

VEL4-05

Heart of Darkness

A one Round D&D LIVING GREYHAWK[®]

Veluna Regional Adventure

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The advance of the forces of evil has been halted. It is time to start planning counter offensives against their strongholds in Whitehale and Sepher. Are you up to sneaking past legions of orcs, undead, or worse to discover what darkness lies in a man's heart? An adventure for APLs 6-12.

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

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Introduction

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

Preparation

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

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

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

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

Keep in mind that you must have at least 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.

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to

determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

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

APL also affects the amount of experience 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 face 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 three things that you can do to help even the score.

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Archclericy of Veluna. Characters native to Veluna 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.

	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

Adventure Background

The advance of Herion's forces has been stopped at Mitrik. The cloud that seems to center on Herion has pulled back to the north. It is time to start gathering information and planning for a counter attack.

The Defenders of Veluna have been doing just that. They have a group of operatives up north based in the Forest of Whispers. They have determined that Herion is in Castle Sepher, since the center of the cloud is there, but they do not know who is in charge of Whitehale.

The group has reported a number of caravans coming from Castle Sepher with numerous goods and weapons on them. They have unable as of yet to determine where the weapons are coming from, but they know it isn't Castle Sepher itself. Castle Sepher does not have the facilities to produce that many weapons, so they have to be imported.

The Defenders have decided to try to determine the current status of Whitehale. They would like to know who is in charge and get a closer look at those shipments.

Adventure Summary

It is the main objective of the PCs is to discover that Rinen Fallsop is in charge of Whitehale, with a secondary objective of discovering the weapons coming from Dyvers.

The introduction brings the PCs to Veluna City where they will notice the current state of affairs at the city. The Mitrik Temple Guard are overworked trying to protect the city while also handle their own duties. It is here they will meet Jolene, a Defender of Veluna and she will invite them to a meeting later.

Encounter one is the meeting with Jolene. She asks the PCs to go to Whitehale and discover who is in charge of the city.

Encounter two is traveling to the city, depending on how the PCs decide to travel there will determine the nature of the encounter.

Encounter three is with the resistance movement up north. They are led by a Defender named Lastavenham, he will guide the PCs into the city if they don't have their own method of getting in.

Encounter four can be skipped if the PCs don't use Lastavenham's suggestion and go their own way. If they use the carts to enter the city they will have accomplished part of their mission and gotten into the city.

Encounter five involves possible avenues of investigation in Whitehale. The investigation should point to the Whitehale Cathedral of Rao.

Encounter Six is the Cathedral itself; the PCs can get an additional piece of information if they investigate the cathedral. It is here they meet the leader of Whitehale, Rinen Fallsop.

Encounter seven is the escape from Whitehale. The PCs will receive some help from Lastavenham and his crew.

Then the conclusion will bring the PCs back to Veluna City and Jolene, where they pass on their information.

VELUNA NOTE TO DMs: Any PC or NPC that attempts to cast *scry*, *divination*, *commune*, *contact other plane*, or *greater scrying* in this module will find their attempt blocked. They will feel great pressure on their minds and take 2d6 non-lethal damage.

Introduction

Ask the PCs if they have played VEL2-06 Under a Blood Red Sky or the Battle of Valkurl Interactive at MVC; if they have they will recognize Jolene as she approaches them. Jolene will do this many times today, so if the group does not know each other feel free to run this individually for each PC. Otherwise, she will pick them out as a group.

If any of the PCs are members of the Defenders of Veluna, they will be with Jolene and helping in the recruitment. Tell the PC what is happening and have them meet up with the rest of the party when they meet with Jolene in encounter 1.

Arriving in Veluna city is a relief after the hard travel across the country. You arrive through numerous refugee camps set up outside the wooden walls of the city. You wait in line at the gate while a human male with the tabard of the Mitrik Temple Guard checks out people entering the city. You overhear a man complaining, "Since Greyington has pulled their troops out there is never enough people to man the gates and these lines are getting longer and longer."

As you get closer to the gate, you notice a young woman standing next to the guardsman. She is wearing leather armor and has a long sword tied to her waist. She seems to be sizing those entering the city. She catches your eye and starts to approach you in line.

If the PC has played VEL2-06 Under a Blood Red Sky or the Battle of Valkurl interactive at MVC they will recognize her. If not, the PC may make a Knowledge (Local – VTF metaregion) DC20, Knowledge (Nobility and Royalty) DC15, or Bardic Knowledge DC20, they also recognize Mistress Jolene, a noblewoman of Veluna known to also be a skilled ranger. If they recognize her read the following.

You will recognize the woman approaching you as Jolene, a ranger and noble woman who has the ear of many important people around Veluna. She was once betrothed to Prince Thrommel of Furyondy, prior to his disappearance at the Battle of Emridy Meadows. There are even rumors that she is a member of the fabled Defenders of Veluna.

Weather or not the PCs recognize Jolene continue reading.

The woman/Jolene approaches you and whispers in your ear, "Meet me at Tannenbaum's Chalice tonight at 6 bells, my organization has a favor to

request of you. Come with me now, I'll take care of this little line delay for you."

If the PCs try to question Jolene here she will inform them that there are possible enemy agents here and she will not discuss anything, including her name, until they meet at the Tannenbaum's Chalice. If they continue to press her she will produce the paperwork that shows she is a captain in the Mitrik Temple Guard, which should satisfy most PCs. It is real so any forgery check will show her papers as such.

Assuming the PCs eventually follow her.

The woman/Jolene walks up to the guard at the gate and says, "This is the group/person I have been waiting for they are approved to enter the city."

She then hands you a note and says, "Give this to the bartender at Tannenbaum's Chalice and he will direct you to the proper place."

The guard responds, "Yes maam." He then looks at you and says, "You are free to enter the city."

Encounter One: Tannenbaum's Chalice

The PCs will get through the gate at around noon so they have 6 hours to do things as they see fit. This will permit 1 possibly more gather information check each takes 1d4+1 hours. Give the player the information at the listed DC and all the lower DC's.

Gather Information:

DC 5: Tannenbaum's Chalice is having a special on fish tonight. It seems a large load got stuck here and the merchants had to sell it cheap.

DC 10: The Plar Reddin Sarneth has pulled all his troops out of Veluna City and has redeployed them on his northern border to defend Greyington from the attackers up north. This has left the Mitrik Temple Guard to defend the city and keep the peace.

DC 15: The attacks around Mitrik seemed to have lightened, while the city is still under siege the enemy does not seem as determined to take the city as it was before.

DC 20: Plar Reddin Sarnath thinks he should be selected as the next Canon. He claims to have been chosen by Rao himself. He is pushing the College of Bishops to choose a new Canon soon.

DC 25: The center of the cloud has moved away from Mitrik and back north.

DC 30: The woman who talked to you is Jolene a member of the Defenders of Veluna.

When the PCs do decide to head for the Tannenbaum's Chalice read the following. Note the PCs do not have to be together as of yet, if they are change the text accordingly.

You enter into the jovial atmosphere of the Tannenbaum's Chalice. There are numerous people enjoying drinks and discussing the past day.

There will be no sign of Jolene. Assuming the characters eventually approach the bartender with the note given to them:

"The professor has arranged a private room for you in the back." The bartender points out a door in the back of the room.

The PCs at this point will probably want to ask the waitress or the bartender about the professor, if they do read or paraphrase the following.

The professor is Professor Jolene of the College of the Divine. She in the past has traveled here from the college to do some research in the Veluna City archives. She told me that since the siege of Mitrik started she has not been able to return to Mitrik. She has been a good patron when in town and we have seen more of her recently.

The PCs will now possibly have seen two aspects of Jolene. Jolene is a Defender of Veluna and has the right to take both the captain of the Mitrik Temple Guard and the professor of the College of Divine title as needed. This may make the PCs suspicious. If they ask the bartender or the waitress about this they will respond.

Well, a person could be both a captain of the Mitrik Temple Guard and a professor of the College of Divine. She may have retired from the guard and is just helping out while she is stuck here. You'll have to ask her though.

They do not know any more about Jolene, or why she asked to meet the PCs here.

When the PCs decide to enter the room read or paraphrase the following. This is where the party meets if they are not already together.

You enter into the back room of the Tannenbaum's Chalice. It is much quieter back here and refreshments have already been set out for you. The woman asked you to meet her here is not yet present.

If the PCs do not know each other this would be a good time for them to introduce themselves.

The woman who met you outside the city gates enters the room. Her look is softer now having given up the leather armor for a dress and she does not appear to be armed.

If any Defenders of Veluna PC's are with here, have them describe themselves now.

She looks around the room and notes the people present. She then begins, "I am sorry for all the mystery getting you here. The enemy has agents everywhere and I wanted to make sure you weren't followed and I wasn't recognized. These security precautions are to try to protect you for what I am about to ask you to do. But first, let me introduce myself I am Jolene, official of the Church of Rao assigned to special missions. I am here to ask you to do a favor for the Church and Veluna herself."

She looks around the room and continues, "Now I wouldn't expect you to accept without knowing the details. We have been tracking the movements of the enemy forces in the Whitehale Diocese. We have determined that they have three major staging areas. They have a camp near what used to be Swan Hill, Whitehale City, and Castle Sepher. We have determined that Herion has moved away from Mitrik and is now at Castle Sepher, unless he has someone else who can power that cloud generator he has. Swan Hill is from what we can gather just a meeting area for the troops coming down out of the Yatil Mountains. The mystery to us is Whitehale City, we have spotted shipments coming into it from castle Sepher. We are very interested in two things: one, what those shipments are and two, who is running the show in Whitehale."

She pauses for a moment and then continues, "This is where you come in, I want you to get into Whitehale and determine what the contents of the crates are, and where they are coming from. Second I want you to discover who is in charge of Whitehale. Once you have this information please report this back to me here. We do have some assets in place to help you enter the city but after that you are on your own. So, are you interested?"

Until they agree she will not give any further details.

If the PCs ask about payment she will respond.

Jolene says, "I can provide horses and travel rations, you do have a long distance to travel."

If the continue to ask about money read the following.

"The church remembers those who help them out, but if money is all that motivates you," she pauses looking almost disappointed, "I can offer 100 gp each to those who wish it. Each who wishes payment let me know on the way out and I'll make sure it is ready when you return."

Make note who wants and accepts payment from Jolene, they DO NOT get the favor of the Defenders of Veluna at the end of the module.

After the PCs accept the mission she will continue with more details.

"Ok with that settled lets get down to the details," Jolene begins again. "It is your choice on how you travel to Whitehale. Once there you will need to enter the city. If you have a method to do so, feel free to use it. We also have some agents operating out of the Forest of Whispers who can help you get into the city. If you wish to meet with out agents let me know so I can send a message to them to expect your arrival."

"We know little about what is going on inside Whitehale," she continues. "We do know that they have unintelligent undead guarding the walls. They also have an orc camp north of the city, their war chief's name is Garrong. There are also mercenaries within the town so as long as you do not show any obviously outward signs you follow a good deity you should be fine."

Jolene pauses for a second then continues, "This is not an assassination mission. You do not need to kill the leader of Whitehale, just find out who it is and get out. The leader himself may be more than you can handle alone so don't try unless you think you are up to it."

Jolene stops then asks, "That is all I can think of right now any questions?"

She then pauses and waits for questions. Here are some answers to typical questions.

Who is our contact in the Forest of Whispers?

His name is Lastavenham Windfeather he is a half-elf ranger that is quite familiar with the area. He will have a pendent that looks like this. She shows you a pendant with a howling wolf engraved on it.

How do we meet Lastavenham?

If you wish to meet him just let me know before you leave and then just enter the Forest of Whispers and setup camp at the southern edge. He will be told to expect your arrival and will find you.

How do we know you actually work for the church and are not sending us into a trap?

You are free to check my credentials, I believe Archbishop Truft is in town and will be more than happy to confirm who I say I am. I do suggest you stay quiet about this meeting though, for your protection, we assume there are enemy agents in town and possibly even within the church itself.

GM Note: Archbishop Truft is in town and will be slightly annoyed with the intrusion. He will confirm Jolene is who she says she is and that she is doing church business.

How do you suggest we get there?

You know your own capabilities best. I can only suggest you make yourself as small a target as possible. Also I would stay well clear of Mitrik. While the siege there has lightened over the past couple of months there is still a sizeable enemy presence there.

Anything else you can tell us?

I am sure there is and right now I can not think of it. Lastavenham will have more information about the current situation in Whitehale than I do. So feel free to ask him any questions you see fit.

Encounter Two: Go North

This encounter depends on how the PCs decide to travel to Whitehale. Total distance is about 100 miles, about half through enemy territory. Encounter 2A is if they decide to travel by ground, encounter 2B by air, encounter 2C if they teleport into Whitehale proper. If the PCs decide to go to the Forest of Whispers directly by teleport they will miss this encounter unless they decide to teleport directly into the city after meeting with Lastavenham.

Please be sure to have the PC's roll any error chances on their teleports and adjudicate accordingly. If they try to teleport to the Forest of Whispers directly, the best they could get would be "seen once" and only that if their character background gives them some reason to have been there before. If they arrive off target and proceed on foot, you can use encounter 2A, just adjust the boxed text for time traveled.

GMs Note: The black cloud is 500 ft off the ground. There are no weather effects below the cloud, other than precipitation possibly coming through the cloud. The edge of the cloud starts about 30 miles from their

destination. The edge is sharp and definitely not natural. The cloud has the following effects.

1. Anyone flying through the cloud that is not evil needs to make a DC 20 fortitude save every round they are in the cloud or gain a negative level. There is another DC 20 fortitude save 24 hours later to shake off the effects.
2. The cloud creates a desecrate effect for all undead under it. All undead under the cloud stats have already been altered to reflect this.
3. The cloud blocks the sunlight so any undead or other creatures that are sensitive to daylight are unaffected under the cloud.
4. This cloud is magical in nature and completely unaffected by a magical weather control. It also can not be dispelled because the source of the magic is many miles away.

Encounter Two A: One if by Land

GMs Note: The black cloud has certain properties. See the GMs section at the beginning of this encounter.

You have started the long journey north into the Diocese of Whitehale. As you head north over the next couple of days the sky turns from a rather pleasant Velunan summer day with clear skies above head to a much angrier looking weather, much cooler and definitely much less pleasant. The days have turned into twilight and the nights are pitch black. Numerous times you will see birds of prey out hunting, the cloud cover making it difficult even during the day to find food, some of them flying so low as to almost hit you. In the middle of the third day an eagle flies right in the middle of your group before it realizes where it is, it squawks and flies away as quickly as possible.

This hawk is the orc druid so if the PCs decide to attack it use the appropriate stats.

As the third day continues you are climbing up a hill when a group of orcs appear on the top looking down on you.

Also let the PCs make a listen check vs. the druid's move silently check. As the druid lands behind them and changes form.

APL 6 (EL 8)

🐉 **Orc Barbarians(2):** Male Humanoid (Orc) Barbarian 2; HP: 24; see appendix 1.

🐉 **Light Warhorse(2):** Large Animal; HP 25 each; see Monster Manual.

🐉 **Orc Druid:** Male Humanoid (Orc) Druid 8; HP: 66; see appendix 1.

🐉 **Eagle:** Small Animal Companion; HP: 37; see appendix 1.

APL 8 (EL 10)

🐉 **Orc Barbarians(3):** Male Humanoid (Orc) Barbarian 3; HP: 34; see appendix 1.

🐉 **Light Warhorse(3):** Large Animal; HP 25 each; see Monster Manual.

🐉 **Orc Druid:** Male Humanoid (Orc) Druid 10; HP: 82; see appendix 1.

🐉 **Eagle:** Small Animal Companion; HP: 51; see appendix 1.

APL 10 (EL 13)

🐉 **Orc Barbarians(4):** Male Humanoid (Orc) Barbarian 4; HP: 48; see appendix 1.

🐉 **Heavy Warhorse(4):** Large Animal; HP 33 each; see Monster Manual.

🐉 **Vampire Orc Druid:** Male Undead (Vampire) Druid 11; HP: 99; see appendix 1.

🐉 **Eagle:** Small Animal Companion; HP: 51; see appendix 1.

APL 12 (EL 15)

🐉 **Vampire Orc Barbarians(4):** Male Undead (Vampire) Barbarian 5; HP: 45; see appendix 1.

🐉 **Nightmares(4):** Large Animal; HP 53 each; see Monster Manual.

🐉 **Vampire Orc Druid:** Male Undead (Vampire) Druid 13; HP: 117; see appendix 1.

🐉 **Eagle:** Small Animal Companion; HP: 65; see appendix 1.

Tactics: Set the orcs up at the top of the hill 50ft away from the heroes. Also behind the heroes approximately another 50ft away is the orc druid. The druid will land and change forms back to his orcish form and begin casting spells. Allow the PCs to make a listen check against the druids move silently check to notice him back there. Remember the listen check is – 5 (–1 for every 10 ft). The orcish barbarians will charge the heroes and the druid will cast support and delaying spells. If things look bad the druid will wild shape and try to escape, to get reinforcements.

After the fight the rest of the PCs journey is uneventful.

Encounter Two B: Two if by Air

GMs Note: The black cloud has certain properties. See the GMs section at the beginning of this encounter.

Make sure you note how far off the ground the PCs are flying. The devils will burst through the clouds at an altitude of approximately 500 ft. Note: If the PC's are wind walking, the devils are patrolling and are well aware of the capabilities of this spell. They will be checking out all clouds or vapors of the appropriate size for possible wind walkers. If the PC's are all in white to take advantage of the 80% chance to be mistaken for clouds, they may be able to get the drop on the devils. Note that they would have to be moving at the base speed of the wind because any cloud moving 60 mph (a lot faster than other clouds) would be obviously a wind walker.

You have started the long journey north into the Diocese of Whitehale. As you head north over the next couple of days the sky turns from a rather pleasant Velunan summer day with clear skies above head to a much angrier looking weather, much cooler and definitely much less pleasant. The days have turned into twilight and the nights are pitch black. You continue flying north when suddenly from out of the clouds comes unnatural creatures headed strait for you.

APL 6 (EL 8)

🐉 **Erinyes:** Female Outsider (Devil); HP: 90; See Monster Manual.

APL 8 (EL 10)

🐉 **Erinyes(2):** Female Outsider (Devil); HP: 90 each; see Monster Manual.

APL 10 (EL 13)

🐉 **Ice Devil:** Male Outsider (Devil); HP: 154; see Monster Manual.

APL 12 (EL 15)

🐉 **Ice Devil (2):** Male Outsider (Devil); HP: 154 each; see Monster Manual.

Tactics: The erinyes and ice devils are going to fly to get within range and then standoff with the PCs using their range weapons. They are starting 500ft up directly above the PCs.

Encounter Two C: Three if by Wizardy

GMs Note: The black cloud has certain properties. See the GMs section at the beginning of this encounter.

This encounter only happens if the PCs teleport directly into the Whitehale. They have setup a number of the tokens of teleport detection (see appendix 3 new rules) to detect people using their own tricks. If the PCs teleport directly to the camp to meet Lastavenham they miss this encounter and will lose experience. The PCs can not teleport into the Church of Rao in Whitehale. It is currently under a forbiddance spell, which prevents such activity. If they try they will appear outside the front door.

You have appeared in Whitehale city just as expected, the cloud is overhead. Suddenly devils appear near you and say, "Welcome intruders."

APL 6 (EL 8)

☛**Erinyes:** Female Outsider (Devil); HP: 90; See Monster Manual.

APL 8 (EL 10)

☛**Erinyes(2):** Female Outsider (Devil); HP: 90 each; see Monster Manual.

APL 10 (EL 13)

☛**Ice Devil:** Male Outsider (Devil); HP: 154; see Monster Manual.

APL 12 (EL 15)

☛**Ice Devil (2):** Male Outsider (Devil); HP: 154 each; see Monster Manual.

Tactics: The devils will appear where the nearest teleport detection token is 1d6x10 feet away. Use your imagination to set the scene here. The PCs could be teleporting to any number of places so make up a map as you see fit. The devils can fly so obstacles do not bother them; on the other hand this is essentially a surprise attack by the PCs so the terrain should not be set up as amazingly defensible for the devils. The devils are going to tend to stay away from the PCs and use their range abilities. If this fight takes more than 10 rounds start throwing in extra encounters from encounter 7, a new one every 5 rounds or so until the PCs are dead, retreat, or somehow leave quickly where they can not be tracked. If they retreat here or if any of the devils survive, the city will go on full alert and the mission will become essentially impossible for the PCs, proceed to encounter 7a.

Once the combat is complete and if the city is not in full alert proceed to encounter 5.

Encounter Three: Lastavenham's Crew

Assuming the PCs do as instructed and set up camp in the southern portion of the Forest of Whispers. He is in tune with the nature and animals here and is made aware when anyone enters the forest. So you may have to paraphrase a bit if the PCs are doing something else.

A couple of hours after you have made camp the world around you has turned from the dull twilight to the pitch black. You hear a voice call out of the trees nearby, "Ho there good travelers may I approach your camp? I am Lastavenham Windfeather and I was told to expect your coming."

Allow the PCs to be as paranoid as they like here. He will answer their questions honestly. His animal companion (a wolf) was patrolling the southern part of the forest when he picked up a new scent. It as ordered went to get Lastavenham and he came here to meet the PCs. He has the pendent that the PCs request, he will not throw it to them but he will step into the edge of the light to show them. Once the PCs are convinced of his identity continue.

A half-elf enters your camp wearing leather armor and a bow slung over his back. "As I mentioned before," the half-elf says, "I am Lastavenham Windfeather, Jolene sent me a message to expect your arrival. We should move, it is not safe here. I'll take you back to one of our camps where you can rest in relative safety, and there I will answer any questions you may have. If we use minimal light we should be relatively safe from snooping eyes above. Please pack up we need to move as soon as possible."

Assuming the PCs follow Lastavenham continue.

The trip through the forest in the pitch black is confusing to say the least. Only the best trackers could have found their way through this forest with this amount of light and this many trees. The noise of your armor seems to make a racket that would wake the dead in this forest. It is not helped by the silent and effortless way Lastavenham moves through these woods. After a couple hours of endless traipsing between trees you arrive at the mouth of a small cave. Lastavenham makes a bird call and it is answered relatively quickly from somewhere in the darkness. He then motions for you to enter the cave. About 20 feet into the cave is a tight curve and a heavy cloth hung over it, the hint of light around the edges. As you pass the

cloth you emerge into the light and some hastily prepared beds.

Lastavenham steps in behind you and says, "Feel free to partake in the comforts we have provided here. I am sorry we couldn't do better. This is not our main camp, but it is under the protection of our guards outside, so you do not need to worry about posting a watch. Rest here tonight and I'll return tomorrow morning to discuss what is yet to come."

With that Lastavenham turns and proceeds to leave.

If any of the PCs try to follow him have them make a move silently check against Lastavenham's listen check +14. If he doesn't hear them, they can watch him disappear into the night. If they follow them into the woods, they will eventually be spotted by some of the guards in the woods and a whistle will warn him, at which point he will find them. If the PC's somehow manage to scout around without being spotted, they will simply find him patrolling and several other rangers guarding the area. If he hears them he will stop and walk directly back to the PC and say.

"I understand you may not trust me, but we both have a mission to do here. Yours would be better served if you return to the cave and get a good nights rest. Tomorrow morning we will discuss how to proceed."

Feel free to keep the PCs paranoia up by making rolls. Ask what their listen check modifier is. Make more rolls. The goal here is to keep them on the edge. Ask them to make rolls. Make water dripping noises. Make a rat scurry across one of the PCs hand, waking them up. Once you have had enough fun tormenting the PCs read the following.

The morning is not much different than the evening before. It is still dark and you are not sure what time it is. The only real signal of morning is that Lastavenham has returned to wake you up.

He begins, "Well now that it is morning shall we discuss how to get you into Whitehale?"

He will wait for an affirmative from the PCs.

"Let me first discuss the current status of Whitehale as we know it. There is an orc camp north of the city; we have determined that their war chief is Garrong. He is a mean looking orc, but as far as we can tell he is otherwise ordinary. There are a number of humanoid mercenaries in and around the city. So if we can get you past the walls you shouldn't have problems moving about freely as long as you don't draw attention to yourself. The

walls are manned by mainly mindless dead. They are under the command of clerics and intelligent dead. I think they are just there to invoke fear more than protect the city. We have no idea who is actually in charge in Whitehale, but someone is, the guards and the gates are much more orderly than what orcs would do. Also the war chief is staying with his troops outside the city not in it. There is about a weekly caravan headed into the city from Castle Sepher. We have been able to confirm the center of the cloud is at the Castle, so we are assuming Herion is at Sepher and not in the City. The Pit Fiend General of the enemy forces has also been spotted flying above Sepher, we do not believe you will have to worry about him in the City either. So you have any plans on how you are going to enter the city?"

Lastavenham will listen and point out flaws in any plan the PCs have. The walls are possible, they have had a cleric once in a while sneak up and destroy a bunch of skeletons manning the walls so the guards finding a bunch of destroyed skeletons would not be that unusual. If they ask him for his input he will give his idea.

"Well, another caravan is due today, you could ambush it and use it to enter the city by hiding in the wagons and disguising yourselves as the drivers. We have not done this yet, so their security has been relatively lax recently. These caravans are run by humanoids and not dead."

Let the PCs discuss other options and decide what to do. If they choose to use Lastavenham's plan he will tell them to hurry, they have about a three-hour journey to where the ambush site is. If the caravan is too late they will be suspicious. Read or paraphrase the following:

The journey through the woods isn't much different in the day as it was the previous night. The cover is blocking what little light there is out in the open. The forest has little more noise during the day than the previous night. The air hangs still and there is no breeze to speak of to rustle the leaves. At about two and a half hours into the journey the ominous trees seem to break up and the twilight of day is visible above. Up ahead you see a caravan trundling down the middle of what must be the road between Castle Sepher and Whitehale. There are three wagons each driven by a single human driver, with another human armed with a crossbow riding beside the driver.

Lastavenham will cover the PCs rear, he will not participate in capturing the caravan. This should be a relatively simple encounter for the PCs, don't drag it out. Stress that they probably want to avoid damaging the clothing of the guards too much if they want to be able to disguise themselves!

ALL APLs

♣ **Mercs (6):** Male Humanoid (Human) Warrior 1; HP: 9 each; See Appendix 1.

Development: After capturing the caravan, the PCs can inspect the crates. They contain an assortment of weapons. It looks like the crates used to have an emblem on the side, but they have been burned off. One of the drivers has a simple map of Whitehale City with one part labeled as an armory, apparently the destination of the shipment. They also have a pass written on a sheet of rolled parchment, marked with the interlocking ring symbol of the Cult of The One.

Lastavenham looks concerned and speaks, "Well we now know the contents of the caravans. What troubles me is where they are getting these from. Castle Sepher does not have a large enough forge to produce these many weapons every week. We need to discover who is supplying these weapons to Herion."

Lastavenham then takes the time to inspect the caravan, then returns to you. He says, "Ok here is what I have come up with, we stow you all in a couple of the larger crates and one of my boys take you in. These people were not wearing armor, so if you'd like to ride along topside I would suggest you did the same. You may want to check out that armory on the map and try to discover where these weapons are coming from."

Lastavenham is willing to give them one man to drive each wagon, if the PCs don't think they can handle it themselves. He will listen to any suggestions the PCs make and pretty much let the PCs decide how to approach the gate, as long as it gives his men a reasonable chance to get out. Once the PCs agree on what to do proceed to encounter 4.

Encounter Four: Trojan Caravan

This is just supposed to be a tense encounter. As long as the PCs pretty much keep their mouth shut they will get in. Reward PCs who attack the gate guards with monsters from the encounter 3 part C. They will try to delay the PCs long enough for the people in the gatehouse to shut the gate. At this point since they are

on the northern edge of the city you are welcome to reward them with as many orcs directly from the monster manual as you see fit. If they enter the city after alerting the gate guards the city will be on alert and proceed to encounter 7a.

One of Lastavenham's men Jaken will do the talking unless one of the PCs wants to do it. Read the following for all PCs who are NOT packed in crates.

It takes approximately two-hours to get to Whitehale from the ambush site. Amazingly you didn't see any patrols during this time. If this had been under control of the Church there would have been at least one, but it is not. You see the smoke from what must be the orc encampment before you see Whitehale itself. As the gates of the city come into view you also can see the encampment. It is large enough to hold approximately 1000 orcs. Your approach to the gate is going to take you right next to the orc camp.

Pause here and allow the PCs to decide if they want to continue or turn away. If they approach from any different angle they will arise suspicion and require a DC 20 diplomacy check to convince the guards to let them in without a full inspection. If they continue on continue reading.

As you pass the orc encampment many of the orcs begin to hoot and holler. Some start to throw dirt, stones, and anything else they can get their hands on at the caravan. This continues until a large orc yells something in orcish (unprintable line of curse words if anyone speaks orcish) at them and the orcs quiet down. As you approach the gates, two orc guards wearing scalemail armor wave down the caravan and approach on either side of the first cart.

At this point Jaken will talk unless a PC wants to take the helm.

The orc on the left says in a growling common, "Wadda we got 'ere?"

Jaken will reply, "Another shipment of arms from Castle Sepher."

The other orc starts walking down the side of the caravan, checking it out.

The orc looks up at Jaken and says, "Good, da boss says more of me boyz be 'ere any day. Wait, what 'appen to da usual hummin driv'n this cart."

Jaken says, "He ran into an unfortunate accident and I took over."

The orc grins and replies, "Ya gotta look out fo them accidents they'll gets ya e'ry time."

The other orc returns and says, "Grazzel 'top yer gabb'n and let 'em in."

The orc on the left will send a signal to the gateman and open the gate to let the carts in.

Now for the PCs who are riding in the crates of if the PCs choose to just ride in the boxes read or paraphrase the following. You may need to change the text a little depending on what the PCs do on the outside.

The trip to Whitehale is an uncomfortable one. The road is bouncy and there is no cushioning for you to sit on. After approximately two hours the cart that you are riding in comes to a halt. You can hear muffled voices outside. You hear the tell tale sound of an armored boot striking the ground come toward your cart.

At this point make the PCs make a will save to not make any noise. The DC doesn't matter, it is just to keep them tense. If one gets a particularly low save have the armored man stop, possibly even knock on the crate they are in. Use sound effects, knock on the table, do whatever it takes to make the players worry. Draw this out a few seconds, to keep this situation tense.

After a short time you hear the boots walk away from the cart. Then more muffled voices and the sound of what must be the city gate opening. Finally, the carts continue on into the city.

If Lastavenham's men are not with the PCs, ask them where they want to go. At some point, make sure they pass Moggs Mead and see the tavern lights on inside.

Otherwise, Jaken will head directly for the warehouse/armory, then stop in a deserted street.

Ten minutes later the carts come to a stop and you are let out. You have made it to Whitehale. Jaken says, "I am not sure what you want to do now, but I saw an inn back a couple of blocks that had its lights on and seemed to have living clients."

Encounter Five: Whitehale in Darkness

This assumes the PCs came in on the carts and did not just teleport in. The rest of the city is pretty empty except for the undead guards. The only place of activity in the city is the church quarter. To lead the PCs there some possibilities are to have a cleric leave

wall duty and return to their lodging in the church quarter.

The everlasting twilight that is caused by the black cloud overhead makes it difficult to tell the time. Your best guess puts it mid to late afternoon. Those of you who have been here before notice there is quite a bit more dirt on the streets and the whole city has the smell of sewage and death. Here in the church district there seems to be a little activity. Every so often you see someone scurry down an alley.

It is now up to the PCs what they want to do. When the PCs go to the church proceed to encounter 6. The following are some options the PCs might use to discover where the leadership is. If they do something else you deem reasonable feel free to give them the information that the leadership in Whitehale is currently in the church.

Also make sure the PCs are uncomfortable when they are outside in Whitehale. Make them make spot checks and tell the highest one they thought they saw something out of the corner of their eye. Since the streets are empty let the PCs know that every sound they make seems to echo off the walls. Have the sound of boots running off down an alley. Feel free to back off if the group starts to get frustrated.

Places to go in Whitehale:

The following are some of the places of interest in Whitehale.

Moggs Mead

This is the inn that Jaken saw on the way in. Moggs Mead use to be the Peace of Rao Inn but the name has changed since Mogg appropriated it. Mogg is an ogre and has some goblins doing the serving duty. Mogg is just looting other inns in town to provide mead for his patrons. He is slowly getting the still back online after he cleaned out all that human "water" that was in there.

Mogg keeps the place in somewhat of an order. He will throw out anyone who starts a fight inside his establishment. As long as the PCs do not start anything no one else in the bar will be interested in a fight.

Moggs Mead is a rowdy place, but thankfully most of the patronage is humanoid. The bartender is a large ogre who scowls as you enter. The patronage consists of 10 loud and boisterous orcs, who seem to ignore your entrance. There are three humans over in a corner wearing clerical vestments leaning

back enjoying a drink. There also seem to be other mercenary types hanging around at different tables. Mogg has a bunch of goblins scurrying around serving the patrons.

People of interest in Moggs Mead:

Mogg: Mogg is just an ogre with some special skills. He will talk to PCs interested in talking to him. Remember he is an ogre so a refined conversation is not possible. Mogg does have a basic understanding of business so he won't go out of his way to be rude to the PCs. Mogg is notably friendlier to any half-orc PC than any other race. Mogg knows that the bigwigs hang out in the Church of Rao although he will only refer to it as the church. Mogg does not know who the bigwigs are and will tell the PCs he never met them.

The three clerics in the corner: They are Yarrl, Laryd, and Dlary. The three of them are clerics of Nerull relaxing just off wall duty. They also know that Herion sent his favored servant to manage operations in the city. They do not know who it is, but they do know he set up his headquarters at the church of Rao. They also have the password to get past the forbiddance spell ("Serenity Forsaken"). There are a number of ways this information can be gotten, it is not part of their surface thoughts unless intentionally brought there by a proper question. Their initial attitude towards the PCs is "unfriendly" (see Diplomacy in skills section of PHB). If their attitude can be changed to "helpful" (DC40), they will give the password. If their attitude can be changed to "friendly" (DC25) AND they are given a convincing lie (bluff vs. their sense motive) as to why they should share the password, they will possibly give it (only a good idea for a bluff will work here, don't allow just a die roll, the PC must come up with a story that the DM thinks would convince the priests to risk their safety). Intimidate is also a possibility, use the standard PHB rules for intimidation adjusting attitude and use the guidelines given for diplomacy above. However, Mogg won't take too kindly to anybody intimidating priests of Nerull in his bar. It can also be beaten out of them, if the PCs do it in the bar Mogg will try to kick them out and probably fail. People will then try to escape, if one does go to encounter 7a.

The 10 orcs: They are not very interested in talking to any PCs. They will willingly talk to any half-orc PC that buys them a round of drinks and drinks with them. The orcs know very little except their war chief's name is Garrong, they can give a little information on him. They were part of the honor guard to escort him to the church to a meeting.

The other mercenaries: They are just hired hands of one sort or another. They were sent here to await assignment. (In reality they are planning to turn these mercs into vampires.)

If the PCs initiate a fight here are the people in the bar:

ALL APLs

♣**Mogg:** Male Giant (Ogre) Ftr3; HP: 60; See Appendix 1.

♣**Orcs (10):** Male Humanoid (Orc); HP: 7 each; See Monster Manual.

♣**Goblins (4):** Male Small Humanoid (Goblin); HP: 4 each; See Monster Manual.

♣**Clerics (3):** Male Humanoid (Human) Cleric 3; HP: 21 each; See Appendix 1.

♣**Mercs (6):** Male Humanoid (Human) Warrior 1; HP: 9 each; See Appendix 1.

The Armory

If the PCs enter in some other way than the caravan, they may be interested in finding out what the shipments are. Even if they did come in on the caravan they may want to find out more.

The warehouse is just outside the church quarter. It is the only one still in use. The other warehouses in the city are open and quite obviously looted. There is activity of carts being unloaded at this one. Either from the caravan the PCs came in on or another that just arrived.

This warehouse has a number of carts sitting in front of the doors. They are being unloaded by a bunch of orcs. They are being supervised by a mean looking ogre.

The ogre is Maggle, he and the orcs were sent to unload the cart. Only Maggle speaks bad common. Maggle knows that humans are running this warehouse, so he won't care if any of the PCs are bold enough to walk by him. Maggle and his gang unload the cargo about once a week. The contents are almost always arms, but in some cases it is also food, he likes those shipments. As long as the PCs remain confident when talking to Maggle and come up with a somewhat plausible story (DC 20 diplomacy check if not) Maggle will let them in to the warehouse.

Once in the warehouse they will find arms and armor (all mundane). A search check DC10 finds some crates that have not adequately had the emblem on the side burned off. A Knowledge (Local VTF) check at the DC indicated before the slash ("/") gives the following information. Alternatively, a Knowledge (Nobility and

Royalty) check at the DC indicated after the slash ("/") gives the same information (remember, a DC10 check :

15/10: The crest is a lordship of the Free Land of Dyvers.

20/15: The crest is that of Lord Derreg Pengallen.

30/25: He's reputed to have ties to a number of illegal organizations, such as slavers and smugglers operating in the Nyr Dyv.

If the PCs decide to fight Maggle and his crew here are the stats:

ALL APLs

🔥**Maggle:** Male Giant (Ogre); HP: 32; See Monster Manual.

🔥**Orcs (6):** Male Humanoid (Orc); HP: 7 each; See Monster Manual.

If they fail to hide the bodies proceed to encounter 7a after a few minutes. The bodies have been found and the city is in alert.

The Walls

Watching the walls for a few minutes gains you quite a bit of information. The walls are manned by skeletons and zombies. Every few minutes a cleric walks by to check on the troops.

It should be rather obvious that it would be easy to jump the walls and run from any point. The clerics are rather spaced out and standard skeletons and zombies should not stop an APL 6+ party for very long. Use however many skeletons or zombies you think are appropriate, but never more than 6 zombies or 9 skeletons in any one encounter. In any given round of combat there is a 10% chance for a cleric to respond to a disturbance on the walls.

ALL APLs

🔥**Human Warrior Skeleton:** Medium Undead; HP: 10 each; See Monster Manual.

🔥**Human Commoner Zombie:** Medium Undead; HP: 21 each; See Monster Manual.

🔥**Cleric:** Male Humanoid (Human) Cleric 3; HP: 21 each; See Appendix I.

Other Places

The rest of the city is pretty much deserted. They are using the homes and inns in the church quarter for housing for the human and some undead residence of the town. Feel free to make the rest of the town as spooky as you like, it is pretty much deserted. Reward any well conserved plan to discover who the leader is with the location of the church.

Once the PCs decide to go to the church proceed to encounter 6.

Encounter Six: Church of Ra... Nerull

The church is mapped in appendix 2 maps 1 and 2. Behind the church are the church's cemetery where the bishop's tomb is located and the basement entrance to the church. It is fully enclosed (including the grounds around the church) in a forbiddance spell LE cast at 16th level (Fallswop himself). Forbiddance prevents teleportation into it and no summoning can be done inside the range of effect of the spell, i.e. the church itself. It will also do 6d6 damage to LG or LN PC's, 12d6 damage to all others, will DC23 half damage, to any PC to approach the church. This damage will be taken when they approach within 50 feet of the church itself. Spaced around the church are warning signs to keep the unwelcome from blundering into the forbiddance. No matter where the PC's come from, make sure they see the warning signs!

The tall pillars and the large circular dome of the Whitehale Cathedral of Rao would normally be a comforting site. In this light the cathedral looks more angry and sinister. It just does not look like the place of peace, reason, and serenity it used to be. Nearby your current position you spy a crude sign on a wooden post. It says in common and orc "Password Restricted" and below is a crude picture of an orc being blown to bits by magical power. You spy several of these signs spaced around the approaches to the church.

The password is "Serenity Forsaken". This password can be learned by hiding somewhere and listening for a passing priest to mutter the words. They don't say it very loud, so the listen check starts at DC5 with the usual +1 for every 10 feet of distance. If a priest spots someone spying on him, he will flee to raise the alarm.

If this happens, send a team from encounter 7 at the party every 10 rounds until they flee the city. The clerics in Moggs Mead also know the password.

The following is a description of each area in the church. Fallswop and gang are in area 11 discussing different tactics at the altar. The front door is the only obvious way in and out. There is also a basement

entrance to the church that has a trapdoor to behind the altar. The entrance to the basement is in the Bishops tomb in the cemetery behind the church.

Areas in the church:

1. Entryway: This is the main entrance to the cathedral to Rao. There are a number of plants around all wilting and dead from not having being taken care of. In one corner a knowledge religion DC 20 check will show some joker did a modified animate dead spell on one of the plants. The only real effect is the plant detects as evil and undead.
2. Library: This place has been generally destroyed. The books have been torn up and destroyed. There are pages and partial books lying around the floor.
3. Reading Rooms: These once were reading rooms for the library, a place where a visiting scholar could study the books from the library.
4. Storage: This is the church's main storage room, there is some destroyed artwork in here and more destroyed books. There are several barrels that once must have contained holy water.
5. Meditation Rooms: These are rooms that were designed for visiting priests and laypeople to meditate and discover the peace and serenity of Rao.
6. Visitors Quarters: These are the rooms that were designated for visiting priests. Each contains a chest, bed and chair. There is nothing of value.
7. Clergy Quarters: These were the quarters for the local priests. These quarters look as if they have been recently used.
8. Kitchen: This is the kitchen, there is fresh food and water here. It looks as if a meal has been prepared here recently.
9. Dining Room: This is the dining room, it still has the dirty dishes of a recent meal.
10. Bishops Quarters: This is where the local bishop used to live. It looks like another person has moved in. There are some books on the shelf, including The Way of The One (Player Handout #2). The bookmark in this book is the smiling face of a silver holy symbol of Rao.

11. Sanctuary: This is the main sanctuary for the cathedral. Fallswop, Garrong, and Valik are here. When the PCs enter here proceed to the box text below. There is a trapdoor to area 12 on map 2 below.

12. Basement: This is the basement to the cathedral. There are some crates down here. It was used to resupply the priests when they gave out something at a ritual.

13. Basement Exit: This is an exit into the bishop's tomb behind the cathedral. The tomb door is locked DC25 open locks.

In the bishop's quarters are two interesting things; first is a book entitled The Way of The One. The second is Fallswop's holy symbol.

In the sanctuary, Fallswop discusses administrative details of supporting the defense of the city with Valik the Pale Master and Garrong the Warchief of the orcs. An unhallow spell is in effect in the main sanctuary. Tied to the spell is an invisibility purge. Anybody invisible will become visible immediately upon entering. The PCs must enter the sanctuary to get a good enough look at Fallswop to recognize him. When the PCs enter the sanctuary read the box text.

You enter the main sanctuary for the church. There is an oeridian man wearing a black hooded robe, a flan man wearing armor crafted from human bones, and a hulking heavily armed orc here. Two large zombies stand to one side, near the bone armored man. The black robed mad behind the altar looks up and lowers his hood, with a glimmer of recognition he smiles coldly, you recognize none other than Rinen Fallswop.

"Ahh," Rinen says, "You have come my friends, to put Veluna back on the righteous path? From the looks of some of you I see you haven't given up the old ways completely. It's ok though, it took me a little while to see the path. I am sure the Canon will accept you into his service, in his infinite wisdom he has decreed a future for this god forsaken land. A future that will bring all the great thinkers and reasoners back from the depths of time to bring a new golden age of Veluna. So will you join us?"

At this point the PCs will probably want to roll initiative but it is a perfect opportunity to ask Rinen Fallswop some questions. Here are answers to some questions (the PCs do not need this information they have accomplished their mission).

No!

"So be it!" Fallswop says, "Valik, Garrong take care of these intruders."

With that Fallswop ducks behind the altar.

OK!

Ask the player of this PC if he truly wishes to make his character an evil NPC. When he says, no not really, have him make a Bluff check vs. Fallswop's Sense Motive check (+24). When Fallswop detects the lie:

"I sense that you words are false!" Fallswop says, "Valik, Garrong take care of these intruders."

With that Fallswop ducks behind the altar.

Who is this Canon you are talking about?

You must know that Canon Herion has returned after 400 years to bring Veluna to a new golden age.

Why did Herion put you in charge here?

Herion said that I reminded him of his younger years and that my path mirrored his own.

We have this (Rinen Fallswop's holy symbol to Rao)?

That is a useless trinket, Rao has left the Vale of Luna, and his followers will soon follow. That is only good enough to be a bookmark.

Why did you keep it if it is a useless trinket?

It was to remind me of my short sightedness and my mistaken faith in a god who has long left this land.

Return with us!

Why should I? Rao has forsaken this land and those who idolized him. His followers will soon be gone, there is no hope of salvation. You still have the opportunity to join me and be a part of the future. Only the cool embrace of the Reaper awaits those who do not.

Rao still looks over this land don't you remember (some event from the past for example the beam of light that took Canon Hazen's body).

Those were tricks from other gods trying to belay the one true path.

What would Basier Rinken think now?

Fallswop's eyes show the hint of a tear. He says, "Basier was an unfortunate victim of inevitability. Basier is proof that Rao has abandoned his flock, he wouldn't even step in to save his most loyal servant. For that evil Rao will never be forgiven."

We will stand and prevail against you and Herion.

Fallswop says, "Ahh, the foolishness of youth. I once believed as you do, ignorant of the truth. Valik! Garrong!"

He then ducks behind the altar as Valik and Garrong advance.

ALL APLs

☛ **Rinen Fallswop:** Male Humanoid (Human) Cleric 10/ Contemplative 6; HP: 134; See appendix 1.

APL 6 (EL 9)

☛ **Valik:** Male Humanoid (Human) Wiz 5/Pale Master 3; HP: 47; See Appendix 1.

☛ **Garrong:** Male Humanoid (Orc) Barbarian 6; HP: 76; See Appendix 1.

☛ **Ogre Zombie(2):** Large Undead; HP: 63 each; See Monster Manual.

APL 8 (EL 11)

☛ **Valik:** Male Humanoid (Human) Wiz 5/Pale Master 5; HP: 62; See Appendix 1.

☛ **Garrong:** Male Humanoid (Orc) Barbarian 8; HP: 107; See Appendix 1.

☛ **Ogre Zombie(2):** Large Undead; HP: 63 each; See Monster Manual.

APL 10 (EL 13)

☛ **Valik:** Male Humanoid (Human) Wiz 5/Pale Master 7; HP: 74; See Appendix 1.

☛ **Garrong:** Male Humanoid (Orc) Barbarian 10; HP: 133; See Appendix 1.

☛ **Minotaur Zombie(2):** Large Undead; HP: 93 each; See Monster Manual.

APL 12 (EL 15)

☛ **Valik:** Male Humanoid (Human) Wiz 5/Pale Master 9; HP: 86; See Appendix 1.

☛ **Garrong:** Male Humanoid (Orc) Barbarian 12; HP: 159; See Appendix 1.

☛ **Minotaur Zombie(2):** Large Undead; HP: 93 each; See Monster Manual.

Tactics: The zombies will be under the effect of the desecrate (+1 attack/damage/saves), the bonus hit points are already figured in to the stats above. The zombies will only attack if ordered by Valik (a free action on his turn as long as he can speak to order them). Fallswop will bolster the undead then try to leave through the trapdoor in the floor and out the back. He will not fight unless cornered, if the PCs attack him he will cast scourge on them and then try to leave. He fully expects the other two to take care of the PCs. Fallswop will proceed out the back entrance through the tomb and then out of the forbiddance. He will then cast word of recall to return to Castle Sepher. Garrong will rage and charge and Valik will support with spells. A favorite combo of Valik's is waves of fatigue followed by ray of exhaustion on the toughest looking fighter. He will cast this combo if the opportunity presents itself.

Proceed to encounter 7 when they leave the church.

Encounter Seven: Escape

This encounter handles how the PCs exit the city.

As you exit the church you see the familiar face of Jaken. He will hurry up and say, "The city is in full alert, head to the western wall and jump the wall. Our people will help you back into the forest from the wall. Go now, I am going to stay here and do some more scouting."

Assuming the PCs use this method to exit proceed to the boxed text. If they use another method that is plausible allow them to do so. Feel free to send as many of this encounter as needed to get them to exit the city.

To the north you hear the roar of the orcs as someone must be riling them up.

As you are headed towards the western wall a group of undead appears out of an alley and attacks.

APL 6 (EL 7)

☛**Ghast (4):** Medium Undead; HP: 33 each; See Monster Manual.

APL 8 (EL 9)

☛**Spectre (2):** Medium Undead; HP: 52 each; See Monster Manual.

APL 10 (EL 10)

☛**Mohrg (2):** Medium Undead; HP: 105 each; See Monster Manual.

APL 12 (EL 12)

☛**Mohrg (4):** Medium Undead; HP: 105 each; See Monster Manual.

Tactics: Remember all the undead are under the cloud that grants a desecrate effect, so they get +1 to their attack, damage, and saves. Their +1 hit point per hit die is already figured in. This encounter should not be very difficult for the party, if they are dallying around feel free to send it again.

After combat and they continue to the western wall read the following.

The roar of the orcs gets louder, looking over your shoulder you see hundreds of orcs pouring out in the streets behind you. As you arrive at the wall you notice all the undead have been destroyed. A single man stands on the wall, its Lastavenham. He yells, "Hurry! The orcs are coming around the walls too!"

At this point the PCs can scramble over the walls and escape into the Forest of Whispers. If they decide to stay and fight, you have 1000 Monster Manual orcs use them.

Encounter Seven A: When the Bell Tolls

Bells begin ringing through the city. The dead begin to move. To the north you hear the cries of the orcs as they prepare for battle.

The PCs should only arrive at this encounter if they set off the alarm. This is a very free form encounter, start with the dead in encounter seven, sending a new wave every 10 rounds. If the PCs start to retreat have them give chase, but as long as the PCs continue to retreat out of the city let them go. There is no longer a safe spot in Whitehale for them.

If after 3 waves of undead the PCs do not retreat, send in the orcs, mercenaries and skeletons/zombies driven by 3rd level clerics of Nerull (use stats from encounter 5). You can send in as many enemies as you want, though there should never be more than 1 or 2 clerics. Even APL 12 parties will have difficulty with 1000s of mad orcs. Again if the PCs decide to retreat out of the city, let them go. If they decide to return later you can start over again.

If the PCs take to the air and are giving the orcs trouble or showing no sign of retreating send in the devils from encounter 3c.

Use all of the above tactics to have the PCs retreat. Also remember Whitehale has the teleport detectors, so if the PCs teleport the devils will appear on top of them (1d6X10 feet away).

Once the PCs leave Whitehale the method of guarding will change. There will be orcs guarding the walls and also patrolling the streets. The devils will be visible patrolling the skies. Whitehale will be a very dangerous place to be for the PCs and they should be attacked immediately if they try to enter again.

Conclusion

After a narrow escape into the Forest of Whispers, you are relieved to discover the orcs are not interested in following the rangers in. You are able to rest and recuperate from your journey in to Whitehale.

The next morning you start your journey back to Veluna City. The trip is uneventful and you emerge from under the oppressive cloud to a beautiful summer afternoon.

When you arrive at the gates of Veluna city you are escorted in by the Mitrik Temple Guard. You are brought to the Tannenbaum's Chalice and the same room as before, except this time Jolene is waiting for your arrival. She says, "Well, what did you discover?"

She will listen to the PCs story.

If they discovered Fallswop was running Whitehale read the following text. If the PCs killed Fallswop use the past tense.

Jolene frowns, "It troubles me that Fallswop has given himself so completely to Herion. He knows too much about our forces and defenses. That information in Herion's hands is going to be difficult to overcome.

If they have they give her *The Way of The One*:

Jolene will flip through the book, "We have been hunting for information on Canon Herion, it seems that all records have been destroyed from that time period. This will help a lot."

If they give her the information on the Dyvers link to the weapons shipments read the following.

Jolene looks it over and says, "I never thought Dyvers would have had anything to do with Herion. But I guess where there is money to be made there is someone who is willing to do it. We will have to look into this further and soon."

If they succeeded in discovering Fallswop and getting the Dyvers link read the following.

Jolene smiles and says, "You have done Veluna a great service here and she thanks you, and so do I. For those of you who requested payment your money are waiting outside. For the rest of you, you have my gratitude, if you return to Veluna city and need my services I can make myself available. Thanks again."

Official critical events results: Any player interested in downloading an official summary of events of this mod that reflects the critical events of the first run of this event should be given the following password. The DM should give this password to the players at the conclusion of play. They can then download the critical summary and use the password to open the file:

Password: forsaken

The End

Experience Point Summary

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

Encounter Two

Defeat the patrol.

APL 6	240 xp
APL 8	300 xp
APL 10	390 xp
APL 12	450 xp

Encounter Six

Defeat Valik and Garrong.

APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp

Encounter Seven

Defeat or drive off the undead.

APL 6	210 xp
APL 8	270 xp
APL 10	300 xp
APL 12	360 xp

Story Award

Getting the Dyvers information

All APLs 25 xp

Getting Fallswop's holy symbol and the book *The Way of The One*

All APLs 75 xp

Discovering Fallswop.

APL 6 80 xp

APL 8 125 xp

APL 10 170 xp

APL 12 215 xp

Total possible experience:

APL 6 900 xp

APL 8 1,125 xp

APL 10 1,350 xp

APL 12 1,575 xp

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the

item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Two A:

APL 6: L: 36 gp; C: 0 gp; M: +2 Periapt of Wisdom (333 gp each);

APL 8: L: 127 gp; C: 0 gp; M: +4 Periapt of Wisdom (1333 gp each);

APL 10: L: 168 gp; C: 0 gp; M: +4 Periapt of Wisdom (1333 gp each);

APL 12: L: 168 gp; C: 0 gp; M: +4 Periapt of Wisdom (1333 gp each);

Encounter Two B:

APL 6: L: 0 gp; C: 0 gp; M: +1 flaming composite longbow +5 (740 gp each);

APL 8: L: 0 gp; C: 0 gp; M: 2 +1 flaming composite longbow +5 (1480 gp each);

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

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

Encounter Six:

APL 6: L: 3 gp; C: 0 gp; M: Spellbook I (258 gp each), Wand of Magic Missile (9th) 5 charges (56 gp each), 3 potions of cure light wounds (38 gp each), +1 Greataxe (193 gp each), Composite Longbow +5 (48 gp each), +1 breastplate (104 gp each);

APL 8: L: 3 gp; C: 0 gp; M: Spellbook I (258 gp each), Boots of Springing and Striding (458 gp each), Cloak of Resistance +1 (83 gp each), Wand of Magic Missile (9th) 5 charges (56 gp each), 3 potions of cure light wounds (38 gp each), +1 Greataxe (193 gp each), Composite Longbow +6 (56 gp each), +2 breastplate (354 gp each);

APL 10: L: 3 gp; C: 0 gp; M: Spellbook II (392 gp each), Boots of Springing and Striding (458 gp each), Cloak of Resistance +1 (83 gp each), Wand of Magic Missile (9th) 5 charges (56 gp each), Pearl of Power 2nd Level (750 gp each), 3 potions of cure light wounds (38 gp each), +1 Flaming Greataxe (693 gp each), Composite Longbow +6 (56 gp each), +3 breastplate (771 gp each);

APL 12: L: 3 gp; C: 0 gp; M: Spellbook II (392 gp each), Boots of Springing and Striding (458 gp each), Cloak of Resistance +1 (83 gp each), Wand of Magic Missile (9th) 5 charges (56 gp each), Pearl of power 3rd level (1333 gp each), 3 potions of cure light wounds (38 gp each), +1 Flaming Thundering Greataxe (1526 gp each), Composite Longbow +6 (56 gp each), +3 breastplate (770 gp each);

Conclusion:

APL 6: L: 0 gp; C: 100 gp; M: 0 gp;

APL 8: L: 0 gp; C: 100 gp; M: 0 gp;

APL 10: L: 0 gp; C: 100 gp; M: 0;

APL 12: L: 0 gp; C: 100 gp; M: 0;

Total Possible Treasure

APL 6: L: 39 gp; C: 100 gp; M: 1030 gp - Total: 1169 gp (cap: 800 gp)

APL 8: L: 39 gp; C: 100 gp; M: 2829 gp - Total: 2968 gp (cap: 1,250 gp)

APL 10: L: 39 gp; C: 100 gp; M: 4630 gp - Total: 4769 gp (cap: 2,100 gp)

APL 12: L: 39 gp; C: 100 gp; M: 6045 gp - Total: 6184 gp (cap: 3,000 gp)

Special:

GMs Note: The PCs who requested to be paid by Jolene do not get the following favor.

☛ **Favor of Jolene:** For service to the defender Jolene she grants you her favor. This favor has 2 parts.

1. Whenever you are in Veluna City gain an additional +2 circumstance bonus to Gather Information and Knowledge (Tuf/Fals/Velv) if you spend an additional 5 hours to contact Jolene. In Veluna City you can make the knowledge (Tuf/Fals/Velv) by contacting Jolene even if you don't have the skill.
2. Jolene can provide a contact for to purchase one of the following items: Amulet of Health +4, Amulet of Natural Armor +3, Axiomatic Weapon Enhancement, Holy Weapon Enhancement, Metamagic Rod, Lesser Maximize, Ring of Minor Energy Resistance, any Adamantine Weapon (mundane or +1), or Scabbard of Keen Edges. Cross off part 2 of this favor once used.

☛ **Rinen Fallswop's Holy Symbol of Rao:** You have claimed the fallen Archbishop Fallswop's holy symbol to Rao. This is a standard silver holy symbol to Rao, but it may be useful in the future.

☛ **Scourge:** You have been infected with a disease caused by a spell Rinen Fallswop cast. Your body is covered with blackened boils, magenta blotches, violent lesions, seeping abscesses, and malignant cysts. After every module mark in the play notes section your Strength and Dexterity to be carried over to the next session. Before every module roll a fortitude save DC 24 or lose an additional 1d3 Strength and 1d3 Dexterity. This disease can only be cured by a magical means (such as remove disease, heal, or restoration).

Spell Books:

☛ **Spellbook I:** 1st – cause fear, change self, mage armor, shield; 2nd – resist elements, scare, web; 3rd – dispel magic, fireball, haste; 4th – ice storm, minor globe of invulnerability, phantasmal killer.

☛ **Spellbook II:** everything in Spellbook I plus: 2nd – touch of idiocy; 4th – shout; 5th – cone of cold, feeblemind.

Appendix 1: NPCs

Encounter Two

APL 6

🐉 **Orc Barbarian:** Bar 2; CR 2; Medium humanoid (orc); HD 2d12 + 4; hp 24; Init +2; Spd 40 ft; AC 16 (Touch AC 12, Flat Footed AC 16); Bab/Grp +2/+7; Atk +8 melee (1d12 + 7, great axe, x3) or +4 ranged (1d8, longbow, x3); Full Atk +8 melee (1d12 + 7, great axe, x3) or +4 ranged (1d8, longbow, x3); SQ dark vision 60ft, Rage 1/day, Uncanny Dodge; AL CE; SV Fort +5, Ref +2, Will -1; Str 20, Dex 14, Con 14, Int 7, Wis 8, Cha 6.

Skills and Feats: Intimidate +3, Ride +7, Weapon Focus (Great Axe).

Possessions: Great axe, longbow, quiver 20 arrows, chain shirt.

🐉 **Orc Druid:** Drd 8; CR 8; Medium humanoid (orc); HD 8d8 + 16; hp 66; Init +2; Spd 30 ft; AC 17 (Touch AC 12, Flat Footed AC 15); Bab/Grp +6/+9; Atk +9 melee (1d6 + 3, scimitar, 18-20/x2); Full Atk +9/+4 melee (1d6 + 3, scimitar, 18-20/x2); SQ dark vision 60ft, animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wilds shape 3/day, wild shape large; AL NE; SV Fort +8, Ref +4, Will +10; Str 17, Dex 14, Con 14, Int 6, Wis 19, Cha 6.

Skills and Feats: Handle Animal +9, Move Silently +7, Dodge, Multiattack, Natural Spell.

Possessions: Scimitar, Hide Armor, Large Wooden Shield, +2 Periapt of Wisdom.

Spells: (6/5/4/4/3; DC 14 + Spell Level):o- create water, cure minor wounds, detect magic, guidance, mending, read magic; 1st – cure light wounds, entangle, magic fang, obscuring mist, shillelagh; 2nd – barkskin, bear's endurance, bulls strength, owl's wisdom; 3rd – cure moderate wounds, magic fang, greater, poison, spike growth; 4th – cure serious wounds, flame strike, ice storm.

🐉 **Eagle:** Animal Companion; CR 2; Small animal (eagle); HD 5d8 + 5; hp 37; Init +3; Spd 10 ft, fly 80 ft (average); AC 19 (Touch AC 14, Flat Footed AC 16); Bab/Grp +4/+1; Atk +7 melee (1d4 + 1, talon, x2); Full Atk 2 x +7 melee (1d4 + 1, talon, x2) and +2 melee (1d4 + 1, bite, x2); SQ link, share spells, evasion, devotion; AL CE; SV Fort +7, Ref +8, Will +3; Str 12, Dex 17, Con 12, Int 2, Wis 14, Cha 6.

Skills and Feats: Spot +10, Weapon Finesse.

APL 8

🐉 **Orc Barbarian:** Bar 3; CR 3; Medium humanoid (orc); HD 3d12 + 6; hp 34; Init +2; Spd 40 ft; AC 16

(Touch AC 12, Flat Footed AC 16); Bab/Grp +3/+8; Atk +10 melee (1d12 + 7, great axe, x3) or +5 ranged (1d8, longbow, x3); Full Atk +10 melee (1d12 + 7, great axe, x3) or +5 ranged (1d8, longbow, x3); SQ dark vision 60ft, Rage 1/day, Uncanny Dodge, Trap Sense +1; AL CE; SV Fort +5, Ref +3, Will +0; Str 20, Dex 14, Con 14, Int 7, Wis 8, Cha 6.

Skills and Feats: Intimidate +4, Ride +8, Power Attack, Weapon Focus (Great Axe).

Possessions: Masterwork Great axe, longbow, quiver 20 arrows, chain shirt.

🐉 **Orc Druid:** Drd 10; CR 10; Medium humanoid (orc); HD 10d8 + 20; hp 82; Init +2; Spd 30 ft; AC 17 (Touch AC 12, Flat Footed AC 15); Bab/Grp +7/+10; Atk +10 melee (1d6 + 3, scimitar, 18-20/x2); Full Atk +10/+5 melee (1d6 + 3, scimitar, 18-20/x2); SQ dark vision 60ft, animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wilds shape 4/day, wild shape large, venom immunity; AL NE; SV Fort +9, Ref +5, Will +12; Str 17, Dex 14, Con 14, Int 6, Wis 21, Cha 6.

Skills and Feats: Handle Animal +11, Move Silently +8, Dodge, Multiattack, Natural Spell, Silent Spell.

Possessions: Scimitar, Hide Armor, Large Wooden Shield +4 Periapt of Wisdom.

Spells: (6/5/5/4/4/3; DC 15 + Spell Level):o- create water, cure minor wounds, detect magic, guidance, mending, read magic; 1st – cure light wounds, entangle, magic fang, obscuring mist, shillelagh; 2nd – barkskin, bear's endurance, bulls strength, heat metal, owl's wisdom; 3rd – cure moderate wounds, magic fang, greater, poison, spike growth; 4th – cure serious wounds, flame strike, freedom of movement, ice storm; 5th – cure critical wounds, stoneskin, wall of fire.

🐉 **Eagle:** Animal Companion; CR 3; Small animal (eagle); HD 7d8 + 7; hp 51; Init +4; Spd 10 ft, fly 80 ft (average); AC 22 (Touch AC 15, Flat Footed AC 18); Bab/Grp +6/+3; Atk +10 melee (1d4 + 1, talon, x2); Full Atk 2 x +10 melee (1d4 + 1, talon, x2) and +8 melee (1d4 + 1, bite, x2); SQ link, share spells, evasion, devotion; AL CE; SV Fort +7, Ref +8, Will +3; Str 13, Dex 18, Con 12, Int 2, Wis 14, Cha 6.

Skills and Feats: Spot +10, Multiattack, Weapon Finesse.

APL 10

🐉 **Orc Barbarian:** Bar 4; CR 4; Medium humanoid (orc); HD 4d12 + 12; hp 48; Init +2; Spd 40 ft; AC 16 (Touch AC 12, Flat Footed AC 16); Bab/Grp +4/+9; Atk +11 melee (1d12 + 7, great axe, x3) or +6 ranged

(1d8, longbow, x3); Full Atk +11 melee (1d12 + 7, great axe, x3) or +6 ranged (1d8, longbow, x3); SQ dark vision 60ft, Rage 2/day, Uncanny Dodge, Trap Sense +1; AL CE; SV Fort +7, Ref +3, Will +0; Str 20, Dex 14, Con 16, Int 7, Wis 8, Cha 6.

Skills and Feats: Intimidate +5, Ride +9, Power Attack, Weapon Focus (Great Axe).

Possessions: Masterwork Great axe, longbow, quiver 20 arrows, chain shirt.

☛Vampire Orc Druid: Drd 11; CR 13; Medium undead (vampire); HD 11d12; hp 99; Init +8; Spd 30 ft; AC 25 (Touch AC 14, Flat Footed AC 21); Bab/Grp +8/+14; Atk +14 melee (1d6 + 6, scimitar, 18-20/x2) or +14 melee (1d6 + 6 + energy drain, slam, x2); Full Atk +14/+9 melee (1d6 + 6, scimitar, 18-20/x2) or +14/+9 melee (1d6 + 6 + energy drain, slam, x2); SQ dark vision 60ft, animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wilds shape 4/day, wild shape large and tiny, venom immunity, DR 10/Magic and Silver, Fast Healing 5, Gaseous Form, Resistant Cold 10 and Energy 10, Spider Climb, Turn Resistance +4; AL NE; SV Fort +7, Ref +9, Will +13; Str 23, Dex 18, Con -, Int 8, Wis 23, Cha 8.

Skills and Feats: Bluff +7, Handle Animal +13, Hide +12, Listen +16, Move Silently +17, Search +7, Sense Motive +14, Spot +16, Survival +22, Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Multiattack, Natural Spell, Silent Spell.

Possessions: Scimitar, Hide Armor, Large Wooden Shield, +4 Periapt of Wisdom.

Spells: (6/6/5/5/4/3/2; DC 16 + Spell Level):o-create water, cure minor wounds, detect magic, guidance, mending, read magic; 1st – cure light wounds, entangle, faerie fire, magic fang, obscuring mist, shillelagh; 2nd – barkskin, bear's endurance, bulls strength, heat metal, owl's wisdom; 3rd – cure moderate wounds, magic fang, greater, poison, spike growth, wind wall; 4th – cure serious wounds, flame strike, freedom of movement, ice storm; 5th – cure critical wounds, stonewall, wall of fire; 6th – antilife shell, dispel magic, greater.

☛Eagle: Animal Companion; CR 3; Small animal (eagle); HD 7d8 + 7; hp 51; Init +4; Spd 10 ft, fly 80 ft (average); AC 22 (Touch AC 15, Flat Footed AC 18); Bab/Grp +6/+3; Atk +10 melee (1d4 + 1, talon, x2); Full Atk 2 x +10 melee (1d4 + 1, talon, x2) and +8 melee (1d4 + 1, bite, x2); SQ link, share spells, evasion, devotion; AL CE; SV Fort +7, Ref +8, Will +3; Str 13, Dex 18, Con 12, Int 2, Wis 14, Cha 6.

Skills and Feats: Spot +10, Multiattack, Weapon Finesse.

APL 12

☛Vampire Orc Barbarian: Bar 5; CR 7; Medium undead (orc); HD 5d12; hp 45; Init +8; Spd 40 ft; AC 24 (Touch AC 14, Flat Footed AC 24); Bab/Grp +5/+14; Atk +16 melee (1d12 + 12, great axe, x3) , +14 melee (1d6 + 8 + energy drain, slam, x2) or +10 ranged (1d8, longbow, x3); Full Atk +16 melee (1d12 + 12, great axe, x3), +14 melee (1d6 + 8 + energy drain, slam, x2) or +10 ranged (1d8, longbow, x3); SQ dark vision 60ft, Rage 2/day, Uncanny Dodge, Trap Sense +1, Improved Uncanny Dodge, DR 10/Magic and Silver, Fast Healing 5, Gaseous Form, Resistant Cold 10 and Energy 10, Spider Climb, Turn Resistance +4; AL CE; SV Fort +4, Ref +7, Will +1; Str 26, Dex 18, Con -, Int 9, Wis 10, Cha 10.

Skills and Feats: Bluff +8, Hide +12, Intimidate +8, Listen +10, Move Silently +10, Ride +12, Search +7, Sense Motive +8, Spot +10, Survival +8, Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (Great Axe).

Possessions: Masterwork Great axe, longbow, quiver 20 arrows, chain shirt.

☛Vampire Orc Druid: Drd 13; CR 15; Medium undead (vampire); HD 13d12; hp 117; Init +8; Spd 30 ft; AC 26 (Touch AC 14, Flat Footed AC 21); Bab/Grp +9/+15; Atk +15 melee (1d6 + 6, scimitar, 18-20/x2) or +15 melee (1d6 + 6 + energy drain, slam, x2); Full Atk +15/+10 melee (1d6 + 6, scimitar, 18-20/x2) or +15/+10 melee (1d6 + 6 + energy drain, slam, x2); SQ dark vision 60ft, animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wilds shape 4/day, wild shape large and tiny, venom immunity, a thousand faces, DR 10/Magic and Silver, Fast Healing 5, Gaseous Form, Resistant Cold 10 and Energy 10, Spider Climb, Turn Resistance +4; AL NE; SV Fort +10, Ref +10, Will +15; Str 23, Dex 18, Con 14, Int 8, Wis 24, Cha 8.

Skills and Feats: Bluff +7, Handle Animal +15, Hide +12, Listen +17, Move Silently +18, Search +7, Sense Motive +15, Spot +17, Survival +22, Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Multiattack, Natural Spell, Silent Spell.

Possessions: Scimitar, Hide Armor, Large Wooden Shield, +4 Periapt of Wisdom.

Spells: (6/6/6/5/5/4/3/2; DC 17 + Spell Level):o-create water, cure minor wounds, detect magic, guidance, mending, read magic; 1st – cure light wounds, entangle, faerie fire, magic fang, obscuring mist, shillelagh; 2nd – barkskin, bear's endurance, bulls strength, flame blade, heat metal, owl's wisdom; 3rd – cure moderate wounds, magic fang, greater, poison,

spike growth, wind wall; 4th – cure serious wounds, flame strike, freedom of movement, ice storm, spike stones; 5th – call lightning storm, cure critical wounds, stonewall, wall of fire; 6th – antilife shell, dispel magic, greater, liveoak; 7th – creeping doom, fire storm.

☛ **Eagle:** Animal Companion; CR 4; Small animal (eagle); HD 9d8 + 9; hp 65; Init +4; Spd 10 ft, fly 80 ft (average); AC 24 (Touch AC 15, Flat Footed AC 20); Bab/Grp +8/+4; Atk +12 melee (1d4 + 2, talon, x2); Full Atk 2 x +12 melee (1d4 + 2, talon, x2) and +10 melee (1d4 + 2, bite, x2); SQ link, share spells, evasion, devotion; AL CE; SV Fort +7, Ref +8, Will +3; Str 14, Dex 19, Con 12, Int 2, Wis 14, Cha 6.

Skills and Feats: Spot +10, Multiattack, Weapon Finesse.

Encounter Three

All APLs

Mercs (6): Male Human War1; CR 1/2; Medium Humanoid (Human); HD 1d8+4; hp 9; Init +1; Spd 20 ft; AC 17 (touch 11, flat-footed 16) [+1 Dex, +2 shield, +4 scale mail]; Base Atk +1; Grp +2; Atk +2 melee (1d8+1, longsword, 19-20x2) or +3 ranged (1d10, heavy crossbow, 19-20x2); Full Atk +2 melee (1d8+1, longsword, 19-20x2) or +3 ranged (1d10, heavy crossbow, 19-20x2); AL LE; SV Fort +3, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +4, Handle Animal +4; Toughness, Weapon Focus (crossbow).

Possessions: Scale mail, heavy steel shield, longsword, dagger.

Encounter Five

All APLs

☛ **Mogg:** Male Ogre Ftr3; CR 6; Large Giant (ogre); HD 4d8+3d10+17; hp 60; Init 0; Spd 40 ft; AC 19 (Touch 9, flat-footed 18); Base Attack/Grapple: +6/+15; Atk +12 melee (2d8+8 large greatclub); SQ Darkvision 60', Low light vision; AL CE; SV Fort +9, Ref +1, Will +5; Str 21, Dex 10, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Climb +5, Jump +7, Listen +4, Spot +4; Improved Overrun, Power Attack, Iron Will, Toughness, Weapon Focus (greatclub).

Equipment: +1 Greatclub, +1 Chain Shirt, Potion of Cure Moderate Wounds.

☛ **Cleric (variable number):** Male Human Clr3; CR3; Medium-Size Humanoid (Human); HD 3d8+3; hp 21; Init +0; Spd 20 ft; AC 19 (touch 10, flat-footed 19); Atk +3 melee (1d6, Masterwork Sickle); SA Rebuke Undead 5/day; AL CE; SV Fort +4, Ref +1, Will +6; Str 10, Dex 10, Con 12, Int 12, Wis 16, Cha 14.

Skills and Feats: Bluff +4, Concentration +7, Diplomacy +5, Disguise +4, Knowledge (Arcana) +3, Knowledge (Religion) +7, Sense Motive +7, Spellcraft +3; Extra Turning, Improved Turning, Spell Focus (Enchantment).

Possessions: Half Plate, Large Steel Shield, Masterwork Sickle, Holy Symbol, 10gp.

Spells Prepared: (4/4/3: Base DC = 13 + spell level; 15 + spell level for enchantment spells); Domains: Evil, Trickery; o-Detect Magic, Cure Minor Wounds, Guidance, Resistance; 1st - Bless, Command, Doom, Protection From Good; 2nd - Hold Person, Invisibility, Silence;

☛ **Mercs (variable number):** Male Human War1; CR 1/2; Medium Humanoid (Human); HD 1d8+4; hp 9; Init +1; Spd 20 ft; AC 17 (touch 11, flat-footed 16) [+1 Dex, +2 shield, +4 scale mail]; Base Atk +1; Grp +2; Atk +3 melee (1d8+1, longsword, 19-20x2) or +2 ranged (1d4+1, Dagger, 19-20x2); Full Atk +3 melee (1d8+1, longsword, 19-20x2) or +2 ranged (1d4+1, Dagger, 19-20x2); AL LE; SV Fort +3, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +4, Ride +5; Toughness, Weapon Focus (longsword).

Possessions: Scale mail, heavy steel shield, longsword, dagger.

Encounter Six

All APLs

☛ **Rinen Fallswop:** Male Human Clr10/Contemplative6 (Nerull); CR 16; Medium humanoid (human); HD 10d8+6d6+48; hp 125; Init +4; Spd 20 ft; AC 31 (Touch AC 13, Flat Footed AC 31); Bab/Grp +10/+12; Atk +16 melee (1d6 + 5, light mace, x2); Full Atk +16/+11 melee (1d6 + 5, light mace, x2); SA spells, turn undead; SQ divine health, slippery mind, divine wholeness, divine body; AL LE; SV Fort +12, Ref +5, Will +19; Str 14, Dex 10, Con 16, Int 15, Wis 24, Cha 18.

Skills and Feats: Concentration +18, Diplomacy +17, Heal +10, Knowledge (arcane) +8, Knowledge (history) +9, Knowledge (Tuf/Fals/Velv) +7, Knowledge (religion) +20, Sense Motive +24, Spellcraft +15; Combat Casting, Empower Spell, Improved Initiative, Leadership, Lightning Reflexes, Reach Spell, Weapon Focus (light mace).

Possessions: +3 full plate armor of spell resistance 15, +3 large shield of fire resistance, ring of protection +4, dusty rose colored ioun stone, +3 light mace of spell storing, amulet of health +6, cloak of charisma +4, periapt of wisdom +6, staff of healing, winged boots.

Spells: (6/6+1/6+1/6+1/5+1/5+1/4+1/4+1/2+1; DC 17 + Spell Level): o – detect magic, detect poison, light,

purify food and drink, read magic; 1st – bane, cure light wounds, doom*, entropic shield, obscuring mist, sanctuary, shield of faith; 2nd – aid, cure moderate wounds, desecrate, hold person, invisibility*, shatter, sound burst; 3rd – animate dead*, bestow curse, cure serious wounds, dispel magic, prayer, searing light, windwall; 4th – cure critical wounds, death ward, freedom of movement, poison, spell immunity, unholy blight*; 5th – slay living*, flame strike, righteous might, true seeing, unhallow, wall of stone; 6th – blade barrier, dispel magic, greater, harm, mislead, word of recall; 7th – blasphemy, repulsion, scourge*, symbol of weakness; 8th – antimagic field, fire storm, unholy aura*.

*Domain Spell. Domains: Death (You gain death touch once per day. You must succeed in a touch attack. When you touch roll 1d6 per cleric level if that is at least the creatures hitpoints, it dies (no save)); Evil (You cast evil spells at +1 caster level); Pestilence (Immunity to all diseases); Trickery (add bluff, disguise, and hide to your list of cleric class skills).

APL 6

☛**Valik:** Male Human Wiz5/Pale Master3; CR 8; Medium humanoid (human); HD 5d4+3d6+19; hp 47; Init +6; Spd 30 ft; AC 14 (Touch AC 12, Flat Footed AC 12); Bab/Grap +3/+3; Atk +3 melee (1d6, quarter staff, x2) or +5 ranged (1d8, light crossbow, 19-20/x2); Full Atk +3 melee (1d6, quarterstaff, x2) or +5 ranged (1d8, light crossbow, 19-20/x2); SA spells; SQ Bonemail +2, animate dead, darkvision 60ft; AL NE; SV Fort +6, Ref +6, Will +8; Str 10, Dex 14, Con 14, Int 18, Wis 12, Cha 10.

Skills and Feats: Concentration +13, Knowledge (arcane) +10, Knowledge (history) +9, Knowledge (the plains) +10, Knowledge (religion) +16, Knowledge (undead) +13, Spellcraft +15, Tumble +7; Brew Potion, Improved Initiative, Lightning Reflexes, Skill Focus (Knowledge – religion), Spell Focus (Evocation).

Possessions: Wand of magic missile (9th) 5 charges, 3 potions of cure light wounds, quarterstaff, light crossbow, 10 bolts, 2 flasks of oil.

Spells: (4/5/4/3/2; DC 14 + Spell Level; 15 + Spell Level for Evocation): 0 – daze, detect magic, ray of frost, read magic; 1st – cause fear(2), change self, mage armor, shield; 2nd – resist elements (2), scare, web; 3rd – dispel magic, fireball, haste; 4th – ice storm, phantasmal killer.

Familiar(toad):tiny magical beast; HD 6d8; hp 16; Init +1; Spd 5 ft.; AC 18 (touch 15, flatfooted 17); Atk +1 melee (touch); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master; AL N; SV Fort +3, Ref +3, Will +8; Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

☛**Garrong:** Bar 6; CR 6; Medium humanoid (orc); HD 6d12 + 18; hp 76; Init +2; Spd 30 ft; AC 18 (Touch AC 12, Flat Footed AC 18); Bab/Grap +6/+11; Atk +12 melee (1d12 + 8, great axe +1, x3) or +9 ranged (1d8 + 5, masterwork composite longbow [Str +5], x3); Full Atk +12/+7 melee (1d12 + 8, great axe +1, x3) or +8/+3 ranged (1d8 + 5, masterwork composite longbow [Str +5], x3); SQ dark vision 60ft, Rage 2/day, Uncanny Dodge, Trap Sense +2, Improved Uncanny Dodge; AL CE; SV Fort +8, Ref +4, Will +3; Str 21 Dex 14, Con 18, Int 12, Wis 8, Cha 10.

Skills and Feats: Listen +8, Intimidate +9, Ride +11, Spot +8, Survival +8, Cleave, Power Attack, Iron Will.

Possessions: Great axe +1, masterwork composite longbow [Str +5], quiver 20 arrows, breastplate +1.

APL 8

☛**Valik:** Male Human Wiz5/Pale Master5; CR 10; Medium humanoid (human); HD 5d4+5d6+26; hp 62; Init +6; Spd 30 ft; AC 16 (Touch AC 12, Flat Footed AC 14); Bab/Grap +4/+4; Atk +4 melee (1d6, quarter staff, x2) or +6 ranged (1d8, light crossbow, 19-20/x2); Full Atk +4 melee (1d6, quarterstaff, x2) or +6 ranged (1d8, light crossbow, 19-20/x2); SA spells; SQ Bonemail +4, animate dead, darkvision 60ft, summon undead, deathless vigor; AL NE; SV Fort +8, Ref +7, Will +12; Str 10, Dex 14, Con 14, Int 18, Wis 12, Cha 10.

Skills and Feats: Concentration +15, Knowledge (arcane) +12, Knowledge (history) +11, Knowledge (the plains) +12, Knowledge (religion) +18, Knowledge (undead) +15, Spellcraft +17, Tumble +7; Brew Potion, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Knowledge – religion), Spell Focus (Evocation).

Possessions: Boots of striding and springing, cloak of resistance +1, wand of magic missile (9th) 5 charges, 3 potions of cure light wounds, quarterstaff, light crossbow, 10 bolts, 2 flasks of oil.

Spells: (4/5/4/4/3; DC 14 + Spell Level; 15 + Spell Level for Evocation): 0 – daze, detect magic, ray of frost, read magic; 1st – cause fear(2), change self, mage armor, shield; 2nd – resist elements (2), scare, web; 3rd – dispel magic, fireball (2), haste; 4th – ice storm, minor globe of invulnerability, phantasmal killer.

Familiar(toad):tiny magical beast; HD 8d8; hp 29; Init +1; Spd 5 ft.; AC 19 (touch 15, flatfooted 18); Atk +1 melee (touch); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; AL N; SV Fort +5, Ref +3, Will +10; Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

Garrong: Bar 8; CR 8; Medium humanoid (orc); HD 8d12 + 32; hp 107; Init +2; Spd 30 ft; AC 19 (Touch AC 12, Flat Footed AC 19); Bab/Grp +8/+14; Atk +15 melee (1d12 + 10, great axe +1, x3) or +11 ranged (1d8 + 6, masterwork composite longbow [Str +6], x3); Full Atk +15/+10 melee (1d12 + 10, great axe +1, x3) or +11/+6 ranged (1d8 + 6, masterwork composite longbow [Str +6], x3); SD damage reduction 1/-; SQ dark vision 60ft, Rage 3/day, Uncanny Dodge, Trap Sense +2, Improved Uncanny Dodge; AL CE; SV Fort +9, Ref +4, Will +3; Str 22, Dex 14, Con 18, Int 12, Wis 8, Cha 10.

Skills and Feats: Listen +10, Intimidate +11, Ride +13, Spot +10, Survival +10, Cleave, Power Attack, Iron Will.

Possessions: Great axe +1, masterwork composite longbow [Str +6], quiver 20 arrows, *breastplate* +2.

APL 10

♣**Valik:** Male Human Wiz5/Pale Master7; CR 12; Medium humanoid (human); HD 5d4+7d6+30; hp 74; Init +6; Spd 30 ft; AC 16 (Touch AC 12, Flat Footed AC 14); Bab/Grp +5/+5; Atk +7 melee (1d6, quarter staff, x2) or +7 ranged (1d8, light crossbow, 19-20/x2); Full Atk +7 melee (1d6, quarterstaff, x2) or +7 ranged (1d8, light crossbow, 19-20/x2); SA spells; SQ Bonemail +4, animate dead, darkvision 60ft, summon undead, deathless vigor, undead graft, tough as a bone; AL NE; SV Fort +8, Ref +7, Will +12; Str 14, Dex 14, Con 14, Int 20, Wis 12, Cha 10.

Skills and Feats: Concentration +17, Knowledge (arcane) +14, Knowledge (history) +13, Knowledge (the plains) +14, Knowledge (religion) +20, Knowledge (undead) +17, Spellcraft +19, Tumble +7; Brew Potion, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Knowledge – religion), Spell Focus (Evocation).

Possessions: Boots of striding and springing, cloak of resistance +1, wand of magic missile (9th) 5 charges, 3 potions of cure light wounds, perl of power 2nd level, quarterstaff, light crossbow, 10 bolts, 2 flasks of oil.

Spells: (4/6/5/4/3/2; DC 15 + Spell Level; 16 + Spell Level for Evocation): 0 – daze, detect magic, ray of frost, read magic; 1st – cause fear(2), change self, mage armor, magic missile, shield; 2nd – resist elements (2), scare, touch of idiocy, web; 3rd – dispel magic, fireball, haste, ray of exhaustion; 4th – ice storm, minor globe of invulnerability, phantasmal killer; 5th – feeblemind, waves of fatigue.

Familiar(toad):tiny magical beast; HD 9d8; hp 36; Init +1; Spd 5 ft; AC 19 (touch 15, flatfooted 18); Atk +1 melee (touch); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master,

speak with animals of its type; AL N; SV Fort +5, Ref +3, Will +10; Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

♣**Garrong:** Bar 10; CR 10; Medium humanoid (orc); HD 10d12 + 40; hp 133; Init +2; Spd 30 ft; AC 20 (Touch AC 12, Flat Footed AC 20); Bab/Grp +10/+16; Atk +17 melee (1d12 + 10 + 1d6 fire, flaming great axe +1, 19-20/x3) or +13 ranged (1d8 + 6, masterwork composite longbow [Str +6], x3); Full Atk +17/+12 melee (1d12 + 10 + 1d6 fire, flaming great axe +1, 19-20/x3) or +13/+8 ranged (1d8 + 6, composite longbow [Str +6], x3); SD damage reduction 2/-; SQ dark vision 60ft, Rage 3/day, Uncanny Dodge, Trap Sense +3, Improved Uncanny Dodge; AL CE; SV Fort +10, Ref +5, Will +2; Str 22, Dex 14, Con 18, Int 12, Wis 8, Cha 10.

Skills and Feats: Intimidate +13, Listen +12, Ride +15, Spot +12, Survival +12, Cleave, Improved Critical (Great Axe), Power Attack, Iron Will.

Possessions: Flaming great axe +1, masterwork composite longbow +6, quiver 20 arrows, *breastplate* +3.

APL 12

♣**Valik:** Male Human Wiz5/Pale Master9; CR 14; Medium humanoid (human); HD 5d4+9d6+34; hp 86; Init +6; Spd 30 ft; AC 18 (Touch AC 12, Flat Footed AC 16); Bab/Grp +6/+6; Atk +8 melee (1d6, quarter staff, x2) or +9 ranged (1d8, light crossbow, 19-20/x2); Full Atk +8/+3 melee (1d6, quarterstaff, x2) or +8 ranged (1d8, light crossbow, 19-20/x2); SA spells; SQ Bonemail +6, animate dead, darkvision 60ft, summon undead, deathless vigor, undead graft, tough as a bone, graft upgrade, summon greater undead; AL NE; SV Fort +9, Ref +8, Will +13; Str 14, Dex 14, Con 14, Int 20, Wis 12, Cha 10.

Skills and Feats: Concentration +19, Knowledge (arcane) +16, Knowledge (history) +15, Knowledge (the plains) +16, Knowledge (religion) +22, Knowledge (undead) +19, Spellcraft +21, Tumble +7; Brew Potion, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Knowledge – religion), Spell Focus (Evocation).

Possessions: Boots of striding and springing, cloak of resistance +1, wand of magic missile (9th) 5 charges, 3 potions of cure light wounds, perl of power 3rd level, quarterstaff, light crossbow, 10 bolts, 2 flasks of oil.

Spells: (4/6/5/4/4/3; DC 15 + Spell Level; 16 + Spell Level for Evocation): 0 – daze, detect magic, ray of frost, read magic; 1st – cause fear(2), change self, mage armor, magic missile, shield; 2nd – resist elements (2), scare, touch of idiocy, web; 3rd – dispel magic, fireball, haste, ray of exhaustion; 4th – ice storm, minor globe of

invulnerability, phantasmal killer, shout; 5th – cone of cold, feeblemind, waves of fatigue.

Familiar(toad):tiny magical beast; HD 10d8; hp 43; Init +1; Spd 5 ft.; AC 19 (touch 15, flatfooted 18); Atk +1 melee (touch); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; AL N; SV Fort +5, Ref +3, Will +10; Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

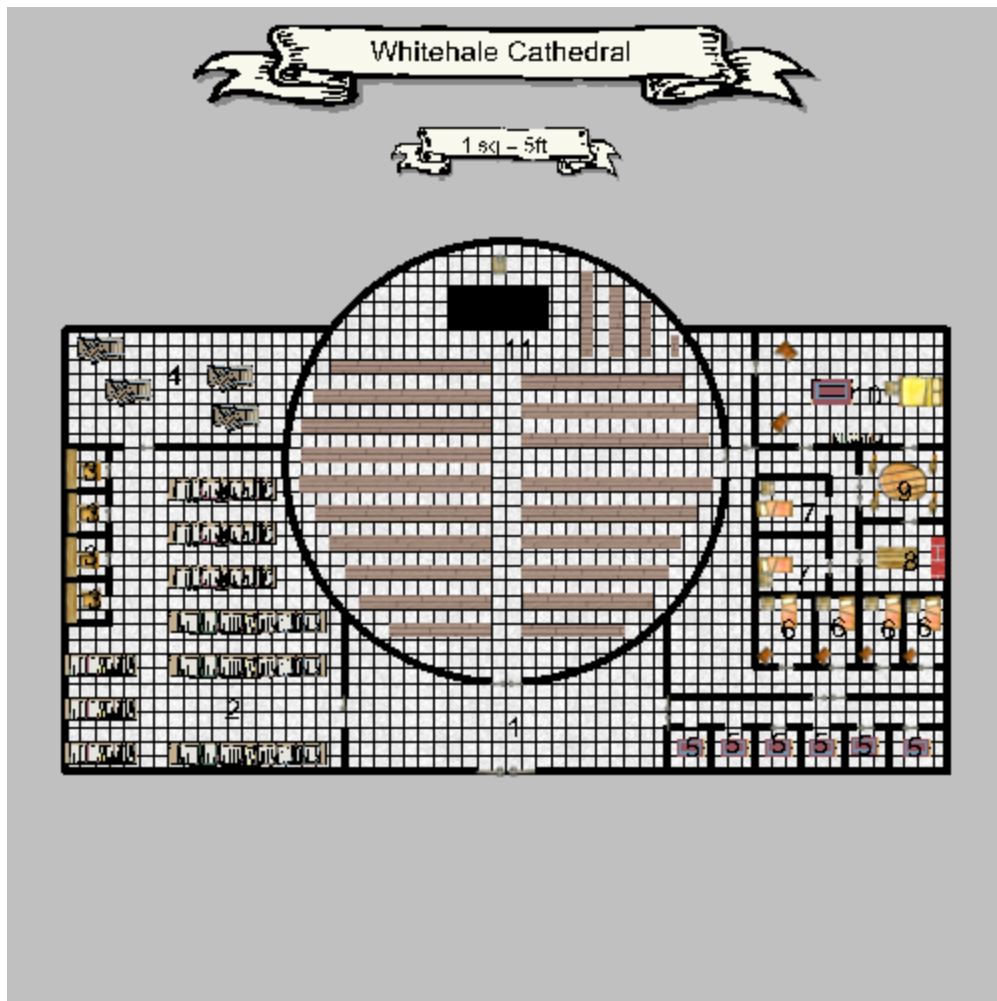
☛ **Garrong:** Bar 12; CR 12; Medium humanoid (orc); HD 12d12 + 48; hp 159; Init +2; Spd 30 ft; AC 20 (Touch AC 12, Flat Footed AC 20); Bab/Grp +12/+18; Atk +19 melee (1d12 + 11 + 1d6 fire, flaming great axe +1, 19-20/x3) or +15 ranged (1d8 + 6, masterwork composite longbow [Str +6], x3); Full Atk +19/+14/+9 melee (1d12 + 11 + 1d6 fire, flaming great axe +1, 19-20/x3) or +15/+10/+5 ranged (1d8 + 6, masterwork composite longbow [Str +6], x3); SD damage reduction 2/-; SQ dark vision 60ft, Rage 4/day, Uncanny Dodge, Trap Sense +4, Improved Uncanny Dodge, Greater Rage; AL CE; SV Fort +11, Ref +6, Will +5; Str 22, Dex 14, Con 18, Int 12, Wis 8, Cha 10.

Skills and Feats: Intimidate +15, Listen +14, Ride +16, Spot +14, Survival +14, Cleave, Improved Critical (Great Axe), Improved Sunder, Power Attack, Iron Will.

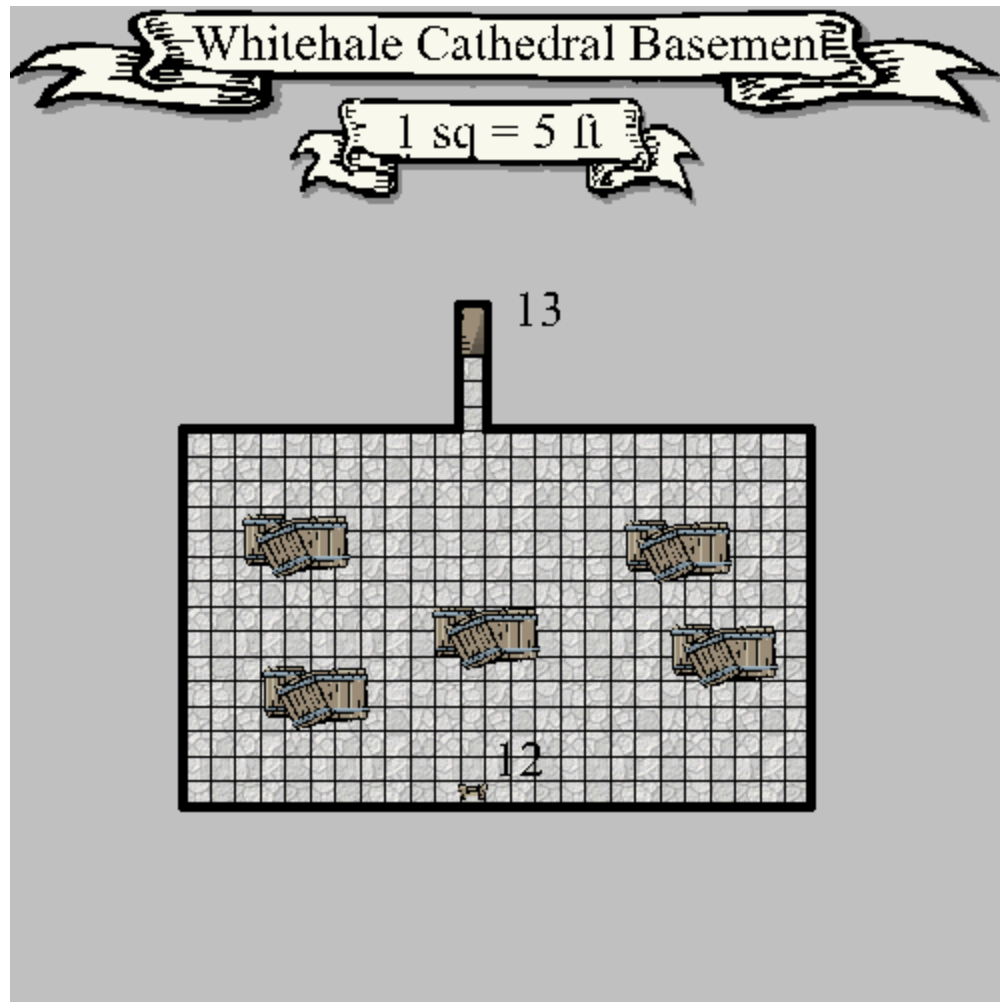
Possessions: *Flaming Thundering great axe* +1, masterwork composite longbow [Str +6], quiver 20 arrows, *breastplate* +3.

Appendix 2: Maps

Map #1 Whitehale Cathedral



Map #2 Whitehale Cathedral Basement



Appendix 3: New Rules

Reach Spell [Metamagic] as presented in the Complete Divine

You can cast touch spells without touching the spell recipient.

Benefit: You may cast a spell that normally has a range of touch at any distance up to 30 ft. The spell effectively becomes a ray, so you must succeed on a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

Plague of Rats as presented in the Complete Divine

Conjuration (Summoning)

Level: Pestilence 5

Components: V, S, DF

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Effect: Swarm of dire rats in a 20-ft. spread.

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes; see text

A swarm of dire rats viciously attacks all other creatures within a 20-foot spread, inflicting damage and spreading filth fever (see page 292 of the *Dungeon Master's Guide*). A creature in the swarm that takes no action other than fighting off the rats takes 1d4 points of damage on its turn and makes a Fortitude saving throw against DC 15 + your intelligence bonus to avoid contracting filth fever. A creature in the swarm who takes any other action, including leaving the swarm, takes 1d4 points of damage per caster level, and must save at -4 penalty to avoid contracting the disease. Spellcasting or concentrating on spells within the swarm is impossible.

The rats' attacks are nonmagical, so being incorporeal, damage reduction, and other defenses can protect a creature from damage. The disease effect is magical and spreads by touch. Any corporeal creature in the swarm that is subject to disease may contract it.

The swarm cannot be fought effectively with weapons, but fire and damaging area effects can force it to disperse. The swarm disperses when it has taken a total of 8 points of damage per caster level from these attacks. A stinking cloud spell and similar area spells disperse a swarm immediately.

As a move-equivalent action, you can direct the swarm to move up to 40 feet per round.

Scourge as presented in the Complete Divine

Necromancy

Level: Pestilence 7

Components: V, S, F, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: One living creature/level, no two of which can be more than 50 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude Negates

Spell Resistance: Yes

This nasty spell causes a major disease and weakness in those who fail their saving throws. Afflicted creatures are immediately stricken with a sickening scourge that quickly spreads to cover their entire bodies. The subject suffers excruciatingly painful and highly debilitating blackened boils, magenta blotches, violet lesions, seeping abscesses, and malignant cysts.

The disease deals 1d3 points of temporary Strength and Dexterity damage per day, unless the creature can make a successful Fortitude save on a particular day. As with mummy rot, successful saves do not allow the creature to recover. The symptoms persist until the creature finds some magical means to cure the disease (such as remove disease, heal, or restoration).

Focus: A black whip or riding crop, which is cracked in the direction of the intended victims during the casting of the spell.

Pestilence Domain as presented in the Complete Divine

Granted Power: Immunity to the effects of all diseases, though clerics with this power can still carry infectious diseases.

Pestilence Domain Spells

1. **Doom:** One subject suffers -2 on attacks, damage, saves, and checks.
2. **Summon Swarm:** Summons swarm of bats, rats, or spiders.
3. **Contagion:** Infects subject with chosen disease.
4. **Poison:** Touch deals 1d10 Con damage, repeats in 1 min.
5. **Plague of Rats:** Summons horde of diseased rats

6. **Curse of Lycanthropy:** Causes temporary lycanthropy in subject.
7. **Scourge:** Inflicts a disease that must be magically cured, one subject/level.
8. **Create Greater Undead*:** Creates shadows, wraiths, specters, or devourers.
9. **Otyugh Swarm:** Creates 3d4 otyughs or 1d3+1 huge otyughs.
 - May only be used to create mummies.

Contemplative as presented in Complete Divine

For any servant of a deity, no joy is greater than at those rare moments when the presence of her patron deity is a real tangible force, sending shivers of power through her body and sending her soul soaring. For some, the taste of this experience is such a powerful attraction that they begin devoting their lives to cultivating it, hoping to attain greater closeness to their deity through a life of contemplation. Spending hours in prayer and meditation, these devoted followers purify their souls, making them worthy of closer contact with the divine. While some contemplatives withdraw from the world into private retreats, others remain active, even adventuring, finding that true nearness to their deity comes from living out the deity's will in the world. In return they find their minds, bodies, and souls purified, perfected, and finally brought close to union with their deity.

Rather than devoting their lives to a deity, some contemplatives strive to conform themselves to some other abstract principle, such as alignment. Their mission is no less divine than that of contemplatives devoted to a deity, and their methods substantially the same. Many such contemplatives live as itinerant philosophers, teaching their doctrines in schools or in the marketplace as they travel from city to city, hoping to enlighten the masses.

Most contemplatives are clerics, though paladins are also often drawn to the mystic's journey. Members of

other classes rarely have sufficient devotion to a deity or philosophy to choose this course.

An NPC contemplative might be a recluse hermit, a church leader, or a passionate champion of her deity. Such a character might have something a group of player characters needs – a holy relic, a bit of sacred lore, or simply a higher-level spell than the clerics in town can cast.

Adaptation: Central to this prestige class is the notion of gaining power through meditation and prayer. Perhaps only certain deities reward their followers in this specific way, or maybe only clerics who don't worship a deity are eligible to become contemplatives because they aren't tied to specific tenets of faith. Finally, the flavor of this prestige class and the flexibility of the bonus domain class feature make it a good choice if you want a prestige class to represent a change in worship from one deity to another.

Hit Die: d6.

Requirements

To qualify to become a contemplative, a character must fulfill all the following criteria.

Skill: Knowledge (religion) 13 ranks.

Spells: Able to cast 1st-level divine spells.

Special: Must have had direct contact with one's patron deity or a direct servant of that deity, or with an enlightened being embodying the highest principles of an alignment (a solar, for example).

Class Skills

The contemplative class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Bonus domain, divine health	+1 level of existing divine spellcasting class
2nd	+1	+0	+0	+3	Slippery mind	+1 level of existing divine spellcasting class
3rd	+1	+1	+1	+3	Divine wholeness	+1 level of existing divine spellcasting class
4th	+2	+1	+1	+4		+1 level of existing divine spellcasting class
5th	+2	+1	+1	+4	Divine body	+1 level of existing divine spellcasting class
6th	+3	+2	+2	+5	Bonus domain	+1 level of existing divine spellcasting class
7th	+3	+2	+2	+5	Divine soul	+1 level of existing divine spellcasting class
8th	+4	+2	+2	+6		+1 level of existing divine spellcasting class
9th	+4	+3	+3	+6	Eternal body	+1 level of existing divine spellcasting class
10th	+5	+3	+3	+7	Mystic union	+1 level of existing divine spellcasting class

Class Features

All of the following are class features of the contemplative prestige class.

Weapon and Armor Proficiency: Contemplatives gain no weapon or armor proficiencies.

Spells per Day/Spells Known: A contemplative who was previously a spellcaster continues to gain access to more powerful divine magic while following the contemplative path. Thus, when a new contemplative level is gained, the character gains new spells per day (and spells known, if applicable) as if she had gained a level in the spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit of a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent remove disease, and so on). This essentially means she adds the level of contemplative to the level of whatever other spellcasting class the character has, then determines the spells per day accordingly. For example, if Theresa, an 11th-level cleric, gains a level as a contemplative, she gains new spells as if she had risen to 12th-level as a cleric, but uses the other contemplative aspects of level progression such as base attack bonus and save bonus. If she next gains a level as a cleric, making her a 12th-level cleric/1st-level contemplative, she gains spells as if she had just risen to 13th level as a cleric.

If a character has more than one divine spellcasting class before she becomes a contemplative, the player must decide which class to assign each level of contemplative for the purposes of determining divine spells per day and spells known.

If the contemplative did not previously belong to a divine spellcasting class, she gains the ability to cast divine spells exactly as a cleric of her patron deity. Her spell progression is the same as that of a cleric.

Bonus Domain: Upon adopting the contemplative class, and again at 6th level, a character gains access to a bonus domain of her choice. The character can choose any domain made available by her deity or alignment. The character gains the granted power associated with the domain she chooses, and can select the spells in that domain as her daily domain spells.

Divine Health (Ex): A contemplative has immunity to all diseases, including magical diseases such as mummy rot and lycanthropy.

Slippery Mind (Ex): At 2nd level, a contemplative gains the ability to shrug off magical effects that would otherwise control or compel her. If a contemplative with resistant mind is affected by an enchantment and fails her saving throw, one round later she can attempt her saving throw again. She only gets this one extra chance to succeed on her saving throw.

Divine Wholeness (Su): At 3rd level and higher, a contemplative can heal her own wounds, in addition to any other healing ability she may have. She can heal up to four times her contemplative level in hit points each day, and she can spread this healing among several uses.

Divine Body (Su): At 5th level, a contemplative becomes immune to poisons of all kinds.

Divine Soul (Su): At 7th level, a contemplative gains spell resistance. Her spell resistance equals her class level + 15. In order to affect the contemplative with a spell, a spellcaster must roll the contemplative's spell resistance or higher on 1d20 + the spellcaster's level.

Eternal Body (Ex): After achieving 9th level, a contemplative no longer suffers ability penalties for aging and cannot be magically aged. (Penalties already suffered remain in place.) Bonuses still accrue, and the contemplative still dies of old age when her time is up.

Mystic Union (Su): At 10th level, a contemplative becomes a magical creature. She is forevermore treated as an outsider (native) rather than a humanoid for the purposes of spells and magical effects. Additionally, the contemplative gains damage resistance 10/magic.

Pale Master (*TOME AND BLOOD*)

"The dead aren't so bad once you get to know them."

Necromancy is usually a poor choice for arcane spellcasters—those who really want to master the deathless arts almost always pursue divine means. However, an alternative exists for those who desire power over undead but refuse to give up their craft completely. Enter the pale master, who draws on a font of special lore that provides a macabre power all its own.

Many pale masters still end up supplementing their arcane power with levels of divine magic. The mixture of "pale lore" and clerical abilities to sway, create, command, and destroy undead can be a potent one. NPC pale masters head special strike groups compromising lesser undead, supplemented as needed with more powerful, summoned undead. Sometimes they serve or act in collusion with powerful evil characters, such as true necromancers or divine spellcasters with Death as one of their domains. Wherever pale masters go, undead follow. Often it is difficult to tell a pale master from the undead that he surrounds himself with.

Hit Die: d6.

Requirements

To qualify to become a pale master, a character must fulfill all the following criteria.

Alignment: Any nongood.

Knowledge (Religion): 8 ranks.

Feat: Skill Focus (Knowledge [religion]).

Spells: Ability to cast arcane spells of 3rd level or higher.

Special: The candidate must have spent three or more days locked in a tomb with animate undead. This contact may be peaceful or violent. A character who is slain by the undead and later raised still meets the requirement, although the resulting level loss may delay compliance with other prerequisites.

Class Skills: The pale master's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Knowledge (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the pale master prestige class

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Bonemail +2	+1 level of existing class
2	+1	+3	+0	+3	Animate dead	
3	+1	+3	+1	+3	Darkvision	+1 level of existing class
4	+2	+4	+1	+4	Summon undead, bonemail +4	
5	+2	+4	+1	+4	Deathless vigor	+1 level of existing class
6	+3	+5	+2	+5	Undead graft	
7	+3	+5	+2	+5	Tough as bone	+1 level of existing class
8	+4	+6	+2	+6	Graft upgrade, bonemail +6	
9	+4	+6	+3	+6	Summon greater undead	+1 level of existing class
10	+5	+7	+3	+7	Deathless mastery	

Weapon and Armor Proficiency: Pale masters gain no additional proficiency in any weapon or armor.

Spells per Day: At every second level gained in the pale master class, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character has more than one spellcasting class before becoming a pale master, he must decide to which class he adds the new level for purposes of determining spells per day.

Bonemail: The pale master has an instinctive feel for bone and can craft necromantic armor composed of interlocking bones. His appreciation for all things dead allow him to wear the Bonemail like a second skin—that is, natural armor, which does not interfere with arcane spellcasting. Only pale masters gain any benefit to Armor Class from wearing bonemail.

At 1st level, the bonemail grants a +2 natural armor bonus to its wearer. At 4th level, the pale master's mastery over this unusual medium allows him to move more naturally within the armor, granting him a +4 natural armor bonus. Finally, at 8th level, the pale master becomes a true bone artisan, receiving a +6 natural armor bonus from his bonemail. These increased bonuses are the result of greater expertise in wearing the armor, so bonemail created by a higher-level pale master confers only the natural armor bonus appropriate to the wearer's level.

Animate Dead (Sp): At 2nd level, the pale master begins to exercise control over the undead. Once per day as a spell-like ability, he can use *animate dead* without need of a material component. Levels of this prestige class count as caster levels for this purpose. All other level restrictions of *animate dead* still apply. For example, a 6th-level sorcerer/2nd-level pale master can only animate up to 8 HD of undead with a single use of this ability. Likewise, he can only control up to 16 HD of undead created using this ability at one time.

Darkvision (Ex): At 3rd level, the dark begins to lose its mysteries to the pale master, who gains darkvision with a 60-foot range. This is an extraordinary ability. If he already has darkvision, its range increases by 60 feet.

Summon Undead (Su): On reaching 4th level, the pale master can summon two undead creatures twice per day as a supernatural ability. This is a standard action that does not provoke an attack of opportunity.

The undead appear at the beginning of the pale master's next action, at a point he designates (and can see) within 60 feet, and act immediately. The pale master may verbally direct the undead to attack, not attack, attack particular enemies, or perform other actions. Summoned undead remain for 1 round per caster level, after which time they disappear (sooner if destroyed in combat). Summoned undead do not count against the pale master's HD total for controlling undead with his animate dead ability (see above).

The pale master's caster level determines the type of undead he can summon, as noted below. Levels of this prestige class count as caster levels for this purpose. If desired, he can summon three less powerful undead in place of the highest-level undead available (for example, instead of two wights, he could summon three ghouls, shadows or ghosts). All summoned undead have +4 turn resistance, in addition to any turn resistance they already possess, for the duration of their stay.

Caster Level	Undead Summoned
5th	Ghoul
6th	Shadow
7th	Ghast
8th	Wight
9th	Wraith

Deathless Vigor: At 5th level, the pale master's body becomes more akin to the undying flesh of those creatures he associates with. The character gains +3 hit points as though from the Toughness feat.

Undead Graft: At 6th level, the pale master gives in to necromantic urges too terrible to verbalize. He cuts off his arm and replaces it entirely with an undead prosthetic, which may be completely skeletal or preserved flesh stitched in place like that of a flesh golem. Regardless of its composition, the limb grants a +4 inherent modifier to the character's Strength. Additionally, the undead graft allows him to use up to two of the following touch attacks per day. These are supernatural abilities, and he can use the same one twice in one day. A touch attack that misses does not count against the daily limit.

Paralyzing Touch (Su): A living foe hit by the pale master's touch attack must succeed at a DC 14 Fortitude save or be paralyzed for 1d6+2 minutes (elves are immune).

Weakening Touch (Su): A living foe hit by the pale master's touch attack takes 1d6 points of temporary Strength damage. A creature reduced to 0 Strength dies.

Degenerative Touch (Su): A living foe hit by the pale master's touch attack receives one negative level. The Fortitude save to remove the negative level has a DC of 14.

Destructive Touch (Su): A living foe hit by the pale master's touch attack must succeed at a DC 14 Fortitude save or take 1d6 points of permanent Constitution drain.

Commanding Touch (Su): If the pale master makes a successful touch attack against an undead foe with HD equal to or less than his caster level, it comes under his command for a number of rounds equal to his caster level. When the duration expires, the undead creature returns to its former allegiance, if any. The newly controlled undead can still be turned.

Tough as Bone (Ex): On reaching 7th level, the pale master takes on yet more qualities of an undead being. He gains immunity to stunning and is unaffected by nonlethal damage.

Graft Upgrade: At 8th level, the pale master becomes skilled in the use of his undead graft (see above). All touch attacks using the graft receive a +2 competence modifier on the attack roll. Additionally, the pale master can use its supernatural abilities three times per day.

Summon Greater Undead (Su): At 9th level, the pale master may summon one powerful undead once per day as a supernatural ability. The pale master's caster level determines the type of creatures that he can summon, as noted below. If desired, he can summon two less powerful undead in the place of the highest-level undead available (for example, instead of one vampire, he could summon two mummies or spectres).

All summoned undead have +4 turn resistance, in addition to any turn resistance they already possess, for the duration of their stay. This ability is otherwise identical to the summon undead ability (see above).

Caster Level	Undead Summoned
9th	Mummy
10th	Spectre
11th	Vampire*
12th	Ghost**

* Summoned vampires have a CR equal to 1 less than the pale master's effective caster level.

** Summoned ghosts have the following ghostly abilities in addition to manifestation: malevolence, horrific appearance, and corrupting gaze.

Deathless Mastery: On reaching 10th level, the pale master is now a scion of the deathless arts. His body becomes partly mummified, and he is no longer subject to critical hits. Moreover, he gains access to the pale master touch using his undead graft (see below) and can call on the powers granted by his prosthetic four times per day.

The pale master is now served constantly by an undead with total HD no greater than his caster level (including levels of this prestige class). He chooses an undead type from those he can personally animate or summon, and it obeys his every command. The vassal gains +4 turn resistance (which stacks with any turn resistance it already possesses but not with the +4 turn resistance of summoned undead). The vassal's HD do not count against the pale master's HD total for controlling undead (see above).

Deathless Master Touch (Su): A living foe of size Large or smaller hit by the pale master's touch attack must succeed at a DC 17 Fortitude save or die. A slain creature automatically animates 1 round later as though with the pale master's animate dead ability (see below) and is under his control. Undead created using this power do not count against the pale master's HD total for controlling undead.

Appendix 4: Player Handouts

Player Handout #1

The Way of The One

This large tome is approximately 10 inches wide, 12 inches tall, and 3 inches deep. It weighs about 5 pounds and has a dark brown cover of some sort of thick leather. It is trimmed in brass, including a brass clasp. The book is written in an old dialect of common, and appears to be somewhat old.

The book details the cult of The One and their beliefs and practices. It details how “The One” is Canon Herion, wrongly deposed from his position of authority in Veluna by rebellious factions in the church. It explains how Canon Herion attempted sweeping reform in the church, but was opposed by elements afraid of losing their personal power.

The book goes on to explain how Canon Herion discovered that the Vale of Luna was originally held by devotees of Nerull who were forced from their lands at sword point by the Raons. Canon Herion claims that Rao does not care for his followers on Oerth and that Rao provides no dominion after death, only oblivion. Nerull on the other hand, gives his followers mastery over death, and the promise of eternal life. The book makes a convincing argument why the Vale of Luna belongs to Nerull and why Nerull's promise of mastery over death is a guarantee for eternity.

The book details Canon Herion's position as a chosen champion of Nerull. It explains how Herion came to see through the lies of Rao and discovered the truth of Nerull. It details how Canon Herion forsook Rao, breaking his holy symbol in a ritual designed to fully accept mastery over death in the embrace of Nerull. In exchange, Nerull gave Herion everlasting life and great power to expand Nerull's dominion on Oerth. However, forces in Veluna rebelled against Herion's lawful edicts, making themselves criminals and attempted to overthrow the rightful government.

The book also details Herion's downfall by the criminal rebels and how his phylactery was split into three rings and hidden so that Herion could not return. However, Herion was not destroyed, simply prevented from taking form in this world until the three rings could be rejoined. It is proof of the lies and deceptions of the rebels that they destroyed all record of the rightful ruler (Herion) so that he could never rightfully reclaim his usurped title. It is the goal of the cult of The One to recover these rings, return Herion to his rightful place as ruler of Veluna, and create a new order mastered over by Nerull through his chosen one.

The Cult of The One must operate in secret, for the forces of the usurpers would surely destroy them if discovered. For that reason, Canon Herion must be described only as “The One” until such time as his return to the world can be completed and he can be restored to his rightful position as the one true canon of Veluna.

Critical Events Summary VEL4-05

Thank you for taking the time to fill out this VERY important form so that the players in fact do affect the region on how well they do during the adventure. Please be sure to turn this into the lead judge at WKRP when you are finished judging the module. Once again thank you for judging!!

Did the PCs contact Lastavenham in the Forest of Whispers?	Y	N
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Did the PCs capture the weapons caravan on the road?	Y	N
--	---	---

Did the PCs kill Valik the Pale Master?	Y	N
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If so, describe what they did with the body (if anything):

Did the PCs kill Garrong the Orc Warchief?	Y	N
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If so, describe what they did with the body (if anything):

Did the PCs kill Fallswop?	Y	N
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If so, describe what they did with the body (if anything):

Did the PC's report to Jolene that Fallswop was in charge in Whitehale?	Y	N
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Did the PCs give Jolene the book <i>The Way of The One</i> ?	Y	N
--	---	---

Did the PCs tell Jolene about the Dyvers connection to the weapons?	Y	N
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