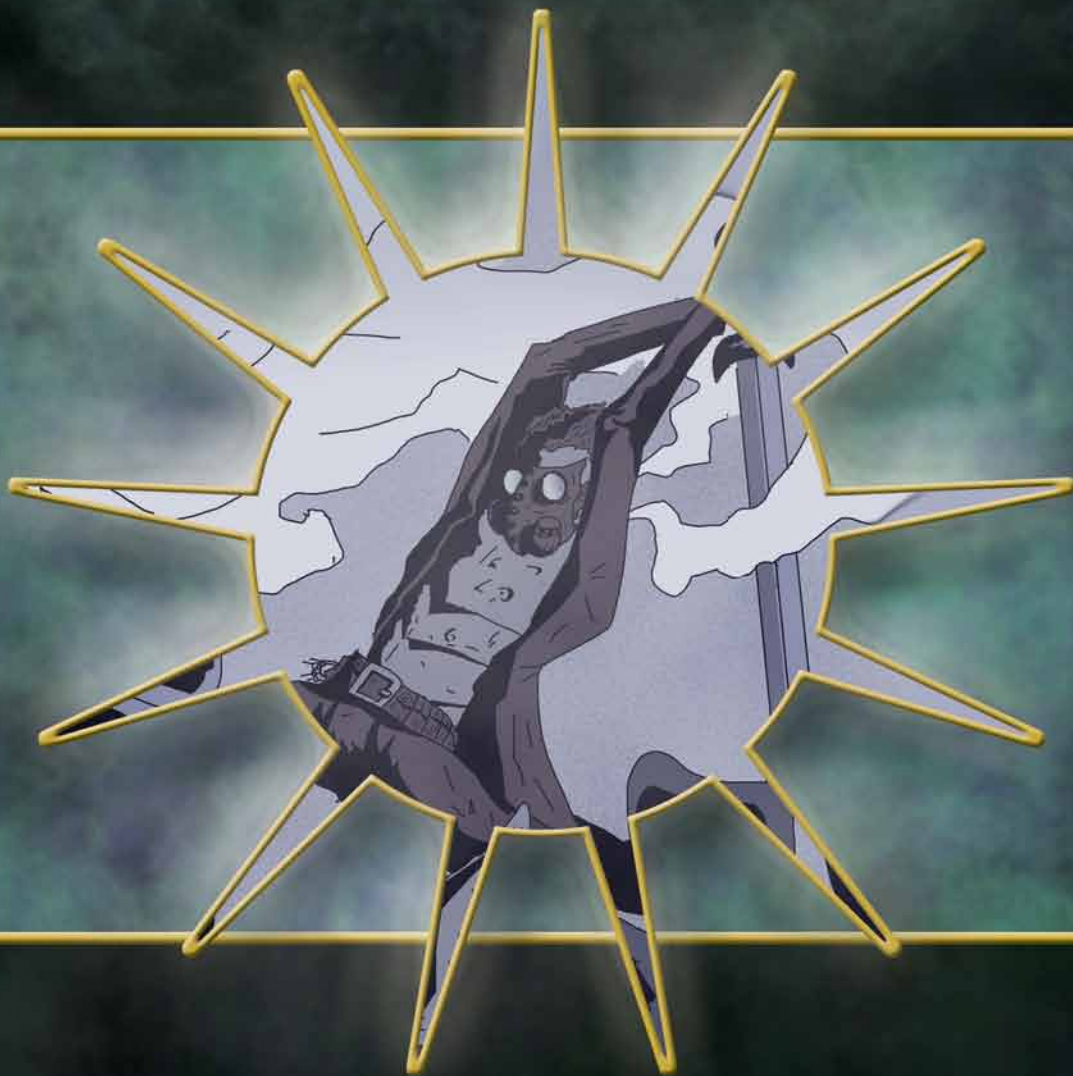


SHROUDED AGENDAS

THE
PURIFIERS

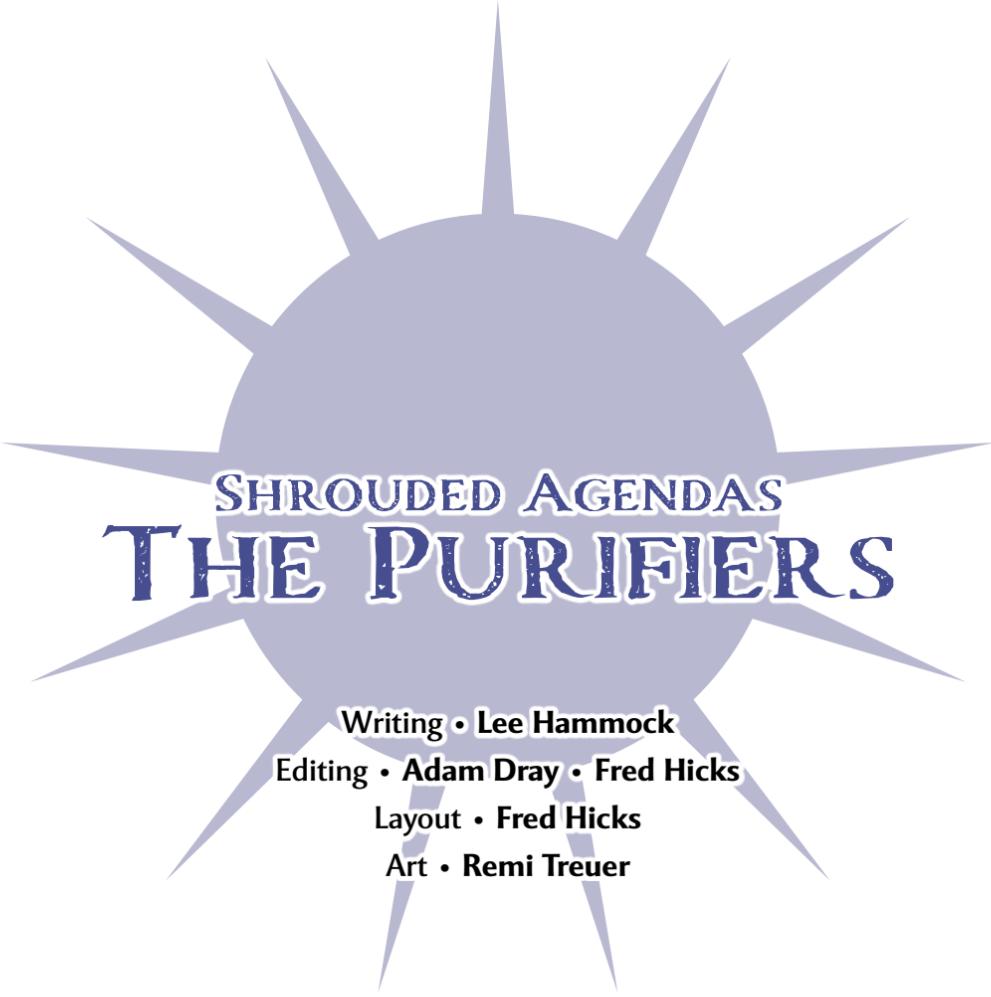


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SHROUDED AGENDAS
THE PURIFIERS

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THE PURIFIERS

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THE PURIFYING HORDE



The Shroud has changed the world in many ways, some profound, but others more subtle. This is the story of how the Shroud changed a man's beliefs without changing his body. A man named Wilhelm ark-Trasser found himself on a quest that led him into the dark heart of the Shroudlands. There he faced the toughest challenge of all: remaining true to his principles in the face of adversity. The Shroud changed him, and he changed the world. Will the Shroud change you?

What you're about to read contains details about Wilhelm ark-Trasser and his group of missionaries, called the Purifying Horde. Within these pages, you will find three new nonplayer characters, nine new monsters, a new disease called shroudrot, and six adventure ideas. This material should be sufficient to launch a full mini-campaign suitable for heroic tier characters.

PURSUIT OF JUSTICE

After the initial shock and fear of the Shroud subsided, thus began the quest to control the Shroud's magical power. Succumbing to greed—one of the oldest motivators of mortals—scholars, wizards, alchemists, and scientists flocked to the Shroud, but few found little more than a painful death at the hand of some nameless evil. Those that fared the best were the necromancers who sought to control the legions of undead awoken by the Shroud. These villains came from across the world, seeking out a lawless place where they could practice their dark arts without being hunted, but not all made a clean escape into the Shroudlands.

Wilhelm ark-Trasser came to the Shroud to find Corus the Blighted, one of these necromancers. A man of the wilderness, ark-Trasser had served as a paladin of the god of justice and lawman in his homeland for many years, protecting several villages from all manner of bandit, beast, and monster. His chase lasted hundreds of miles after Corus attacked two villages under ark-Trasser's protection.

To avenge fallen friends and family, ark-Trasser and his comrades chased Corus into the Shroud, but soon found themselves out of their depth. The land under the Shroud was a dark and soiled place unlike any that ark-Trasser and his men had ever seen. Their confusion upon entering it gave Corus the chance to escape. Ark-Trasser and his men spent days lost in the Shroud's fog. As they searched for a way out, they ran out of food and began living off the bounty of the Shroudlands, such as it is.

LEARNING MORE ABOUT THE HORDE

A character knows the following information with a successful History check.

DC 20: The Purifying Horde, or the Purifiers as they are more commonly known, are hunters of the undead. They operate in the Shroudlands. Using reborn soldiers, they seek to eliminate all undead from the Shroudlands. The Purifiers are led by Wilhelm ark-Trasser, a former paladin who came to the Shroudlands to hunt a necromancer who attacked his homeland.

DC 25: The Purifiers are fanatics who forcibly convert people to reborn to join their mission, sometimes taking whole villages into their ranks. The Purifiers see all living beings as potential undead enemies, so they seek to deplete their enemy's source of soldiers. The Purifiers allow those with useful skills, such as magic or alchemy, to join their order without being transformed into reborn. Vorrok, a shaman of a now-reborn Shroudlands tribe, serves as the order's second-in-command.

DC 30: The Purifiers are based in the ancient fortress Amot-Kur atop Mount Skyclaw, one of the highest mountains in the Shroudlands. Their immediate goal is to find and kill Corus the Blighted, a necromancer who once attacked Wilhelm ark-Trasser's homeland. In the long term, they seek to exterminate all undead and even living creatures within the Shroud, since they are all tainted with its power. The wizard Alsha Torenus serves as a magical advisor within the Purifiers, using her knowledge of magic and alchemy to perfect the reborn transformation.

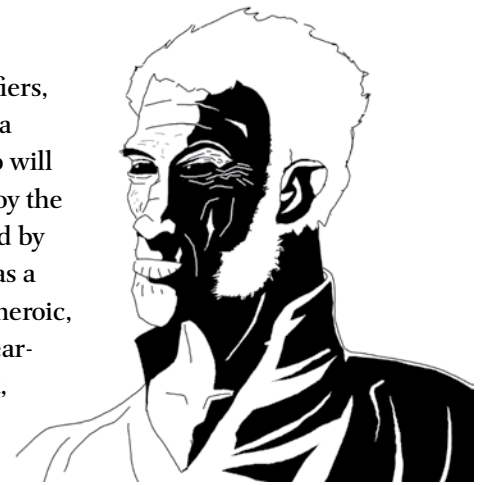
WILHELM ARK-TRASSER

The creator of the Purifiers, Wilhelm ark-Trasser is a deeply driven man who will stop at nothing to destroy the undead hordes spawned by the Shroud. He once was a handsome man with a heroic, broad-shouldered appearance. Now he is a gaunt, haggard man with a haunted look in his eyes. On some level he knows how far he has fallen, but he refuses to ever admit it to himself.

Ark-Trasser once worshiped the god of justice and served his cause as a paladin. Since coming to the Shroudlands, ark-Trasser forsook his god and has become an Unbroken, no longer abiding the will of his god. After he recruited Vorrok to his cause, ark-Trasser devoted more and more of his faith to the Bone Witch. Her doctrines against the undead and of strength through suffering are both beliefs that ark-Trasser holds to strongly. He feels that justice as his former god decreed has no place in the world.

While he has a great appreciation for the weapons Vorrok has created for him, this crusader will not use them himself. Instead, he avoids using the plague spores and fire bombs used by the reborn and carries more mundane armaments, such as Oras the Bone Breaker—if you consider a magical longsword to be “mundane.” Ark-Trasser is an extremely talented commander and any Purifiers under his command will be far more dangerous for his presence.

A squad of Purifiers—usually reborn brutes, manhunters, and stalkers—usually accompany ark-Trasser.



THE BONE WITCH

Worshipped by many tribes in the Shroudlands, the Bone Witch is an ancient god of the dead. She binds the souls of the dead to her service and to her protection by collecting their bones. This makes it impossible for them to be raised as undead. The Bone Witch hates all undead, but otherwise has little interest in the matters of the living. For more on the Bone Witch, see **GODS OF THE SHROUD**.

Wilhelm ark-Trasser	Level 9 Elite Soldier (Leader)
Medium natural humanoid	XP 800
Initiative +6	Senses Perception +4
HP 210; Bloodied 105	
AC 27; Fortitude 23, Reflex 20, Will 22	
Saving throws +2	
Action points 1	
Speed 6	
⬇ Oras the Bone Breaker, Longsword +2 (standard; at-will)	
♦ Weapon	
+16 vs. AC; 1d8+7 damage. In addition, the target is marked either by ark-Trasser or by an ally adjacent to ark-Trasser (his choice).	
✳ Reborn Command (minor; at-will)	
Area burst 2 within 10 squares; any allied reborn in the area must attack a target specified by ark-Trasser until that target is reduced to 0 or fewer hit points or a new target is specified.	
✳ Rally Legionnaire (minor; at-will)	
Ranged 5; one reborn legionnaire within 5 squares receives a +4 bonus to its <i>persistent regeneration</i> saving throw until the end of its next turn.	
✳ Reborn Frenzy (minor; recharge ☞☞)	
Area burst 2 within 10 squares; each reborn in the burst gains a +2 bonus to attack one target of ark-Trasser's choosing until the beginning of ark-Trasser's next turn.	
↩ Rally (minor; encounter)	
Close burst 3; each non-minion ally in the burst gains 15 temporary hit points. If the ally is a reborn, it gains +1 speed until the end of ark-Trasser's next turn.	
Combat Leader	
Each ally within 10 squares who can see and hear ark-Trasser gains a +2 bonus to initiative.	
Alignment Evil	Languages Common
Skills Endurance +10, Heal +12, History +12, Intimidate +14	
Str 17 (+7)	Dex 11 (+4) Wis 10 (+4)
Con 12 (+5)	Int 16 (+7) Cha 20 (+9)
Equipment Chain mail +1, heavy shield, Oras the Bone Breaker (longsword +2)	

WILHELM ARK-TRASSER TACTICS

While ark-Trasser is unafraid of facing combat, he prefers to fight aside his followers. He moves into melee combat with powerful opponents, usually with two reborn supporting him. Ark-Trasser tries to position his allies to flank opponents and overwhelm them using *reborn command* and *reborn frenzy*, moving from one enemy to the next across the battlefield. If some of his followers are overwhelmed ark-Trasser charges in with an encouraging *rally*.

THE CONTEST OF ARK

In the Duchy of Reman, there was a yearly tournament called the Contest of Ark. According to legend the tournament is named after a fire giant who saved the region from a dragon attack long ago. The Contest of Ark involves several tests of martial skills and endurance, culminating in a grand melee fought on a field of hot coals. The winner of the Contest of Ark wins the right to add “ark-” to the beginning of his surname, thus letting all know of his accomplishment. The Contest of Ark was won four times by Wilhelm ark-Trasser, one of the few who have won more than a single contest.

The first part of the contest requires the competitors to race through an obstacle course of muddy pits and a ladderworks with swinging ropes and greased poles. Treat this as a complexity 4 skill challenge using Acrobatics, Athletics, and Endurance as primary skills (moderate DCs) and Dungeoneering and possibly Bluff and Insight as secondary skills (hard DCs). If the player characters win the skill challenge, they may continue to the grand melee.

The grand melee is a free-for-all fight between all the remaining contestants held in a large circle (twenty squares in diameter), covered in hot coals. Anyone who falls unconscious or who leaves the circular combat area is disqualified. Due to the coals, certain spots in the circle are considered difficult terrain and any character standing in coals at the start of his turn must make a successful Endurance check (DC 22) or take 1d6 fire damage and be slowed until the beginning of his next turn.

Characters who win the Contest of Ark and adjust their surname accordingly gain the *Ark-Bearer* ability.

Ark-Bearer: You gain a +2 bonus to Diplomacy rolls with those who know of the tradition. (Falsely claiming to have won the Contest of Ark brings famously bad luck on the liar.)

LOSING SIGHT OF WHAT MATTERS

For the first week, their foraging was successful, as the men stuck to eating only the vegetables they recognized and healthy animals. But after a week of being lost, constantly being attacked by undead, and having little to eat, one of the men by the name of Bertrand consumed a berry from a bloated, ugly plant unknown to the men. Bertrand developed a taste for the berry and began eating them regularly, and within another week he began to change. His skin grew pale, his eyes milky, and his brain became befuddled and weak. Bertrand became a creature of the Shroud, capable of seeing through its mists and navigating it with little difficulty, but he retained only a portion of his mortal mind. Luckily for ark-Trasser, Bertrand retained enough of his mind to be controlled.

The group set off again with its new guide on the trail of Corus. Along the way, they met tribes and refugees within the Shroud. Ark-Trasser initially sought to help these people, but after several violent incidents and betrayals, he wrote off anyone encountered in the Shroud as being twisted by it. Ark-Trasser's devotion to his cause allowed him the self-deception necessary to ignore the fact that his own men and their transformed comrade often caused these difficulties. Instead, ark-Trasser saw his followers as faultless in their loyal service.

At one point, his men tried to take food by force from a local tribe. There was a confrontation and ark-Trasser had the tribesmen tied up and force-fed them the berries that had changed Bertrand weeks before. The same transformation began and ark-Trasser kept the infected tribesmen confined, beating them into submission and into his service, creating more of what ark-Trasser came to call his *reborn*. Only the tribe's shaman, Vorrok—an arrogant, spiteful man who had stirred the dispute in the first place to get rid of a political rival—was allowed to live. Vorrok had much-needed expertise with local plants, including the plants that brought about the reborn transformation.

The makeshift army of ark-Trasser, Vorrok, the reborn, and the surviving human soldiers set out after Corus. Weeks later, they finally forced a confrontation. Despite enslaving several more tribes as reborn along the way, ark-Trasser lost the battle but escaped into the mists of the Shroud with a fraction of his forces.

THE HORDE IS BORN

This was the final blow to Wilhelm ark-Trasser's fragile sanity. He set upon a new course of action: to enslave all humanity as reborn so he could use them to destroy Corus and any other undead he could find. Under the banner of the Purifying Horde—more commonly called the Purifiers by their enemies—ark-Trasser set about destroying all the undead in the Shroud.

With Vorrok's help he began to work on other ways to harness the power of the Shroud in his followers. Ark-Trasser eventually recruited several alchemists and wizards to his cause (some by choice, some by force) and he began to further refine his efforts. The Purifiers discovered several new ways to spread the infection of the Shroud among the living. The most effective of these is the shroudmask, a breathing apparatus containing burning herbs that were harvested in the Shroud. The chamber full of burning herbs and the snout-like shape of the mask create a monstrous, smoking visage for any creature who dons one.

With his ever expanding Purifying Horde, ark-Trasser works to sweep the Shroudlands clean of undead, but he sees anyone not part of his army as a potential undead enemy. Every mortal he encounters (if they have skills useful to the horde) is given the choice to join voluntarily and keep their minds or join the ranks of the reborn in near mindless servitude. Having little interest in the nuances of existence after death the Purifiers see no difference between the half-dead that are sometimes created when someone dies in the Shroud with a great task unfinished. They are destroyed, like any other undead.

Ark-Trasser believes he is on a great and noble crusade to save the people outside the Shroud from the evil inside. And he believes that all those within it already, including himself, as irredeemably tainted and damned. If ark-Trasser were ever to destroy all the undead in the Shroud, he would likely kill himself, but Vorrok is not so short-sighted.

ARK-TRASSER'S TEAM

The Purifying Horde is led by ark-Trasser. The leader relies on two other important lieutenants, however. Vorrok, his second-in-command, is a shaman and an expert herbologist. Alsha Torenus, a dangerous necromancer, reports to Vorrok. Every other member of the Purifiers quickly falls in line whenever one of these three leaders is present. Below these three in the hierarchy are the overseers, who command squads of mortal and reborn troops.



VORROK

Born to the Bone Eagle tribe of the Shroudlands, Vorrok showed a talent for botany and herbology early in life

and thus was taught the ways of the tribe's shamans. Unfortunately, while Vorrok had the skills of a shaman, he cared little for the people of the tribe and let his ambitions rule his life. Stymied in his effort to control the chief of the Bone Eagle tribe (and, thus, the tribe itself), he arranged for an altercation between Wilhelm ark-Trasser's men and the chief's body-

guards. This event led to the first intentional creation of reborn. Since then, Vorrok has served under ark-Trasser, who gives him the freedom and resources to research methods used to create reborn for the Purifying Horde.

Vorrok is a dedicated follower of the Bone Witch and actively works to recruit more of the Purifiers to her faith. Sometimes Vorrok claims to speak with the goddess in dreams brought about by some of the hallucinogenic herbs found the Shroudlands. In any case, Vorrok sees the Purifiers as the incarnation of the Bone Witch's doctrine. He is her evangelist, as much as her goals coincide with his.

Vorrok retains his own ambitions, but he knows ark-Trasser is a better leader, and so he waits until the Purifying Horde has reached the apex of its power before he seizes control. A small, rat-like man, Vorrok is trusted by few in the Purifying Horde. Alsha is his only real ally within the organization. Vorrok has no concern for the lives he destroys in his quest for power. He believes that the weak exist only to help the strong to accomplish their goals.

While Vorrok always defers to ark-Trasser in public, he is a manipulative little man who almost always convinces ark-Trasser of his own point of view. Vorrok sees the reborn as his means to power. He aspires to ruling the Shroudlands and beyond through further corruptions of the Shroud. He is a master of mind control and poisons and knows the plants of the Shroudlands like few others. The expert herbalist has invented weapons such as flammable spore sacks and plague bladders for ark-Trasser's non-transformed soldiers.

Vorrok	Level 8 Artillery
Medium natural humanoid	350 XP
Initiative +5	Senses Perception +12
HP 65; Bloodied 32	
AC 20; Fortitude 17, Reflex 21, Will 20	
Speed 6	
⬇ Staff (standard; at-will) ♦ Weapon	
+15 vs. AC; 1d6+6	
⬇ Firebloom (standard; at-will) ♦ Fire	
Ranged 10; +13 vs. Reflex; 2d6+5 fire damage.	
✱ Plaguecloud (standard; at-will) ♦ Disease, Poison	
Area burst 1 within 10 squares; +11 vs. Fortitude; 1d8+5 poison damage. The character is exposed to level 8 <i>shroudrot</i> and must make a saving throw at the end of the encounter. Reborn creatures are immune to this power.	
✱ Reborn Control (standard; at-will)	
Area burst 1 within 10 squares; +11 vs. Will; reborn creatures only. Target becomes an ally if it was not already, and will follow one command issued by Vorrok before the beginning of his next turn. Issuing a command is a free action for Vorrok.	
✱ Shroud Seeds (standard; encounter) ♦ Poison	
Area burst 2 within 10 squares; +11 vs. Fortitude; 3d8 poison damage and ongoing 5 poison damage (save ends). Creatures reduced to 0 or fewer hit points that then fail their death saving throw do not die. On their next turn they arise as reborn legionnaires, and attack the closest creature for the rest of the encounter. They must be cured of the shroud taint normally.	
Alignment Evil	Languages Common
Skills Arcana +14, Bluff +10, Heal +12, Insight +12, Nature +14	
Str 10 (+4)	Dex 12 (+5) Wis 16 (+7)
Con 11 (+4)	Int 20 (+9) Cha 13 (+5)

VORROK TACTICS

Vorrok always stays in the back of any reborn formation and strikes with his ranged abilities as targets become available. He whittles down the defenses of his enemies with his at-will powers and then hits them with *shroud seeds*, transforming as many of them as possible into immediately-useful reborn. He lets things play out patiently, as his *plaguecloud* carries a potent strain of *shroudrot* (see page 13).



ALSHA TORENUS



A latecomer to the Purifying Horde, Alsha Torenus was one of the many necromancers who came to the Shroudlands to exploit whatever magical power she could. A child of privilege, she was not prepared for the harsh life of the Shroudlands.

A typical necromancer, Torenus hates competing for corpses. She needed allies after angering several rival necromancers,

so she readily joined the Purifiers when the Purifiers found her camp. Alsha claimed she was a captive of her own undead and assisted in their own destruction. Vorrok knows the truth of her history and blackmails Torenus to keep her in line.

Alsha Torenus assists Vorrok. She joined the Purifiers for the unique research opportunities they presented. Together Vorrok and Alsha plan to kill ark-Trasser and take control of the Purifying Horde, but it is only a matter of time before they betray each other in turn. While Wilhelm ark-Trasser is driven by a deeply misguided quest to save humanity, Vorrok and Alsha are driven by ambition and callous scientific curiosity.

Since joining the Purifiers, Alsha has helped Vorrok perfect the creation of reborn and has doomed hundreds of people to slow, agonizing deaths. Alsha does not see the value of other people, aside from their usefulness to her. The cruel woman has not given her actions a second thought. A thirst for arcane lore and power drives Torenus, and while reborn are not exactly what she sought in the Shroud, they'll do for now.

Alsha has become a half-hearted follower of the Umbral Claw after reading several religious books. The tomes detail the faith and some of its necromantic rites in Amot-Kur. She continues to explore the lower levels of the fortress for more clues, but does so discreetly, since Vorrok worships the Bone Witch, who abhors such necromantic rituals. Alsha hopes to unearth some ritual or magic that will help her to eliminate Vorrok and ark-Trasser. She wants to take control of the Purifiers and—more important—discover the forgotten lore lost in the bowels of Amot-Kur.

Alsha Torenus		Level 7 Controller
Medium natural humanoid		300 XP
Initiative +4	Senses Perception +6	
HP 78; Bloodied 39		
AC 21; Fortitude 18, Reflex 20, Will 19		
Speed 6		
⚔ Staff (standard; at-will) ♦ Weapon		
+12 vs. AC; 1d6+6		
☞ Spirit Strike (standard; at-will) ♦ Psychic, Radiant		
Ranged 20; +11 vs. Reflex; 2d6 radiant damage and ongoing 5 psychic damage (save ends). <i>Hit or miss</i> : Alsha may direct allied reborn within 3 squares of the target to switch their subsequent attacks to the target.		
⚡ Cry of the Tortured Dead (standard; at-will) ♦ Necrotic		
Close blast 3; +9 vs. Will; 1d8+5 necrotic damage and target is knocked prone.		
⚡ Touch of Nar-tuul (standard; encounter) ♦ Healing, Necrotic		
Close blast 3. +9 vs. Fortitude; 3d8+5 necrotic damage and target is slowed (save ends). If any target is reduced to 0 or fewer hit points by this attack, Alsha gains 15 temporary hit points.		
Alignment Evil	Languages Common, Elven	
Skills Arcana +13, History +13		
Str 10 (+3)	Dex 12 (+4)	Wis 16 (+6)
Con 14 (+5)	Int 19 (+7)	Cha 12 (+4)

ALSHA TORENUS TACTICS

Alsha avoids combat, but when pressed she likes seeing the light in her enemy's eyes go out when they die. She uses *spirit strike* at a distance to soften up targets and directs her allies toward a particular victim. She moves in to unleash *cry of the tortured dead* and *touch of Nar-tuul*.

THE UMBRAL CLAW

A god of evil that has power in the Shroudlands, the Umbral Claw encourages its followers to inflict suffering on all those around them. Most of the Umbral Claw's clerics and followers are insane, spreading fear and pain with psychotic abandon. Legends conflict as to the origin of the Umbral Claw, some saying it was once the hand of the Bone Witch and others claiming it was once the hand of the Shadow Above, a dark god of anarchy and disorder. For more on these gods, see *Gods of the Shroud*.

These books detail ancient rites of dark magic. Those who study them can power rituals with blood and sacrifices.

Wondrous Item 18,800 gp

Property: Gain a +4 bonus to all skill checks involved in binding, creation, deception, and restoration rituals.

The character performing a ritual can take 1 hit point of damage to reduce the components required for a ritual by 10 gp. This can be used to reduce the cost of a ritual by no more than half. The character suffering this damage takes half effect from all healing abilities for 24 hours and cannot regain hit points by resting during that time.

The character performing a ritual can kill a living being as a sacrifice as part of the ritual. This reduces the cost of the ritual by 100 gp per level of the creature.

ORGANIZATION

Due to the size of the Purifying Horde, it no longer operates under the direct supervision of ark-Trasser. Mortal overseers, selected from the surviving members of ark-Trasser's comrades in arms and those who chose to willingly join the Purifiers, lead squads of reborn. Most of these overseers were brigands, mercenaries, or some other manner of miscreant before they joined. They lead by brute force and while ostensibly tasked with hunting undead and recruiting for the Horde, they often take part in banditry and pillaging when the opportunity arises. The bands led by ark-Trasser's original followers tend to stay on mission better than those led by the newcomers. Ark-Trasser does sometimes discover Horde members who spend too much time and resources pursuing personal gain and power, and he summarily executes those of his flock who take advantage of his trust. Ark-Trasser will not have his grand crusade to save the world from the Shroud tainted by petty thievery and greed.

The largest unit of the Purifying Horde remains under Wilhelm ark-Trasser's direct command and he is usually accompanied by Vorrok and Alsha. The primary force usually is assigned to the field. There they deal with large groups of undead or recruit particularly troublesome settlements.

While the Purifiers have operated without a base for most of their existence, the continuing experiments of Vorrok and Alsha require some stationary facilities. To this end, the Purifiers have claimed the ancient mountain stronghold of Amot-Kur as their headquarters. Thought to have been built by a dragonborn wizard thousands of years ago, the fortress caps Mount Skyclaw,

one of the tallest peaks in the Shroudlands. The Purifiers have occupied Amot-Kur for several years, but they have not explored the entire structure. Exploring under Mount Skyclaw, they continually find new rooms and levels, more than a few of which are inhabited or contain lost treasures of the dragonborn wizard who built it. Some say the wizard's ghost haunts the fortress and helps the Purifiers' research efforts.

AIMS AND METHODS

For now, the Purifying Horde works to spread its power and increase its numbers to better deal with the hordes of undead in the Shroudlands. Its agents lurk in the shadows of many large settlements, recruiting both willing and unwilling soldiers to the cause.

The Purifiers scout any settlement they plan to attack days beforehand to preach their beliefs and convince the people to join willingly, if possible. The Purifiers usually proselytize in such numbers that they cannot easily be forced out, but this does not stop many villagers from trying.

When villagers will not join the mission willingly, the Purifiers resort to magical conscription. They swallow smaller settlements whole, leaving only empty buildings in their wake. Stories of such events rarely travel far due to the lack of witnesses, so in some places the Purifiers are still seen as heroes fighting the undead hordes. This rarely lasts past getting a good look at the reborn legionnaires that comprise the mass of the Purifying Horde, but the uncorrupted Purifiers are often seen in the same vein as religious crusaders. Despite being widely known within the Shroudlands, outside of the Shroud the Purifiers are all but unknown. If Vorrok has his way, this will change.

The apelords of the Ghostcrag Peaks know the Purifiers to be enemies, since several tribes of apelords were forcibly transformed into reborn by Vorrok. Vorrok seeks to learn more about the magic of the apelord speakers and hopes to add that power to his own. The apelord tribes often unite against Purifier forays into the Forest of White Sky, and the forest itself seems to oppose the Purifiers by rearranging paths to lead them in circles. Luckily for the apelords, reborn are not very skilled climbers. The apelords use their vertical mobility to great effect to make hit and run raids on any Purifiers foolish enough to enter their territory. These setbacks make the region very dangerous to the Purifiers. Despite losing several patrols to the apelords, ark-

Trasser continues to press into the Forest of White Sky, due the vast number of undead lurking there.

Despite a continual search for Corus the Blighted, the Purifiers still have not caught the man who inspired their creation. This continues to be a driving goal for Wilhelm ark-Trasser and he mobilizes the entire Purifying Horde on the merest rumor of the long-sought necromancer’s location. Some Purifiers believe that Corus the Blighted is already dead, while others believe he marshals a huge army of undead that could wipe out the Purifiers once and for all. The truth of the matter is Vorrok eliminated Corus using several foreign assassins and then concealed the deed, killing the assassins so they could not spread word of the necromancer’s death. Vorrok has assured that Wilhelm ark-Trasser can never complete his quest for revenge, thus forcing the man ever onward to find an enemy he can never face.

OFFICERS AND OTHER PERSONNEL

The members of the Purifying Horde are many, and varied. Here are the various sorts of troops you might encounter.

PURIFIER OVERSEER

The upper echelon of the Purifiers, only Wilhelm ark-Trasser, Vorrok, and Alsha Torenus are above the overseers. Most Purifier squads are led by purifier overseers, most of whom were members of Wilhelm ark-Trasser’s followers from the Duchy of Reman. These men and women are responsible for discipline within the Purifiers.

Purifier Overseer	Level 6 Soldier (Leader)
Medium natural humanoid	XP 250
Initiative +7 Senses Perception +3	
HP 71; Bloodied 35	
AC 22; Fortitude 19, Reflex 18, Will 18	
Speed 6	
⚔ Longsword (standard; at-will) ♦ Weapon	
+13 vs. AC; 1d8+5 damage, and the target is marked until the end of its next turn.	
⚔ Lead the Charge (standard; recharge 3) ♦ Weapon	
Only when charging; +14 vs. AC; 2d8+5 damage. At any time during the charge, the purifier overseer may pull an ally 1 square, once per ally. The ally must be within 5 squares at the time the overseer makes the pull.	
✳ Reborn Command (minor; at-will)	
Area burst 1 within 10 squares; any allied reborn in the area must attack a target specified by the overseer until that target is reduced to 0 or fewer hit points or a new target is specified.	
✳ Rally Legionnaire (minor; at-will)	
Ranged 5; one reborn legionnaire within 5 squares receives a +2 bonus to its <i>persistent regeneration</i> saving throw until the end of its next turn.	
✳ Reborn Frenzy (minor; recharge 3)	
Area burst 1 within 10 squares; each reborn in the burst gains a +1 bonus to attack one target of the overseer’s choosing until the beginning of the overseer’s next turn.	
Alignment Unaligned Languages Common	
Skills Endurance +10, Intimidate +11, Nature +8	
Str 19 (+7)	Dex 15 (+5) Wis 10 (+3)
Con 15 (+5)	Int 12 (+4) Cha 16 (+6)
Equipment chain mail, heavy shield, longsword	

PURIFIER OVERSEER TACTICS

Purifier overseers are rarely, if ever, encountered without their loyal pack of reborn underlings. They lead from the front where possible, breaking the enemy’s vanguard with *lead the charge* and using *rally legionnaire* to keep their followers in the fight. The overseer targets dangerous enemies with *reborn command* and *reborn frenzy* in the hope that superior numbers will take them down.



PURIFIER STALKER

In general, the Purifiers use the reborn as a blunt instrument to deal with undead or other threats, but occasionally they need more subtle methods. That is where the Stalkers come in. The stealth warriors of the Purifying Horde, purifier stalkers strike from concealment among their reborn allies, disappearing back into the ranks of their allies when confronted.

Purifier Stalker	Level 7 Lurker
Medium natural humanoid	XP 300
Initiative +11	Senses Perception +10
HP 64; Bloodied 32	
AC 21; Fortitude 19, Reflex 20, Will 18; see also <i>shroud-smoke concealment</i>	
Speed 6	
Ⓢ Scimitar (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d8+5 damage.	
⚡ Unseen Strike (standard; recharge Ⓢ) ♦ Weapon	
Only against targets that the purifier stalker has combat advantage against; +12 vs. AC; 2d8+5 damage.	
From All Directions (minor; at-will)	
Designate 1 adjacent square. Consider the purifier stalker to occupy that square for purposes of determining flanking until the end of its next turn.	
Combat Advantage	
The purifier stalker deals an extra 1d8 damage to any target it has combat advantage against.	
Shroud-Smoke Concealment	
When adjacent to a reborn ally the purifier stalker gains concealment. If adjacent to three or more reborn allies the purifier stalker gains total concealment.	
Alignment Unaligned Languages Common	
Skills Intimidate +8, Nature +10, Stealth +12	
Str 14 (+5)	Dex 19 (+7) Wis 14 (+5)
Con 16 (+5)	Int 12 (+4) Cha 10 (+3)
Equipment scimitar, leather armor	

PURIFIER STALKER TACTICS

Using the confusion created by their allies, the purifier stalker hides among its own forces and lashes out at front line combatants who prove particularly resilient. The creature advances with reborn troops for *shroud-smoke concealment* and quickly flanks enemies from *all directions*. Save *unseen strike* for opponents who are slowing the advance of the stalker's allies.

PURIFIER MANHUNTER

Purifier manhunters are charged with recruiting for the Purifying Horde. They capture whomever they can catch and drag them back to be reborn. Manhunters have not undergone the reborn transformation themselves, as their duties require more intelligence and cunning than most reborn possess.

Purifier Manhunter	Level 7 Skirmisher
Medium natural humanoid	XP 300
Initiative +9	Senses Perception +9
HP 80; Bloodied 40	
AC 21; Fortitude 19, Reflex 20, Will 17	
Speed 6	
Ⓢ Cautious Strike (standard; at-will) ♦ Weapon	
+12 vs. AC; 2d6+5 damage. <i>Miss</i> : The manhunter shifts 1 square away from the target.	
⚡ Net (standard; at-will) ♦ Weapon	
Ranged 5/10; +10 vs. Reflex; 1d6 damage; the target is slowed and the purifier manhunter gains combat advantage against the target (save ends both).	
⚡ Sleep Spores (standard; encounter) ♦ Poison	
Close blast 2; +10 vs. Fortitude; 2d6+4 poison damage; the target is dazed until the end of the purifier's next turn.	
Close the Noose (immediate reaction when a creature slowed by a net moves or shifts; at-will)	
When a creature slowed by the manhunter's <i>net</i> ability moves or shifts, the manhunter may shift 1 square towards the target.	
Out of Reach	
The purifier manhunter does not provoke opportunity attacks from creatures who are slowed, who are dazed, or who it has combat advantage against.	
Alignment Unaligned Languages Common	
Skills Intimidate +8, Nature +9, Stealth +12	
Str 14 (+5)	Dex 19 (+7) Wis 12 (+4)
Con 16 (+6)	Int 14 (+5) Cha 10 (+3)
Equipment longsword, hide armor, net	

PURIFIER MANHUNTER TACTICS

Purifier manhunters move behind their enemies to pick off ranged strikers and controllers and then escape back to their own lines before a response is mounted. They remain disengaged until their *cautious strike* tastes blood. Manhunters throw *nets* to stop opponents from running away and relentlessly attack the trapped victim. If confronted with stiff opposition, the manhunter uses *sleep spores* either to stall his enemies or to escape back to his own allies.

PURIFIER GRUNT

Purifier grunts are the rank and file non-reborn members of the Purifying Horde. These are most common type of Purifier assigned as commanders of the reborn. Most were bandits, thugs, or mercenaries before joining the Purifiers.

Purifier Grunt		Level 5 Soldier
Medium natural humanoid		XP 200
Initiative +6	Senses Perception +2	
HP 63; Bloodied 31		
AC 21; Fortitude 18, Reflex 17, Will 16		
Speed 6		
⚔ Longsword (standard; at-will) ♦ Weapon		
+12 vs. AC; 1d8+5 damage, and the target is marked until the end of its next turn.		
⚔ Coordinated Strike (standard; recharge 3) ♦ Weapon		
+12 vs. AC; 3d8+1 damage; any allies adjacent to the target gain a +2 bonus to attack rolls until the end of the purifier grunt's next turn.		
✳ Reborn Command (minor; at-will)		
Area burst 1 within 5 squares; any reborn in the area must attack a target specified by the purifier grunt until that target is reduced to 0 or fewer hit points or a new target is specified.		
Alignment Unaligned Languages Common		
Skills Endurance +9, Intimidate +8, Nature +7		
Str 18 (+6)	Dex 15 (+4)	Wis 10 (+2)
Con 15 (+4)	Int 12 (+3)	Cha 13 (+3)
Equipment chain mail, heavy shield, longsword		

PURIFIER GRUNT TACTICS

Purifier grunts lead from the front of battles, focusing their *reborn command* and *coordinated strike* on powerful enemies.

THE REBORN

The reborn are creatures that the Purifying Horde has infected with the essence of the Shroud. The method of infection, developed by ark-Trasser and Vorrok, involves days of torture and forced feeding of various herbs, but it can be done faster in an emergency using powerful, but rare, herbs (see *shroudrot*, page 13). Creatures with strong links to the Feywild, such as eladrin and some elves, cannot survive the transformation and die instead of becoming reborn. Constructs and undead never become reborn.

In some ways, reborn are the opposite of undead; in

fact, they are “too alive.” Their bodies cannot handle all the raw life energy that their transformation has infused in them. Reborn are twisted, dimwitted creatures that cannot comprehend the change. They are tough and quick, making a fast-moving, hard-hitting combatant. Reborn hate necrotic energy, which is the antithesis to their overabundant, if twisted, life energy. Necrotic energy interferes with their regeneration ability.

While reborn occur naturally in the Shroudlands and any living beast can undergo the transformation save those tied to the Feywild, most reborn are humans or orcs that the Purifiers forcibly recruit. The Purifiers have also been known to transform wolves and other animals. Reborn legionnaires make up the bulk of the Purifiers. Fury-breakers, plaguwalkers, and flame-bearers are deployed in much smaller numbers in support of the legionnaires. The Purifying Horde organizes reborn into squads of five, supervised by a mortal overseer. Only squads that have suffered casualties lack overseers, and these groups tend to wander aimlessly until they are destroyed one way or another.

REBORN TEMPLATE

“Reborn” is a monster template that can be applied to any living monster to create a unique reborn foe. Such beings usually serve as bodyguards or formation breakers, using their vast power to scatter smaller opponents. They are extremely difficult to take down unless one has access to necrotic magic.

Prerequisite: Any creature not of a construct, elemental, fey, or undead type.

Reborn	Elite Brute
(reborn)	XP Elite
Senses low-light vision	
Defenses +2 AC, +4 Fortitude, -2 Willpower	
Resist 10 poison	
Immune disease	
Saving throws +2	
Action Point 1	
Hit Points +10 per level + Constitution score	
Regeneration 10. If the reborn suffers necrotic damage, its regeneration doesn't function on its next turn.	
POWERS	
Unfettered Charge	
The reborn gains a +2 bonus to its speed and +1d8 to damage when charging.	
Reborn [Keyword]: Reborn are creatures infected with the Shroud that have grown more powerful from its influence. Reborn are immune to disease.	

REBORN LEGIONNAIRE

Forming the bulk of the reborn forces commanded by Wilhelm ark-Trasser, the reborn legionnaire is little more than a slaving animal in the shape of a man.

The Purifiers use reborn legionnaires as fodder. These mindless monsters are the leading edge of any of the crusaders' large scale attacks, where they are used to overwhelm enemies *en masse*. The enemies they defeat replace the lost reborn. Legionnaires are commonly used to deal with weaker enemies or to stall more powerful enemies until one of the more powerful reborn can deal with the threat directly.

Reborn Legionnaire	Level 4 Minion
Medium reborn humanoid	XP 44
Initiative +3	Senses Perception +0; low-light vision
HP 1; a missed attack never damages a minion	
AC 16; Fortitude 19, Reflex 16, Will 14	
Immune disease	
Speed 6 (8 when charging; see <i>unfettered charge</i>)	
⚔ Spear (standard; at-will) ♦ Weapon	
+8 vs. AC; 5 damage (+9 vs. AC and 6 damage when charging).	
Unfettered Charge	
When the reborn legionnaire charges, it may move 2 additional squares.	
Persistent Regeneration	
At the beginning of the reborn legionnaire's turn the round after it is reduced to 0 hit points, make a saving throw. If the saving throw is successful, the reborn legionnaire regains 1 hit point and spends the round getting up. Ignore this ability if the reborn was reduced to 0 hit points by necrotic damage.	
Alignment Unaligned Languages -	
Str 14 (+4)	Dex 13 (+3) Wis 6 (+0)
Con 16 (+5)	Int 4 (-1) Cha 8 (+1)
Equipment spear	

REBORN LEGIONNAIRE TACTICS

Reborn legionnaires charge and attack the nearest enemy, but each squad overseer directs them to specific targets. Unless given orders by its overseer the reborn legionnaire charges and attacks the closest enemy until that enemy is reduced to 0 hit points, ignoring all marking in the process. Once an enemy is reduced to 0 hit points the reborn legionnaire attacks the next enemy. Reborn legionnaires are used as cannon fodder by the Purifiers and form the first wave of any attack.

REBORN FURY-BREAKER

The reborn fury-breakers are the heavy hitters of the Purifying Horde and are used to deal with enemy leaders and champions. They are usually created from ogres and other large humanoids. Some are trained to act as body guards and stay with their overseers.

Reborn Fury-Breaker	Level 6 Brute
Large reborn humanoid	XP 250
Initiative +5	Senses Perception +3; low-light vision
HP 86; Bloodied 43	
Regeneration 5 (if the reborn suffers necrotic damage, its regeneration doesn't function on its next turn)	
AC 18; Fortitude 19, Reflex 17, Will 16	
Speed 6 (8 when charging; see <i>unfettered charge</i>)	
⚔ Greataxe (standard; at-will) ♦ Weapon	
Reach 2; +9 vs. AC; 2d8+4 damage.	
⚔ Sweeping Strike (standard; encounter) ♦ Weapon	
Up to three adjacent targets within Reach 2; +7 vs. AC; 3d8+7 damage.	
Unfettered Charge	
When the reborn fury-breaker charges its speed increases by +2.	
Alignment Unaligned Languages Common	
Skills Intimidate +11	
Str 19 (+7)	Dex 14 (+5) Wis 10 (+3)
Con 16 (+6)	Int 8 (+2) Cha 16 (+6)
Equipment greataxe	

REBORN FURY-BREAKER TACTICS

These brutes head directly toward the most threatening enemy on the field and attack. The fury-breaker stays behind a line of reborn legionnaires and attacks opponents using the reach of their *greataxe* and *sweeping strike*.

Sometimes, their mortal overseers use them as bodyguards. These reborn fury-breakers interpose themselves between their overseers and any attackers.

REBORN PLAGUEWALKER

Plaguewalkers are reborn who have been equipped with a number of *shroudrot*-based weapons that they use for ranged attacks. Like flamebearers, they are recruited from those reborn who retain some shred of their minds. Plaguewalkers are most often deployed when the Purifiers are seeking to expand their ranks and are not used when fighting undead.

Reborn Plaguewalker	Level 6 Artillery
Medium reborn humanoid	XP 250
Initiative +7	Senses Perception +3; low-light vision
HP 58; Bloodied 29	
Regeneration 3 (if the reborn suffers necrotic damage, its regeneration doesn't function on its next turn)	
AC 18; Fortitude 18, Reflex 19, Will 16	
Speed 6 (8 when charging; see <i>unfettered charge</i>)	
Ⓢ Mace (standard; at-will) ♦ Weapon	
+13 vs. AC; 1d8+3 damage.	
✱ Plaguecloud (standard; at-will) ♦ Disease, Poison	
Area burst 1 within 10 squares; +9 vs. Fortitude; 1d6+4 poison damage. The character is exposed to level 6 <i>shroudrot</i> and must make a saving throw at the end of the encounter. Reborn creatures are immune to this power.	
✂ Festering Dart (standard; recharge Ⓜ) ♦ Poison, Weapon	
Ranged 5/10; +13 vs. AC; 1d10+4 damage and the reborn plaguewalker makes a secondary attack against the same target. <i>Secondary attack</i> : +11 vs. Fortitude; 2d6 poison damage and ongoing 5 poison damage (save ends).	
Unfettered Charge	
When the reborn plaguewalker charges, it may move 2 additional squares.	
Alignment Unaligned Languages -	
Str 14 (+5)	Dex 19 (+7) Wis 10 (+3)
Con 16 (+6)	Int 8 (+2) Cha 12 (+4)
Equipment darts, mace	

REBORN PLAGUEWALKER TACTICS

Plaguewalkers attack from behind lines of reborn legionnaires or fury-breakers, targeting enemy leaders, strikers, and controllers with a *festering dart*. They concentrate their *plaguecloud* on anyone in melee combat with other reborn (who are immune to the attack).

REBORN FLAMEBEARER

The primary ranged combat unit of the Purifiers, the flamebearers are particularly intelligent reborn equipped with a mixture of flammable seeds and oils that they hurl at their enemies. Flamebearers are used heavily when fighting undead and are deployed in groups so they can use mass fire to affect large parts of the battlefield at once.

Reborn Flamebearer	Level 5 Controller
Medium reborn humanoid	XP 200
Initiative +6	Senses Perception +2; low-light vision
HP 60; Bloodied 30	
Regeneration 4 (if the reborn suffers necrotic damage, its regeneration doesn't function on its next turn)	
AC 18; Fortitude 16, Reflex 17, Will 15	
Speed 6 (8 when charging; see <i>unfettered charge</i>)	
Ⓢ Spear (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d8+5 damage	
Ⓢ Fire Seeds (standard; at-will) ♦ Fire	
+9 vs. Reflex; 1d10+4 fire damage	
✱ Smoldering Seeds (standard; encounter) ♦ Fire	
Area burst 1 within 10 squares; +7 vs. Reflex; 3d6+4 fire damage; the area within the burst becomes difficult terrain for the rest of the encounter.	
Unfettered Charge	
When the reborn flamebearer charges, it may move 2 additional squares.	
Alignment Unaligned Languages -	
Str 14 (+4)	Dex 18 (+6) Wis 10 (+2)
Con 15 (+4)	Int 8 (+1) Cha 12 (+3)
Equipment spear	

REBORN FLAMEBEARER TACTICS

A reborn flamebearer limits the movement of enemy troops, particularly around the flanks of reborn units. The creature uses *smoldering seeds* early in a battle to guard its allies' flanks or to seal off routes of escape. Flamebearers work together to create large areas of difficult terrain, and then attack with *fire seeds*.

ENCOUNTER GROUPS

LEVEL 4 ENCOUNTER (XP 876)

- ♦ 1 purifier overseer (level 6 soldier [leader])
- ♦ 4 reborn legionnaires (level 4 minion)
- ♦ 1 reborn plaguewalker (level 6 artillery)
- ♦ 1 reborn flamebearer (level 5 artillery)

LEVEL 6 ENCOUNTER (XP 1264)

- ♦ 1 purifier overseer (level 6 soldier [leader])
- ♦ 6 reborn legionnaires (level 4 minion)
- ♦ 2 reborn fury-breakers (level 6 brute)
- ♦ 1 reborn plaguewalker (level 6 artillery)

LEVEL 7 ENCOUNTER (XP 1600)

- ♦ 1 purifier stalker (level 7 lurker)
- ♦ 1 purifier manhunter (level 7 skirmisher)
- ♦ 2 reborn fury-breakers (level 6 brute)
- ♦ 2 reborn flamebearers (level 5 controller)

LEVEL 8 ENCOUNTER (XP 1750)

- ♦ Vorrok (level 8 artillery)
- ♦ Alsha Torenus (level 7 controller)
- ♦ 2 reborn fury-breakers (level 6 brute)
- ♦ 1 reborn plaguewalkers (level 6 artillery)
- ♦ 1 purifier manhunter (level 7 skirmisher)

LEVEL 9 ENCOUNTER (XP 2100)

- ♦ Wilhelm ark-Trasser (level 9 elite soldier [leader])
- ♦ 3 reborn fury-breakers (level 6 brute)
- ♦ 1 purifier manhunter (level 7 skirmisher)
- ♦ 1 purifier stalker (level 7 lurker)

SHROUDROT

Shroudrot is a disease often caused by consuming plants or water that has been tainted by the Shroud. Shrouddrotten fruit usually is bloated and overripe, with veins of black running through it, so those who know what to look for can easily detect the diseased food. Shroudrot can also be contracted by wearing a shroudmask or by contact with certain spores or the reborn.

Any creature wearing a shroudmask suffers a -6 penalty to all Endurance tests to resist shroudrot. Any creature who is regularly eating Shroud-tainted food suffers a -2 penalty to all Endurance checks to resist shroudrot. In either case, the Heal skill cannot help those who are wearing a shroudmask or eating Shroud-tainted food.

Any creatures with a fey creature origin die immediately if they reach the final stage of shroudrot. Constructs and undead are immune to shroudrot.

Creatures who reach the final state of shroudrot are not beyond saving. If kept out of contact with any sources of shroudrot, they may continue to make Endurance or Heal checks as normal, but increase all DCs by +5. On the first successful check that results in an Improve result, the creature loses the reborn template, but still has the appropriate stage 4 penalties from shroudrot.

Shroudrot		Level 6+ Disease	
<i>This disease, often spread by eating Shrouddrotten fruit, transforms its victim into a mindless reborn.</i>		Attack: +3 plus the disease's level vs. Fortitude Endurance Improve DC 20 + one-half disease's level, maintain DC 16 + one-half disease's level, worsen DC 15 + one-half disease's level or lower	
The target is cured.	Initial Effect The target gains an additional healing surge. This healing surge may be used a minor action. If this surge is used the character automatically progresses to the next stage of <i>shroudrot</i> .	Initial Effect The target suffers a -2 penalty to Willpower and a -2 penalty to all skill checks. The target gains low-light vision.	Initial Effect The target suffers a -4 penalty to Willpower and a -4 penalty to all skill checks (which is not cumulative with the penalties from the previous stage), loses use of its daily abilities, and becomes immune to other forms of disease.
			Final State Target gains the reborn template. If the target is a minion they become a reborn legionnaire. If the target is a PC they become an NPC of the appropriate race, class, and level with the reborn template applied.

SHROUDROT LORE

A character knows the following information with a successful Arcana check.

DC 20: The shroudrot disease is a dangerous pathogen that is a physical manifestation of the taint of the Shroud. It can be contracted a number of ways, all of which involve interacting with plants or animals that are deeply infected by the power of the Shroud.

Plants infected with the Shroud can be discerned by the black veins growing through them and animals so infected are pale and sickly. Those who contract shroudrot tend to gain physical strength but lose mental facilities. Eventually, victims become dullards from the effects of the disease. The last stage of shroudrot transforms the victim into a reborn—a dimwitted, but physically powerful and twisted version of the victim's former self. The most common type of reborn is a legionnaire, a near mindless creature that attacks any living thing it encounters.

DC 25: Reborn have no knowledge of their old lives. They have become simple-minded but violent creatures through their transformation. They move quickly in battle and can quickly close with an enemy. Most reborn are the creation of the Purifying Horde, a group of undead hunters who use the reborn transformation to turn the people they capture into reborn minions. Reborn regenerate their wounds but are vulnerable to necrotic energy. Reborn are often weak-willed, but extremely resilient.

DC 30: Reborn are much more effective when led by an intelligent overseer who can marshal their efforts and coordinate their attacks. Reborn soldiers fielded by the Purifying Horde often are equipped with flammable or poisonous weaponry derived from the plants of the Shroud. The second-in-command of the Purifiers, named Vorrok, creates most of these biological weapons. Reborn can be returned to normal with proper care.

SHROUDROT MASKS

Vorrok created shroudrot masks to make the reborn transformation harder to resist and now most reborn are outfitted with them even after their transformation is complete, due to the terrifying visage created by the masks. These masks are created using herbs found in the Shroudlands and a relatively simple ritual.

CREATE SHROUDMASK (RITUAL)

Using the power of the Shroud you create a mask that will full the lungs of those who wear it with the Shroud's corrupting power.

Level: 4

Category: Creation

Time: 1 hour

Duration: Permanent

Component Cost: Special

Market Price: 100 gp

(not readily for sale)

Key Skill: Arcana or Nature

This ritual requires special Shroud-touched herbs as components that can be gathered with a Nature check (DC 25). Each gathering attempt takes six hours.

The ritual also requires a mask (50 gp cost) that will contain the burning Shroud-touched herbs used in the ritual, forcing the reborn transformation on anyone who wears the shroudmask. These masks may be reused, but new herbs must be collected for each person that wears the mask.



ADVENTURE IDEAS

REBIRTH COMES TO PERYTON WALLS

In an attempt to broaden ark-Trasser's ambition, Vorrok plants rumors that Corus the Blighted has been seen in the village of Peryton Walls, just outside the Shroudlands. Ark-Trasser immediately mobilizes his force to attack the village. Soon, people are spreading word that massive numbers of troops are on the move. This dooms the village of Peryton Walls unless the heroes can prove to ark-Trasser that the rumors are false or stop the onslaught by other means. The truth of the matter is that the village is the home of the last surviving assassin that Vorrok hired to kill Corus, and Vorrok wants to tie up the loose end.

DON'T DRINK THE WATER

Ark-Trasser has developed a variety of shroudrot that is carried in water. Hoping to spread his forces more quickly, he quickly begins poisoning the Pale Rock River, one of the major sources of water for several settlements in the Shroudlands. Unless the heroes stop the poisoning within a few weeks, hundreds of innocent victims will be transformed into reborn. Even if the poisoning is stopped, hundreds already have contracted shroudrot and must be cured before the transformation is complete. To that end, local village elders send the player characters to the source of the Pale Rock River, said to be a cave spring with healing properties.

THE DEEP HEART OF PURITY

The mountain fortress of Amot-Kur is a massive structure that not even the Purifiers have explored completely. While investigating a dungeon or cave in a nearby area, the heroes discover a hidden back door to Amot-Kur. A passage leads them into the depths of the fortress beyond that which the Purifiers use. If the players can survive the ghost of the dragonborn wizard who built the fortress and his evil creations, they can strike at the very heart of the Purifiers.

THE HORDE UNLEASHED

A large group of Purifiers were tracking down a group of undead when they were ambushed by the very undead they were hunting. All of the overseers were killed,

leaving the leaderless reborn to wander about aimlessly. They've attacked several villages in the area and seem to show no signs of leaving so the locals have called for help in getting rid of the reborn. Tracking the reborn leads the player characters to a cave network that one of the reborn inhabited before his transformation.

UNWANTED GUESTS

For two weeks, Purifiers have been coming to the trading town of Gotter's Hill to recruit the locals to their cause. Knowing the truth of the Purifiers' intentions, none have taken them up on it, but the Purifiers have become more numerous and insistent with each passing day. The town mayor, Helga Silverbeard, knows this is building toward an attack and she is setting up her town for a siege. Anyone in the town is likely to be pressed into service to defend the walls. Anyone who tries to escape town will find that the Purifiers outside the walls are not keen on letting anyone through.

ONE LAST CHANCE AT REDEMPTION

One of Wilhelm ark-Trasser's original followers, a ranger by the name of Daerrick Kale, has had enough with the Purifiers and wants to get out before his soul is tainted any further with dark deeds. Unfortunately, his escape did not go as planned and the Purifiers are hot on his trail when he stumbles into the camp of the player characters. If they help him, he can provide valuable information on the operations and history of the Purifiers. The heroes can face the Purifiers, but they have come in overwhelming force. The best option appears to be several days of hard running.

WAKING DEATH

The Purifiers tracked down an undead they assumed to be a ghoul or wight hiding in an ancient graveyard in the Shroudlands. Instead, they found themselves face to face with a Death Mother. Unprepared for such a challenge, the Purifiers were quickly routed and only a handful survived the encounter. The Death Mother began attacking nearby settlements. Pooling their resources, the villages hired able adventurers to deal with the threat. The heroes take up the charge, but how will the surviving Purifiers play into the confrontation?

APPENDIX:

WILHELM ARK-TRASSER AS AN UNBROKEN PALADIN

Instead of having leadership focused abilities, Wilhelm Ark-Trasser could instead be rebuilt as an Unbroken (see **SHROUDED PATHS: THE UNBROKEN**), a paladin who turned his back on his god and decided to forge his own path. Relying on his own willpower instead of his leadership, this alternative build makes Wilhelm ark-Trasser a tougher opponent while reducing his ability to aid his followers. This also increases his level by two.

To change Wilhelm ark-Trasser to an Unbroken use the following stat block.

Wilhelm ark-Trasser	Level 11 Elite Soldier (Leader)
Medium natural humanoid	1,200 XP
Initiative +6	Senses Perception +4
HP 242; Bloodied 121	
AC 29; Fortitude 25, Reflex 22, Will 24	
Saving throws +2	
Action points 1	
Speed 6	
⬇ Oras the Bone Breaker, Longsword +3 (standard; at-will) ♦ Weapon	
+18 vs. AC; 1d8+10 damage. In addition, the target is marked either by ark-Trasser or by an ally adjacent to ark-Trasser (his choice).	
✳ Reborn Command (minor; at-will)	
Area burst 2 within 10 squares; any allied reborn in the area must attack a target specified by ark-Trasser until that target is reduced to 0 or fewer hit points or a new target is specified.	
✧ Rally Legionnaire (minor; at-will)	
Ranged 5; one reborn legionnaire within 5 squares receives a +4 bonus to its <i>persistent regeneration</i> saving throw until the end of its next turn.	
✳ Reborn Frenzy (minor; recharge ☐☐☐)	
Area burst 2 within 10 squares; each reborn in the burst gains a +2 bonus to attack one target of ark-Trasser's choosing until the beginning of ark-Trasser's next turn.	
⬇ Unflagging Strike (standard; recharge ☐☐☐)	
Ark-Trasser makes a basic melee attack. Ark-Trasser regains hit points equal to his level.	
Inescapable Challenge (immediate interrupt when an adjacent marked target shifts or teleports away from ark-Trasser; at-will)	
Ark-Trasser makes a basic melee attack against the target.	
Lay on Hands (minor; encounter) ♦ Divine, Healing	
One creature in melee touch range; target regains hit points equal to half its bloodied value.	
Divine Challenge (minor; at-will) ♦ Divine, Radiant	
One creature in close burst 5; Ark-Trasser marks the target. While the target is marked, it suffers a -2 penalty to attack rolls for any attacks that do not include ark-Trasser as a target. Also, while marked, it takes 11 radiant damage the first time it makes an attack that doesn't include ark-Trasser as a target before the start of its next turn. If ark-Trasser does not attack his marked target by the end of his next turn, the effect ends. Ark-Trasser cannot maintain more than one such mark at a time.	
Alignment Evil	Languages Common
Skills Endurance +11, Heal +13, History +13, Intimidate +15	
Str 18 (+9)	Dex 11 (+6) Wis 10 (+5)
Con 12 (+6)	Int 17 (+8) Cha 21 (+10)
Equipment Chain mail +1, heavy shield, Oras the Bone Breaker (longsword +3)	

For use with the 4th Edition

DUNGEONS & DRAGONS
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.