

➤ **Pholtarin:** male human Clr10; CR 10; Medium humanoid (human); HD 10d8+20; hp 73; Init +5; Spd 30 ft.; AC 20, touch 11, flat-footed 19; Base Atk +7/+2; Grp +9; Atk +12 melee (1d6+3 plus 1d6 fire, +1 flaming quarterstaff); Full Atk +12/+7 melee (1d6+3 plus 1d6 fire, +1 flaming quarterstaff); SA spontaneous casting, turn undead; AL: LN; SV: Fort +9, Ref +4, Will +11; Str 14, Dex 12, Con 14, Int 10, Wis 18, Cha 8.

Skills and Feats: Concentration +14, Heal +15; Combat Casting, Endurance, Improved Initiative, Silent Spell, Weapon Focus (quarterstaff)

Spells prepared: (6/5+1/5+1/4+1/4+1/2+1; base DC = 14 + spell level) 0—guidance (2), resistance (2), virtue (2); 1st—bless, command (2), divine favor, protection from chaos*, shield of faith; 2nd—aid, bull's strength, heat metal*, resist energy, spiritual weapon, silence; 3rd—bestow curse, dispel magic, magic vestment, searing light* (2); 4th—divine power, greater magic weapon, silent dispel magic, fire shield*, summon monster IV; 5th—flame strike*, righteous might, wall of stone.

*Domain Spell; Deity: Pholtus; Domains: Law (cast law spells at +1 caster level) and Sun (greater turning against undead 1/day; undead that would be turned are destroyed).

Possessions: +1 flaming quarterstaff, +1 full plate, holy symbol of Pholtus.

➤ **Faithful Flan:** male human Ftr6; CR 6; Medium humanoid (human); HD 6d10+12; hp 52; Init +6; Spd 20 ft.; AC 21, touch 12, flat-footed 19; Base Atk +6/+1; Grp +9; Atk +11 melee (1d10+6/19-20, +1 longsword) or +9 melee (1d4+3/19-20, dagger) or +8 ranged (1d10/19-20, heavy crossbow); Full Atk +11/+6 melee (1d10+6/19-20, +1 longsword) or +9/+4 melee (1d4+3/19-20, dagger) or +8 ranged (1d10/19-20, heavy crossbow); AL LN; SV Fort +7, Ref +4, Will +2; Str 17, Dex 14, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +2, Hide +3*, Jump +2; Diehard, Endurance, Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Reload, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 longsword, dagger, heavy crossbow, crossbow bolts, half-plate, heavy steel shield, *potion of bull's strength*, *potion of cure serious wounds*, *potion of invisibility**.

Power-Up Suite—bonus from *potion of invisibility* already added. (*Potion of bull's strength*)— Grp +11; Atk +13 melee (1d10+8/19-20, +1 longsword) or +11 melee (1d4+5/19-20, dagger); Full Atk +13/+8 melee (1d10+8/19-20, +1 longsword) or +11/+6 melee (1d4+5/19-20, dagger); Str 21; Climb +4, Jump +4.

➤ **Faithful Flan priest male human Clr6—Pholtus;** CR 6; Medium Humanoid; HD 6d8+12; hp 45; Init +5; Spd 30 ft.; AC 16, flatfooted 15, touch 11; Base Atk +4; Grp +6; Atk +7 melee (1d6+2, quarterstaff); Full Atk +7 melee (1d6+2, quarterstaff); SA Spontaneous casting, turn undead; AL: LN; SV: Fort +7, Ref +5, Will +8; Str 14, Dex 12, Con 14, Int 10, Wis 16, Cha 8

Skills and Feats: Concentration +11, Heal +11, Hide +6*, Spellcraft +3; Combat Casting, Improved Initiative, Lightning Reflexes, Weapon Focus (quarterstaff).

Spells prepared: (5/4+1/4+1/3+1; base DC = 13 + spell level) 0—guidance (2), light, resistance, virtue; 1st—bless, command, obscuring mist, protection from chaos*, shield of faith; 2nd—bull's strength, heat metal*, hold person, silence, spiritual weapon; 3rd—dispel magic, prayer, searing light*.

*Domains; Deity: Pholtus; Domains: Law (cast law spells at +1 caster level); Sun (greater turning against undead 1/day; undead that would be turned are destroyed).

Possessions: Quarterstaff, chainmail, holy symbol of Pholtus

➤ **Keeper of the Flan:** male human Wiz10; CR 10; Medium humanoid (human); HD 10d4+20; hp 51; Init +6; Spd 30 ft.; AC 16, flat-footed 13, touch 16; Base Atk +5, Grp +5, Atk +6 melee (1d4/19-20, masterwork dagger) or +8 ranged (1d4/19-20, masterwork dagger); SQ summon familiar AL NG; SV Fort +8, Ref +8, Will +10; Str 10, Dex 14, Con 14, Int 18, Wis 10, Cha 10.

Skills and Feats: Concentration +18, Decipher Script +10, Knowledge (arcana) +17, Hide +7, Move Silently +6, Spellcraft +17; Combat Casting, Great Fortitude,

Improved Initiative, Iron Will, Lightning Reflexes, Scribe Scroll.

Spells Prepared: (4/5/5/4/4/2; base DC = 13 + spell level); o—detect magic, flare, ray of frost, resistance; 1st—mage armor, magic missile (2), ray of enfeeblement (2); 2nd—glitterdust, resist energy, scorching ray (2), web; 3rd—blink, dispel magic, fireball, ray of exhaustion; 4th—lesser globe of invulnerability, enervation, phantasmal killer (2); 5th—cone of cold, feeblemind.

Spellbook: o—detect magic, flare, ray of frost, resistance; 1st—mage armor, magic missile, ray of enfeeblement, sleep; 2nd—glitterdust, resist energy, scorching ray, web; 3rd—blink, dispel magic, fireball, ray of exhaustion; 4th—lesser globe of invulnerability, enervation, phantasmal killer; 5th—cone of cold, feeblemind

Possessions Scroll of magic missile and sleep, potion of cure light wounds, potion of invisibility, bracers of armor +1, amulet of natural armor +1, wand of slow [3 chgs], ring of protection +2, cloak of resistance +1, robes, masterwork dagger, spell component pouch, spellbook.

🗡️ **Rebel Tenha Warriors**: male human Ftr6; CR 6; Medium humanoid; HD 6d10+12; hp 52; Init +6; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Base Atk +6/+1; Grp +9; Atk +11 melee (1d8+6/19-20, +1 longsword) or +9 melee (1d4+3/18-20, kukri) or +9 ranged (1d8+7/x3,

composite longbow +3); Full Atk +11/+6 melee (1d8+6/19-20, +1 longsword) or +9/+4 melee (1d4+3/18-20, kukri) or +9/+4 ranged (1d8+7/x3, composite longbow +3); Space/Reach 5 ft./ 5 ft.; AL LN; SV Fort +7, Ref +4, Will +2; Str 17, Dex 14, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +4, Hide +5*, Jump +4; Improved Initiative, Point-Blank Shot, Power Attack, Precise Shot, Weapon Focus (longsword), Weapon Focus (longbow), Weapon Specialization (longsword), Weapon Specialization (longbow).

Possessions: +1 longsword, composite longbow +3, kukri, +1 chainmail, potion of cure serious wounds, potion of cat's grace, potion of invisibility.

Power-Up Suite—bonus from *potion of invisibility* already added. (**Potion of cat's grace**)—AC 19, touch 12; Atk +11 ranged (1d8+7/x3, composite longbow +3); Full Atk +11/+6 ranged (1d8+7/x3, composite longbow +3); Ref +6; Hide +7.

APPENDIX 2: NEW RULES

DREAD GUARD

As presented in *Monster Manual II* pages 87-88 and modified as detailed by the D&D v.3.5 *Accessory Update* pamphlet page 32.

Medium Construct

Hit Dice: 5d10+20 (47 hp)

Initiative: +0

Speed: 20 ft. (can't run)

AC: 17 (+6 masterwork banded mail, +1 masterwork small steel shield), touch 10, flat-footed 17

Attacks: Longsword +6 melee

Damage: Longsword 1d8+3/19-20

Special Qualities: Cold resistance 10, construct traits, fire resistance 10

Saves: Fort +1, Ref +1, Will +2

Abilities: Str 17, Dex 11, Con -, Int 6, Wis 13, Cha 2

Skills: Spot +9

Feats: Cleave, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or company (3-5)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 6-10 HD (Medium-size); 11-15 HD (Large)

A dread guard appears to be an armored undead, still bearing the weapons and shield it carried in life. In fact, it is an animated suit of armor, little different from a golem. Those who create dread guards usually do so to obtain guardians for their strongholds—guardians that can never be bribed and rarely fooled.

A dread guard obeys simple commands from its creator, but these are limited to one or two rudimentary concepts. Typical orders include "Stay in this room and attack anyone but me who enters," and "Kill each person who opens this chest until I tell you otherwise."

A dread guard never speaks, but it understands commands in its creator's language.

Combat

Dread guards attack mindlessly with their weapons. They are unsubtle and straightforward in combat.

Construct Traits: A dread guard is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A dread guard has darkvision (60-foot range).

Construction

A dread guard may be constructed from any suit of masterwork heavy armor and a Medium-size one may wield any Medium-size or Large martial weapon. A large dread guard may wield any Large or Huge martial weapon.

The cost of creating a dread guard is 3,059 gp. This amount includes the cost of a masterwork suit of heavy armor and, if desired, a masterwork shield. Construction requires a martial weapon, but it need not be a masterwork weapon. Assembling the body requires a successful DC 25 Craft (armorsmithing) check.

CL 5th; Prerequisites: Craft Construct, fabricate, geas/quest and polymorph any object; Market Price: 5,000 gp; Cost to Create: 3,059 gp (included masterwork banded mail and masterwork light steel shield) + 178 XP

ROGUE EIDOLON

Monster Manual II

Large Construct

Hit Dice: 9d10 (49 hp)

Initiative: +0

Speed: 30 ft. (can't run)

AC: 21 (-1 size, +12 natural), touch 9, flat-footed 21

Attacks: 2 slams, +10 melee

Damage: Slam 2d6+5

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Blood spray, confusion

Special Qualities: Construct traits, DR 10/adamantium, SR 19

Saves: Fort +3, Ref +3, Will +1

Abilities: Str 21, Dex 11, Con -, Int 2, Wis 6, Cha 13

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Usually Chaotic Neutral (though the one in this adventure is Neutral Evil)

Advancement: 10-18 HD (Large); 19-27 HD (Huge)

An eidolon is a statue of an image of a leader of a particularly dark cult whose face has been left blank, except for symbols related to the dark religion. The tiniest shred of the power of the dark deity is sometimes sent to infuse the cult's statue, granting it minimal sentience. While many of these constructs have gone insane (becoming the Rogue Eidolon described in *Monster Manual II*) the ones featured in this adventure have not, they have simply lain dormant within the Headlands until found.

Blood Spray (Su): As a free action, an eidolon can spew a goat of thick blood from the seeping symbols in

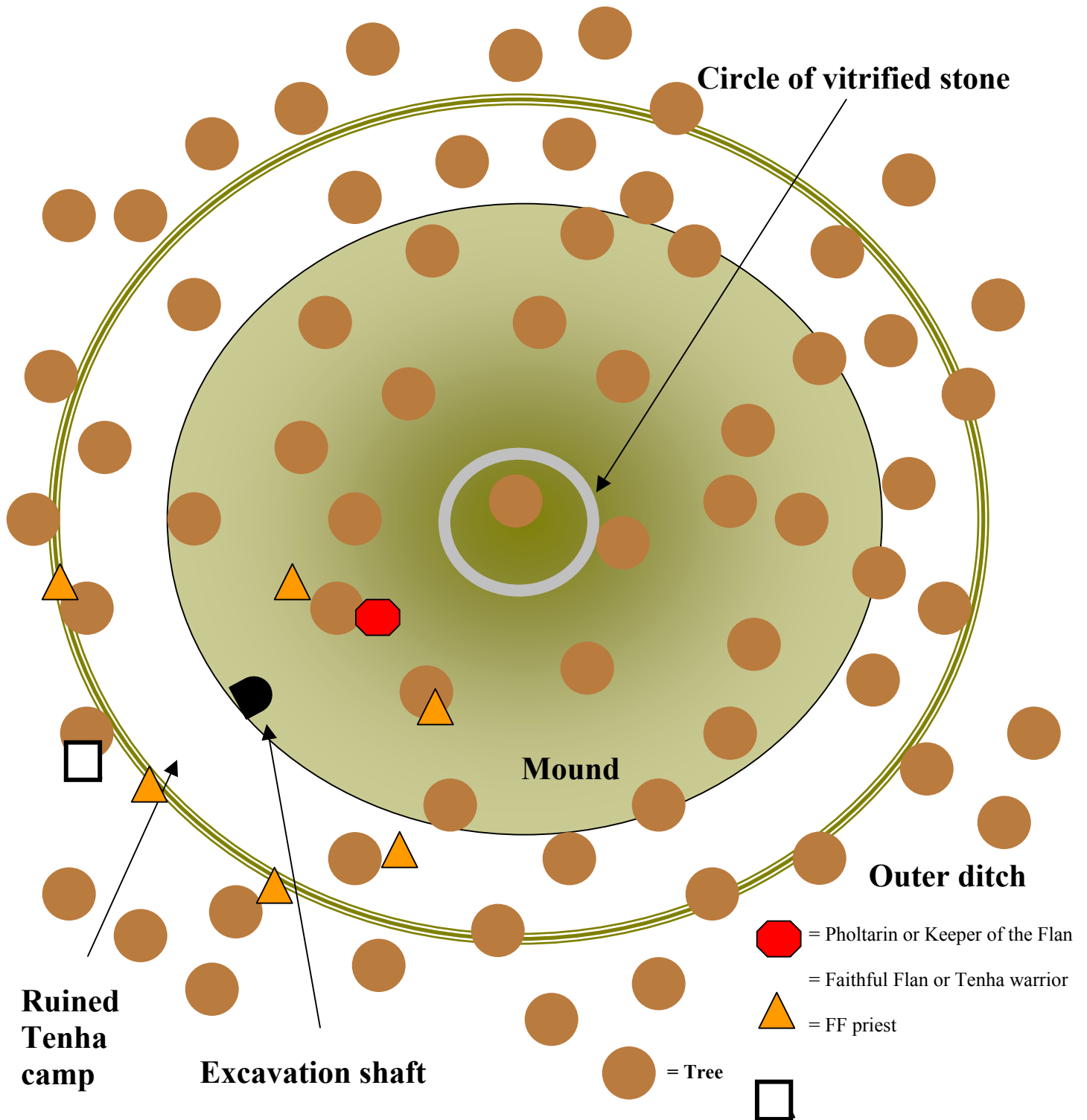
its face at a single target within 30 feet. Any creature struck by this blood must make a Will save (DC 15) or be afflicted with a terrible madness that causes it to see all its friends as hated enemies. An affected creature immediately attacks its closest ally, using the best tactics and items at its disposal. This murderous frenzy prevents spell-casting but not the activation of magic items that require spell completion, and it lasts for 3d6 rounds. Once an eidolon has used its blood spray it must wait 1d4 rounds before it can do so again.

Confusion (Sp): Any creature struck by an eidolon must make a Will save (DC 15) or become confused. This condition is permanent, only a greater restoration, limited wish, miracle or wish spell can restore the subject to normal. The effect is otherwise identical with that of a confusion spell (cast level 10th).

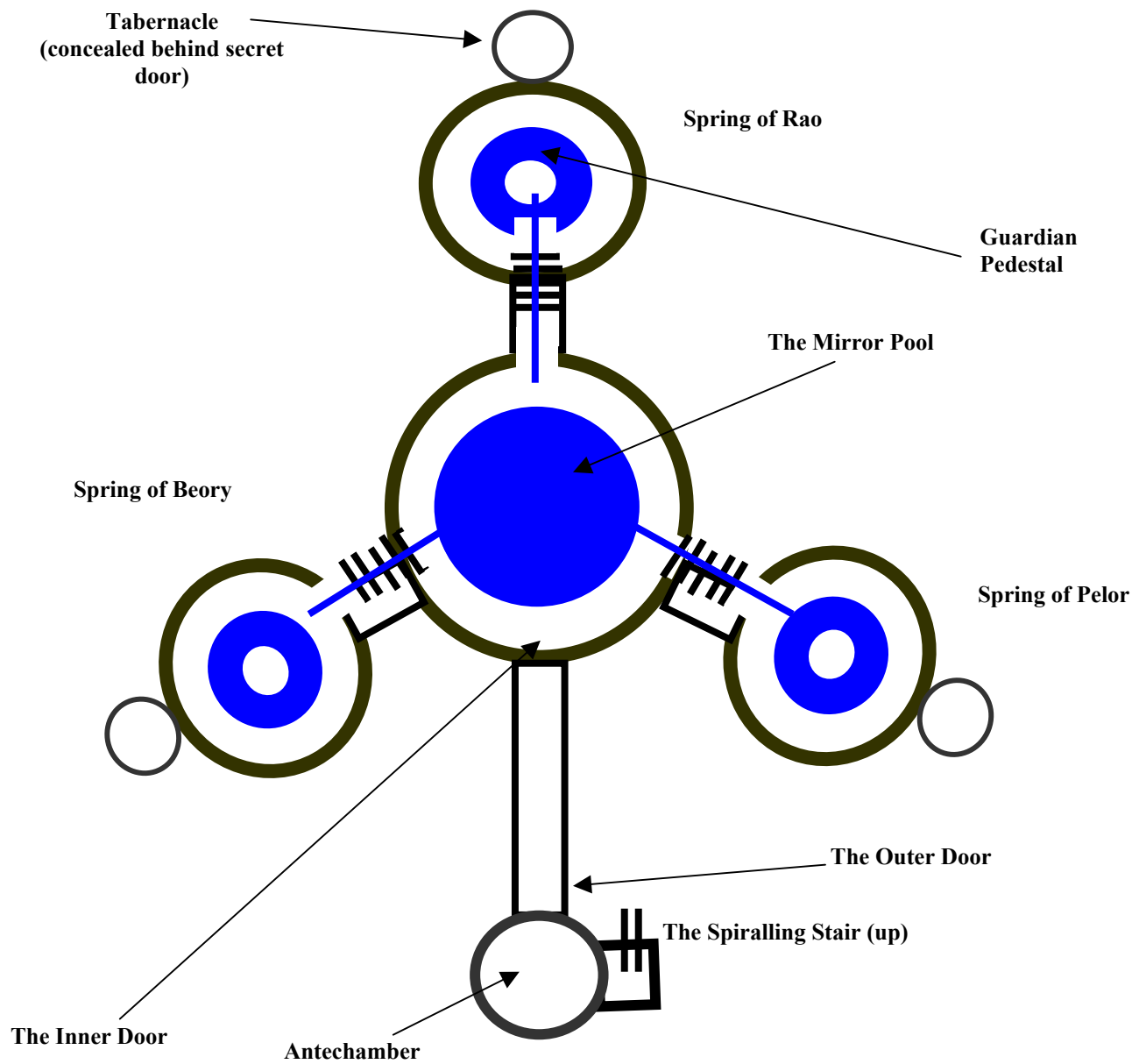
Construct Traits: An eidolon is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drains or death from massive damage. It cannot heal itself but it can be healed through repair. It cannot be raised or resurrected. An eidolon has dark vision (60-foot range).

APPENDIX 3: DM MAPS

MAP 1: RUINS BENEATH THE TREES: SURFACE LEVEL

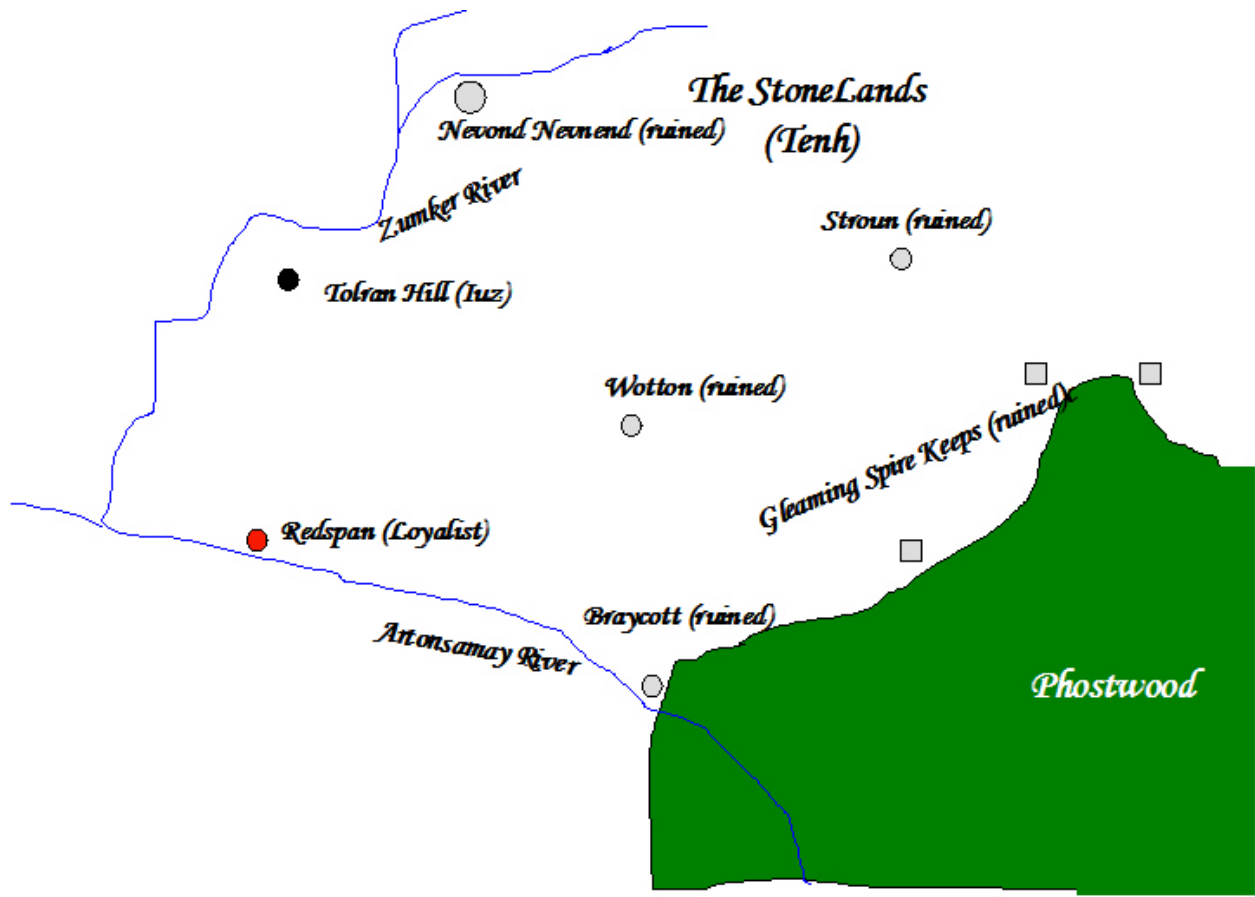


MAP 2: RUINS BENEATH THE TREES: SUBTERRANEAN LEVEL

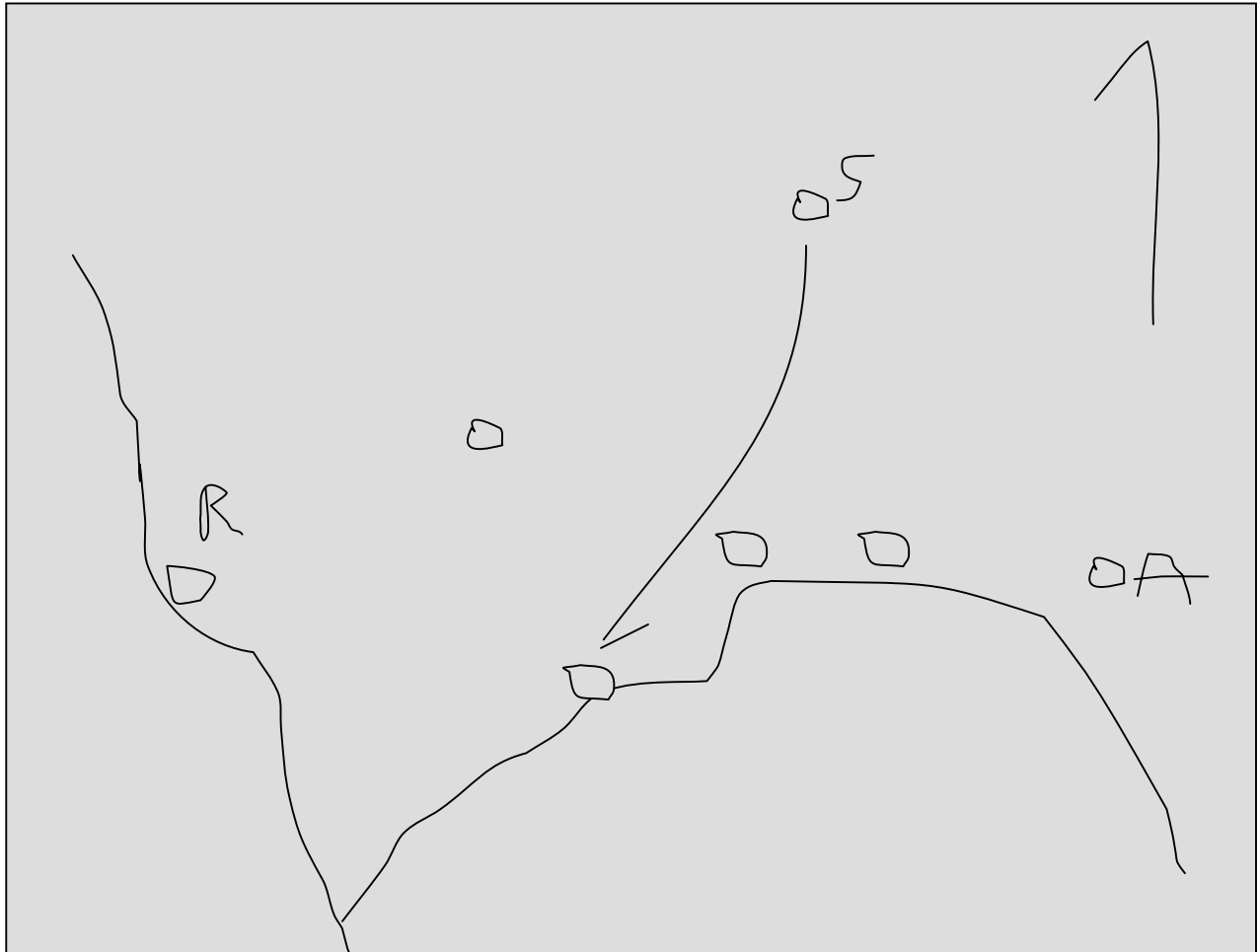


APPENDIX 4: PLAYER HANDOUTS

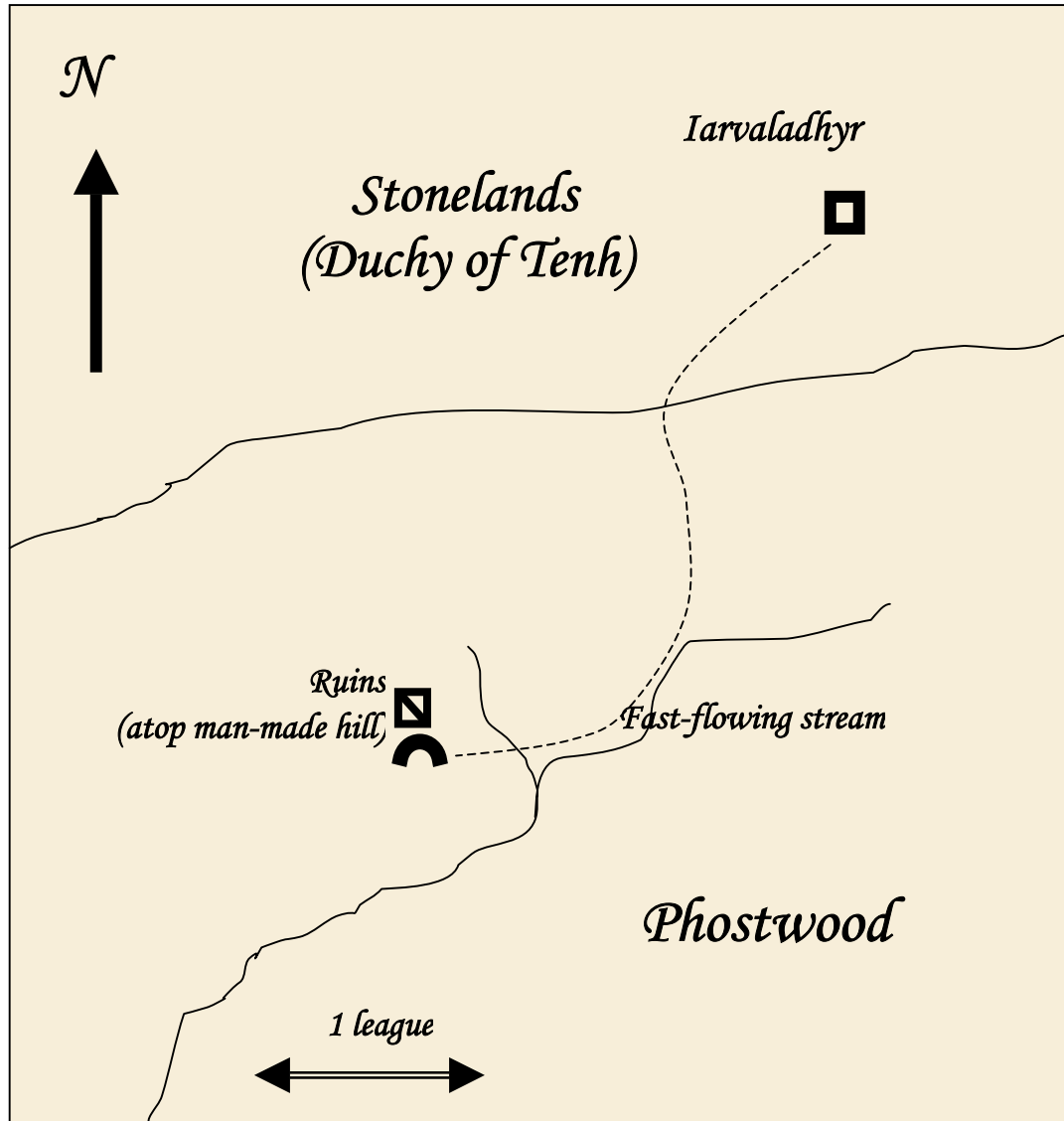
PLAYER'S HANDOUT 1: MAP OF THE STONELANDS



PLAYER'S HANDOUT 2: STROUN STONE SKETCH



Player's Handout 3: The Keeper's Map



Player's Handout 4: The Scrolls

Excerpt from the Copper Scrolls:

"...and the reign of Guthanaladh was marked by a great drought. The crops withered in the fields, the bellies of the children were swollen with hunger and pestilence carried off young and old alike.

The wise of Aeh'Tenhedhdyrealor [literally: The Land Watered by the Tears of our Lamentations], gathered on the Great Hill of Neveondaer and called upon Guthanaladh Riadh [Riadh—literally: Husband of the Land] to be put the trial of the Taladhcrioch [literally: Land's Heart]. Ever prideful since his youth, when peerless in the fray no foe could withstand him, Guthaneladh came forth from his palace and, arrayed in his regalia, strode to the crown of Neveondaer. There he opened his veins into the ceremonial chalice and gave his blood to the Taladhcrioch.

And Lo! to his dismay, the stone rejected him and the blood ran from it to stain the green grass of the hill. The Taladhcrioch let out a horrific scream that echoed over the plains of the land and was heard in every corner of Aeh'Tenhedhdyrealor, to the dismay of all. All then knew what the Wise had suspected—that the Oerth Mother had rejected Guthanaladh as her consort. They stripped him of his regalia, and in disgrace and shame, he departed and came no more into the great tales of the land.

The other great men of Aeh'Tenhedhdyrealor came then to Neveondaer, that they might court the Oerth Mother and be put to the trial of the Taladhcrioch. Many opened their veins but all were rejected until Caerethirech, son of Cathanyah came forth. He gave his blood to the Taladhcrioch and the white stone drank his blood thirstily. The Wise declared him to be the Chosen of the Oerth Mother, and the warriors of the Court of Neveondaer bore him aloft on their shoulders, into the precincts of the palace, where he was bathed and anointed and joined with the Oerth Mother, before the nobles of the realm, who declared him Caerethirech Riadh, Consort of Beory, seven and twentieth king of Aeh'Tenhedhdyrealor ..."

"...In the reign of Cinnelyeh Riadh, Aeh'Tenhedhdyrealor first knew the scourge of the Capallanach [literally: Horselords], who, like a plague of locusts, came out of the West as a trial upon the Children of the Oerth Mother. They hold nothing sacred and consider all the world beneath the Sky Father's gaze to be theirs to steal and despoil. Like a plains fire that burns all before it when the wind enrages it with its taunts, the Capallanach consumed the lands of Aeh'Tenhedhdyrealor until the tides of their devastation washed about the very walls of Neveondaer. Cinnelyeh Riadh, a valiant man and farsighted, sent his wife and all his sons save his eldest, Calladhan, and all the women and children of the city away east to the mountains, to seek the road to the great fastness of Tostaenceadh—eyrie of the Sky Father. With them, he sent the Taladhcrioch, with an honour guard of the Wise, so that should the day be lost, the great treasure and learning of Ah'Tanadhdylalor might not be die with it.

Farsighted indeed he was, for the Capallanach, with their terrible sorcery carried the walls of the city. There, valiant Cinnelyeh Riadh fell beneath the blades of the foes, defending the gates to the end. The King's Men bore up his body and took it in haste to the Hall of the King in the Palace itself.

Calladhan, who had fought in the thick of the fray, was proclaimed as Riadh. The young king mustered what strength was left to him, and, seeing that the Capallanach were in disarray, having turned from pursuit of their foe to the looting of the city, sallied forth. The wrath of Calladhan burned like white fire and it consumed the Capallanach. None among them could withstand the fury of the Riadh and none who looked upon his face in that hour of vengeance lived to tell of it. The Capallanach were driven from the city and sent in dismayed flight back across the ravaged plains.

Though the day was won, Aeh'Tenhedhdyrealor is yet troubled by war and strife. Many flee to the mountains and their fastnesses. Calladhan Riadh has sworn that not until the last Capallanach is slain, shall the Taladhcrioch be returned to Neveondaer. And so the struggle goes on—for the survival of our people and our land. With the Oerth Mother, the Sky Father and the Son of Reason to guide us surely we will not fail."

CRITICAL EVENT SUMMARY

Riddle of the Dust—Critical Event Summary

Please e-mail the answers to the following questions to woesinger@hotmail.com

- 1: How many character (if any) died during the running of this event?
- 2: Did the PCs recover the scrolls?
- 3: To whom the PCs give the scrolls?
- 4: Did Labahlah learn of the rebel stronghold at the Gleaming Spires?
- 5: Did Pholtarin survive?