

SHL6-01

Blood and Rain

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

Version 1.0

by Jeffery A. Dobberpuhl, Esq.

Reviewed by Chris Tulach

For five long years, the Shield Lands bought every inch of land reclaimed from Iuz in blood. The price was worth it. The men and women of the Shield Lands are now free from the plague and have hope. But now, new evils surface requiring new heroes... Beginning a story arc spanning three years, this adventure begins the tale of betrayal amidst the pain of blood and rain's bittersweet tears. For Adventuring Parties levels 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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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at poc@shieldlands.net; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the

effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Shield Lands. Characters native to the Shield Lands pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

Adventure Background

The Shield Lands is ruled by the Council of Lords. One of those council members is Lord Natan Enerick. Technically, he is not a lord at all, but a placeholder for the true lord to be, Simen Sharn of Bright Sentry. Simen has just turned 14, and is old enough to be given an advisory position on the council. When he turns 16, he is legally entitled, with council support, to replace his uncle Enerick. Regardless of council support, he will automatically take rightful place upon his 18th birthday.

In the meantime, other matters have come to light. A few years ago it was learned that some merchants in the Shield Lands have been willing to deal with Iuz. The exact identity of those merchants is unknown. However, someone was outfitting goblin mercenaries with excellent equipment and more importantly, excellent information. Again, the source of this information is unknown.

Finally, Gensal was reduced to rubble by the armies of Iuz nearly two years ago. Since then, the Shield Lands has been hard at work re-establishing border forts and rebuilding the walls of Gensal. However, not all the bodies of the defeated army were ever found. Of those missing is the Knight Baronette Lemanda...

Source Acknowledgment

Some of the source material for this adventure (well, actually, for the new three year story arc) builds on prior Shield Lands adventures, including: "*Lord Torkeep's Request*", "*The Portal*", "*The Invisible Hand*", "*A Chink in the Armor*", "*In the Service of the Lady*" and most of the year five story line were all looked at for

Dungeon Masters and Players are also encouraged to read the "Gord of Greyhawk" series by Gary Gygax as well as

the Fahfrd and the Grey Mouser series by Fritz Lieber. While neither of these is definitive a source material, they both are an entertaining look at the style of adventures this author is feebly trying to evoke.

Adventure Summary

Introduction. Give or read Player's Handout 1 to the party. This gives them a sufficient background on the current state of the Shield Lands. The party is in Critwall. The streets are packed with new visitors. The party, perhaps bored, perhaps looking for work, goes to Critwall Castle Mustering Grounds and looks over the duty rosters. There is an opening for reconnaissance. The party can meet with a Sergeant who goes over the current situation: Gensal fell about a year and a half ago. In that time, the lands around Gensal have been slowly refortified. The army that WAS there was destroyed. Since then, the bodies have been identified, rites given and buried. There are supposedly large enemy armies mobilizing outside of the Gensal area. Currently, a mission to the outskirts of Gensal for recon is required. Before the party leaves, they are addressed by an agent for Lord Torkeep. The party is told to be on the look out for captured Shield Landers. Apparently, not all of the soldiers are accounted for, including Knight Baronette Lemanda, former commander of the Gensal Keep.

The party goes to Gensal. Once there, they check in with the new Captain of Gensal: Kruptan. He is a Enerik/Lardon loyalist and is generally opposed to Torkeep and Lady Katarina. He feels HE should have had the job here, not Lemanda. He appears very business like, but not like-able... Maybe THAT is why Gensal fell. The party is given a route to follow and scout as well as a map.

The party begins to make the rounds shown on the map. They must avoid some patrols and face others. They eventually find signs of a population center NOT shown on the map. There are about two dozen humans being forced to work some fields. The area is not HEAVILY guarded. Maybe the party can get in?

Getting in, the party must make a cunning plan to rescue the humans. One of the humans is the old company priest of Heironeous. He has been praying for rescue or vengeance each day and sees the party as that chance. If they can ONLY get the slaves some weapons, they will rise up against their masters. Better to die with honor than die a slave...

The party frees the slaves. The enemy mini-village is attacked! The priest calls in a favor and an Archon/Solar thing to fight lots of the Iuzians. Many of the slaves are killed and the party has an all out battle against evil.

The party wins and the Solar appears to them. It senses a great destiny to them and gives them the gift of Prophecy. They are told to be wary of The Enemy and then goes away.

The party finds a secret diary the priest kept. It tells of betrayal at the castle by underling, one known as Kruptan, an Enerick/Lardon loyalist. It also tells of Lemanda being taken alive, but for unknown purposes, and to where...?

The party can confront Kruptan, but their proof makes no sense. Kruptan was in Critwall during the attack on Gensal.

The party has its first vision: A heavy rain-soaked street, at night, in Critwall. The view point shifts to two figures: One they KNOW is Lord Enerick, the other they KNOW is Simen Sharn. Simen is running from Enerick who is yelling he will have his way! He finally catches up to Simen and stabs him. Simen lurches back, pulling the sword from Enerick's grasp. Enerick grabs Simen around the neck and begins to choke him. The scene goes black. The End.

Preparation for Play

This is the start of a new story arc for the Shield Lands. Players are encouraged to understand that high level characters will probably not see the entire three year adventure through to its ultimate conclusion.

Prologue

The time: recently, but before today.

The location: Bright Sentry in the bedchambers of Simen Sharn, future Lord of Bright Sentry and member of the Council of Lords.

The scene: Nighttime. Young Master Sharn lies sleeping in his bed. Only the small dim glow from a light spell placed on a Heironean holy symbol lights the room.

The door to the room opens, ever so silently. A figure enters the room and moves quietly, but confidently to the bedside. Simen tosses and rolls in his sleep, throwing back bed covers, leaving himself vulnerable to the night. The figure bends over the bed and pulls the covers up to Simen's chin, tucking him in.

His personal nurse and assistant, Vayle stands back up. To no-one, or perhaps to herself, she whispers... 'Oh, Simen. You are so perfect. You lay

there sleeping like an angel. Almost... almost a man, yet still a child. Well, we will see what we can do about that." Slowly, as if time had nearly frozen, the nurse tucks a loose strand of black hair behind her ear, and then leans over the bed, placing a feather-light kiss on the brow of the sleeping Simen. He smiles in his sleep and rolls over on his side.

With that, Nurse Vayle makes her round of the room, shutting the window against the night air, and making sure all was perfect in the room. She moved so silently, it was if her feet never touched the ground... As she leaves the room, the spell making the holy symbol glow finally fades out, and the room goes black.

Introduction

A light drizzle of rain falls over Critwall. "The Lady Weeps" is the newest phrase for such weather. Ever since the Knight Commander of the Shield Lands, Lady Katarina, returned from the land of the dead and saved the Shield Lands with her tactics, she has taken on a near deific form in the eyes of many.

Regardless of the rain coming from Katarina or merely the cloud mass moving north from the Nyr Dyv, it feels good. The rain seems to wash away the dirt and grime of war, fatigue, and disease, all of which has plagued the Shield Lands for five long years.

Now you, an adventurer in the Shield Lands, walk the streets of Critwall. The streets are packed with new visitors, some looking for family, some for work, others just looking. Whether on purpose by chance, by intent or merely bored, you find yourself at Castle Critwall's mustering grounds. Milling about are a few other adventurers. There seems to be a new posting on the duty boards.

This is an opportunity for the party to introduce themselves to each other and review the duty boards. If they do not want to, a random soldier will walk by and say something to the effect "Huh, another posting for work. I wish I had the time to adventure..."

Reading the posting reveals there is an opening for a reconnaissance mission. The party is to ask the duty sergeant about the mission. Today, the duty Sergeant is a gruff woman: Agrala. She will sternly tell the party the current situation:

- Gensal fell about a year and a half ago. In that time, the lands around Gensal have been slowly refortified.

- The army that WAS there was destroyed. Since then, the Shield Landers have been able to provide funeral services for the lost: bodies have been identified, rites given and buried.
- Now is a dangerous time. Border forts are being constructed and manned, and Gensal is being rebuilt. However, there are supposedly large enemy armies mobilizing outside of the Gensal area.
- Currently, a mission to the outskirts of Gensal for recon is required. The goal of the party is to make sweeps of the uncontrolled areas and advise the forces of Gensal what they find.
- First, they are to journey to Gensal (about 4 days, 3 days by horse). There they are to report to the forces under the command of Captain Kruptan, the new commander at Gensal.
- If they request it, they will be given use of light warhorses in order to get to Gensal quicker.

At this point the party is free to leave.

If they ask around, it is common knowledge that Kruptan was a recent appointee to Gensal (less than 6 months). What is NOT common knowledge (Knowledge Local Iuz Metaregional DC 25, or Bardic Knowledge DC 20) is that Kruptan used to be a commander in Lord Natan Enerick's personal guard. Knowledge Local Iuz Metaregional or Bardic Knowledge checks (DC 25 or DC 20 respectively) are required to learn that prior to being hired into Enerick's guard two years ago, he ran the Bright Sentry Armory, a weapons and armor manufacturing company owned by the Sharn Family. It is also common knowledge that much of the weapons and armor sold and used in the Shield Lands (maybe 15%) comes directly from the Bright Sentry Armory.

The party can leave at any time they feel the need to, within reason. Before they leave, read or paraphrase the following:

As you are preparing for your journey to Gensal, a messenger approaches you. He is dressed in traveling garb and a patch on his sleeve identifies him as formerly belonging to Lord Torkeep's private army. "Ah" he says, "you are the ones who signed up with Sergeant Agrala, eh? I'm Loyan, a messenger from Lord Torkeep."

Loyan is a bit on the wiry side, and seems to be preoccupied with other matters. He explains he's in Torkeep's employ as a troubleshooter and currently has been asked to deliver a message. He explains that Lord Torkeep would appreciate it if the party could be on the look out for captured Shield Landers when exploring the

Gensal area. Apparently, not all of the soldiers are accounted for, including Knight Baronette Lemanda, former commander of the Gensal Keep. It is possible that some have been taken prisoner or worse and the fate of the missing is desired to be known so appropriate actions can take place.

Encounter 1 – The Road

The party can go to Gensal. If they do not take the main road, they will possibly miss out on the next bit of information. This does not affect the outcome of the adventure, but may make their jobs more difficult.

The road to and from Gensal is a busy one. Soldiers patrol the road at semi-regular intervals (about 20 infantry are spotted once every six hours – in fact if parties want to they can choose to camp with one. Members of the Standing Army of the Shield Lands will be given a hearty “Hello!” and best wishes from fellow soldiers). Additionally, there are full carts of supplies and families headed to Gensal, and empty carts returning. Obviously, the repopulation of Gensal is taking place once again. Overall, the travel weather is nice and cool, but a bit damp, with occasional showers. On the second day, read or paraphrase the following:

Coming down the road towards you is small caravan of empty wagons. They are clearly returning from Gensal. The three wagons are accompanied by a Halfling on a pony. As they near, you can see the carts are all operated by Halflings, and carry spears in them.

The Halflings are the Shallowrose family. The one on horseback is Larna. She is the middle daughter of 8 siblings (three other siblings – Kelvi, Thistlebone, and Cricket, are all driving the other carts). They do not look particularly pleased.

If stopped, they will explain they went to Gensal with three wagons of spears. The spears were a special order, placed over a year ago by Baronet Lemanda (before the fall of Gensal, obviously), and, with the war and all, they were just now being delivered. The wood is special, being from far away (the Welkwood) and the iron tips are special as well, being carefully mined from the mountains near Abbor-Alz. Under careful eye and with steady hand, the spears were then crafted. Normally, 750 spears of such caliber would take two years to make, yet they did it in just over a year.

However, when they got to Gensal, the new captain, Kruptan claimed the products were not usable by the new troops and that the monies allocated by the council had already been spent, on what she has no idea... She

will go and see if they are wanted at Torkeep or South Keep, instead.

If the party asks, she will be delighted to sell some of the spears to the party! The spears are all masterwork, with various sizes, shapes and styles available. Also, she has a special store of enchanted spears: essentially, any legal, non-special metal, spear type from the PHB is available as a +2 spear or as a +1 Orcbane Spear.

Encounter 2 – Gensal

Gensal is a land in need, and in the process of, rebuilding. Essentially, the road to Gensal leads through lush farmlands, now in the process of being planted with grains. A number of crude shanties are set up as families are slowly returning to this area. Gensal itself is surrounded by a newly constructed wooden barricade, twenty feet high, and enclosing (except for the back side near the ruins of Gensal) approximately 750 to 1000 feet across, crudely circular area of land. The gates are manned by two pairs of soldiers, armed with axes. They do not hassle anyone going in or out but still, seem to know their business. Read or paraphrase the following:

What was once the heart of the Shield Lands is now the border. Only a mile away to the east lay the lands of the old one, Iuz.

It can be seen in the faces of the locals. The farmers, the soldiers, the merchants: everyone here knows Iuz could strike again at any time. But the look one sees in the locals is not fear, but determination. These are a people who will work hard and fight against evil.

A number of crude buildings (shanties, really) are being set up. These are encircled in a newly constructed wooden barricade: twenty feet high and enclosing approximately 750 to 1000 feet of the old city.

At the gates are two pairs of soldiers, armed with axes. They are sharp eyed and watch the approach of all who want to enter Gensal.

Inside the wall, further activity is taking place. Houses and shops are being constructed in a fury of activity, on either side of a very wide road leading to the gate. At the other end of the gate are the ruins of Gensal, the castle. It was completely obliterated during the invasion. Currently, one can see the rubble has been cleared and usable brick and stone separated into new piles. Apparently Gensal will rise again.

In the south west corner of town (just in to the left of the gates) is a dome of earth with pillars cut into the

side. This is the shrine to Fortubo, an earth god. "Mother" Garla Gravelstone ("Mother" is her rank in the church) is the sole cleric of the church. She has been here about a year and a half, months, having been drawn by word of the shrine being erected here. Previously, she lived in Tent Town near Critwall and worked as a potter. She follows Fortubo because he seems very down to earth (literally) and does not seem to be involved in the weighty politics like the other local churches do. Further, she is drawn to the aspect of this local branch of the church which seems to venerate the wisdom of one's ancestors (some members go so far as to carry a bone or skull of a loved ancestor with them).

About half way between the gate and the ruins on the east hand side is a 40' by 50' building, the Jousting Mug. Formerly just a tavern, a small inn has been added on. The inside of the bar is basically a 30' wide by 35' deep room. The owner is currently Gandor Meadbow. He is a bull of a man, and is never without his falcion strapped into a scabbard on his back. Obviously of mixed decent, his balding brown hair hangs in greasy strands around his head. His dark brown eyes are hard and almost cruel, and his hands are calloused slabs. His clothes are thick cotton work clothes, stained and patched. Despite his appearances, he is generally friendly enough. Stuffed in his belt is a mouth-harp. However, if anyone looks like they are casting a spell (and he actually notices), he will point at a sign hanging above the fire places that reads "No Wizzies. This means you!" (His definition of a wizard is pretty wide).

Finally, there are two barracks and a stone building erected within 20 feet of the ruins of Gensal. It is clear that with some work, the stone building could eventually be a gate house. Inside are a dozen soldiers, going over maps, etc. Located in this room during daylight hours is Captain Kruptan. At night he sleeps in a private room in the barracks.

Kruptan is a boar of a man, literally, with bristly hair and beady eyes. His skin has a slight tint to it that suggests maybe just a touch of orc blood in his distant family past. He has a smile so ugly it could crack granite and arms so powerful they probably could as well.

He is a Lord Natan Enerik/Lord Count Janek Lardon loyalist and is generally opposed to Torkeep and Lady Katarina. On his desk is a copy of "Rites for the Soldier", a Heironean prayer book (inside the front cover it's inscribed "with thanks, Shelton Halfhand", a former cleric of the Shield Lands). Any conversations with him are very business like, but not like-able... If told about the request by Torkeep to look for missing Shield Landers or the missing Baronet Lemanda, he will make it clear HE should have had Lemanda's job here, not

Lemanda. Maybe her inability to lead is what caused Gensal to fall. In any event, he will not accept any back talk or sass from the party. He will simply dismiss them to the care of Sargeant Clezel, an overly friendly gnome who is always on Kruptan's bad side. Clezel will give the party a route to follow and scout as well as a map of the area. He will note the cardinal rule: Do not engage the enemy if at all possible, and make sure nothing follows you back to Gensal. The password at the border is currently "Brick by Brick", a reference to the rebuilding of Gensal. The password will change in five days and after that time, the party could be shot as spies if they are not back behind the border by that time. Still, the route is only four days of scouting so that should not be a problem.

There are number of local rumors the party can encounter. All of these rumors require no skill checks, although the party does need to take the time to ask around:

- The palisades around Gensal were built using wood cleared from Bright Sentry.
- Wizards were used to quickly set the walls in place. The locals are a bit nervous that magic, and not good old fashioned hard work, is what is giving the first line of defense.
- Every family here was supposed to receive a single spear per person of legal fighting age (14 years), but the spears have not yet shown up.
- There is no point in trying to salvage standard gear from the Iuzians. There was so much of it recovered in the last few years that it has little value, and most folks just believe it to be cursed with ill fortune, anyways!

All of these rumors take a Gather Information check DC 20 or a Bardic Information check DC 20 to acquire.

- The soldiers just received new weapons from Bright Sentry. They sure look shiny and sharp...
- There is a story of Heironeous himself appearing and saving a small child who was lost! This was just a few months ago. The child was out in the fields and wandered beyond the border forts. He showed up two weeks later and said a winged warrior helped him find his way home. He was sent to Critwall for examination by the priests. After all, he could have just been delirious.

Encounter 3 – Making the Rounds

The party begins to make the rounds shown on the map. The route given is a circular one, going from the south, angling to the east, then looping to the north, and finally coming back into Gensal from the north east. They are to check in with a border fort (about an hour outside of Gensal on the way out) and then hit four way points. The way points are: 1) “Crutzes Folly”, a river crossing identified by is sudden narrowing (only about 2 feet deep), 2) Skull Ridge, a series of small hills each with the disturbing outline of skulls buried in the ground, 3) The Small Rift, a gully that appears unnaturally cut into the very earth itself, and 4), the Ruins of Quelzon, a tower destroyed about 20 years ago.

Each way point is about a day away from each other with the first and last about a half day or so from Gensal. This will take the party four days. The way points are not described in excruciating detail and the referee is free to supply any details as appropriate (tracking reveals the tracking information, etc.).

It does the party no good to go faster as a thorough job is expected and tracks, etc. are to be looked for. Essentially, there is a large army of Iuz out there and the Shield Lands wants to find it!

Some general notes:

- The border forts are all 30' across, and 20' high, constructed of wood. Each holds 20 soldiers, armed with heavy crossbows. These will eventually be further garrisoned, reworked in stone, and bolstered with additional troops and supplies. Each is typically assigned a cleric, level 3, and a wizard, level 3. Currently, there are six such forts built. The soldiers patrol the areas between themselves in squads of five (so ten soldiers are at the fort at any given time). Anyone not knowing the current password is fair game to be shot and killed...
- The lands of Iuz are strange. Anywhere beyond the border forts, the skies go grey (negating any penalty for fighting in daylight that many creatures have), the land appears choked for life, and there are black as sin ravens (with red eyes) everywhere. Sleeping at night requires a Concentration check (DC 12), with retries available once per hour, due to the strange noises and lights constantly audible and visible during the hours of darkness.
- Successfully searching for Tracks (DC 22) will reveal lots of troop movement, but on an individual scale

(like 5 to 20 in a squad). The troop type varies between gnoll, bugbear, human, goblin and orc.

- The party should wonder if it is safer to travel at day or by night. Let them. There is no difference in this adventure.

Encounter 4 – Between Way Point 1 and 2

Travel will reveal the ever present ravens. They always seem to be watching the party. This is unnerving, but has no other effect at this time. As the party approaches Way Point 1, read or paraphrase the following:

The weather has been painfully overcast, as if the sky desperately wanted to rain but found itself unable. As you approach the way point known as “Crutzes Folly”, the number of twisted and broken trees and brushes as dramatically increased. The occasional red-eyed raven eyes you suspiciously as you near the shallow river crossing.

Crutzes Folly is a sudden narrowing in the river. The river's water has an oily stench to it but is clean to drink. It is only about 2 feet deep and 8 feet across at the point of the crossing, but is otherwise about 10 feet deep and 20 feet across. No tracking is required to spot the number of heavy wolf prints in the mud on either side of the river, heading deeper into Iuzian lands. Some of the prints are larger than a man's foot, and many are quite deep in the mud.

Halfway between Way Point 1 and 2, the party will encounter a loud noise. It starts as a quiet rumbling, but then grows increasingly louder. There are a number of hills, and the party can certainly (and should) sneak to the top of one, or around another, or the like, to investigate. Read or paraphrase the following:

The noise you heard now sounds like rolling thunder. Boom! Boom! Boom! Over and over again, quicker and quicker and with more regularity. But hidden in it is yet another noise, like a vast amount of paper being torn, or a tree being slowly split in two...

Looking around the hill, you see three earth elementals of tremendous size. Each has a black belt around their waste. Attached to the belts are massive chains. Together, they are dragging a stone keep (tipped on its side)! At first, you believe they are heading straight towards you, but then you see they merely angled around the side of a hill and are now headed back into the lands of Iuz.

The party is not expected to fight these creatures. They are an Elder Earth Elemental and two Greater Earth

Elementals. The elementals are not typical in that they are quite evil and each was augmented in its initial summoning, giving them each a +2 Strength and Constitution. The estimated APL of this encounter is 13. If the party follows them, they will see that within a half mile, the elementals merge with the earth, bringing the keep with them, never to be seen again... in this adventure!

APL 10 (EL 13)

Elder Earth Elemental (1): hp 252. See *Monster Manual* page 97 (+2 Str, +2 Con).

Greater Earth Elementals (2): hp 126 each. See *Monster Manual* page 97 (+2 Str, +2 Con).

Encounter 5 – Between Way Point 2 and 3

As the party approaches Way Point 2, read or paraphrase the following:

A thin rain has fallen for the last few hours, making travel through these blasted lands a miserable business. Your travel has been accompanied by the occasional rumble of thunder. With a sudden KRAK, a bolt of lightning streaks across the sky revealing a slight valley below you. In the valley are five small (20 ft across) hills. You realize they are oddly shaped, almost skull-like in appearance. And then, as you make this discovery, the rain abruptly quits...

Searching the hill area will reveal a few wooden posts in front of each hill. On the posts are skulls of various creatures. They are human skulls and look quite aged (cracked, weather worn, etc.). There are no recent obvious signs of anyone visiting this area. Seven of the skulls have the red-eyed ravens sitting on them. One gnaws on a mouse. They fly off as the party approaches.

The party has traveled only a few hours past way point 2, when they will notice the ravens have been growing in numbers. They are now in a low area between hills. Where before, five or ten might be present, now there are nearly fifty! Then more can be seen flying in... Read or paraphrase the following:

With a nearly deafening "CAW! CAW!" the ravens take flight, swirling in a horrible mass of feather, claws, beaks and eyes... shiny red eyes... They swoop towards your party, apparently to pick the very meat from your bones!

Creatures

APL 2 (EL 2)

Fiendish Raven Swarm (1): hp 13 each. See Appendix One.

APL 4 (EL 4)

Fiendish Raven Swarm (2): hp 17, 19. See Appendix One.

APL 6 (EL 6)

Fiendish Raven Swarm (4): hp 13, 15, 17, 19. See Appendix One.

APL 8 (EL 8)

Advanced (6 HD) Fiendish Raven Swarm (3): hp 27, 36, 42. See Appendix One.

APL 10 (EL 10)

Advanced (9 HD) Fiendish Raven Swarm (3): hp 27, 27, 36, 36, 42, 42. See Appendix One.

Tactics: The swarms are typical in that they will fly so they can attack as many characters per turn, attempting to literally pick the bones clean. Describe their attacks as maddening, a cloud of activity, and horrifying in their caws and shrieks.

Encounter 6 – The Shadow Between Way Point 2 and 3

The party is almost to way point 3. There are still some ravens in the area. Read or paraphrase the following:

As your party travels through the blasted territory of Iuz, you can see a flock of ravens in the distance. They fly towards you, but then veer off to the south. Perhaps with a sigh of relief, you continue your journey. But now, the trip seems harder, your legs more tired. Even your traveling gear seems to weigh more. It is a weakness of your body or your very soul that brings to you such exhaustion?

Unless the party has protection against negative energy, each party member loses a temporary 1d6 Strength. This is because the land they are traveling through has been magically weakened, and now leaks negative planar energy. This rift will heal itself within six hours and no longer yield that effect. The Strength loss in VERY temporary. After the party travels out of that region (another 20 minutes of walking/riding time), regardless of how slow, the Strength will return at the rate of one point every five minutes. Of course, *lesser restoration*, etc., will also restore the strength.

Encounter 7 – Between Way Point 3 and 4

As the party approaches Way Point 3, read or paraphrase the following:

There is no doubt that many strange sights and events await those traveling the lands occupied by Iuz. Now the weather seems to be torn as to its true nature. During the last hour, the temperature dropped, rose and dropped again to the point where your breath is visible in ghostly clouds. Cresting another low hill, you see cut into the ground a jagged shape. This must be The Small Rift. Starting at a narrow end, the rift travels fifty paces and then jogs suddenly to the left. After a hundred more paces, it jogs back to the right and eventually narrows down to nothingness. No ranger or druid is necessary to tell you how unnatural this looks. The edges are crisp, like a sharp knife cutting a stencil out of paper.

Looking into the rift reveals it drops 20 ft to the bottom. The sharpness of the cut goes all the way to the floor and the stone floor itself is smooth as glass. Tracking in this area may reveal some partly obscured sign of a number of wolves and orcs (Search DC 22). The number of wolves is between 2 to 8 and range in size from medium to large. The number of orcs also varies from 4 to 8. A subsequent Search check (DC 22) would estimate the creatures were here in the last 24 hours, moving in the direction of Way Point 4.

About four hours after leaving the rift, the party will be on a reasonably flat plateau with little cover. At that time, the weather will be overcast, but not raining (and a bit on the cool side). Read or paraphrase the following:

Your party has now spent some time in the lands of Iuz. Appearing on the horizon are three forms, two humanoid and one canine. They do not appear to have noticed you...

The forms are orcs and wolves (or wolf-like creatures). The number appearing depends on the party's level (see below). The orcs are currently 240 feet away and unfortunately for them, both on the top of hill and with their backs to the party. Unless the party fails to be sneaky, they will get the drop on the orcs and wolves. Once in battle, the orcs and wolves will only fight one round, and then try to escape. If they do escape, they will alert the orcs at Encounter 7 which then becomes MUCH tougher... See the Tactics section for more information.

Creatures

APL (ALL) (EL 2)

Orcs (2): hp 6 each. See *Monster Manual*/page 203.

Wolves (1): hp 14 each. See *Monster Manual* page 283.

Tactics: At all APLS, the party should get the drop on the monsters. This may even allow the party to kill all of the monsters on the surprise round! As a reminder to the Dungeon Master, that is ok. Not every encounter needs to be an over the top battle.

This encounter is designed to let the party try more stealthy tactics (as well as easily wipe out the orcs). If the party doesn't kill the monsters, they will retaliate for one round (or attack for one round) and then move off towards the orc settlement to warn them. Since the settlement is five miles away, the party should have an opportunity to stop them before they do so. If they do not stop them, then all monsters in encounter 7 receive a +4 circumstance modifier to Listen, Spot, Search, and Sense Motive checks, as well as a +4 circumstance modifier to initiative rolls.

Treasure:

APL (ALL): Map to the Orc Settlement.

Note that the orc gear is not listed as treasure. Orc gear has little to no value in the Shield Lands (No one will currently buy it because there has been so much war against orcs and the like. Thus, the gear is not only plentiful, but the locals hate the orcs and don't want such "foul items"). The party can use the gear for the adventure if they want, but as it is clearly Iuzian in nature, eventually, someone will want it destroyed, melted down, discarded, etc. as it is believed to be cursed.

One of the orcs carries a map tucked into their belt. It is a dirty, grimy, ratty affair with dubious stains and burnt edges. However, it reveals quite clearly the surrounding area. Three of the five border forts are identified as well as an orc settlement approximately five miles to the northwest. There is no writing on the face of the map, but amazingly, the reverse side of the map is blank letterhead bearing the embossed seal of Baronet Lemanda!

Development: The party has a tough decision at this point: They can either investigate the map, even though doing so may be considered in opposition to their orders. Or, they can go back to Gensal for more information but will the orc encampment still be there when they get back?

Troubleshooting: Either scenario is fine. If the party goes back to Gensal, they will be debriefed. After a short

conference, the party will be called back in and told to go and investigate the village, looking for survivors.

Encounter 8 – orc settlement

Warning: Part one. The following section (Encounters 7, 8, and 9) describes an armed orc settlement. At all levels, these encounters, if run poorly, could easily kill parties. This is not the intent. Also, parties that have no solid plan for investigating will also encounter difficulties. Loud yelling, bravado and the like are probably not appropriate for going into an orc encampment and should be dealt with appropriately. That said, let the party come up with plans and, for the most part, let those plans PARTIALLY succeed! This means that the encounters shown below are the ONLY part of the orc encampment the party should actually encounter. Does the party want to be dramatic and create a distraction on one edge of camp? Great! Does the party want to play it more for laughs and dress up in shrubbery costumes to try to get closer to the camp? Great! As long as there is a solid plan, make the party feel as if they are heroes and have come up with an amazing way to “Break” the adventure. Let it be our little secret and they will feel like heroes...

Warning: Part two. The monsters shown in these encounters are more than the party can handle at once. APL 2 is an EL 6 encounter, for example. This is because these are the forces that will come to bear on the party once the camp is roused. These encounters are marked on the map (and in the encounter table). Once the camp is roused, these should come at the party one at a time as they try to escape, and not all at once.

Finally, if the party can sneak in without rousing ANY enemies, and if the party can still rescue the prisoners, that's ok too (although probably impossible given the nature of the cleric...)! Such parties should be rewarded the full experience points for avoiding the combats.

The overview of the settlement is as follows: on the southwest side of the settlement is a large field. The field has an early crop of blood wheat coming in (a variant of normal wheat raised by the Iuzians. It is fed the blood of slaves as well as normal rain, giving it a horrible taste, but making it very life sustaining). Beyond the field are the slave quarters, a crude stone affair with a set of wood slats thrown over the top. There are also a number of barracks on the far side of the settlement. It is difficult to estimate how many orcs this holds, but is probably around 400. Between the slaves and the barracks is the settlement. Holding perhaps an additional 500 troops, workers, and hanger's on, this settlement looks armed to the teeth. Anyone spotted has weapons and armor ready and at

hand. Signs of giants, ogres, and perhaps worse, are around (Large huts, piles of stones, etc.). In the center of everything is a massive stone ziggurat. The ziggurat is five levels high with its top over fifty feet above the ground. Sitting on top of the ziggurat is a stone statue of a marlith. Strapped to her snakelike body are six longswords, and in each of her six hands is an ivory laughing skull. Each skull faces a different direction, literally looking at nearly every corner of the town.

Read or paraphrase the following to the party:

Ever since the encounter with the orcs, a thin rain began to fall. In many respects, a healthy rain would be less annoying. As it is, the misty drizzle seems to seep into every crevice of your clothing, drenching your soul as well as your gear. However, there is one beneficial side effect: the ground seems to be rejecting the rain, transforming it into an equally thin mist. This should give you some cover in your journey.

Cresting yet another hill, you see before you a swarm of activity. Through even the thin mists and anemic rain, you can see a village of orcs. Scouts on worgs circle the edge of the camp, and sounds of marching and movement can be heard from within.

A dark shape, evil even to look at, rises dagger-like from the center of the settlement. Undoubtedly, it is a blessing the mists prevent you from clearly seeing its true form. Movement from within the settlement suggests the additional presence of giants.

Still, as much as the mists prevent you from being seen, they also prevent you from seeing clearly all there is in the settlement. As water pools once again on your brow, running down in a small river to your chin, you see... something! Something familiar...

On the close edge of the camp is a field of wheat, waist high. Leaving the field at the far end are a dozen slaves, chained together, carrying crude work instruments. They are filing into a crude stone building. But what truly drew your eyes to the straggling humans was the occasional tabard they wore. No matter how dirty or how torn, you cannot miss the clear work uniform of a Soldier of the Standing Army of the Shield Lands!

As mentioned above, to get in, the party should come up with a cunning plan. The perimeter is guarded by orcs on worgs. Each group is 3 orcs and 3 worgs (See the Monster Manual for details of each) and is not intended to be encountered. There is a five to ten minute

gap between each patrol. The clearest route is to crawl/run/sneak over to the wheat field and then use it as cover to reach the slaves.

The building itself is a crude stone affair, 10 ft. wide and 20 ft. long with no windows. Treat it as “hewn stone” (DMG page 60). The single door is “strong wooden” (DMG page 61). Facing the building, about 15 feet away, are two other buildings. Each of these is a guard house. The sounds of crude laughter comes out of each. Inside each one is five orcs (See the Monster Manual). Again, none of these orcs are intended to be actually encountered.

The door to the slave’s quarters is locked with a heavy iron lock (DC 24 to pick). The roof is actually a series of wooden planks tossed over the top. Any major noise may alert the orcs in the guard house.

Inside the slave’s quarters are 11 slaves. These slaves, and their brief story, is as follows:

- **Aluros** : She is a former soldier from Gensal. She got captured in the battle and is eager to seek revenge. She does not know the fate of her husband (Marzer the tentmaker) or child (Narlina) living in Critwall.

Aluros: Female human Ftr2.

- **Brandiff**: He was just a simple farmer, brought in to repopulate Gensal. He saw his entire family slaughtered.

Brandiff: Male human Comm1.

- **Cativa**: She used to work part time at the general store as well as part time in the kitchen at the keep. Her family was killed during the original invasion.

Cativa: Female half-orc Comm1.

- **Dettor**: A sturdy soldier of the Standing Army. His wife, Orlani, is a scribe for the Arcanists Society.

Dettor: Male human Ftr3.

- **Ezcatte**: A twitchy, nervous wreck, this half-elf is beyond the help of even magic for healing. She is a mass of scars. Still, a fire burns within her, a fire for revenge.

Ezcatte: Female half-elf Brd1.

- **Fahareed**: This Blakunish male came to the Shield Lands as a mercenary and joined the army after meeting the hard working people of the Shield Lands. He is very dedicated to giving Iuz a black eye.

Fahareed: Male human Rng 2.

- **Gimbor**: He was a carpenter in Gensal. He and Hescapa, his wife, were captured together.

Gimbor: Male human Comm1.

- **Hescapa**: She was a freelance adventurer (Pathfinder) acting as a scout in the Gensal region. She was captured with her husband, Gimbor.

Hescapa: Female human Ftr2/Rng1.

- **Joznan**: Joznan was a cleric assigned to the Standing Army at Gensal. Since his capture he has spent every moment he could praying to Heironeous for salvation. He will clearly see the party as exactly that. When he was captured, he managed to escape with a few sheets of paper he hid in his shirt. See below.

Joznan: Male human Clr3.

- **Klifton and Lexasam**: Klifton and Lexasam are another husband and wife pair captured in the battle. Klifton and Lexasam were both outriders. Their horses were shot out beneath them and they were captured.

Klifton: Male human Pal2.

Lexasam: Female half-elf Rog1.

As mentioned above, Joznan, is the company priest of Heironeous assigned to Gensal. He has been praying for rescue or vengeance each day and sees the party as that chance. All of the prisoners are very weak and will have a very difficult time of making it very far. Even if healed, they will point out the following: The orcs will typically send by someone at least once an hour to check on them, if only to make their life miserable. Once they are discovered missing, the orcs will quickly mobilize pursuit.

Instead, they are asking to be given a chance to strike back against their orc masters. They have taken careful notes down on the papers snuck in by the cleric. The papers include notes on various troop movements over the last year (that they have noticed). They used bits of charcoal to write the notes. The notes themselves are supplemented by the abbreviated diary kept by the cleric, Joznan.

The diary tells of the last day of Gensal. Basically, the orcs appeared flying a banner of Iuz. The battle, at first, seemed dicey, but definitely not something that was necessarily going to go the way of the orcs. Lemanda had arranged for a couple of mages and a priest of Heironeous to erect magical defenses against the incoming spells. However, a soldier, one who always voiced loud loyalties to both Enerick and Lardon, named Kruptan, attacked one of the mages from within the castle! With the disruption, the defenses were overwhelmed and the castle fell. Approximately 70 Shield Landers, including Lemanda, were captured alive... Of them, about 30 were taken to this village (not Lemanda). These 11 are all that survived from the original 30 or so.

The slaves are currently manacled to the wall (See PHB page 126). The manacles each have an excellent lock attached (Open Locks DC 26). Once freed, the slaves will be excited to fight the orcs. If the slaves can be freed, they will be willing to rise up against their masters. Better to die with honor than die a slave... Any weapons the party can spare will be put to good use. The new priority is to get the notes and diary to Gensal! The slaves attacking should draw off the orcs from any assault on the party. Also, one of the papers the cleric snuck out was a scroll he copied 20 years ago from the chapel near Torkeep. Manacled as he was, he was unable to make the hand gestures the scroll called for, but now he believes he can use its holy power to make the slave's attack slightly more substantive than foolhardy... It is supposed to summon allies, but what kind is unclear. If read by a party member, it will appear to be very technical and very high level, a version of a *gate* spell. The cleric will insist on being the one to cast it, in case something would go wrong.

Setting up the final encounters: It is impossible to guess how the party will actually react to the slaves, or how they will let them escape (or if they even will).

- 1) The party manages to be extremely stealthy and get in to the slaves. The slaves will not be easily convinced they should not sell their lives dearly (they are hostile to the idea). As such they will demand the opportunity to sell their lives for the Shield Lands. They will then try to leave by the door and will ultimately make a loud din doing so.
- 2) The party manages to convince the slaves to go quietly or otherwise is very stealthy avoiding detection. In that case, later that day the orc village will mobilize, along with the Marlith. They will give chase, and thanks to the various magical abilities of the Marlith, unlisted shamans, etc. in the village, they will catch the party in the open plains. In this case, the slaves will again try to sell their lives and the scroll will get read.
- 3) The party leaves by the front door, or goes out over the roof. There is a decent chance the orcs will spot them. As a whole, the village will get a +11 to Spot (They will have +1 to begin with for orcs, see MM page 203. To represent the massive amount of orcs in the area, thereceive an additional +10 for the spot attempt to represent five "assists" on the Spot check). Similarly, the village will receive a total of +11 to a Listen check to hear the party moving out of the door, out over the roof, etc. Note these rolls

are not necessary as the party moves IN to the slave quarters.

- 4) The party manages to somehow teleport out/shapeshift into something that flies all the way back to Gensal, etc., they then receive the experience for avoiding the last fight, but do not receive the benefits normally given by the planetar.

The descriptions below presume the party is discovered in the vicinity of the village. Feel free to modify the description to match the final events.

As the party leaves the slaves, or tries to take them with them, something goes wrong. The village is alerted to the party and the alarm goes out!

The party should work at getting out of town. As they do so, they will have the following two encounters, one at a time. In the meantime, the cleric will cast his gate spell, bringing in a planetar! The planetar will begin assisting the slaves in attacking the orcs and other inhabitants. Giants, spell casters, and fighter types can be seen (if looked for) coming into the fray. Eventually, if the party watches, the marlith statue comes to life and the two outsiders battle in a cloud of light and dark.

Meanwhile, the party has their own problems...

Encounter 9 – The First Defense

Note: Encounters 8 and 9 are two encounters back to back. These encounters are broken up (rather than thrown at the party in a single clump) to allow the party a moment's breath between the two attacks. Still, encounters 8 and 9 are intended to be played as if they are one, big, rolling encounter. Feel free to read or paraphrase the following:

Chaos is about to feed upon itself. As you left the slaves to their fate, you could hear the cleric reading off of his ancient scroll. As the last word fades a wave of force slams into the area behind you. Even the ground under your feet ripples! You can see orcs, ogres and hill giants knocked to the ground as a nimbus of white light appears in the air. There, hanging from nothing, is the picture of an impossibly beautiful winged creature. Is it a man? Is it a woman? Who is to say! The picture moves and slowly becomes real. With a single swing of its blade, it decapitates the nearest giant. Then its wings beat and a horrible, yet wonderful, THRUMMING fills the air.

There is the loud sound of cracking stone from the center of the orc encampment. Bursting from chambers in the ziggurat, are beasts flying in your direction! Death takes to the air...

APL 2 (EL 4)

Stirges (4): hp 5 each; See *Monster Manual* page 236.

Ogre Mage (1): hp 27; See Appendix 2

APL 4 (EL 6)

Stirges (8): hp 7 each; See *Monster Manual*/page 46.

Ogre Mage (1): hp 39; See Appendix 2

APL 6 (EL 8)

Stirges (11): hp 8 each; See *Monster Manual* page 46.

Ogre Mage (1): hp 48; See Appendix 2

APL 8 (EL 10)

Fiendish Raven Swarms (3 dice) (3): hp 13 each; See Appendix 1.

Stirges (12): hp 9 each; See *Monster Manual* page 46.

Ogre Mage (1): hp 53; See Appendix 2

APL 10 (EL 12)

Fiendish Raven Swarms (6 dice) (5): hp 13 each; See Appendix 1.

Stirges (12): hp 10 each; See *Monster Manual* page 46.

Ogre Mage (1): hp 74; See Appendix 2

Tactics: The ogre mage is the trainer for flying beasts in this encampment. He is also a local controller for the fiendish ravens encountered earlier. This ogre mage is a cruel, megalomaniac of a beast and loves to use its abilities as best it can to crush a foe, then move on to the next. As such, the monsters will burst out of the ziggurat, which is 60 feet from the barracks. They are ready for blood and will go directly to the party. At APLs 2-8, the monsters will tend to focus more on unarmored foes. The ogre mage will use its abilities to try to attack by surprise (going invisible if possible). It is not afraid of using its cone of cold effect on the party, even it means catching some of its allies in the blast.

At all levels, the stirges are a force to be reckoned with. Their ability to drain constitution on a touch attack is something the party will have to deal with quickly or be severely weakened for the next encounter.

Finally, at the highest levels the fiendish raven swarms return. They will do their best to hamper party members not engaged by the stirges.

Development: After the monsters are dead, they can try to flee the camp. If they simply run, they will have a better position to fight encounter 9. If they take time to heal, encounter 9 begins at a closer distance (see below).

Encounter 10 – The Last Defense

Read or paraphrase the following:

The question of escaping the orc settlement still hangs in the air. Sounds of violence – screams, arcane shouts, and that still all pervasive THrumming draw your attention back to the encampment. All of the energies have cleared the mists, although the drizzle is still in the air. The form in the middle of the encampment, that horrible dagger thrusting itself through the bosom of the earth, is a ziggurat nearly 50 ft high. At its top sits a stone statue of a marlith – its upper half a seductively beautiful woman, its lower half an obviously deadly snake. Her six arms hold skulls. As you watch, the stone gains color and then, and then there is a Rattling in the air. Her tail twitches and her arms draw deadly swords. With an evil glint she begins to slide towards the planetar...

But you are not yet free. Between you and freedom is a squadron of orcs. They must have come back from a patrol at a time not exactly favorable to your party. They grin wickedly as they notice you...

APL 2 (EL 4)

Orcs (4): hp 5 each; See *Monster Manual*/page 203.

Worg (1): hp 30 each; See *Monster Manual* page 256.

APL 4 (EL 6)

Orcs (6): hp 5 each; See *Monster Manual*/page 203.

Worgs (3): hp 30 each; See *Monster Manual* page 256.

APL 6 (EL 8)

Ogres (4): hp 29 each; See *Monster Manual* page 199.

Worgs (3): hp 30 each; See *Monster Manual* page 256.

APL 8 (EL 10)

Hill Giants (2): hp 102 each; See *Monster Manual* page 123.

Dire Wolf (4): hp 45 each; See *Monster Manual* page 65.

APL 10 (EL 12)

Hill Giants (4): hp 102 each; See *Monster Manual* page 123.

Winter Wolves (4): hp 51 each; See *Monster Manual* page 256.

Tactics: The monsters are coming in from a patrol when the fight breaks out in the camp. It is just the party's bad luck to be in their way. The monsters crest a hill 55 feet away, or 110 feet away if the party did not take time to heal in town (this is to avoid really pounding on a damaged party). While the battle rages, there should be signs that battle is starting to come the way of the party. For example, describe a group of orcs approaching from the encampment when the planetar hits them with a *flamestrike*, killing them instantly.

Development: After the monsters are dead, the party can make it to the top of the hill overlooking the camp. They can look back to see the planetar and the marilith engaged in a horrible hand-to-hand battle. Her snake-like body is wrapped around the planetar, crushing him. He is swinging at a blinding speed, deflecting her six swords. The party can see the surviving prisoners rush forward around a building then disappear from sight. Suddenly, a thick black cloud (it is a *fog cloud*) obscures the scene of battle.

The party is now free to escape. If they are dawdling, then have encounters 8 and 9 start to spawn together from the settlement and head their way (it won't catch up). Repeat as necessary until the party runs off...

Encounter 11 – Answers and Questions

Be aware the party may have made it back to Gensal without triggering the final encounter. In such a case, they will NOT encounter the planetar.

Presuming they did fight the final encounters, the party has journeyed off towards Gensal, or possibly the last waypoint (describe the last Way Point as “a mass of broken stones, scattered for a half mile in all directions”)

As the party travels, it will be intercepted by the planetar. It teleports in and asks to speak with the party. It has no name and is not interested in small talk. It will tell them it fought as long as the cleric Joznan was alive.

When Joznan died, the magic binding it to the area died with him and it was forced a few minutes later to return to its own plane. However, it did manage to kill the marilith before it left. After returning, it asked and received permission from the higher powers to return and grant the party “thanks” for freeing the cleric from its bonds. It stares intently at the party for a minute and then tells them it senses something about them, a destiny, perhaps. With their permission, it will attempt to awaken this within them... Any who agree will be brushed by its feathers of its right wing. Those who disagree will suddenly feel cold, as if in a dark shadow. Those touched receive “Prophecy!” on the AR.

After thanking them again, it leaves. As it fades away, it tells the party to be wary of The Enemy.

The party may continue on their way to Gensal.

Once there, they may decide to confront Kruptan, or refuse to turn over their notes to him. He cares not. They can turn the notes over to who they will, but he will write them up for their refusing to acknowledge his authority. If they refuse to turn over the notes, they receive “The Hand of Kruptan” on the AR. If they have the former slaves with them, Kruptan will hear of it and insist on an audience (as well as the notes the former slaves have been talking about).

However, digging around will reveal that Kruptan has an alibi. He was not assigned to this area until AFTER the raid on Gensal. He claims to have been in Critwall with Lord Natan Enerick's forces during the initial fighting. If the party wants to go to Critwall and investigate further, they can. There they can find soldiers who remember Kruptan being in Critwall when he was promoted to Gensal, but none who actually remember him during the fighting itself. If they turn the notes over to Torkeep, or the original duty sergeant, they will be told the matter of Kruptan will be investigated.

Conclusion

Read or paraphrase the following:

The affairs that came out of scouting the Gensal region were not immediately revealed to the public. However, as time went by, it was clear SOMETHING occurred. A heavy contingent of Knights of Holy Shielding, bolstered by members of the Arcanists Society and the Church of Holy Shielding went to Gensal. Not all of them returned, and those that did refused to speak of what they found.

Word arrived that South Keep was giving an excellent spear to each person of legal age that would

move there to settle the fields near the Nyr Dyv. A number of families in Tent Town (the homeless encampment outside of Critwall) took them up on the offer. Additional word of an additional contingent of soldiers, decked in new armor and bearing axes from the Bright Sentry Armory headed off to bolster Gensal.

Then, one day, a visitor appeared to you. It was Loyan, Torkeep's man. He told you the work you did was impressive and some in the Shield Lands had noticed. Some funds had been set aside, substantial funds, by the way, by forces friendly to the party. It was hoped these funds will assist the party in their future efforts against evil. Further, in a recent battle, a number of items of some small power were recovered. You are offered an opportunity to purchase them before they are offered for others. Clearly, your work impressed someone! What does the future bring for the Shield Lands? Rain to wash away the blood of the innocent? Or blood to stain the ground after a fresh rain? Only time will tell...

Epilogue:

It has been one month exactly since your first encounter with the planetar. Something DID awaken within you. You can tell. Something wonderful? Or dreadful? You now get headaches, some numbingly so. And then, one night you had your first dream of prophecy... It is a heavy rain-soaked street, at night, in Critwall. You are floating above the streets. Suddenly, your point of view shifts to reveal two figures: One, for some reason, you KNOW is Lord Enerick, the other you simply KNOW is Simen Sharn. Simen is running from Enerick. Enerick yells he will see Simen dead! He finally catches up to Simen and stabs him. Simen lurches back, pulling the sword from Enerick's grasp. Enerick grabs Simen around the neck and begins to choke him. Wings of blood appear beneath the boys form as his life is choked from him. You can feel the blade in your stomach and feel Enerick's hands at your throat. The scene goes black.

This concludes Blood and Rain.

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 5

Defeat monsters

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Encounter 6

Defeat monsters

ALL APLS	60 XP
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Encounter 9

Defeat monsters

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 10

Defeat monsters

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Story Award

Objective met – The notes are retrieved:

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP

Total Possible Experience:

APL 2	450 XP
APL 4	675 XP

APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast identify, analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Conclusion

APL 2: Coin: 300 gp

APL 4: Coin: 450 gp

APL 6: Coin: 600 gp

APL 8: Coin: 900 gp

APL 10: Coin: 1575 gp

Total Possible Treasure

APL 2: Coin: 300 gp

APL 4: Coin: 450 gp

APL 6: Coin: 600 gp

APL 8: Coin: 900 gp

APL 10: Coin: 1575 gp

Special

Prophecy!: You have had something awakened within you by the planetar. Once an adventure, you may use an *augury* at a caster level equal to your character level. However, using this gift is painful, and you suffer a –2 penalty to all attack rolls, skill checks, and ability checks for one hour following the gift’s use. You lose this gift after 3 years.

Contact with Heironeous: You have had a peaceful contact with an outsider, and also a direct representative of Heironeous. This may affect your character.

Consideration for Promotion: If you are a member of the Standing Army of the Shield Lands when you played this adventure, you are treated as having 4 extra ranks in Profession (soldier) for determining your rank in the army. This benefit does not actually grant any ranks in Profession (soldier).

Hand of Kruptan: Kruptan has learned you did not tell him everything you found. He has spread word of what he perceives as an “ankle-biting politically motivated attitude”. You gain a -2 circumstance modifier on all Charisma based checks when dealing with members of the Standing Army of the Shield Lands.

Spoils of War: You have been granted a first shot at any of the items listed on the AR below. All of the items have a frequency of adventure except for the spears (see

Shallowrose Spears). You may only purchase one of any given item (i.e., only one *wand of bless*).

Shallowrose Spears: You have access to both a *+2 spear* as well as a *+1 orc bane spear* of any legal form listed in the *Player's Handbook* (i.e., short, long, etc.) made from normal materials. This access is regional.

Items for the Adventure Record

Item Access

APL 2:

- Wand of Bless (CL 1) (Adventure; DMG; 750 gp)

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

- Wand of Hold Person (Adventure; DMG; 4,500 gp)
- Wand of Melf's Acid Arrow (Adventure; DMG; 4,500 gp)
- Arcane Scroll of Cloudkill (Adventure; DMG 1,125)
- +1 Chain Shirt of Silent Moves (Adventure; DMG; 5,000 gp)

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

- Ring of Protection +2 (Adventure; DMG; 8,000 gp)
- Potion of Heroism (Adventure; DMG 750 gp)

APL 8 (all of APLs 2-4 plus the following):

- Bracers of Armor +3 (Adventure; DMG 9,000 gp)

APL 10 (all of APLs 2-4 plus the following):

- Adamantine Battleaxe (Adventure; DMG; 3,010 gp)
- Ring of Spellstoring, Minor (Adventure; DMG; 18,000 gp)

Appendix One – New Monsters

Fiendish Raven Swarm (3 Dice)

Tiny Magical Beast Swarm

Hit Dice: 3d8 (13 hps)

Initiative: +2

Speed: 5 ft., fly 40 ft. (good)

Armor Class: 16 (+4 size, +2 dex), touch 14, flat-footed 12

Base Attack/Grapple: +2/-

Attack: Swarm (1d6)

Full Attack: Swarm (1d6)

Space/Reach: 10 ft./0 ft. (Shapeable)

Special Attacks: Distraction, smite good, wounding

Special Qualities: Darkvision 60 ft., half damage from slashing and piercing, low-light vision, resistance cold/fire 5, spell resistance 8, swarm traits

Saves: Fort +3, Ref +7, Will +3

Abilities: Str 3, Dex 15, Con 10, Int 4, Wis 14, Cha 6

Skills: Listen +11, Spot +11

Feats: Alertness, Extended Reach, Lightning Reflexes

Environment: Lands of Iuz

Organization: Solitary, flight (2-4 swarms), or colony (11-20 swarms)

Challenge Rating: 2

Treasure: None

Alignment: Chaotic Evil

Level Adjustment: -

A fiendish raven swarm is a murder of hundreds of ravens suddenly joining together with an almost evil thirst for blood.

Combat:

A raven swarm will surround and attack any warm-blooded prey it encounters. The swarm deals its swarm damage (1d6) to any creature whose space it occupies at the end of its movement. The swarm also deals this to any creature occupying a space next to it at the end of its movement due to its extended reach (See below) (basically, the swarm of ravens is a flurry of activity and any adjacent to the swarm will take damage as the ravens mob about the space they are in.

Smite Good (SU): Once per day the fiendish raven swarm may deal 3 extra hit points to a single good foe that it can attack that round.

Distraction (EX): Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Wounding (EX): Any living creature damaged by a raven swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped on a DC 10 Heal check or the application of a *cure* spell or some other healing magic.

Extended Reach: (From Savage Species page 34) Your flexible body allows you to reach farther than normal.

Prerequisite: small or larger size, nonrigid body or a nonrigid attack form such as a tentacle, feeler, or pseudopod.

Benefit: Your body or a part of your body with which you can deliver a melee attack is boneless and flexible, allowing you to threaten a larger than normal area with melee attacks. Add +5 to your normal reach.

Fiendish Raven Swarm (6 Dice)**Tiny Animal Swarm****Hit Dice:** 6d8 (27 hps)**Initiative:** +2**Speed:** 5 ft., fly 40 ft. (good)**Armor Class:** 16 (+4 size, +2 dex), touch 14, flat-footed 12**Base Attack/Grapple:** +2/-**Attack:** Swarm (2d6)**Full Attack:** Swarm (2d6)**Space/Reach:** 10 ft./0 ft. (Shapeable)**Special Attacks:** Distraction, smite good, wounding**Special Qualities:** Damage resistance 5/magic, darkvision 60 ft., half damage from slashing and piercing, low-light vision, resistance cold/fire 5, spell resistance 11, swarm traits**Saves:** Fort +5, Ref +9, Will +5**Abilities:** Str 3, Dex 15, Con 10, Int 4, Wis 14, Cha 6**Skills:** Listen +11, Spot +11**Feats:** Alertness, Extended Reach, Lightning Reflexes**Environment:** Lands of Iuz**Organization:** Solitary, flight (2-4 swarms), or colony (11-20 swarms)**Challenge Rating:** 5**Treasure:** None**Alignment:** Chaotic Evil**Level Adjustment:** -

A raven swarm is a murder of hundreds of ravens suddenly joining together with an almost evil thirst for blood.

Combat:

A raven swarm will surround and attack any warm-blooded prey it encounters. The swarm deals its swarm damage (2d6) to any creature whose space it occupies at the end of its movement. The swarm also deals this to any creature occupying a space next to it at the end of its movement due to its extended reach (basically, the swarm of ravens is a flurry of activity and any adjacent to the swarm will take damage as the ravens mob about the space they are in.

Smite Good (SU): Once per day the fiendish raven swarm may deal 6 extra hit points to a single good foe that it can attack that round.

Distraction (EX): Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Wounding (EX): Any living creature damaged by a raven swarm continues to bleed, losing 2 hit points per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped on a DC 10 Heal check or the application of a *cure* spell or some other healing magic.

Extended Reach: (From Savage Species page 34) Your flexible body allows you to reach farther than normal.

Prerequisite: small or larger size, nonrigid body or a nonrigid attack form such as a tentacle, feeler, or pseudopod.

Benefit: Your body or a part of your body with which you can deliver a melee attack is boneless and flexible, allowing you to threaten a larger than normal area with melee attacks. Add +5 to your normal reach.

Fiendish Raven Swarm (9 Dice)**Tiny Animal Swarm****Hit Dice:** 9d8 (41 hps)**Initiative:** +2**Speed:** 5 ft., fly 40 ft. (good)**Armor Class:** 16 (+4 size, +2 dex), touch 14, flat-footed 12**Base Attack/Grapple:** +2/-**Attack:** Swarm (3d6)**Full Attack:** Swarm (3d6)**Space/Reach:** 10 ft./0 ft. (Shapeable)**Special Attacks:** Distraction, smite good, wounding**Special Qualities:** Damage resistance 5/magic, darkvision 60 ft., half damage from slashing and piercing, low-light vision, resistance cold/fire 10, spell resistance 14, swarm traits**Saves:** Fort +6, Ref +10, Will +6**Abilities:** Str 3, Dex 15, Con 10, Int 4, Wis 14, Cha 6**Skills:** Listen +11, Spot +11**Feats:** Alertness, Extended Reach, Lightning Reflexes**Environment:** Lands of Iuz**Organization:** Solitary, flight (2-4 swarms), or colony (11-20 swarms)**Challenge Rating:** 7**Treasure:** None**Alignment:** Chaotic Evil**Level Adjustment:** -

A raven swarm is a murder of hundreds of ravens suddenly joining together with an almost evil thirst for blood.

Combat:

A raven swarm will surround and attack any warm-blooded prey it encounters. The swarm deals its swarm damage (3d6) to any creature whose space it occupies at the end of its movement. The swarm also deals this to any creature occupying a space next to it at the end of its movement due to its extended reach (basically, the swarm of ravens is a flurry of activity and any adjacent to the swarm will take damage as the ravens mob about the space they are in.

Smite Good (SU): Once per day the fiendish raven swarm may deal 9 extra hit points to a single good foe that it can attack that round.

Distraction (EX): Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Wounding (EX): Any living creature damaged by a raven swarm continues to bleed, losing 3 hit points per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped on a DC 10 Heal check or the application of a *cure* spell or some other healing magic.

Extended Reach: (From Savage Species page 34) Your flexible body allows you to reach farther than normal.

Prerequisite: small or larger size, nonrigid body or a nonrigid attack form such as a tentacle, feeler, or pseudopod.

Benefit: Your body or a part of your body with which you can deliver a melee attack is boneless and flexible, allowing you to threaten a larger than normal area with melee attacks. Add +5 to your normal reach.

APPENDIX 2 – ENCOUNTER TABLES

APL 2

Encounter Eight

Ogre Mage: CR 2; Medium Giant; HD 3d8+9; hp 27; Init +4 (Improved Initiative); Spd 40 ft., fly 40 ft. (good); AC 16, touch 10, flat-footed 16 (+0 dex, +2 natural armor, +4 chain shirt); Base Atk/Grp: +2/+5; Atk +4 (1d10+4, greatsword) or +2 ranged (1d8, longbow); Full Atk +5 melee (1d10+4, greatsword) or +2 ranged (1d8, longbow); Space/Reach: 5ft./5ft.; SA: Spell-like abilities; SQ Darkvision 60 ft., regeneration (reattachment); AL CE; SV Fort +6, Ref +1, Will +4; Str 16, Dex 10, Con 17, Int 10, Wis 12, Cha 16.

Skills and Feats: Concentration +8, Listen +4, Spellcraft +4, Spot +4; Improved Initiative, Iron Will.

Spell-like Abilities: Caster Level 7; (DC = 13 + spell level); *charm person* 1/day, *sleep* 1/day, *darkness* 1/day, *invisibility* 1/day

Possessions: greatsword, longbow

APL4

Encounter Eight

Ogre Mage: CR 4; Medium Giant; HD 4d8+16; hp 39; Init +4 (Improved Initiative); Spd 40 ft., fly 40 ft. (good); AC 18, touch 10, flat-footed 18 (+0 dex, +4 natural armor, +4 chain shirt); Base Atk/Grp: +3/+7; Atk +7 (1d10+6, greatsword) or +3 ranged (1d8, longbow); Full Atk +7 melee (1d10+6, greatsword) or +3 ranged (1d8, longbow); Space/Reach: 5ft./5ft.; SA: Spell-like abilities; SQ Darkvision 60 ft., regeneration 1, spell resistance 14; AL CE; SV Fort +7, Ref +1, Will +5; Str 18, Dex 10, Con 19, Int 12, Wis 14, Cha 16.

Skills and Feats: Concentration +8, Listen +6, Spellcraft +6, Spot +6; Improved Initiative, Iron Will.

Spell-like Abilities: Caster Level 8; (DC = 13 + spell level); *charm person* 1/day, *sleep* 1/day, *darkness* 3/day, *invisibility* 3/day, *gaseous form* 1/day, *polymorph self* 1/day

Possessions: greatsword, longbow

APL 6

Encounter Eight

Ogre Mage: CR 6; Large Giant; HD 5d8+20; hp 48; Init +4 (Improved Initiative); Spd 40 ft., fly 40 ft. (good); AC 18, touch 10, flat-footed 18 (+0 dex, -1 size, +5 natural armor, +4 chain shirt); Base Atk/Grp: +3/+8; Atk +7 (3d6+7, greatsword) or +2 ranged (2d6, longbow); Full Atk +7 melee (3d6+7, greatsword) or +2 ranged (2d6, longbow); Space/Reach: 10ft./10ft.; SA: Spell-like abilities; SQ Darkvision 60 ft., regeneration 1, spell resistance 20; AL CE; SV Fort +7, Ref +1, Will +5; Str 20, Dex 10, Con 19, Int 14, Wis 14, Cha 16.

Skills and Feats: Concentration +11, Listen +6, Spellcraft +6, Spot +6; Improved Initiative, Iron Will.

Spell-like Abilities: Caster Level 9; (DC = 13 + spell level); *charm person* 1/day, *sleep* 1/day, *darkness* at will, *invisibility* at will, *gaseous form* 1/day, *polymorph self* 1/day, *cone of cold* 1/day.

Possessions: greatsword, longbow

APL 8

Encounter Eight

Ogre Mage: CR 8; Large Giant; HD 5d8+25; hp 53; Init +4 (Improved Initiative); Spd 40 ft., fly 40 ft. (good); AC 18, touch 10, flat-footed 18 (+0 dex, -1 size, +5 natural armor, +4 chain shirt); Base Atk/Grp: +3/+8; Atk +8 (3d6+9, greatsword) or +2 ranged (2d6, longbow); Full Atk +8 melee (3d6+9, greatsword) or +2 ranged (2d6, longbow); Space/Reach: 10ft./10ft.; SA: Spell-like abilities; SQ Darkvision 60 ft., regeneration 2, spell resistance 18; AL CE; SV Fort +7, Ref +1, Will +5; Str 22, Dex 10, Con 21, Int 14, Wis 14, Cha 18.

Skills and Feats: Concentration +11, Listen +6, Spellcraft +6, Spot +6; Improved Initiative, Iron Will.

Spell-like Abilities: Caster Level 9; (DC = 14 + spell level); *charm person* 1/day, *sleep* 1/day, *darkness* at will, *invisibility* at will, *gaseous form* 1/day, *polymorph self* 1/day, *cone of cold* 1/day.

Possessions: greatsword, longbow

APL 10

Encounter Eight

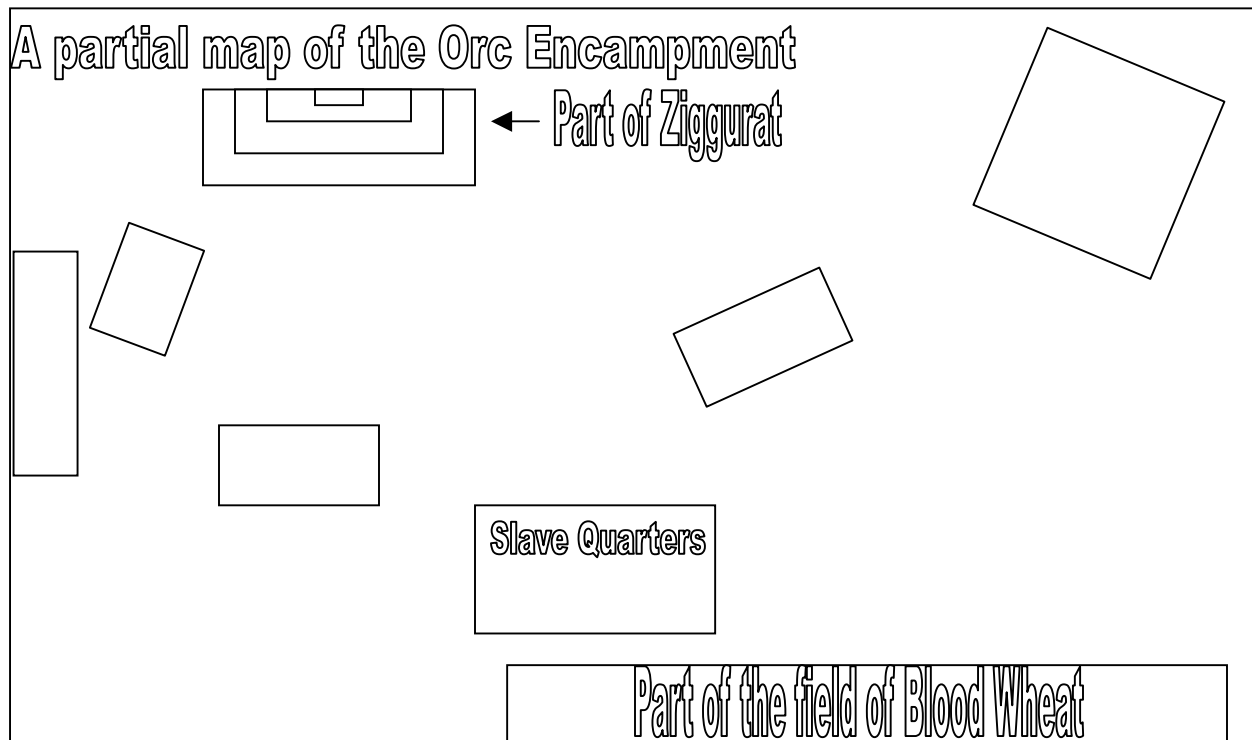
Ogre Mage: CR 10; Large Giant, Fighter 2; HD 5d8+25 (Ogre Mage), 2d10+10 (Fighter); hp 75; Init +4 (Improved Initiative); Spd 40 ft., fly 40 ft. (good); AC 18, touch 10, flat-footed 18 (+0 dex, -1 size, +5 natural armor, +4 chain shirt); Base Atk/Grp: +5/+10; Atk +11 (3d6+9, greatsword) or +2 ranged (2d6, longbow); Full Atk +11 melee (3d6+9, greatsword) or +2 ranged (2d6, longbow); Space/Reach: 10ft./10ft.; SA: Spell-like abilities; SQ Darkvision 60 ft., regeneration 2, spell resistance 20; AL CE; SV Fort +10, Ref +1, Will +5; Str 22, Dex 10, Con 21, Int 14, Wis 14, Cha 18.

Skills and Feats: Concentration +13, Handle Animal +6, Listen +6, Spellcraft +6, Spot +6; Improved Initiative, Iron Will, Weapon Focus Greatsword, Ability Focus (*Cone of Cold*).

Spell-like Abilities: Caster Level 9; (DC = 14 + spell level, 16 + spell level for *cone of cold*); *charm person* 1/day, *sleep* 1/day, *darkness* at will, *invisibility* at will, *gaseous form* 1/day, *polymorph self* 1/day, *cone of cold* 1/day.

Possessions: greatsword, longbow

Appendix Three – Map of the Encampment



The above map is not intended to be ALL of the encampment by any means. It is merely intended to give an idea of what the part of the encampment the party is encountering is like.

The distance from the Ziggurat to the closest edge of the slave's quarters is about 60 feet.

If the party insists on exploring the encampment, they do so at their peril. The referee is free to make up any suitable buildings/details, etc. The goal is to discourage exploration, rather than force an encounter that is not suitable. If the party DOES force an encounter, then ALL of the monsters listed at APL 2 through 10 of encounters 6, 8 and 9 can be encountered at once. The party should be encouraged to flee, rather than fight.

Player Handout #1

The following is considered common knowledge, more or less....

The Shield Lands were nearly destroyed by two things: the Evil of Iuz, and the elite attitude of the Shield Lands' Council of Lords. By refusing the aid of Furyondy, the Shield Landers found themselves woefully outnumbered and quickly pushed off of the continent by Iuz's armies. However, time and dedication, honor and blood bought back inch by inch of precious land. Nearly two decades since the war started, and now the Shield Lands owns much it once had lost.

Bright Sentry is an island ruled by Lord Natan Enerick. He is only an acting lord until his ward, young Simen Sharn, can be put into power. Simen is barely 14 and is now eligible to sit on the council in a "training" status, so to speak. At 16, he can be sworn in if deemed worthy.

Critwall is the new capital. It has swollen with population and many of its citizens live in "tent town" outside its main city walls. It is where Castle Critwall is located, as well as the Council of Lords. The Council is ruled by Lady Katarina. Two years ago, she died. But due to some heroic deeds, her soul was recovered and she lives again. She is immensely popular with most of the Shield Lands.

South Keep is the shining example of the Shield Lands. The Soldiers of the Standing Army, the adventurers, the local citizens: all have banded together to form a staunch bulwark against Iuz, as well as reopen an excellent trading center.

Torkeep is the realm of Lord Torkeep. He is quite the bear of a man who is fiercely loyal to Lady Katarina.

His attitude has angered many in the council who see him as too militaristic. But, as he would say "How can one be TOO militaristic during wartime?"

Gensal. You don't want to live here. It was recently liberated from Iuz, rebuilt, only to be destroyed and liberated again. It is the source of a LOT of rebuilding activity, once again.