

SHL2-01



A MESSAGE FROM RINGLAND

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

Version 1

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The spring of 592 CY brings new dangers to the Shield Lands, but also new hope as well. After more than seven years of silence a message arrives from the town of Ringland; a town deep inside occupied territory. Can you survive the dangers of the new border long enough to reach Ringland and reestablish contact with a town long since thought destroyed? An adventure for characters level 3-10.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time being around three hours. The rest of the time is spent in preparation before game play, reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event. Take time to review 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's 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 described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. 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 both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and non-player character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at

the end of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Website (www.wizards.com/rpga), 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 character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

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

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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 an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or 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.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) 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.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialec, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Shield Lands. All characters pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp.

ADVENTURE SUMMARY AND BACKGROUND

Before the occupation, the town of Ringland in the northeastern part of the Shield Lands was not unlike any other town in the nation, with one major exception. The town was, and still is, protected by a powerful magical field that subtly repels evil creatures. While the existence of the field is not common knowledge outside the town, even those who do know of it cannot fully explain its origin.

The most commonly believed explanation tells of a powerful wizard who once called Ringland home. The mage, possibly one of the original Shield Mages, gave the field to the people of Ringland as a dying gift in hopes of protecting the town even after his passing.

Amazingly, the field is still functioning and for seven years has protected the town from Iuz's occupying forces even while the rest of the Shield Lands have been ravaged by war. The field's success is due to the subtle nature of

the protective enchantment, which acts to dissuade intrusions by evil creatures rather than actively block their passage or kill them outright.

Unfortunately, the field has its limits. Several times in the past, exceptionally evil and powerful creatures, such as fiends, have penetrated the field and threatened the people of Ringland. Luckily, two Knights of Holy Shielding remained in Ringland after its isolation and took up the role of the town's protectors. On each occasion the knights drove back or destroyed the threat.

Recently, another such incursion may be threatening the town. Over the course of the winter months, a large dragon has been sighted over the town. So far, the dragon has taken only a passing interest in Ringland, continuing on its way. Yet the dragon continues to return. It is as if something inside the Ringland (or near it) draws its attention momentarily away from its true goal.

This is indeed what is happening. The dragon, an ancient red, has come to the northern Shield Lands in search of a new lair. Its activities over the past few months have been directed at scouting the Rift Canyon and the surrounding area. Unfortunately for Ringland, there is something buried outside of town that calls to the dragon as it flies overhead. The call is elusive and fleeting, but enough to perk the dragon's curiosity. So far, the field has repelled the dragon's cursory investigations, but a determined effort by the beast would easily break through the field.

The people of Ringland are frightened and its remaining leaders (including one Shield Knight) are unsure what to do. In the past, scouts have been sent out to try and reestablish contact with the Shield Lands, or failing that, Furyondy, Urnst or even Veluna. Since Ringland has been completely isolated for seven years, the people do not know the outcome of the Greyhawk Wars or the subsequent recovery of lands during the Great Northern Crusade.

Sir Reyneld (the remaining Shield Knight) and a group of town elders decided to send out more scouts in hopes of finally making contact and obtaining aid against the dragon if the need arises. Five scouts were sent out, each unaware of the others existence in case they were captured, and told to head for various locations across the northern Flanaess, including former Shield Lands cities (if any remain), Urnst, Furyondy and even the Bandit Kingdoms. Of the five, only one survived long enough to reach help.

The event begins with the characters on patrol along the new border outside the recently retaken Gensal (see event SHL1-11 *The Invisible Hand* for these events). Amid rumors of hunter-killer groups roaming the border, the characters have been sent out on their normal patrol. The characters are working their way through a small stand of trees when they hear the hoots and howls of humanoids on the hunt. The enemy is coming towards them and they have a few rounds to set an ambush.

After a few tense rounds of waiting, the humanoids' prey breaks through the underbrush. It is a lone, terrified human. The man is unfamiliar to the characters, but obviously injured. Sharp-eyed characters see the man

wears the symbol of the Ringland town guard hidden beneath his cloak.

Before the characters have much of a chance to talk to the man, the enemy appears and combat begins. The battle is relatively easy and the characters are victorious.

While the battle was fought, the man the enemy was chasing continued to run and it takes the characters a few minutes to catch up. At first the man is ready to fight, but the characters gain his trust by proving they are from the Shield Lands. With the characters' help, Tebin makes it back to Gensal alive to tell his story.

After hours of questioning and magical divinations, Tebin's story is verified. Ringland still stands! Honorable Lemanda of Heironeous, Knight Bannerette of the Knights of Holy Shielding and commander of the Shield Lands forces at Gensal decides to send a scouting party of Pathfinders to make contact with Ringland and investigate Tebin's reports of a dragon taking interest in Ringland. Since the characters were the ones who found Tebin, they are selected to lead the mission.

Unknown to anyone but the Greycloaks, another "member" of the group will be along for the trip. A grim and dour Greycloak named Quatain (nicknamed "the cold" by other pathfinders) has been ordered by the Greycloaks to shadow the group heading to Ringland in hopes of flushing out one of the hunter-killer groups stalking the border.

In the early morning before they characters leave, scouts make a horrible discovery. The members of six missing patrols are laid out in a gruesome display no more than one hundred yards from the walls of Gensal. A few of the members, known Greycloaks, have their weapon hand severed at the elbow. If the characters weren't aware of it before, now they know something terrible hunts the border.

Throughout the trip to Ringland, the characters will feel as if they are being watched. Alert characters may notice that someone (or something) is following them. When the party detects their pursuers and attempts to confront them, a pack of vicious woodland creatures attacks the party.

Eventually the characters reach Ringland and talk their way out of a fight with the town's protectors who are led by Sir Janszen Reyneld, a Knight of Holy Shielding. After earning Sir Reyneld's trust, they are escorted to Ringland to speak with him and a few of the town elders.

During the meeting with Sir Reyneld and the town elders, the characters are brought up to date on what has happened in Ringland for the last seven years. The characters then offer updates on the Shield Lands in return. Sir Reyneld tells the characters about the dragon sightings and offers the characters the town's hospitality for a few days to rest before returning to Gensal.

During their stay, the characters are witness to the dragon sightings Sir Reyneld told them about. Once or twice the characters notice the Dragon circle around an area about a mile outside the town and then fly off towards the northeast. The dragon flies too fast for the characters to follow it for long, but they get the general idea what direction it comes from and where it might be

going. When they investigate the area the dragon seems to be flying over, they find a simple farm with nothing out of the ordinary.

In the middle of the night before the characters have decided to return to Gensal they are awoken to the sounds of a terrible battle in the sky. Investigating, the characters witness the dragon fighting an invisible opponent. Whatever it is the dragon is fighting is beating it badly and the dragon seems to be trying to flee. It breaks free and flies off towards the farm the characters found earlier, but the invisible opponent gets one last attack in, staggering the dragon. The dragon's invisible enemy seems content with letting the dragon limp off to die and disappears after roaring in an ear piercing, soul-chilling howl of victory.

The dying dragon tries to make it to the farm, but can't stay in the air. Using the last of its strength, it flies far enough to crash into the barn of the farm where it lies dying.

The characters race to the farm to see what happened to the dragon. They find it dying in the broken ruin of the barn. The farm's owners have long since fled into the night in fear.

At first, the dragon looks dead. As the characters cautiously approach, the dragon opens its eyes and thrashes about weakly. Thick dragon blood pours from his many wounds, seeping into the ground. After a few seconds the ground begins to shake and the dragon vainly tries to get up, but too late. Something bursts from the ground beneath the dragon, impaling him and killing him. The dragon dies with a grunt of agony, leaving the characters to stare at the massive black obelisk that is piercing the dragon's chest like a giant lance.

Further investigation shows the dragon to have vicious claw marks and horrible flesh-withering wounds. The obelisk is thirty feet tall and about one foot wide at the tip, widening to about four feet wide where it enters the ground. Whatever it is must go deep into the ground because simple digging can't find the base of it.

The obelisk seems to have strange writings on it that aren't visible in normal torch or sunlight. Attempts to detect magic or read languages cause the caster to experience a strange prophetic dream. Anyone touching the blood-covered obelisk earns a strange boon from an unknown benefactor. Further investigations reveal nothing and none of the townsfolk have any idea what this thing is or where it came from.

After the dragon's fall, the characters have a lot to report to their superiors. Bidding farewell to the people of Ringland, the characters start their journey back to Gensal. Unfortunately, the hunter-killer group that was following them has been waiting for them to leave Ringland (held at bay by the magic barrier).

Tirzhar and his group have set up an ambush for the characters three days outside Ringland. Quatain has been keeping an eye on the evil druid and tries to warn the characters of the impending ambush, but is delayed. The characters end up running into the ambush and (if they do well enough) helping Quatain drive off his foes as

well. The battle is extremely fierce and the characters are pushed to their limits to survive.

After the battle, Quatain explains why he was following the party and offers one party member his thanks for saving his life. Together, they return to Gensal.

Back in Gensal, the party reports what it found out and is told that a rotating guard will be sent to maintain close contact with Ringland and try to find out what the strange obelisk is. Since Ringland's survival is a secret, the characters are sworn to secrecy about their mission.

INTRODUCTION

The characters are on patrol along the new border outside the recently retaken Gensal. It's early spring and they have been here for over a week. During their time in Gensal, they have noticed that the enemy is beginning to strengthen its defenses along the border. Rumors of hunter-killer groups roaming the occupied territory and making surprise attacks against Shield Land's patrols are running rampant, given validity by no less than six missing patrols in the last week.

It is mid-afternoon as you make your way back to Gensal through a small stand of trees. Today's patrol was uneventful, but the reports of six missing patrols still haunt your thoughts. For six patrols to disappear in only a week, something terrible must be hunting the border.

The characters are working their way through a small stand of trees when they hear the hoots and howls of humanoids on the hunt. The enemy is coming towards them and they have a few rounds to set an ambush. Call for Listen checks (DC10) and read the following:

Suddenly, in the distance ahead, you hear harsh voices coming towards you. Something, perhaps a group of orcs or hobgoblins, is getting closer. The voices sound excited, like the baying of hunting dogs closing in on their prey.

Give the players a chance to react. After a few tense rounds of waiting, the enemy's prey breaks through the underbrush. It is a lone, terrified human. The man is unfamiliar to the characters and is obviously injured. A successful Spot check, (DC 15) followed by a successful Knowledge (Shield Lands) check (DC 15) tells them the man wears the symbol of the Ringland town guard hidden beneath his cloak. Anyone with Knowledge (Shield Lands) knows Ringland is a town deep in enemy territory and long since fallen to Iuz, or so it was thought.

Before the characters have much of a chance to talk to the man, the enemy appears and combat begins. If the characters took the time to hide, they easily surprise the enemy.

Creatures:

APL 4 (EL 6)

➤ **Hobgoblins (4);** hp 9, 7(x3); see *Monster Manual*.

➤ **Ogres (3):** hp 35, 33, 30; AC 16; see *Monster Manual*.

APL 6 (EL 8)

➤ **Hobgoblins (11):** hp 9, 7(x10); see *Monster Manual*.

➤ **Ogres (5):** hp 35 each; AC 16; see *Monster Manual*.

APL 8 (EL 10)

➤ **Hill Giant (2):** hp 122, 102; see *Monster Manual*.

➤ **Ogres (5):** hp 35 each; see *Monster Manual* page 144.

APL 10 (EL 12)

➤ **Hill Giants (5):** hp 122, 102(x4); see *Monster Manual* page 98.

ALL APLS

◆ **Tebin:** Male human Rgr2.

Tactics: If the enemy is taken by surprise, the creatures do their best to recover and kill the characters. The creature with the highest hit points is the leader.

Treasure: Each hobgoblin has a longsword, three javelins, studded leather armor, and a small wooden shield. Each ogre has a huge great club and hide armor. Each hill giant has a huge great club, hide armor and 2d4 rocks. Their combined coin equals 25 gp per APL (see the treasure breakdown at the end of the event).

Development: After a quick search, the characters find a number of decaying hands with familiar tattoos nailed to the shield of the leader or hanging around its neck on a rope. There are two hands at APL4, three at APL6, 5 at APL8 and 7 at APL10. A member of the Greycloaks or anyone who has spent time on the border (i.e., has a Brotherhood of the Border cert) recognizes the tattoo as a Greycloak symbol. They also know that this is a great honor for the leader since Iuz's armies actively hunt Greycloaks and see killing one as a great test of strength. This group of creatures is one of the hunter-killer groups everyone has been talking about, but not the one responsible for the six missing patrols.

While the battle was fought, the man the monsters were chasing continued to run. It'll take the characters a few minutes to catch up. At first he is ready to fight, but if the characters show him they are from the Shield Lands, he relaxes and collapses. He was not expecting to find Shield Landers this close to Ringland. After some healing and a bit of water, the man tells the characters his story.

His name is Tebin and he comes from Ringland in the northern Shield Lands. The town has not fallen to Iuz and is protected by some magical effect that keeps evil out. Sir Harmenn Deleven (a Knight of Holy Shielding thought dead) and some priests of Rao tried to reach Furyondy to get help for Ringland three summers ago. Since help never arrived, Sir Janszen Reyneld, the

remaining Knight of Holy Shielding in Ringland has been in charge of defending the town.

In the last month, the town has fallen under the attention of a dragon. Every few days, the beast flies overhead, circles around a bit and flies off towards White Plume Mountain. Tebin was sent to try and contact someone who could help the town against the dragon if it came to a fight. Tebin was trying to reach Furyondy.

Unknown to Tebin, Sir Reyneld sent five scouts out individually, unknown to each other and in different directions hoping at least one would make it to safety. Of the five sent, only Tebin survives. Ringland has received no news of the war in seven years. Other attempts have been made in the past, but all have failed. Until now that is.

ENCOUNTER 1: RETURN TO RINGLAND

After the battle in the last encounter, the characters should return to Gensal with Tebin. After hours of questioning and magical divinations, Tebin's story is verified. Ringland still stands! No one had dared hope a town in the occupied territory could have survived untouched, but Ringland has. Honorable Lemanda of Heironeous, Knight Bannerette of the Knights of Holy Shielding and commander of the Shield Lands forces at Gensal decides to send a scouting party of Pathfinders to make contact with Ringland and investigate what may be drawing the dragon's attention, despite the protective field. Since the characters were the ones who found Tebin, they are selected to lead the mission.

Just after dawn on the morning following Tebin's rescue just before the characters are headed back out on patrol, read the following:

Before you head out on your daily patrol, an officer calls you aside. "Captain Hebrin has asked to see you about our visitor."

Assuming all the characters agree to see Captain Hebrin, continue:

You are led into the main keep and through a series of hallways. Finally, you are escorted into an office still being repaired from the occupation. A warm fire blazes in the hearth, dispelling the morning chill from your bones. At the desk opposite the fireplace sits a middle-aged man you recognize as Captain Hebrin.

"Thank you for coming. You are to be commended for rescuing our friend from Ringland. Thanks to you, Tebin is doing well after his long and dangerous journey. During the night we verified his reports. Ringland still stands! Heironeous must surely be watching over them."

The Captain pauses as if he's expecting a reply to his praise of the Archpaladin and then continues on.

"We must send word back to our comrades in Ringland that the Shield Lands still stand and we continue the fight against Iuz. Our brothers and sisters must know that they are not alone."

Knight Bannerette Lemanda has ordered you to go to Ringland to reestablish contact and bring news of our victories. While there, you should investigate these dragon sightings and see if there is anything to be concerned about. Do your best to reassure the people of Ringland that everything is going to be alright."

Give the players a chance to ask a few questions. If they hadn't heard of the dragon sightings from Tebin, have Captain Hebrin explain. When they're done, continue:

"You are to leave immediately. Others have been assigned to..."

Captain Hebrin stops abruptly as a young officer bolts into the room, out of breath and sweating.

"Captain! Captain! Come quickly! Something horrible has happened! The missing patrols... they've returned!"

The young officer races back out the door yelling "Come quickly!" Perplexed and concerned, Captain Hebrin heads out the door motioning for you to follow.

In the early morning before they characters leave, scouts make a horrible discovery. The members of all six missing patrols are laid out in a gruesome display no more than one hundred yards from the walls of Gensal. A few of the members, known Greycloaks, have their weapon hand severed at the elbow. If the characters weren't aware of it before, now they know something terrible hunts the border. Read the following when the characters' group arrives:

Your group has a hard time trying to follow the young officer who seems more intent on getting back to wherever he's leading you than showing you the way. Your journey takes you about one hundred yards outside the walls of Gensal. The area is surrounded by a perimeter of guards, each standing silent guard over a gruesome sight. Laid out before you are the rotting remains of twenty three Pathfinders. The bodies are being tended by a group of young priests, one of which stands at your approach.

"Scouts found them just after sunrise. They must have been left here in the night. I can't even think of what might have been able to get this close to the walls unnoticed. We've identified them as the missing patrols. I'm afraid they're all dead, but at least they didn't come back to us as undead monstrosities."

Let the characters ask questions and examine the bodies if they like. All that is known is the dead Pathfinders failed to return from their assigned patrol sometime in the last week. Patrols fail to return all the time, but not usually six in one week. The bodies are covered in vicious wounds caused by heavy weapons like greataxes or great swords. Some look to have been savaged by animals. A few, all known Greycloaks, are missing their weapon hand from the elbow down. Aside from the tattered remains of clothing and armor, all of the Pathfinders' equipment and weapons are gone.

One of the members of the patrol was infected with a disease before his death. Anyone taking the time to check every body (such as taking "20" to search the bodies) has a chance to become infected by the shakes (see on DUNGEON MASTER'S Guide page 75). The DM should secretly roll a Fort save (DC 13) for anyone who comes in contact with the diseased body. Only someone with ranks in Heal has a chance to detect this during the course of investigating the bodies. A successful Heal check (DC 20) reveals that at least one of the bodies is disease ridden. If the characters fail to detect the diseased corpse before they leave for Ringland, several soldiers become ill and die before the disease is brought under control.

Anyone making a successful Knowledge (religion) check (DC 25, DC 20 for druids) notices that the bodies were arranged in a pattern similar to what druids of the Old Faith (prior to the great migration, perhaps even as far back as the Ur-Flan necromancers), used for sacrifices. Tracking attempts reveal nothing since the people who did this were using pass without trace spells when they dropped the bodies here. No other clues are found. When the characters finish investigating, continue:

Soldiers begin to cover the bodies and a wagon is brought up to take them away for burial. Captain Hebrin turns to you, "This bodes not well for your journey. Something is hunting our Pathfinders... something terrible I fear. I will understand if you refuse to go."

Captain Hebrin waits for a reply from the characters. So long as no one refuses to go, he continues:

Honorable Lemanda chose well for this mission. Gather your belongings and meet at the eastern gate in one hour.

When the characters gather to leave, Captain Hebrin gives them Player Handout 2 – A Message for Ringland. Captain Hebrin orders them to destroy it if it ever becomes possible the enemy might get a hold of it, otherwise they are to give it to Lord Reyneld.

Creatures:

♣ **Captain Hebrin:** Male human Ftr6/Clr5 (Heironeous).

Development: Unknown to anyone but the Greycloaks, another "member" of the group is along for the trip. A grim and dour Greycloak named Quatain (nicknamed "the cold" by other pathfinders) has been ordered by the Greycloaks to shadow the group heading to Ringland in hopes of flushing out one of the hunter-killer groups stalking the border. The characters cannot know he's following them until Encounter 8.

ENCOUNTER 2: HUNTED!

This encounter only happens if the characters realize they are being stalked. As the characters travel, make sure you determine weather each day using the DUNGEON MASTER'S GUIDE page 89. This becomes important in Encounter 7

when the characters face an ambush at the hands of Tirzhar and his companions. The weather for the day helps determine the spells Tirzhar prepares for that day. The DM should do his best to make the characters paranoid. Describe the occupied lands as eerie and disturbing. For example, drop into combat rounds a few times and have the characters roll initiative and Spot and Listen checks. No matter what the rolls are, tell the characters they feel as if they are being watched, but nothing happens. Tell them the only creatures they can see are scavengers like ravens and crows hoping to get an easy meal, but it feels like something else is out there, maybe it's only their imagination.

Throughout the trip to Ringland, the characters feel as though they are being watched. Three highly skilled and dangerous agents of Iuz are hunting the characters. These three comprise the hunter-killer group that is responsible for the six missing patrols. Though one of many on the border, this particular hunter-killer group consists of Tirzhar, an evil druid; Korosh, a vicious gnoll ranger and Moghald, a powerful bugbear barbarian. The group is aware of the characters, but doesn't know Quatain is out there. On the other hand, Quatain does know about them.

The leaders of the Greycloaks have known about Tirzhar's group for a long time. Prior to the recovery of Gensal, the Greycloaks were never able to track them down long enough to destroy them. In the last few weeks, Tirzhar's group has stayed close to Gensal. Without telling Honorable Lemanda of Heironeous their plans (because she would just insist on complicating matters by involving the Shield Knights), Quatain has been following the party hoping Tirzhar and his group would give him the opportunity to strike.

It'll be very hard for the characters to detect Tirzhar. He has decided to see where the characters are going before killing them. Most patrols walk their route and return home. The character's group is obviously going somewhere and Tirzhar wants to know where and why.

The druid follows the party in the wild shape of a raven in the company of a number of other normal ravens under the effects of an *animal friendship* spell. He hopes to hide himself amongst the other ravens (a lone raven sticks out more than a flock). Korosh and Moghald stay far enough away to easily avoid detection.

If the party detects Tirzhar and attempts to confront him, Tirzhar summons woodland creatures (using *summon nature's ally* I-V, depending on APL) and makes them attack the party while he retreats. Once the spells are cast, he flees, taking his ravens with him. He does not engage the party directly for any reason.

Unless the party is getting slaughtered, Quatain does not interfere in the battle.

Creatures:

APL 4 (EL3)

🐾 **Wolves (2):** hp 13 each; see *Monster Manual*.

Note: These wolves are summoned and fight until they are killed or when five rounds have passed, whichever comes first.

🦉 **Ravens (10):** hp 1 each; see *Monster Manual* page 201.

Note: The ravens do not fight and flee at the first sign of combat.

APL 6 (EL5)

🐾 **Wolves (4):** hp 13 each; see *Monster Manual* page 204.

Note: These wolves are summoned and fight until they are killed or when seven rounds have passed, whichever comes first.

🦉 **Ravens (14):** hp 1 each; see *Monster Manual* page 201.

Note: The ravens do not fight and flee at the first sign of combat.

APL 8 (EL 7)

🐾 **Dire Wolves (3):** hp 45 each; see *Monster Manual* page 57.

🐾 **Wolves (3):** hp 13 each; see *Monster Manual* page 204.

Note: These wolves/dire wolves are summoned and fight until they are killed or when nine rounds have passed, whichever comes first.

🦉 **Ravens (18):** hp 1 each; see *Monster Manual* page 201.

Note: The ravens do not fight and flee at the first sign of combat.

APL 10 (EL 9)

🦉 **Dire Lions (3):** hp 60 each; see *Monster Manual* page 57.

🐾 **Dire Wolves (3):** hp 45 each; see *Monster Manual* page 57.

Note: These dire wolves/lions are summoned and fight until they are killed or when eleven rounds have passed, whichever comes first.

🦉 **Ravens (22):** hp 1 each; see *Monster Manual* page 201.

Note: The ravens do not fight and flee at the first sign of combat.

Tactics: These creatures are summoned using *summon nature's ally* II-V respectively. In some cases, the spell is cast twice to allow for the respective quantities. At each APL, the summoned creatures remain fighting for the designated number of rounds and then vanish. At all APLs, the creatures try to pick off the weakest party members first.

Treasure: The summoned creatures have no treasure.

Development: Unless the party somehow manages to kill Tirzhar and his group during this event, they lead them directly to Ringland.

ENCOUNTER 3: WELCOME TO RINGLAND

The trip to Ringland is about 140 miles and takes about four and a half days mounted or six days on foot (more if the characters are heavily encumbered). As described in *Encounter 2*, DMs should do their best to make the players' paranoid and uncomfortable when in the occupied lands.

During the trip, the characters have to avoid enemy patrols and troop movements, but as long as they are smart, they really only have to worry about Tirzhar and his cronies. Of course, the players don't need to know this.

The reception the characters get upon reaching Ringland isn't as warm as they might hope for. Seven years of isolation has made the people of Ringland a bit paranoid. The only things that have come close to Ringland are Iuz's soldiers and creatures powerful enough to survive in the occupied Shield Lands. The protective barrier has kept evil creatures at bay for the most part, but living in Ringland is a bit like being stuck in a tree with a vicious pack of worgs circling below, even if the worgs don't quite know you're in the tree.

The Ringland border is well patrolled and as well guarded as the inhabitants' limited resources can manage. When the characters pass beyond the ring of small stone pillars that mark the extent of the protective field, Ringland scouts immediately send word back to Sir Reyneld and move to intercept them. The protective field covers an area of about sixty square miles, extending over four miles in all directions from the center of the town. Before the characters can get more than a mile beyond the border, two-dozen scouts (mostly low-level warriors and rangers) set up an ambush for them.

Sir Reyneld leads the ambush waiting until the characters cross an old bridge across a fair sized stream. The bridge is the only easy way to cross for a few miles in both directions.

When the characters are at the center of the bridge, a dozen scouts emerge from the nearby woods and block their path followed by another dozen behind them. Sir Reyneld approaches and orders the characters to drop their weapons, give their names, and state their purpose. The characters should be able to talk their way out of a fight, but the presence of any half-orcs or other obvious humanoids traveling with the party make negotiations more difficult (assume a -6 situational modifier to Bluff and Diplomacy rolls). Members of the Church or Knights of Holy Shielding able to prove their status help convince Sir Reyneld to trust them. ANY hostile action (including spellcasting) by the characters makes the nervous defenders of Ringland attack.

When the characters reach the middle of the bridge, give them a Listen and/or Spot check (DC 10) and read the following:

As you cautiously cross the rickety old bridge, something whizzes past you and lands in the railing beside you with a deadly "thunk". Before you can react, a dozen figures dressed in woodland garb move from the underbrush to block the road. From the sound of it, another group has blocked your retreat as well.

A man with reddish-brown hair holding a powerful looking longbow, arrow knocked and ready, steps forward. The arrow buried in the railing not six inches from your chest could only have come from this man's bow.

"The next one will be buried in flesh, not wood! Who are you and what do you want?"

The man is Sir Janszen Reyneld, earl of Reyneld and Knight of Holy Shielding.

Reyneld's men are obviously nervous, but follow his orders without question. The knight's only concern is for Ringland and its people. He won't attack unless the characters force the issue. As a paladin, he can detect evil and is a good judge of character. As long as the characters tell the truth and make no threatening moves, he talks with them. They have to provide some kind of proof of who they are. Obviously, followers of Heironeous have the best chance of doing this.

If the characters earn Sir Reyneld's trust, they are escorted to Ringland and brought before the town council.

Creatures:

♣ **Sir Janszen Reyneld:** Male human Pal13 (Heironeous).

♣ **Ringland Guards (12):** Male or female human, dwarf, half-elf or halfling, War2.

♣ **Ringland Scouts (12):** Male or female human, dwarf, half-elf or halfling, Rgr2.

Treasure: None. The characters are not supposed to fight Sir Reyneld and his men. They should not earn any rewards from doing so.

Tactics: If it comes to a fight, Reyneld and his men try to keep the characters pinned down on the bridge with arrows. With a dozen warriors on either side, the characters are in the middle of a crossfire. If the characters try to retreat the way they came, Reyneld's men let them, but continue to fire arrows at them until they move out of range. If possible and without endangering themselves too much they'll try to take a prisoner for questioning.

Development: After a battle, there is very little the characters can do to salvage their mission. Sir Reyneld does not allow the characters inside Ringland under any conditions once they have raised a hand in anger. At best he listens to what they have to say and allows them to leave. If this happens, continue with *Encounter 7*.

ENCOUNTER 4: RINGLAND

For more information on Ringland, see Appendix 2. Sir Reyneld and a few guards escort the characters to the Silver Ring Inn. It is the only inn in Ringland still functioning (named for its distinctive round bar, trimmed in silver) and acts as a town meeting hall. Master Dorgin, the owner of the inn, greets them. He offers everyone something to eat and drink and tries to make everyone comfortable. After a few moments, two more people arrive, an attractive older woman with apparent elven ancestry and a stern-faced older human wearing the symbol of the Rendor family on his left breast. The woman is Anadhel of Atroa, caretaker of the local shrine to Atroa. The man is Arvet, seneschal for Lord Rendor before the occupation.

The meeting is held in the common room of the Silver Ring and consists of the characters, Sir Reyneld, Arvet, Anedhel and Dorgin. Everyone is introduced and the meeting begins. First, the characters are brought up to date on what has happened in Ringland for the last seven years (essentially providing most of the information found in Appendix 2).

At some point during the meeting, the characters should give Sir Reyneld the document Captain Hebrin ordered them to deliver. The message explains the fate of the Shield Lands and the Rendor, Reyneld and Deleven families. Obviously this has a strong impact on Sir Reyneld and causes him to have conflicting emotions on where his duty lies.

The town elders have no idea what to do about the dragon, but are relieved to know the Shield Lands still stand. They barely expected any of the five scouts to make contact, let alone bring back help. Due to the size of the dragon, they doubt there is much anyone could do to stop it from destroying Ringland. Anedhel thinks the best thing to do is evacuate the town. Sir Reyneld disagrees, but along with Dorgin, who isn't sure either way, he has no idea how to proceed other than wait and see what happens. Arvet is completely against leaving Ringland. He thinks the people have a responsibility to continue their way of life and keep the town alive. Everyone hopes the dragon will just lose interest and never return.

The meeting ends with the characters being offered the town's hospitality for a few days rest before returning to Gensal. They are welcome to stay in either the keep or Dorgin's inn, (though it will take him a few hours to tidy up as the inn hasn't seen visitors in a long time).

Creatures:

♣ **Sir Janszen Reyneld:** Male human Pal13 (Heironeous).

♣ **Arvet:** Male human Ari6.

♣ **Anedhel:** Female half-elf, Clr7 (Atroa).

♣ **Dorgin:** Male human Com5.

Note: A description of each of these NPCs can be found in Appendix 2.

Development: The meeting is a roleplaying encounter designed to share information between the characters and the town of Ringland. Play it out as long as there is time and the players seem to be having fun. Use the information and NPC descriptions in Appendix 1 and 2 as needed.

ENCOUNTER 5: FALLING TO OERTH

On the first night the characters are in Ringland, the alarm is raised just after sundown. The dragon has been spotted. If the characters rush outside, they notice a dark, dragon-like shape circle around an area about a mile outside the town to the southwest and then fly off towards the northeast. The dragon flies too high to get a good look at it and too fast for the characters to follow it for long, but they get the general idea what direction it's coming from and going to. They also get a pretty good idea where the dragon circled before flying off.

If they investigate the area the dragon circled, they find a simple farm with nothing out of the ordinary. Any questions posed to the owners of the farm, Grenost and his wife Udise, receive looks of fear and confusion. They have absolutely no idea what a dragon might want with them or their farm. Grenost and Udise have three small children.

The same night as the first dragon sighting, about three hours after midnight the characters (and the rest of the town) are awoken to the sounds of a terrible battle in the sky. Investigating, the characters witness the dragon (presumably the same dragon they saw earlier) fighting an invisible opponent in the sky. Whatever it is the dragon is fighting is beating it badly and the dragon seems to be trying to flee. It breaks free and flies off towards the spot it was circling before (i.e., Grenost and Udise's farm), but the invisible opponent gets one last attack in, staggering the dragon. Read the following:

The quiet of the evening is torn apart by the shouts of guards raising the alarm. Each of you had just begun to fall asleep when the first cries rang out. "DRAGON!"

Let the players react and when they reach somewhere they can see the sky, continue:

Looking up, you see a massive winged beast hundreds of feet in the air. The creature matches the tales you've heard told by bards and images you've seen in tapestries. It is a dragon.

Awe, tinged with fear rushes over you as you watch the dragon tumble and wheel desperately. It seems to be fighting an unseen foe. A foe that is winning!

The battle lasts for several long minutes when suddenly the darkness of the evening sky is shattered as the dragon bellows a terrible blast of fire from its jaws. For a moment, you think you see the shape of another, larger dragon wreathed in the flames at the center of the blast. As if in response from the invisible foe, the dragon's left wing suddenly shreds and a thick red substance

reflects in the moonlight as it showers away from the wounded wyrm.

The dragon looks badly injured and struggles to disentangle itself from its torturer. Thrashing widely, the dragon breaks free and dives to increase its speed. As it pulls up, its torn wing almost fails and it stumbles, but awkwardly recovers and veers away from the battle towards the southwest.

The night suddenly goes quiet except for the receding sounds of the wounded dragon weakly flapping its wings in retreat. A passing cloud drifts across the aerial battlefield and again you see the ghostly shape of a dragon within. Rearing its massive head, it roars in victory. The sound is bone chilling, tearing at your soul with a primal fear unlike anything you've ever felt before.

The dragon's invisible enemy seems content with letting the dying red dragon limp off. Before leaving itself, it roars an ear piercing, soul-chilling howl of victory.

Most of the townsfolk and guards panic after hearing the deafening roar. A few look visibly shaken, but otherwise unaffected. Even Sir Reyneld seems affected, but works vigorously to calm the townsfolk.

Creatures:

♣ **Grenost:** Male human, Com2.

♣ **Udise:** Female human, Com1.

Development: The dying dragon tries to make it to the farm because it senses something there that might protect it, but can't stay in the air. Using the last of its strength, it flies far enough to crash into the barn of the farm where it lies dying when the characters find it in Encounter Six.

ENCOUNTER 6: DRAGON'S BLOOD

When the characters reach the farm, they find the dragon dying in the broken ruin of the barn. The farm owners have long since fled into the night in fear. Have the players place their characters in relation to the farm and then proceed.

At first, the dragon looks dead. As they cautiously approach, the dragon opens its eyes and thrashes about. When the characters are within forty feet of the barn/dragon, read the following:

The farm looks oddly peaceful in the cold moonlit night air. The door to the small house swings in the light breeze; left open in the occupants' rush to escape. Across the yard sit the ruins of a small barn. Amidst the ruins lies the still form of a massive dragon. Thick dragon's blood pours from his many wounds, seeping into the ground. One wing looks shredded and rests at an unnatural angle. The other lies limply at its side. Even in death, the wyrm looks fearsome. Whatever could inflict such horrible wounds on so powerful a creature must be great indeed.

Suddenly, the dragon's tail begins to twitch and its eyelids flicker slightly... then open. The dragon still lives!

Make the players roll initiative. The dragon goes last no matter what they roll, but don't tell them that. Play out the "combat" quickly. Don't give them time to discuss things. If they pause for more than a few seconds, move on to the next person.

The dragon is still barely alive. The dragon will stay alive for only one round before a strange obelisk bursts from the ground and impales it.

While alive, the dragon will try to use its tail and left wing to kill the characters. Anyone standing in a thirty-foot radius arc behind the dragon will suffer a tail attack. The dragon will vainly struggle to rise, but the battle and fall crushed both its hind legs (giving it an effective move of 0 ft.) and its front left arm. The dragon will not use its breath weapon or cast spells (it exhausted itself in the battle with the invisible attacker), but it can bite anyone stupid enough to come within range.

After two rounds the ground begins to shake and the dragon vainly tries to get up, but too late. Something bursts from the ground beneath the dragon, impaling and killing him. The dragon dies with a grunt of agony, leaving the characters to stare at the massive black obelisk that is piercing the dragon's chest like a giant lance. If the characters manage to kill the dragon, the obelisk still rises at the appropriate time. Read the following:

It begins as a barely audible rumble and increases to an agonizing tearing of earth and stone. The sound comes from below the dragon. Within seconds, something bursts from beneath the great wyrm, driving through its chest; impaling it.

Freshly born from the earth, a thirty-foot tall, jet-black obelisk protrudes from the dragon's now dead carcass. The obelisk is slick with thick, dark dragon's blood that obscures the strange runes glowing on its surface. The runes burn in the moonlight with a dark violet aura.

Arcane spell casters within thirty feet per caster level of the obelisk can feel it calling to them quietly. This is the same call the dragon sensed and why it tried to escape here. The call has no real effect, but should get their attention if nothing else. Once they leave the area, they can no longer feel the obelisk's call.

The obelisk is thirty feet tall and about one foot wide at the tip, widening to about four feet wide where it enters the ground. Whatever it is must go deep into the ground because simple digging can't find the base of it.

In the moonlight, the obelisk seems to have strange writings on it that aren't visible in normal torch or sunlight. Attempts to detect magic or read languages cause the caster to experience a strange prophetic dream. Read the following:

As you finish your spell, your head swims with dizziness as images flood your mind. An elderly man, surrounded by dead bodies, stands before the obelisk, arms raised above his head. The barn and farm are gone and the land around the obelisk looks lush, almost primal. The man seems to be reading the writings on the obelisk out loud, but his words are only horse mutterings to your ears. The sound of his voice is painful to hear and echoes disturbingly in your mind. When he finishes, the obelisk

opens and the old man takes something from it. As the obelisk closes, the image fades, leaving you confused and disoriented. You find that your spell has failed. The first character touching the blood-covered obelisk earns a strange boon from an unknown benefactor (Painless – see description in the Treasure Summary). Only the first person to touch gains the Painless cert.

Further investigations reveal nothing and none of the townsfolk (including Sir Reyneld) have any idea what this thing is or where it came from. Future Shield Land regional adventures will describe the obelisk and what it means to the Shield Lands.

Further investigations of the dragon show it to have vicious claw marks and horrible flesh-withering wounds.

Treasure: If the characters take the time and have the Craft (armorsmith) skill, they can salvage enough hide and scales to make dragon scale armor.

It takes the better part of a day to finish the job. The resulting dragon hide and scales weigh over one hundred and fifty pounds, but enable an armorsmith to craft one masterwork shield (any size) and either one medium-sized suit of masterwork banded mail or one small-sized suit of half-plate armor. Carrying these supplies home should pose a few problems for un-mounted parties and slow them down considerably.

If the characters don't think to take the dragon hide and scales, don't remind them.

Creatures:

ALL APLS

☛ **Ancient Red Dragon:** hp -8; AC 39; see *Monster Manual*.

ENCOUNTER 7: THE HUNTERS RETURN

After the dragon's fall, the characters have a lot to report to their superiors. Before they go and so long as the message the characters delivered had not been opened, Sir Reyneld asks them to deliver a message to the Council of Lords and hands them a letter sealed with a wax stamp bearing House Reyneld's coat of arms. The contents of the document can be found in *Player Handout 3 – Reyneld's Reply*.

Bidding farewell to the people of Ringland, the characters start their journey back to Gensal. Unfortunately, the hunter-killer group that was following them has been waiting for them to leave Ringland; held at bay by the magic barrier, but otherwise obsessed with finding their lost prey.

As the characters travel, make sure you determine weather each day using the chart on *DUNGEON MASTER'S Guide* page 89. The weather for the day will help determine the spells Tirzhar prepares for that day.

Creatures:

APL 4 (EL 7)

☛ **Tirzhar:** Human male Drd5; hp 38; see Appendix I.

☛ **Krorosh the Slayer:** Male gnoll Rgr1/Bbn1/ Ftr1; hp 47; see Appendix I.

☛ **Moghald:** Male bugbear Bbn1/Rog1; hp 44; see Appendix I.

APL 6 (EL 9)

☛ **Tirzhar:** Human male Drd7; hp 52; see Appendix I.

☛ **Krorosh the Slayer:** Male gnoll Rgr2/Bbn1/ Ftr2; hp 65; see Appendix I.

☛ **Moghald:** Male bugbear Bbn1/Rog1/Ftr2; hp 62; see Appendix I.

APL 8 (EL 11)

☛ **Tirzhar:** Human male Drd9; hp 66; see Appendix I.

☛ **Krorosh the Slayer:** Male gnoll Rgr2/Bbn1/ Ftr2/Foe Hunter2; hp 83; see Appendix I: NPCs.

☛ **Moghald:** Male bugbear Bbn1/Rog1/Ftr2/Rgr2; hp 80; see Appendix I.

APL 10 (EL 13)

☛ **Tirzhar:** Human male Drd11; hp 80; see Appendix I.

☛ **Krorosh the Slayer:** Male gnoll Rgr2/Bbn1/ Ftr2/Foe Hunter4; hp 101; see Appendix I.

☛ **Moghald:** Male bugbear Bbn2/Rog2/Ftr2/Rgr2; hp 97; see Appendix I.

Treasure: All treasure is on the bodies of Tirzhar, Korosh and Moghald. If they escape, it goes with them. During the course of the encounter, they should use their magical items to best effect, including making preparations for the ambush.

Tactics: Tirzhar and his group have set up an ambush for the characters three days outside Ringland. Quatain has been keeping an eye on the evil druid and tries to warn the characters of the impending ambush, but is delayed by a large group of trolls. If the characters are getting slaughtered and the DM is feeling merciful, Quatain can show up and scare off the bad guys, but this should be a LAST resort. It would be much better to be able to run Encounter 8, wherein the characters save Quatain.

The ambush is quiet simple. Tirzhar shadows the characters in raven form. The gnoll and bugbear wait ahead in the party's path. Shortly before the characters arrive, Tirzhar casts various protective magics on himself and the gnoll and bugbear.

Before battle begins, give the characters Spot checks, comparing their results to the Hide checks of the hunter-killer group. Remember that at higher DCs, the gnoll and bugbear will drink *potions of hiding*. Tirzhar has been

holding his action waiting for the characters to get to the ambush site, so he gets to cast on Initiative 26. Any characters that make their Spot check higher than the hunter-killer's Hide checks are not surprised and may act on their initiative.

When the ambush is sprung, Tirzhar will land in a tree about three hundred feet away from the party. The gnoll and bugbear will wait hidden (Hide 26) in the underbrush on either side of the characters' path. Tirzhar will cast *entangle* centered ten feet behind the center of the characters making the nearest edge of the spell right next to where the gnoll and bugbear are hiding. Tirzhar does NOT have to change to human form to cast spells because of the *natural spell* feat (see Appendix 3). The gnoll and bugbear will wait until the first character comes close and jump from hiding.

If Tirzhar, Korosh or Moghald are reduced to less than 25% of their hit points they retreat. They are not stupid and have no desire to die.

Depending on the APL and the day's weather Tirzhar prepares *call lightning* (if there is a chance of a storm that day). Otherwise, he prepares *creeping cold*.

Development: If the first ambush fails AND the characters never join up with Quatain, Tirzhar and his group continue to harry the characters until they are within one day of Gensal. Tirzhar uses *summon nature's ally* (see Encounter Two for stats) to weaken the party and follow up with an attack by himself, Korosh and Moghald. They attempt this so long as none of them have died and the characters seem to be unable to completely heal themselves after each battle. Between each battle, Tirzhar heals Korosh and Moghald as best he can.

Tirzhar is not stupid and does not risk his life or the lives of his followers in vain against an obviously superior foe. If Quatain is with the group, Tirzhar does not attack.

If Tirzhar dies, the other two do whatever it takes to recover his body short of sacrificing themselves pointlessly.

ENCOUNTER 8: QUATAIN THE COLD

After the ambush, the characters hear the sounds of battle off in the distance.

Before you have even a moment to catch your breath, the sounds of battle drift over the gently rolling landscape; another battle rages somewhere to the north.

If the characters investigate, it will take them a few rounds to reach the battle, but when they do, read the following.

Before you on the edge of a small swamp, a lone man fights against a pack of trolls. He looks badly wounded. Each time he strikes one troll down, another gets up to renew the fight. Without help, the lone warrior will surely die.

If the party helps, they can bring the battle under control and dispatch the trolls.

Creatures:

☞ **Quatain the Cold:** Male human Brd3/Rgr7; see Appendix I.

APL 4 (EL 7)

☞ **Troll (1):** hp 63; see *Monster Manual*.

☞ **Troll (4):** hp -4, -8, -11, -16; see *Monster Manual*.

APL 6 (EL 9)

☞ **Trolls (2):** hp 63 each; see *Monster Manual*.

☞ **Troll (4):** hp -4, -8, -11, -16; see *Monster Manual*.

APL 8 (EL 11)

☞ **Troll (4):** hp 63 each; see *Monster Manual*.

☞ **Troll (4):** hp -4, -8, -11, -16; see *Monster Manual*.

APL 10 (EL 13)

☞ **Troll (8):** hp 63 each; see *Monster Manual*.

☞ **Troll (4):** hp -4, -8, -11, -16; see *Monster Manual*.

Treasure: If the characters track the trolls back to their lair (DC 15), they find a considerable amount of coins. See the treasure summary below for a breakdown by APL.

Tactics: The trolls are intent on killing Quatain so the characters get surprise if they are quiet. After that, the trolls rip and tear at anything they can reach until they die (the trolls or the characters).

This battle should not be very difficult for the characters. It's designed to introduce Quatain, not finish off the characters after the ambush. Quatain really only needs the characters to keep the trolls down long enough to finish them off.

Unconscious trolls (i.e., those with negative hit points) are actually have NOT been wounded by fire or acid and regenerate normally. The characters would be advised to act quickly.

Development: After the battle, Quatain explains that he was following the party hoping to flush out the hunter-killer group that has been stalking the border. He was on his way to warn the party about the ambush when he ran across the trolls. He is very interested in what happened to Tirzhar and his companions in *Encounter 7*.

Each character who helped fight the trolls gets an Influence point with the Greycloaks.

On the journey back to Gensal, Quatain keeps to himself and proves to be a quiet, bitter loner who has little room for joy or friendship in his life. Greycloaks know that he is called "Quatain the Cold". There are legends of him as

the lone hunter of the border and rumors (which he does not confirm or deny, just ignore) say he has killed more followers of Iuz than any other man.

Members of the Bardic College of Argidagh Cuach may recognize the name “Quatain” as a bard of some skill. Quatian says that he is not the same man as the bard.

During the trip, Quatain takes aside the character he swore the debt of honor to and asks if while in Ringland he (or she) met a woman named Ranel. If asked why he wants to know, Quatain says, “She was someone I once knew.”

If characters ignore the sounds of battle, Quatain survives, but only barely.

CONCLUSION

Back in Gensal, the party reports what it found and is told that a rotating guard will be sent to maintain close contact with Ringland and try to find out what the strange obelisk is. Since Ringland’s survival is a secret, the characters are sworn to secrecy about their mission.

If the characters survived the ambush by the hunter-killer group, they earn one point of Renown. If they manage to bring at least one of the hunter-killers back with them, they earn another point of Renown (for a total of two). If they bring back all three hunter-killers, they earn a total of five Renown points. No roll to earn the renown is needed. See Appendix 4 for an explanation of using Renown in the Shield Lands.

If the characters open the message from Reyneld to the Council of Lords and still deliver it to the Council of Lords, they are arrested for treason and a trial is held to determine their guilt. Magic is used to verify testimony; so only those who actually participated in the crime are punished. Convicted criminals are imprisoned for one year (subtract 52 TU from the players Event Log sheet, borrowing from next year as needed). Anyone imprisoned also earns five points of Infamy (see Appendix 4 – Renown).

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 to each character.

Introduction

Defeat hobgoblins, ogres, and/or hill giants.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	320 XP

Encounter 2: Hunted!

Discover being watched and defeat Tirzhar’s creatures.

APL 4	90 XP
APL 6	150 XP
APL 8	210 XP
APL 10	270 XP

Encounter 7: The Hunters Return

Defeat Tirzhar and his group.

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	360 XP

Encounter 8: Quatain the Cold

Defeat the trolls.

APL 4	120 XP
APL 6	240 XP
APL 8	330 XP
APL 10	360 XP

Total Possible Experience

APL 4	600 XP
APL 6	900 XP
APL 8	1170 XP
APL 10	1310 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 minute 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 (that is, 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 piece 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Introduction

Defeat and loot the hobgoblins, ogres, and/or hill giants.

APL 4: L: 24 gp; C: 30 gp; M: 0

APL 6: L: 60 gp; C: 40 gp; M: 0

APL 8: L: 14 gp; C: 50 gp; M: 0

APL 10: L: 10 gp; C: 60 gp; M: 0

Encounter 6: Dragon's Blood

At least one character with ranks in the Craft (armorsmith) skill must spend the majority of the day to retrieve sufficient dragon hide and scales to make one masterwork large shield and either one medium-size suit of masterwork banded mail, or one small suit of masterwork half plate armor. In order to complete this, the character in question must spend 150 gp and 2 Time Units at the end of this event.

Painless - see description below.

Encounter 7: The Hunters Return

Defeat Tirzhar and his group.

APL 4: L: 97 gp; C: 10 gp; M: Quaal's Feather Token (bird) (Value 30 gp per character), 2 potions of hiding (Value 15 gp per potion per character)

APL 6: L: 137 gp; C: 10 gp; M: Quaal's Feather Token (bird) (Value 30 gp per character), 2 potions of hiding (Value 15 gp per potion per character), 2 potions of cure light wounds and 2 potions of expeditious retreat (Value 5 gp per potion per character)

APL 8: L: 167 gp; C: 10 gp; M: Quaal's Feather Token (bird) (Value 30 gp per character), 2 potions of hiding (Value 15 gp per potion per character), 2 potions of cure light wounds and 2 potions of expeditious retreat (Value 5 gp per potion per character), scroll with 2 protection from elements spells (7th) (Value 140 gp per character), brooch of shielding (Value 150 gp per character)

APL 10: L: 167 gp; C: 10 gp; M: Quaal's Feather Token (bird) (Value 30 gp per character), 2 potions of hiding (Value 15 gp per potion per character), 2 potions of cure light wounds and 2 potions of expeditious retreat (Value 5 gp per potion per character), scroll with 2 protection from elements spells (7th) (Value 140 gp per character), brooch of shielding (Value 150 gp per character), 2 potions of bull's strength (Value 30 gp per potion per character)

Encounter 8: Quatain the Cold

Defeat the trolls and track them back to their lair.

APL 2: L: 0 gp; C: 300 gp; M: 0

APL 4: L: 0 gp; C: 375 gp; M: 0

APL 6: L: 0 gp; C: 450 gp; M: 0

APL 8: L: 0 gp; C: 525 gp; M: 0

All APLs – Cert: Debt of Honor: Quatain the Cold (one character only)

All APLs – Cert: Influence Point: Greycloaks (each character)

Total Possible Treasure

APL 4: 521 gp

APL 6: 702 gp

APL 8: 1061 gp

APL 10: 1202 gp

PAINLESS

For touching the dragon blood covered obelisk in Ringland, you have received a blessing from an unknown source. You are now highly resistant to pain, gaining a +10 circumstance modifier to any roll to resist the effects of physical pain. Regardless of your pain resistance, you still take damage normally. You also retain your normal sense of touch.

Unfortunately, your resistance has a downside. Because you do not feel pain, you are unable to accurately gauge how wounded you are. At the beginning of each event you must tell the judge your current hit points. During the event, the judge keeps track of your hit points without telling you how many you loose with each attack. You do not know how badly you are wounded until you drop to -1 hit points or lower and fall unconscious.

You (or someone else with your cooperation) may take a full round action to make a Heal skill check (DC 15) to determine how badly injured you are. On a successful roll, the judge can tell you how far below maximum hit points you are in increments of 25%. For example, if you normally have 24 hit points and receive 13 points of damage, the judge tells you, you are below 50% of your maximum hit points.

You may check yourself as often as you like, but each attempt takes one full round for each person involved.

INFLUENCE POINT: GREYCLOAKS

For assisting Quatain against a pack of trolls you have earned one Influence point with the Greycloaks of the Shield Lands border.

APPENDIX I: NPCS

APL 4 (EL 7)

☛ **Tirzhar:** Human male Drd5; CR 5; Medium-size human; HD 5d8+10; hp 38; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +2 melee (1d8-1, scimitar); SQ Nature sense, animal companion, woodland stride, trackless step, resist nature's lure, and *wild shape*; AL NE; SV Fort +6, Ref +3, Will +7; Str 8, Dex 14, Con 14, Int 12, Wis 17, Cha 10

Skills and Feats: Animal Empathy +6, Concentration +8, Handle Animal +6, Heal +6, Intuit Direction +9, Knowledge (nature) +6, Spellcraft +7, Spot +7, Wilderness Lore +9; Combat Casting, Improved Initiative, Scribe Scroll

Spells: (5/4/3/2; base DC = 13 + spell level); 0 - *flare*, *guidance* (2), *resistance*, *dawn**; 1st - *entangle* (2), *cure light wounds*, *summon nature's ally* I; 2nd - *barkskin*, *creeping cold**, *resist elements*; 3rd - *spike growth* (or *call lightning* if weather is appropriate), *summon nature's ally* III.

Possessions: leather armor, large wooden shield, scimitar, *Quaal's feather token* (bird)

☛ **Krorosh the Slayer:** Male gnoll Rgr1/Bbn1/Ftr1; CR 4; Medium-size humanoid; HD 2d8+2d10+1d12+15; hp 47; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft.; AC 18 (touch 13; flat-footed 15); Atks +6 melee (1d8+3/x3, masterwork battleaxe) and +5 melee (1d6+3/x3, handaxe); SA Favored enemy (human), rage; SQ Darkvision 60 ft., track, fast movement; AL CE; SV Fort +12, Ref +3, Will +1; Str 16, Dex 16, Con 16, Int 10, Wis 12, Cha 8

Skills and Feats: Hide +6, Intuit Direction +4, Jump +6, Knowledge (nature) +2, Listen +6, Move Silently +6, Spot +6, Wilderness Lore +5; *Improved Initiative*, *Pin Shield*^, *Power Attack*

Possessions: 5 pp, chain shirt, handaxe, masterwork battleaxe, *potion of hiding*.

☛ **Moghold:** Male bugbear Bbn1/Rog1/Ftr2; CR 4; Medium-size humanoid; HD 3d8+1d12+1d6+15; hp 44; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft.; AC 20 (touch 13, flat-footed 17); Atks +8 melee (1d8+4/x3, masterwork longspear) or +7 melee (2d6+4/19-20, greatsword) SA Rage; AL CE; SV Fort +6, Ref +8, Will +2; Str 18, Dex 16, Con 16, Int 10, Wis 12, Cha 9

Skills and Feats: Climb +6, Handle Animal +1, Hide +8, Intimidate +3, Listen +4, Move Silently +8, Search +5, Spot +4, Tumble +7, Wilderness Lore +5; Alertness, Improved Initiative

Possessions: chain shirt, masterwork longspear, *potion of hiding*, silver Greycloak pin (25gp).

APL 6 (EL 9)

☛ **Tirzhar:** Human male Drd7; CR 7; Medium-size human; HD 7d8+14; hp 52; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +4 melee (1d8-1, scimitar); SQ Nature

sense, animal companion, woodland stride, trackless step, resist nature's lure, and *wild shape*; AL NE; SV Fort +7, Ref +4, Will +8; Str 8, Dex 14, Con 14, Int 12, Wis 17, Cha 10

Skills and Feats: Animal Empathy +6, Concentration +10, Handle Animal +8, Heal +8, Intuit Direction +9, Knowledge (nature) +8, Spellcraft +7, Spot +8, Wilderness Lore +10; Combat Casting, Improved Initiative, Natural Spell*, Scribe Scroll

Spells: (6/5/4/3/1; base DC = 13 + spell level); 0 - *flare*, *guidance* (2), *resistance* (2), *dawn**; 1st - *entangle* (2), *cure light wounds*, *obscuring mist*, *summon nature's ally* I; 2nd - *barkskin*, *creeping cold**, *flaming sphere*, *resist elements*; 3rd - *spike growth* (or *call lightning* if weather is appropriate), *summon nature's ally* III(2) 4th - *flame strike*.

Possessions: leather armor, large wooden shield, scimitar, *Quaal's feather token* (bird)

☛ **Krorosh the Slayer:** Male gnoll Rgr2/Bbn1/Ftr2; CR 6; Medium-size humanoid; HD 2d8+4d10+1d12+21; hp 65; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft.; AC 18 (touch 13; flat-footed 15); Atks +9 melee (1d8+3/x3, masterwork battleaxe) and +7 melee (1d6+3/x3, handaxe); SA Favored enemy (human), rage; SQ Darkvision 60 ft., track, fast movement; AL CE; SV Fort +14, Ref +3, Will +1; Str 16, Dex 16, Con 16, Int 10, Wis 12, Cha 9

Skills and Feats: Hide +7, Intuit Direction +5, Jump +8, Knowledge (nature) +3, Listen +7, Move Silently +6, Spot +6, Wilderness Lore +5; *Improved Initiative*, *Pin Shield*^, *Power Attack*, *Weapon Focus* (battleaxe)

Possessions: 10 pp, chain shirt, handaxe, masterwork battleaxe, *potion of hiding*, *potion of expeditious retreat*, *potion of cure light wounds*, deep green spinel (200 gp).

☛ **Moghold:** Male bugbear Bbn1/Rog1/Ftr2; CR 6; Medium-size humanoid; HD 3d8+1d12+1d6+2d10+21; hp 62; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft.; AC 20 (touch 13, flat-footed 17); Atks +10 melee (1d8+4/x3, masterwork longspear) or +9 melee (2d6+4/19-20, greatsword) SA Rage; AL CE; SV Fort +6, Ref +8, Will +2; Str 18, Dex 16, Con 16, Int 10, Wis 12, Cha 10

Skills and Feats: Climb +8, Handle Animal +4, Hide +8, Intimidate +3, Listen +4, Move Silently +8, Search +5, Spot +4, Tumble +7, Wilderness Lore +5; Alertness, Dodge, Improved Initiative, Mobility, Spring Attack

Possessions: chain shirt, masterwork longspear, *potion of hiding*, *potion of expeditious retreat*, *potion of cure light wounds*, silver Greycloak pin (25gp).

APL 8 (EL 11)

☛ **Tirzhar:** Human male Drd9; CR 9; Medium-size human; HD 9d8+18; hp 66; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +5/+0 melee (1d8-1, scimitar); SQ Nature sense, animal companion, woodland stride, trackless step, resist nature's lure, and *wild shape*, *venom*

immunity; AL NE; SV Fort +8, Ref +5, Will +9; Str 8, Dex 14, Con 14, Int 12, Wis 18, Cha 10

Skills and Feats: Animal Empathy +8, Concentration +12, Handle Animal +8, Heal +10, Intuit Direction +10, Knowledge (nature) +8, Spellcraft +9, Spot +9, Wilderness Lore +12; Combat Casting, Improved Initiative, Natural Spell*, Scribe Scroll, Spell Focus (Evocation)

Spells: (6/5/5/4/3/1; base DC = 14 + spell level); 0 - flare, guidance (2), resistance (2), dawn*; 1st - entangle (2), cure light wounds, obscuring mist, summon nature's ally I; 2nd - barkskin, charm person, creeping cold*, flaming sphere, resist elements; 3rd - spike growth (or call lightning if weather is appropriate), protection from elements, summon nature's ally III (2) 4th - flame strike, languor*, miasma*; 5th - summon nature's ally V.

Possessions: leather armor, large wooden shield, scimitar, Quaal's feather token (bird), scroll with 2 protection from elements (7th), brooch of shielding.

➤ **Krorosh the Slayer:** Male gnoll Rgr2/Bbn1/Ftr2/Foe Hunter2; CR 8; Medium-size humanoid; HD 2d8+6d10+1d12+27; hp 83; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft; AC 18 (touch 13; flat-footed 15); Atks +10/+5 melee (1d8+3/x3, masterwork battleaxe) and +8 melee (1d6+3/x3, handaxe); SA Favored enemy (human), rage, hated enemy (human), rancor; SQ Darkvision 60 ft., track, fast movement, hated enemy damage reduction (3/-); AL CE; SV Fort +17, Ref +6, Will +1; Str 16, Dex 16, Con 16, Int 10, Wis 12, Cha 9

Skills and Feats: Hide +7, Intuit Direction +5, Jump +10, Knowledge (nature) +3, Listen +9, Move Silently +6, Spot +8, Wilderness Lore +7; Favored Critical (human)*, Improved Initiative, Pin Shield^, Power Attack, Weapon Focus (battleaxe)

Possessions: 10 pp, chain shirt, handaxe, masterwork battleaxe, potion of hiding, potion of expeditious retreat, potion of cure light wounds, deep green spinel (200 gp).

➤ **Moghal:** Male bugbear Bbn1/Rog1/Ftr2/Rgr2; CR 8; Medium-size humanoid; HD 3d8+1d12+1d6+4d10+27; hp 80; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft; AC 20 (touch 13, flat-footed 17); Atks +12/+7 melee (1d8+4/x3, masterwork longspear) or +11/+6 melee (2d6+4/19-20, greatsword) SA Rage; AL CE; SV Fort +9, Ref +8, Will +2; Str 18, Dex 16, Con 16, Int 10, Wis 12, Cha 10

Skills and Feats: Climb +8, Handle Animal +4, Hide +9, Intimidate +3, Listen +6, Move Silently +9, Search +5, Spot +6, Tumble +7, Wilderness Lore +7; Alertness, Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack

Possessions: chain shirt, masterwork longspear, potion of hiding, potion of expeditious retreat, potion of cure light wounds, silver Greycloak pin (25 gp), tourmaline (150 gp).

APL 10 (EL 13)

➤ **Tirzhar:** Human male Drd11; CR 11; Medium-size human; HD 11d8+22; hp 80; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft; AC 16 (touch 12, flat-footed 14); Atks +7/+2 melee (1d8-1, scimitar); SQ Nature sense, animal companion, woodland stride, trackless step, resist nature's lure, and wild shape, venom immunity; AL NE; SV Fort +9, Ref +5, Will +10; Str 8, Dex 14, Con 14, Int 12, Wis 18, Cha 10

Skills and Feats: Animal Empathy +10, Concentration +14, Handle Animal +8, Heal +12, Intuit Direction +12, Knowledge (nature) +8, Spellcraft +9, Spot +11, Wilderness Lore +14; Combat Casting, Improved Initiative, Natural Spell*, Scribe Scroll, Spell Focus (Evocation)

Spells: (6/6/5/5/4/2/1; base DC = 14 + spell level); 0 - flare, guidance (2), resistance (2), dawn*; 1st - entangle (2), cure light wounds (2), obscuring mist, summon nature's ally I; 2nd - barkskin, charm person, creeping cold*, flaming sphere, resist elements; 3rd - contagion (2) (or only one contagion and call lightning if weather is appropriate), protection from elements, spike growth, summon nature's ally III; 4th - flame strike (2), languor*, miasma*; 5th - ice storm, summon nature's ally V; 6th - summon nature's ally VI.

Possessions: leather armor, large wooden shield, scimitar, Quaal's feather token (bird), scroll with 2 protection from elements (7th), brooch of shielding.

➤ **Krorosh the Slayer:** Male gnoll Rgr2/Bbn1/Ftr2/Foe Hunter4; CR 10; Medium-size humanoid; HD 2d8+8d10+1d12+33; hp 101; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft; AC 18 (touch 13; flat-footed 15); Atks +12/+7 melee (1d8+3/x3, masterwork battleaxe) and +10/+5 melee (1d6+3/x3, handaxe); SA Favored enemy (human), rage, hated enemy (human), rancor; SQ Darkvision 60 ft., track, fast movement, hated enemy damage reduction (5/-), hated enemy spell resistance; AL CE; SV Fort +18, Ref +7, Will +2; Str 16, Dex 16, Con 16, Int 10, Wis 12, Cha 10

Skills and Feats: Hide +7, Intimidate +6, Intuit Direction +5, Jump +12, Knowledge (nature) +3, Listen +9, Move Silently +6, Spot +8, Wilderness Lore +9; Favored Critical (human)*, Improved Initiative, Improved Two-weapon Fighting, Pin Shield^, Power Attack, Weapon Focus (battleaxe)

Possessions: 10 pp, chain shirt, handaxe, masterwork battleaxe, potion of hiding, potion of expeditious retreat, potion of cure light wounds, potion of bull's strength, deep green spinel (200 gp).

➤ **Moghal:** Male bugbear Bbn2/Rog2/Ftr2/Rgr2; CR 10; Medium-size humanoid; HD 3d8+2d12+2d6+4d10+33; hp 97; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft; AC 20 (touch 13, flat-footed 17); Atks +14/+9 melee (1d8+4/x3, masterwork longspear) or +13/+8 melee (2d6+4/19-20, greatsword) SA Rage; AL CE; SV Fort +10, Ref +9, Will +2; Str 18, Dex 17, Con 16, Int 10, Wis 12, Cha 10

Skills and Feats: Climb +10, Handle Animal +4, Hide +11, Intimidate +3, Listen +6, Move Silently +11, Search +7, Spot +6, Tumble +9, Wilderness Lore +9;

Alertness, Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack

Possessions: chain shirt, masterwork longspear, *potion of hiding*, *potion of expeditious retreat*, *potion of cure light wounds*, *potion of enlarge*, *potion of bull's strength*, silver Greycloak pin (25 gp), tourmaline (150 gp).

*Masters of the Wild, ^Sword and Fist
(see Appendix 3: New Rules)

ALL APLS

☛ **Quatain the Cold:** Male human Brd3/Ftr2/Rgr5; CR 10; Medium-size humanoid; HD 3d6+7d10+10; hp 68; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft; AC 20 (touch 12, flat-footed 18); Atks +10/+5 melee (1d8+1d6+2/17-20, +1 *frost long sword*) and +9 melee (1d6+1/x3, +1 handaxe) or +12/+7 ranged (1d8/x3, masterwork longbow); SA Favored enemy (orcs and goblinoids); SQ Bardic music, bardic knowledge, spells; AL N; SV Fort +9, Ref +6, Will +5; Str 12, Dex 14, Con 12, Int 14, Wis 12, Cha 14

Skills and Feats: Animal Empathy +5, Bluff +8, Climb +6, Concentration +7, Diplomacy +6, Gather Information +5, Hide +7, Intuit Direction +6, Jump +7, Knowledge (nature) +8, Listen +5, Move Silently +7, Perform +8, Ride +5, Sense Motive +4, Spellcraft +6, Spot +6, Swim +3, Wilderness Lore +7; Combat Reflexes, Dodge, Expertise, Improved Critical (long sword), Mobility, Spring Attack, Track, Weapon Focus (long sword).

Possessions: 78 gp, *amulet of natural armor* +3, *cloak of elvenkind*, *handaxe* +1, *masterwork longbow* and 20 arrows, +1 *frost long sword*, *potion of bull's strength*, *potion of cure serious wounds*, *potion of cure light wounds*, *ring of sustenance*, *ring of warmth*, *studded leather armor* +2.

Bard Spells Known (3/2; base DC = 12 + spell level):
0 - *daze*, *detect magic*, *light*, *prestidigitation*, *read magic*, *resistance*; 1st - *cure light wounds*, *expeditious retreat*, *sleep*.

Ranger Spells Prepared (1; base DC = 11 + spell level):
1st - *entangle*.

APPENDIX 2: RINGLAND

Ringland is a small town in the northeastern section of the Shield Lands; a location that is currently far behind enemy lines. In better times, Ringland was the ancestral seat of the Earl of Rendor, a small noble family with a seat on the Council of Lords. The family helped form the original Council of Lords back when the Shield Lands first claimed independence and has served honorably ever since.

Ringland's location far to the north and off the main trade roads kept the town from ever growing past its meager eight hundred inhabitants. The people were content to farm their lands, herd their flocks and live simple lives. What made this possible, even in the face of raids by the petty lords of the Bandit Kingdoms and marauders from the Horned Society was the presence of a magical field that protected the town from evil.

The field is believed to have been created by a powerful mage early in the town's existence. Many believe the mage was one of the first Shield Mages, but none have ever proven that claim. Regardless, the field certainly exists and continues to protect the town even today. No small feat considering how deep in Iuz's territory the town now sits.

The border of the field is a series of small stone towers, no more than four feet high. The towers are made up of piled field stones, lacking any distinguishing markings other than the regularity with which they are placed, that being about two hundred feet apart. The ring of stone towers stands slightly more than four miles from roughly the center of Ringland, encompassing some sixty square miles. Each tower emanates faint enchantment magic if detected for. The field itself seems undetectable by both normal and magical sense, but functions nonetheless.

Evil creatures attempting to pierce the field fall under the effect of a combination of extremely powerful versions of *antipathy* and *forget* spells. The *antipathy* spell dissuades evil creatures from traveling beyond the ring of towers, while the *forget* spell subtly alters their perceptions to convince them that nothing is out of the ordinary. Evil creatures are entitled to a Will save (DC 25) when attempting to move through the field. Those who fail turn and leave, seemingly of their own choice. If asked later to report what they saw, they simply say that all was as it should be, even going as far as to elaborate on various details to support their claims. As far as they are concerned, they speak the absolute truth, even if presented with proof to the contrary.

Amazingly, the field protected the town from attack during the occupation by the Hierarchs of the Horned Society and currently from Iuz's minions. Despite its position, it is the only town within the Shield Lands that has not suffered significant change or enemy occupation in the last twenty years.

The town itself is a pleasant place full of hard working, but simple people. Before his death during Iuz's invasion Earl Rendor was well-liked and shown much respect. Though a devoted follower of Heironeous and a Knight of Holy Shielding, the Earl allowed the people of Ringland to live their lives by their own beliefs so long as peace and prosperity followed. Being strongly linked to the earth, the townsfolk have always had a preference for the Oeridian agricultural gods, with Atroa currently being the most popular, due in great part to Anedhel's presence, to be sure. Today, a church dedicated to the Goddess of Spring is the only functioning religion in Ringland (aside from the private practices to Heironeous performed by Sir Reyneld and a handful of the town guards at Rendor Keep). Anedhel of Atroa, an older half-elf woman and town elder tend the needs of the faithful.

After the Hierarchs were driven from the Shield Lands, many of the nobles of the Shield Lands were flush with pride and overconfidence in the nation's ability to defend itself. When Iuz invaded, many felt that the Old One could be driven back much as the Hierarchs were. This proved to be incorrect. Earl Rendor was one of the nobles to learn a lesson in humility.

When word came that Iuz was on the attack, Earl Rendor took his only son and his entire contingent of knights and road out to meet the invaders along side his fellow nobles and knights. Lady Rendor had died long since while giving birth to the heir. In his place, Earl Rendor left two young Knights of Holy Shielding to protect Ringland; Sir Janszen Reyneld and Sir Harmenn Deleven, both the sons of other noble houses.

Energized by the victories against the Hierarchs, Earl Rendor rushed to defend the Shield Lands against Iuz. His bravery (and some say arrogance) was not enough. Within days of setting out, the Earl, his son and every last one of his personal knights lay dead on the field of battle.

When Earl Rendor failed to return and reports told of a massive retreat by Shield Lands' forces, the people of Ringland did what they had when the Hierarchs came; they pulled back from the ring of towers and waited. In the absence of Earl Rendor, the people of Ringland turned to the two young Shield Knights for leadership. Though highly criticized and debated at the time, the knights decided to stay in Ringland and hoped the protective barrier was enough to shelter them from Iuz. Luckily, the field held and Iuz's minions passed by the town unknowingly.

During the seven years since, life has remained much the same in Ringland. The people still tend their crops and mind their flocks. Babies are born and the elderly pass on. Aside from its location, Ringland is the last remnant of what the Shield Lands were once like.

Without House Rendor to govern them, the people turned to the Shield Knights. Both knights took their vow to protect the town seriously, but knew that the situation called for caution. Being new to the town, the knights sought the advice of those who had spent their lives in Ringland, hoping to learn from them how best to govern the people. Eventually, the knights and the town elders joined together to form a different sort of rulership for the town; one based on both the feudal responsibilities of the past and a necessity for the people's needs and fears to be heard and considered.

Today, the council consists of Sir Reyneld (the default leader), Arvet (Earl Rendor's seneschal), Anedhel of Atroa and Master Dorgin the innkeep. Sir Deleven sat on the council before his departure, as did Jessot the miller before his passing last winter.

During the early days of isolation, many arguments were had over whether to stay in Ringland or attempt escape. Each of the knights had their own opinion on which route to take, as did the town elders. As time passed and the town remained safe, most felt it better to remain and let the magical field protect them. Sir Deleven disagreed, convinced that it was only a matter of time before Iuz trampled Ringland beneath his heel, as he must have done to all of the Shield Lands, if not all of the Flanaess.

Finally, three years ago, Sir Deleven and five clerics of Rao (also trapped in Ringland at the time of the invasion while traveling home to Veluna) attempted to reach Furyondy. They took a small number of like-minded townsfolk, mostly brash youngsters and set out away from Ringland. No one has heard from them since.

A well-trained militia made up of all able-bodied townsfolk protects the town. Everyone is responsible for doing what needs to be done to protect the town, bring in the crops and tend the animals. Most of the homes close to the edge of the protective field have been abandoned so as not to attract attention to the town. Now, everyone lives within three miles of the town. The border is patrolled constantly and a series of way stations has been set up to transfer messages quickly. At the first sign of trouble, word is sent back to Sir Reyneld and a larger force of guardsmen and scouts is dispatched to deal with it.

Rendor Keep, the seat of House Rendor's power still sits above the town as it has for generations. Currently it is occupied by Sir Reyneld, Arvet and all of the regular Ringland soldiers (about twenty-five well trained warriors and scouts). The keep is well armed and provisioned and will act as the last defense if Iuz ever penetrates the field. All able townsfolk are required to train regularly under Sir Reyneld and his officers, as well as perform guard duties for the town in addition to their normal daily responsibilities.

In the last month, a dragon has been sighted in the skies over Ringland. From what witnesses can tell, it is always the same dragon; a very large red. The beast flies northeast towards White Plume Mountain (or perhaps a bit farther north) and returns several hours later. Once or twice the dragon has paid mild attention to Ringland, but flew off without landing, stopping only long enough to circle around a few times and flying off. Sir Reyneld and the council believe the dragon is looking for something, or perhaps scouting out new territory for itself. It was the dragon's interest in Ringland that prompted them to send out five scouts to attempt to reach help.

Commerce in Ringland has changed considerably. With no goods coming or going from the town, the people are forced to provide everything locally and produce only what they really need. This isn't a problem for food, water, clothing, and the basic necessities of life, but luxury items are almost non-existent. As is raw iron for forging and just about anything else the people can't grow, hunt, or gather from the surrounding area. Since everything is produced locally, the people see little value in gold and silver now and barter for just about everything, be it goods or services.

Despite their isolation and constant fear, the people of Ringland are content, almost happy. Their lives have not changed for the worse so much that they would abandon their town or each other. They are certainly better off than the rest of the Shield Lands (though until the characters arrive they have no idea of this). Even if given the chance to leave, most would choose to stay in Ringland no matter what happens. Having had no newcomers in seven years that did not mean them harm, the people tend to be overly cautious at first, but soon warm to trustworthy visitors.

RINGLAND NPC DESCRIPTIONS

Sir Janszen Reyneld: Male human Pal13 (Heironeous).

Sir Reyneld is the youngest of the town council, but many still look at him as the leader. He has red-brown hair, green eyes and very light skin. Though only in his late thirties, the man has seen more than his share of war, having spent the majority of his life in one conflict or another, but always in the service of the Shield Lands. A devoted follower of Heironeous, he sometimes sees things far too black and white for some other townsfolk likes, but he is wise enough to know not to force his view points on everyone. Over the years he has learned to curb his impulsive nature, to the point of frustrating the young soldiers under his command with his "more patient than stone" attitude. In truth, this is a guise he keeps up to teach others what he feels he lacks; patience. Early on in Ringland's isolation, he allowed his restlessness to get the better of him and it cost five lives. He has since vowed to never allow that to happen again.

Arvet: Male human, Nob6. Seneschal for Lord Rendor before the occupation.

Arvet is an older Oeridian man in his fifties with heavily graying dark hair. He is of average build and carries himself with dignity. He is always dressed meticulously, though not extravagantly. To those who don't know him, he can come off rather cold and self important, but this is due more to many years of dealing with the peculiarities of the nobility than any sense of self importance or distorted ego. He sees himself as carrying on for his fallen Lord, whom he respected greatly and saw as nearly a son. He becomes angry at any comment or suggestion that places the fallen Earl of Rendor in a negative light. He is uncomfortable as an elder of the community, preferring to advise those in command rather than make decisions himself.

Anedhel of Atroa: Female half-elf, Clr7 (Atroa).

As a half-elf, Anedhel is longer lived than most humans. As such, she is quite a bit older than even Dorgin. Still, she looks much younger. Even now, she is very attractive suggesting a stunning beauty as a young woman. She has auburn hair and green eyes that compliment the earthy colors of her simple, functional clothing. The cleric truly cares for the people of Ringland, but as is common to many priests of her religion, she longs to travel again. She had come to Ringland ten years ago, originally planning on staying only a short time. If not for being the only cleric of respectable power in the town, she might have headed out on her own long ago.

Dorgin: Male human, Com5. A local innkeeper and owner of the Silver Ring.

Dorgin is the typical jolly old innkeep. He's well past his sixties and carries a large belly and even larger smile. His hair has long since gone white, but his eyes still shine a deep blue. He has a kind word for everyone who enters his establishment (the Silver Ring Inn, named for it's distinctive silver trimmed, circular bar) and takes great pride in having the best of everything. He tends to be harsh on those who make trouble, but dotes on his guests with almost fatherly attention. Once married, his beloved wife passed away five years ago and his children have grown and moved on before the bad times started in the Shield Lands. He still wonders what has happened to them since he last heard from them. Everyone in town calls him "Master Dorgin", a title of respect, which he enjoys, but feels is undeserved. He would never tell anyone that for fear of hurting their feelings.

References

For more information on Ringland, see *Iuz the Evil*, page 45. Information on Sir Reyneld and Sir Deleven can be found on page 92 of the same book. Although a brief mention of Ringland is made in *Return to White Plume Mountain*, the information therein greatly contradicts the earlier information in *Iuz the Evil* and seems to ignore the fact that Iuz occupies the majority of the Shield Lands. As such, we have decided to ignore the references from *Return to White Plume Mountain* as inaccurate rumors.

APPENDIX 3: NEW RULES

FEATS

Favored Critical [General]

You know where to hit your favored enemies where it hurts.

Prerequisites: Base attack bonus +5 or higher, at least one favored enemy.

Benefit: Select one of your favored enemies that are normally subject to critical hits. Whenever you attack this type of creature, the threat range of whatever weapon you are using is doubled. For example, a longsword usually threatens a critical hit on a die roll of 19 or 20 (two numbers). In the hands of a character with Favored Critical using it against a favored enemy, its threat range becomes 17 through 20 (four numbers). If it is also a *keen longsword*, its threat range becomes 15 through 20 (six numbers: 2 for being a longsword, 2 for being doubled as a *keen* weapon, and 2 for being doubled again by Favored Critical)

Special: You can take this feat multiple times. Each time you do, it applies to a new favored enemy. The effects of this feat do not stack with those of Improved Critical.

NATURAL SPELL [WILD]

You can cast spells while in wild shape.

Prerequisite: Wild shape

Benefit: You complete the verbal and somatic components of spells while in a *wild shape*. For example, while in the form of a hawk, you could substitute screeches and gestures with your talons for the normal verbal and somatic components of a spell. You can use any material components or focuses that you can hold with an appendage of your current form, but you cannot make use of any such items that are melded within that form. This feat does not permit the use of magic items while in a form that could not ordinarily use them, and you do not gain the ability to speak while in a *wild shape*.

PIN SHIELD [GENERAL]

You know how to get inside your opponent's guard by pinning his shield out of the way.

Prerequisite: Base attack bonus +4, Two-weapon Fighting.

Benefit: This feat can only be used against an opponent who is using a shield and who is within one size category of you. Make an off-hand attack against an opponent's shield using the normal rules for striking a weapon (see the Player's Handbook, Chapter 8). If your attack roll is successful, you momentarily pin your opponent's shield with your off-hand weapon, and you may make an immediate attack of opportunity against your opponent with your primary weapon at your full attack bonus. Your foe gains no AC benefit from her shield for this attack. You cannot use this feat if you are fighting with only one weapon.

PRESTIGE CLASSES

Foe Hunter

The foe hunter has but one purpose in her life: the eradication of her hated foe. Against this enemy, the foe hunter would pay any price or risk any danger to prevail. The foe hunter's hatred of her foe is endless and forever, but it is not unthinking or rash. The foe hunter lives to put an end to her hated foe, but she would not throw away her own life unless it was fate demands it.

Each foe hunter selects a single enemy to devote her energies to. From this enemy she takes her own name as orc hunter, giant hunter, or the like. Against this enemy, the foe hunter proves an implacable enemy. Her blade is anathema to this creature, and her body is more often than not proof against it.

The foe hunter's path is open to any creature, good or evil. There are foe hunters who hunt men or even celestials, and those that hunt the foulest spawn of the underworld. NPC foe hunters can be fierce allies that prove their worth in a fight, perhaps demonstrating a new road for a character to travel down. Or such a foe hunter can hunt those that the heroes love most.

A character can be more than one of these prestige classes, but must start at 1st level each time. Levels of different foe hunter prestige classes do not stack for purposes of determining level-based class features.

Hit Die: d10

Requirements

Base Attack Bonus: +7.

Feats: Track, Weapon Focus (any).

Language: The language (if any) of the intended hated enemy.

Special: The character must have a favored enemy.

THE FOE HUNTER

Class	Base	Fort	Reflex	Will	
Level	Attack	Save	Save	Save	Special
1 st	+0	+2	+2	+0	Hated enemy, rancor +1d6
2 nd	+1	+3	+3	+0	Hated enemy damage reduction 3/-
3 rd	+2	+3	+3	+1	Rancor +2d6
4 th	+3	+4	+4	+1	Hated enemy damage reduction 5/-, Hated enemy spell resistance.
5 th	+3	+4	+4	+1	Rancor +3d6
6 th	+4	+5	+5	+2	Hated enemy damage reduction 7/-
7 th	+5	+5	+5	+2	Rancor +4d6
8 th	+6	+6	+6	+2	Hated enemy damage reduction 9/-
9 th	+6	+6	+6	+3	Rancor +5d6
10 th	+7	+7	+7	+3	Hated enemy damage reduction 11/-, death attack

Class Skills

The foe hunter's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See the *Player's Handbook*, Chapter 4: Skills for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are features of the foe hunter prestige class.

Weapon and Armor Proficiency: Foe hunters gain no proficiency in any weapon or armor.

Hated Enemy: At 1st level, the foe hunter chooses one creature type that she has already selected as a favored enemy to be the target of her hatred. This choice determines what kind of foe hunter she becomes—orc hunter, giant hunter, or the like. The choice of hated enemy is irreversible.

Rancor (Su): The foe hunter can deliver a powerful blow to her hated enemy. Once per round, on her action, she can designate one of her attacks against a hated enemy as a rancor attack before the attack roll is made. A successful rancor attack by a 1st-level foe hunter deals +1d6 points of extra damage. This amount increases by +1d6 points for every two additional foe hunter levels the attacker acquires. Should the foe hunter score a critical hit with a rancor attack, this extra damage is not multiplied. The extra damage from a rancor attack applies even if that hated enemy is immune to critical hits.

With a sap or an unarmed strike, the foe hunter can deal subdual damage instead of normal damage with a rancor attack. She cannot, however, do subdual damage with a weapon that deals normal damage in a rancor attack, even when taking the usual -4 penalty.

Hated Enemy Damage Reduction (Ex): At 2nd level, the foe hunter can shrug off 3 points of damage from each successful attack by her hated enemy. This damage reduction increases by 2 points for every two additional foe hunter levels she has. Damage reduction can reduce damage to 0, but not below that. Hated enemy damage reduction does not stack with any other damage reduction the character has.

Hated Enemy Spell Resistance (Ex): Beginning at 4th level, the foe hunter can avoid the effects of spells and spell-like abilities that would directly affect her, as long as they originate from her hated enemy. Against such effects, the foe hunter has spell resistance equal to 15 + her foe hunter class level. This stacks with any other applicable spell resistance the character may have.

Death Attack (Ex): At 10th level, the foe hunter can make a death attack against a hated enemy that is denied its Dexterity bonus to AC (whether or not it actually has one). This ability functions like the assassin's death attack (see Assassin in Chapter 2 of the *DUNGEON MASTER's Guide*), except that the foe hunter need only make a melee attack that successfully does damage, not a sneak attack.

SPELLS

Creeping Cold

Transmutation [Cold]

Level: Drd 2

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 3 rounds

Saving Throw: Fortitude half

Spell Resistance: Yes

You turn the subject's sweat to ice, creating blisters as the ice forms on and inside the skin. The spell deals 1d6 cumulative points of cold damage per round it is in effect (that is, 1d6 on the 1st round, 2d6 on the second, and 3d6 on the third). Only one save is allowed against the spell; if successful, it halves the damage each round.

Focus: A small glass or pottery vessel worth at least 25 gp filled with ice, snow, or water.

Dawn

Abjuration

Level: Drd 0, Rgr 1

Components: V

Casting Time: 1 action

Range: Personal

Target: All creatures within a 15-ft. radius burst centered on you

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes

All sleeping creatures in the area awaken. Those who are unconscious because of subdual damage wake up and become staggered (see Subdual Damage in Chapter 8 of the *Player's Handbook*). This spell does not affect dying creatures.

Languor

Transmutation

Level: Drd 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes creatures it hits to become weak and slow. A subject who fails a Will save is *slowed* as the spell and suffers a cumulative enhancement penalty to Strength equal to 1d6-1 per two caster levels (minimum additional penalty of 0, maximum of -10) each round. If the subject's Strength drops below 1, it is helpless. This spell does not counter *haste* nor it is countered by it, but a *hasted* creature can be brought to normal speed by *languor*, and a creature affected by *languor* can be brought to normal speed by *haste*.

Miasma

Evocation

Level: Drd 4

Components: V, S, DF

Casting Time: 1 action

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

Target: One living creature

Duration: 5 rounds/level

Saving Throw: See text

Spell Resistance: Yes

By filling the subject's mouth and throat with unbreathable gas, you prevent him or her from doing much more than coughing and spitting. The subject can hold his or her breath for 2 rounds per point of Constitution but must make a Constitution check (DC 10 +1 per previous success) each round thereafter to continue doing so. Failure on any such check (or voluntary resumption of breathing) causes the subject to fall unconscious (0 hp). On the next round, the subject drops to -1 hit points and is dying; on the third round, he or she suffocates (see Suffocation in Chapter 3 of the *DUNGEON MASTER's Guide*).

APPENDIX 4: RENOWN IN THE SHIELD LANDS

As the old cliché goes, adversity brings out the best in people. Few situations are as adverse as the Shield Lands' current state of war with Iuz the Old. Even in the looming presence of an evil demi-god, the people of the Shield Lands find the strength to continue to fight. While all of these people are heroes, a rare few manage to rise above the rest and gain a level of renown amongst their fellow Shield Landers. These stalwart defenders of the Holy Realm have earned a measure of Renown.

Renown is an expression of a character's reputation in the Shield Lands. People tend to react more favorably to people they have heard of and respect. Renown points are a way to determine in game if a character deserves such a reaction modifier.

Renown is earned during game play in Shield Lands' regional and adaptable events. In most cases renown is earned for performing exceptionally heroic deeds in the service of the Shield Lands. Awards may be given to a single character or to the whole group depending on the circumstances.

In game terms, renown is earned for good roleplaying and overcoming encounters in an exceptional way. Any time a character's or party's deeds could conceivably be talked about over an ale in taverns or put to verse by bards, there is a chance renown will be earned. Judges will award renown points based on the instructions provided by the event. In some cases, certs may award Renown without requiring a roll. The event in which the Renown cert is awarded will list whether a roll is required or not.

A character eligible to receive renown must make a renown check with a DC equal to his current renown. If the roll succeeds, he gains the renown award. On a natural 20, he gains double the award, but on a natural 1 he loses that amount due to poor retellings of his tale. If a bard is present at the table, Renown checks gain a +2 circumstantial modifier.

Renown points are written on the character log sheet. Each log entry should list the amount of renown gained and/or used during the event and the new current total.

Each renown point represents a 5% chance to be recognized by fellow Shield Landers. As a hero's renown grows, more and more people will have heard of him and hopefully react positively to him when he asks for aid.

In game terms, renown points work like this. Whenever a player wishes to see if his character's renown can help his character, he must roll a Renown check (DC 20) modified by the character's current renown score. If the roll is successful, the NPC in question has heard of the character. Only one roll may be made per encounter. A roll of a natural 1 is always a failure, but a roll of a 20 is only a guaranteed success if the character attempting the renown check has a positive renown score.

Renown can be used in two ways. First, a successful roll provides a +2 circumstantial modifier to any one Charisma based skill check used in reference to the NPC. Alternatively, in place of the +2 skill modifier, the character may receive a 10% reduction to the cost of any non-certed items being purchased. This costs one point of renown and can be used once per encounter.

Secondly, five renown points may be traded for the equivalent of a single Influence point with the NPC in question. While this is an expensive use of renown, it can be a lifesaver in the right situations. This may only be used once per event and only one influence point may be gained in this manner. Influence points earned this way are lost at the end of an event unless used. The character still loses the renown even if the influence point isn't used, so be careful to use this benefit wisely.

INFAMY

While Renown is a measure of how well known a character is, Infamy is a measure of how positively or negatively people react to a character. The two are independent of one another, but work together to gauge the quality of people's reactions. A character with a high Renown score may be well known, but if the same character has a high Infamy score as well, he will not be very well liked by most people who recognize him.

Generally, characters earn Infamy for performing questionable actions, such as harming innocents, casually destroying property or betraying someone's trust. Whenever someone with a positive Infamy score tries to use Renown, they must avoid their own bad reputation. After a successful roll to use Renown, a character must try to avoid the effects of Infamy by rolling a Charisma check against a DC equal to the current Infamy score. If the roll fails, the NPC's reaction turns negative due to them having heard of the character's misdeeds.

Instead of gaining a positive skill modifier or decrease in the cost of goods, the character suffers from a -2 circumstantial modifier to all Charisma based skills except Intimidate (which receives the normal +2 modifier for successful use of Renown) or a 10% increase to the cost of goods. The NPC has still heard of the character, they just didn't like what they heard and refuse to help them because of it.

Renown and Infamy may only be used in Shield Lands' regional and adaptable events. It has no in game benefit during out of region.

PLAYER HANDOUT 1 – REGIONAL MAP OF RINGLAND



PLAYER HANDOUT 2 – A MESSAGE FOR RINGLAND

Sir Reyneld,

Your messenger Tebin reached us in Emsal and told us of your plight. We are overjoyed that Ringland still stands. You are not alone. The Restored Holy Realm of the Faithful of the Shield Lands stands as well.

The last seven years have been a dark time for the Shield Lands. Iuz was able to drive us beyond the Ritensa River and away from Admundfort. In that epic battle, Lord Holmer and many brave Shield Landers were lost. Iuz's victory lasted only four years. In 588 CY we took back Critwall and Bright Sentry. Within the last year we have retaken TorKeep and Emsal pushing the border closer to Ringland. With bravery, determination and the guidance of Heironeous, we will soon reclaim our homeland.

Your messenger informed us that Sir Deleven left Ringland three years ago. Sadly, we had received no word from him and fear the worst. Only his sister remains of his family and she will not take the news of his passing well.

Though your messenger tells us you expected as much, you should know that Earl Rendor and his family have been lost in the War of Reclamation as well. Currently, no noble family lays rightful claim to Ringland and its lands and titles.

Sadly, the news of your own family is no better. It is with my deepest regrets that I tell you your Father, Earl Reyneld and his Knights fell defending Reyneld Castle during Iuz's initial advances. You should know that he died a Knight, a true son of the Archpaladin and a hero. His passing allowed hundreds to live and brought honor to your family and the Shield Lands.

I have communicated with the Council of Lords and they have authorized me to inform you that you are hereby declared the Earl of Reyneld and as such may take your rightful place on the Council of Lords. At your convenience, please return to Emsal from where you will be given a hero's welcome and escorted to Critwall, the current capital of the Holy Realm. At which point, a determination will be made on how to proceed with the Ringland situation. I leave it up to you to find a suitable leader for Ringland in your absence.

The soldiers delivering this message are Pathfinders for the Shield Lands army. They are at your disposal to investigate the dragon sightings, and if you so desire, to escort you home. We expect them back within twenty-one days or we will assume this letter never reached you and they were lost in the attempt to reach Ringland.

Ringland's survival is yet another victory for the Shield Lands and a shining example of the strength its people. From your messenger's accounts, Ringland's survival is due in great part to yourself and Sir Deleven. You are to be commended.

I look forward to embracing my fellow Shield Knight on his triumphant return home. May you walk in justice.

Knight Bannerette Lemanda of Heironeous

Commander of Emsal Keep, Coldeven, 592 CY

Player Handout 3 – Reyneld's Reply

Justice Lemanda

Please inform the Council of Lords that I am honored to take my fathers place at the Council table I pray to Heironeous that I may serve the Shield Lands as well as my father did.

Unfortunately, I must refuse to return to Critwall until Ringland is safe. Seven years ago Sir Deleven and I swore to protect Ringland in the name of Heironeous and the Knights of Holy Shielding. Our duty is not yet complete. When Ringland sits safely behind the Holy Realms protective border and a new Earl of Rendor sits in Rendor Keep on the hill above Ringland, I will relinquish my current responsibilities and assume those being placed upon me by my family and the Shield Lands.

The matter with the dragon has resolved itself. While here, your Pathfinders accounted for themselves well, but the dragon is now dead at the hands of an unseen foe. A great aerial battle ended the wyrms life, but may herald a greater threat to Ringland and the Shield Lands. Having witnessed the battle and finally placed many events in their proper order, I believe the fallen dragon had been seeking new territory and stumbled on the province of another, more powerful creature. Considering the area in which the dragons travels took it, I fear the old rumors of the undead dragon Dragotha may be more than just tales with which to frighten children. Whatever the case, the beast that slew the dragon was terrible indeed. And now, it has been roused

Now that communications have been reestablished and the people of Ringland know their homeland still stands, it is imperative to our morale that we stay in contact. If possible, I would like to establish regular exchanges of messages. Our own magical resources are small, but perhaps the Council of Lords or the Church of Holy Shielding can find a way to use magic to speed the movement of information between Critwall and Ringland.

I do not believe I need to tell you that outside those who know now, the survival of Ringland must remain a secret. The field that protects the town works subtly, turning away casual observers I fear a determined force could penetrate the field. Though brave, the guards of Ringland are no match for a well trained force of Suzs regulars.

I remain in the service of the Knight of Holy Shielding and continue to safeguard Ringland in Heironeous name.

May the Axe grow great!

Sir Janszen Reyneld

Knight of Holy Shielding

Coldoven, 592 Cy

EVENT SUMMARY (PLEASE RETURN TO SHIELD LANDS TRIAD)

1) Did Tebin make it to Gensal?	Yes	No	
2) Did the party accept the mission to Ringland?	Yes	No	
3) Did the party detect the disease before they left?	Yes	No	
3a) Did anyone in the party get the disease?	Yes	No	
3b) If so, who?			
4) Did the party detect Tirzhar following them?	Yes	No	
5) Did the party play Encounter 2?	Yes	No	
6) Did the party earn Sir Reyneld's trust?	Yes	No	
6a) If not, did the party fight the Ringland guards?	Yes	No	
7) Did the party deliver the message to Sir Reyneld?	Yes	No	
8) Did they open it before delivering it?	Yes	No	
9) Did the party investigate the farm before the dragon fell?	Yes	No	
10) Did the party investigate the farm after the dragon fell?	Yes	No	
11) Did the party take the dragonhide?	Yes	No	
12) Did any of the characters touch the obelisk?	Yes	No	
12a) If so, who?			
13) Did any of the characters receive the vision from the obelisk?	Yes	No	
14) How long did the party stay in Ringland?			
15) Did the party detect the ambush?	Yes	No	
16) Did any of the characters die in the ambush?	Yes	No	
16a) If so, how many?			
17) Was Tirzhar killed?	Yes	No	
18) Was Korosh the Slayer killed?	Yes	No	
19) Was Moghald killed?	Yes	No	
20) Did the party help Quatain?	Yes	No	
20a) Did anyone earn the debt of honor?	Yes	No	
20b) If so, who?			
21) Did Tirzhar and his companions harry the party on the way back to Gensal after the ambush?	Yes	No	
22) Did the party deliver Sir Reyneld's message?	Yes	No	
22a) Did any of the characters open it?	Yes	No	
22b) If so, who?			
22c) Did they still deliver it after it was opened?	Yes	No	
22d) Did anyone go to prison?	Yes	No	
22e) If so, who?			
23) The event ran?	Too Short	On Time	Too Long

ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.