

PAL1-03

(P)AL(E)IENTOLOY

A One-Round D&D LIVING GREYHAWK[®]
Theocracy of the Pale Regional Adventure

Version 1

by Michael Hughes

The Theocracy of the Pale has always had a reputation for being inhospitable to travelers and strangers, but this is getting out of hand. Now the Prelates and the Merchant Council need your help in solving the mystery of the disappearing merchants before the supplemental food trade is disrupted beyond hope. An adventure for characters levels 1-6.

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

PREPARATION

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

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

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

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

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

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

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. 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 game masters 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 will 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, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

DETERMINING AVERAGE PARTY LEVEL (APL)

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs

participating in the adventure. To determine the Average Party Level (APL):

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | 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 PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of 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. PCs 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 a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

- 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, Mialee, 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.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These

penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Pale Lifestyle: The rigid, puritanical Pale is anathema to chaotic or free-thinking adventurer types. On the other hand this orderly, prosperous, and simple society does have some advantages. The cost of living for instance is somewhat reduced.

Destitute	1gp	-2
Poor	3gp	-1
Common	10gp	0
High	200gp	+1
Luxury	400gp	+2 to merchants and elite, -1 to clergy/gov't. who are disgusted by Materialistic excess.

ADVENTURE SUMMARY AND BACKGROUND

Merchants have been disappearing in the vicinity of Spiral, the rapidly growing merchants' town (population 900) on the Yol River at the Tenh border. This is the disembarkation point for goods brought to the Pale along the river, and it has lately been the place for grain imports to land for distribution to Tenh.. Markop of Nyronnd was the fourth one to disappear in as many months, all just before the new moon. On the night just before the new moon for Luna (tonight, for those being sent from Wintershiven – last night for those being recruited directly in Spiral), a similar fate befell Gerbach, a grain trader from the Duchy of Urnst. Even though the Theocracy is proudly self-sufficient, the supplemental food trade is especially important this year. Grain imports are necessary in these times since the retreating forces of Iuz burned and salted the fields of Tenh and the residents of Tenh will go hungry this winter if supplemental foodstuffs are not provided. The Merchants' council, especially House Twist, which essentially controls the town of Spiral (and selected the town's name), is getting worried. Foreign trade consortiums are openly threatening to shut down the grain trade, leaving the Pale with a food shortage, if Tenh is to be fed, as well. All of this has heightened the already xenophobic attitude of many of the people of The Pale, and there are rumors of cults and secret ceremonies.

The party will be engaged to participate in investigating the disappearances, with the Merchants' Council being the prime motivators, and the Church a marginally willing participant (there are still some in the

Church who would not mind being complete isolationists – even if it meant starving the new citizens in Tenh!).

The party will meet Lady Jaramai Twist at her headquarters in Spiral and be directed to the “scene of the crime” (at least the most recent one). There they will encounter leads in three directions. 1.) Some out-of-Pale merchant guards (many from Nyronnd, as a result of the King's requirement that merchants passing through that land hire Nyronndese guards) will insult them and demonstrate low regard for the Pale, and the clerics and followers of Pholtus in particular. 2.) A mysterious Licensed Fortuneteller (Szanne) will attempt to induce them to follow her to her place by the river, where she will look into their hearts and provide them with helpful information and (possibly) items. 3.) Attention will be drawn to a poster announcing a meeting at the Revival Hall. All should lead the party to attend the meeting, led by Brother Markush, a supposed Priest of Pholtus who has been stirring the hearts of the immediate locals with rousing sermons for the past four months. In the relatively new town of Spiral the official church is still somewhat disorganized, so the “revival” has not really been seriously questioned by the authorities.

At the “revival meeting” Brother Markush will preach a sermon apparently on the subject of brotherhood and converting the outlanders and “aliens” coming to Spiral and the Pale. A coded message (the words immediately following “Alien” in his sermon), will tell of a secret meeting of the inner faithful, to take place later that night in a chamber underneath the Revival Hall. At this meeting the “Alien situation” will be discussed in more detail. Brother Markush is really a very carefully disguised and shielded priest of Iuz who is trying to ruin the economy of the Pale in spite and in a spirit of revenge for the defeat in Tenh..

The party, either by solving the code, sensing the motives of the “Inner Circle” and following them, or by some other means, will be led to the chamber and the meeting of the Inner Circle, a small group of deluded fanatic citizens of the Pale who became involved in the belief that they were fighting heresy, but have gradually become corrupted by Markush and the lure of sadistic pleasure. A ceremony is in progress, nominally an execution of an outlander heretic, but really a ceremony to create another undead servant of Iuz from the hapless merchant. The party will be able to intervene and, if successful, capture Markush and expose the plot. Favors of the Merchants' Council are available to those who save Gerbach. Favors of the Church are also available to those who capture Markush. However, the Church favors are only available if the party does so privately. This is because the Church wants the details of the situation kept quiet, since a public proclamation of an impostor could undermine the reputation of the clergy.

INTRODUCTION

Introduction 1. For those under church discipline of Pholtus (Clerics, Justicars, Paladins, members of the

Church Militant, and anyone else who considers themselves to be part of the Church of Pholtus) – Note, this takes place a full day earlier than the recruitment of non-church characters, since it this takes place in Wintershiven, and the others are recruited in Spiral (40 miles):

You are summoned to the study of Alicia, secretary to Anonsis, Bishop of Wintershiven. Anonsis, as you know, has recently returned from his yearly penitential visit to the Phostwood. His mood, as usual, is rather sullen and this has had an effect on his subordinates. Alicia is clearly feeling the strain and she does not look particularly happy to see you.

“Well, I cannot see why we are being taken away from our duties to the faithful to deal with these Outsiders” (she uses the word with disdain)” but it looks as if we of the church will once again have to step in and save the bacon of those merchants and heretics. It will be a brighter day when we control our own food supplies and destiny, and will no longer have to be beholden to Urnst, Nyrond and the other heathen lands.”

Alicia grumbles on however much is desired but eventually gets to the point.

‘It seems that several merchants, particularly Urnst merchants, with the obligatory Nyrondese guards, have mysteriously disappeared lately in the vicinity of Spiral, 40 miles west on the River Yol. The civil authorities have proven themselves incompetent and Jaramai Twist of Twist Mercantile (who completely controls that town) has used her considerable influence to prevail on the Council of Nine to intercede and send some of our best to solve the matter. Hard as it is to believe, you are the ones chosen! I myself may have to travel to the outlands to see to this matter!

“Go on now, and report to the ‘Rose of the Phostwood’ at the offices of Twist Mercantile, in Spiral, near the Yol river. Please report to her tomorrow afternoon at 2:00. She will give you the remainder of your instructions. Now go in the Blinding Light, and try not to disgrace Pholtus by your actions. Oh yes, I almost forgot. Although it seems silly to me, I am to tell you that, after the customary 25% return to the Church, you may keep any reward you receive for this mission. Also, here are your “employment vouchers, to show that you are in the direct employ of the Church of the Blinding Light. Please show these to any guards who question whether you are in compliance with the Theocrat’s “Full Employment” program.”

The Pholtan group will have an uneventful trip to Spiral, but will arrive to find the people talking about more troubles, and it will become known that trouble seems to be coming on the evening of the new moon, just like last night.

Introduction 2: For other adventurers (Early the next day, in Spiral):

A messenger arrived as you were eating lunch in the town commons in Spiral, enjoying a meat pie (mutton, this time) from Bongol’s Bakery (good, but not nearly as good as those from The Piping Pie Bakery and Eatery in Wintershiven). It is about 2:00, and it is much too nice of an early autumn day to stay inside. The green clad lad, obviously with some elven blood, looks

you over and approaches boldly. _____, I presume? I have been delegated by House Twist, merchants extraordinaire, to ask you to come at 10 O’clock to the offices of Twist Mercantile, near the Yol river, to speak with Our Lady, Jaramai. I am authorized to inform you that the Lady is seeking adventurers for a mission which will require discretion, but which might prove quite worthwhile if successful.”

Alfric (the messenger) declines any offer of a gratuity, explaining that his duty is to House Twist and that he is already amply compensated. He also explains that he is not authorized to speak more on the matter and that any further information must come from Lady Jaramai. Alfric is young, confident and a true disciple of the One True Path, and thus is not tempted to betray his trust. He will disengage graciously, but will not help the adventurers further.

ENCOUNTER 1: THE MISSION

At about two in the afternoon, the adventurers from both groups arrive at the nicely appointed offices of the Twist Mercantile and Trading Company. This is clearly the most impressive building in all of Spiral and is built on a rise overlooking the Yol river docks. The adventurers are greeted by name by Alfric (who somehow knew who the church was going to send) and are shown to an opulent waiting room, provided with non-alcoholic beverages, and told that Lady Jaramai Twist will see them when all have arrived. The atmosphere is certainly a contrast from the usually austere businesses in the Pale. It is obvious that House Twist is wealthy and is not shy about showing it to the world. The rumors of power mongering seem very believable in this setting.

As the final adventurer is just taking his/her seat, an inner door opens and you are ushered into a conference room, with a map of the dock area on one wall. The room is furnished in a very ostentatious manner, the table is immaculately hand carved from some sort of exotic wood, the chairs are overstuffed and almost too comfortable for an efficient meeting. An extremely beautiful half-elven woman wearing a warm (if rather strained) smile greets you each by name and asks you to take a seat. It is easy to see why she is known as “The Rose of the Phostwood”. The exotic fur she wears only adds to her beauty.

☞ **Lady Jaramai Twist, Half-Elf Female Brd9:** CR 9; hp 51; AC 23; AL NG; Str 11, Dex 15, Con 12, Int 17, Wis 13, Cha 20.

Languages: Common, Elven, Draconic, DwarvenAncient, Oeridian, Ancient Flanesh

Skills and Feats: Alchemy +5, Appraise +8, Balance +9, Bluff +19, Craft (painting) +5, Decipher Script +10, Diplomacy +23, Disguise +8, Gather Information +10, Knowledge: Elven Customs +8, Knowledge: Royalty +8, Knowledge: Local History +8, Perform +15, Profession: Diplomat +5, Spellcraft +8, Tumble +9, Use Magic Device +7; Skill Focus (Diplomacy), Bluff, Leadership, Weapon Finesse (rapier).

Spells Known (6/6/5/4; base DC = 15 + spell level):
0—dancing lights, detect magic, mage hand, light, ghost sound, mending; 1st—charm person, expeditious retreat, feather fall, silent image; 2nd—cat's grace, detect thoughts, see invisibility, tongues; 3rd—charm monster, dispel magic, haste.

"As you probably already know, I am the Head of House Twist and responsible for most of the foreign trade improvement which has occurred in the past months. It is through my insistence that food supplies are finally being brought into our land and that other trade goods are becoming available. The grain and food trade has been especially important in these past few years, as we of the Pale have had to bring in food to help the people of Tenh, who have been short of food since the war when retreating armies burned their fields. It was not all that easy to induce those in Urnst to trade with us, and I had to cut my profit margins in order to open the routes, but things were going well. That is, they were, until recently."

"In the past few months traveling merchants have simply disappeared here in Spiral. They arrive, make the deliveries and take their payments, and then vanish. The guards have not been harmed, and the strongboxes are not always taken, but the head merchants have disappeared without a trace. This has happened five times, with the most recent only last night. Needless to say, the merchants are getting very nervous, and are threatening to cut off trade."

"I consider it to be my solemn duty to the Pale to get to the bottom of this and to restore the confidence of the merchants. I also take this very personally, since I am largely responsible for the growth of Spiral as a trading center, and I cannot afford to have its reputation tarnished. It is for these reasons that I asked you here. Your mission is simple, find out what is happening to the merchants and take what steps may be necessary to restore safety. If you are in time to do anything for poor Gerbach (such a dear man!) it would be appreciated, as well. The Pale in general, and Spiral in particular, have long been a safe and nearly crime-free area, and it is necessary for business that the reputation is maintained."

"Of course, to undertake this on my behalf, you need to become my employees, and I have here vouchers of employment for each of you (clergy excepted, of course) so you may meet the "full employment" requirement of our land. Here is also a voucher which you may use to obtain food in any of the nearby inns or eating establishments. You may use this, along with your employment vouchers, for so long as you are in my employ, and the merchants will simply put your expenses on my tab. I trust you will not abuse the privilege."

"I wish you the blessings of Pholtus in successfully completing this mission"

ENCOUNTER 2: THE SCENE OF THE CRIME

The indicated area where Gerbach was last seen alive is only a few blocks away, and you reach it in short order. It is a typical commercial district intersection, in the form of a small public square, along the route which wagons usually take with goods unloaded at the docks. The area is quite busy at this time of day, with nearly everyone bustling about their business. Only a few

of those about the square appear to be paying any attention to you. A few rather unkempt looking locals seem to be laughing as they place a poster on the kiosk in the center of the square, an inebriated man in Nyronese garb sneers at you, and continues up the street to a traveler's Inn, and a woman in exotic clothing studies you carefully from the edge of the square nearest the river, making no overt gestures. Somehow she does seem to attract your attention.

The intersection itself shows no sign of blood, or a particular struggle. The merchants about the square respond politely to inquiries, but appear to know nothing. They do seem rather worried about the state of affairs and a few express real fear that a trade embargo might be the result if things do not improve soon. On the other hand, most are pleased with their lot and seem to have a great deal of the joy of Pholtus in their lives, with a few mentioning that the work of Brother Markush and his inspiring sermons is a reason for their good spirits.

The posters announces that Brother Markush will be holding services in praise to Pholtus at the Revival Hall, at 5:30 each evening (it is about 3:00 now). Asking anyone about the Revival Hall will get directions to a fairly large wooden building on a small bluff overlooking the river, about ¼ mile away. It is also likely that the persons questioned will talk about how happy they are that Brother Markush has been here to bring the news of the Blinding Light and the One True Path to the merchant and dock district, and even an outreach to the heathen traders. Brother Markush has been preaching for about four months now. "Some thought that his teachings might be a trifle dangerous, but The Church Militant has done nothing, so it must be all right".

The Nyronese guardsman (Biffurt) continues up the street a few hundred feet to the Traveler's Inn, an establishment that caters to foreign visitors. A group of his countrymen are resting on the porch and one hands him a mug of ale. He continues to watch the party and make derisive gestures in their direction. At one point he shouts, "Gerbach shall be avenged!"

Szanne watches the group with a small smile. If any approach her, she turns and proceeds slowly down a winding path toward the river, looking back to make sure she is being followed. Her garb seems foreign to the region, modest but flamboyant at the same time. She is strangely magnetic and the party members feel a desire to go with her.

Depending on which thread the party follows, either go to The Traveler's Inn (Encounter 3), Szanne's Place (Encounter 4) or the Revival Hall (Encounter 5).

ENCOUNTER 3: THE GUARDS ARE NOT HAPPY

Biffurt sits on the porch of the Traveler's Inn, drinking with a group of his countrymen, obviously merchant guards. As the party approaches, he makes loud and insulting comments about the Pale in general, and the

authorities in particular. Biffurt is obviously well into his cups and is distraught over the loss of his employer (and, presumably, his wages).

"I tell you, Gerbach was a good master. He deserve better than being kidnapped and murdered by the likes of these. This would not have happened in Nyronde! These self-righteous fools of Pholtus could not solve a murder if it happened under their noses."

If the party reaches the Inn and asks about the disappearance, he admits that he was guarding Gerbach at the time of the incident. He does not know what happened, they were walking beside the wagon, Gerbach, Biffurt and another guard, Malb, when there was a blinding light. When he woke up, Malb was on the ground unconscious and Gerbach was gone. Four bags of grain were missing from the wagon, along with the strongbox.

Biffurt keeps drinking as he talks and gets more and more wild-eyed and hostile as he recounts the story. If any party members show a holy symbol of Pholtus he particularly focuses on that member and hurls insults.

"You idiots claim to follow the Blinding Light. I've seen a blinding light and all it brought was trouble. I know that you stuck-up snobs hate all of us 'aliens' as you call us, and there ain't a snowball's chance that you even want to solve Gerbach's murder. I'm gonna laugh when they drop the grain embargo on you jerks and you starve this winter."

If any party members respond in kind to his taunting (and eventually, even if they try to remain peaceful) Biffurt loses it completely and flies into a complete rage. He struggles to his feet, draws a blade and says **"Come on boys, it is time for a little 'eye for an eye'. Let's kill a few of these fools to avenge Gerbach, Pelkin and the others."** He takes two menacing steps toward the party.

At this point, give the party a chance to react. If they use restraint, make sure that they know that none of the other Nyronde has followed Biffurt's lead, although a few look ready to come to his aid if necessary. Further, Biffurt is obviously drunk and would be fighting well below his skill level.

The judge should try to avoid encouraging combat here, but should let it happen if the party insists. The Nyronde will defend themselves and Biffurt, but only Biffurt, will take the offensive. If his wild swings are evaded for two rounds, he will fall over in exhaustion and his compatriots will drag him off. They are not really apologetic, but obviously do not feel as strongly about the situation as Biffurt.

In the event that combat does ensue:

☛ **Biffurt, human male Ftr3:** CR 3; Medium-size Humanoid; HD 3d10; hp 19; Init +0; Spd 30 ft.; AC 15 (+5 chain); Atks +6 melee (1d6+2/19-20/x2, short sword); SQ suffers -2 circumstance penalty to all checks and attack

and damage rolls; AL LN; SV Fort +3, Ref +1, Will +2; Str 14; Dex 11; Con 11; Int 13; Wis 12; Ch 11.

Skills and Feats: Ride +5, Handle Animals +5, Jump +7, Swim +5; Alertness, Combat Reflexes, Weapon Focus (short sword), Lightning Reflexes.

☛ **Biffurt's Friends (4), human male War2:** CR 1; Medium-size Humanoid; HD 2d8; hp 16, Init +0; Spd 30 ft.; AC 12 (+2 leather); Atks +4 melee (1d6+2/19-20/x2, short sword); AL LN; SV Fort 3, Ref +3, Will +2; Str 14; Dex 11; Con 11; Int 10; Wis 12; Ch 11.

Skills and Feats: Jump +5, Ride +4; Lightning Reflexes.

If the party kills Biffurt (or any of his friends), the guards (10) arrive, question the onlookers, take names of all of the party and the sergeant speaks very sternly to the party members.

"It looks as if this might have been self defense, but your conduct is certainly not above suspicion. The Prelate has made it very clear that we are to treat our guests with courtesy and respect, and we are to try our best to avoid conflict. I do not know how we are going to explain this mess! I cannot hold you at this point, but do not leave town and be ready to come to headquarters for questioning first thing in the morning."

Have the Sergeant check for Employment Vouchers, and send the party back to the square, but be pretty hard on them for the rest of the adventure, perhaps intimating that they have bought themselves enough trouble, already.

ENCOUNTER 4: SZANNE

Szanne takes you down to her place by the river.

It is strange house, with a small sign in the window, which says, "Fortunes told, and omens read." Beside the door, displayed prominently, is a license from the Church proclaiming Madame Szanne as a "Licensed Charlatan." [She has taken care to follow the rules].

She invites the entire party inside, bids them to sit around a table with an ornate tablecloth and proceeds to serve tea, asking that all questions hold until after everyone is comfortable.

The tea is an unfamiliar flavor, but delicious, and a spot check (DC 15) will reveal that the tea container bears the markings of a nation far away across the sea. The tea has the effect of improving all sense motive rolls by 5 for the next three hours, for any who partake. Anyone drinking the tea (automatic, or otherwise making a sense motive check on Szanne herself at DC 13) gets the impression that she is amused by the party, but is genuinely interested in helping them. There is no evil or chaos in Szanne, but it is clear that she has her own reasons for doing things, reasons beyond the comprehension of the PCs. Each PC feels at various points on their own bodies (toes, back of the head, etc.) that she is somehow probing, but leaving the mind and will completely alone. *And you think you'll maybe trust her,*

because she's touched your body with her mind. [NOTE: This is definitely not sexual]

After tea, Szanne smiles cryptically, and tells the party that she has felt the strong presence of a hidden evil in the Merchants' quarter, and that all is obviously not what it seems. (Judges: play Szanne as mysterious, but not to such a degree that the party refuses to trust her.) She explains that there are many enemies who would profit by discomfiting the Pale, and disrupting trade. She feels a divine will behind the disappearances of the merchants. Without telling you why, she seems to know about your mission ("I am a true fortuneteller") and wishes you the best of fortune (and the Blessings of Pholtus) in your quest to uncover the plot.

Szanne picks out the PC who is "purest of heart and most sensitive" (judge decides based on alignment and focus of skills and feats, as well as actions to this point) and presents that PC with a *mood ring of detect chaos*.

"This ring contains a stone which can give you insight into whether a person is chaotic or not, when you concentrate on that person."

Give the appropriate cert to the designated recipient.

Szanne makes small talk, but reveals little else, although she will explain that true inhabitants of the Pale and honest followers of Pholtus are not to blame.

ENCOUNTER 5: HAPPY IN THE BLINDING LIGHT

Shortly after 5:00 you see that many of the merchants are closing up their shops and are beginning to filter down the streets in the direction of the Revival Hall. Most are talking pleasantly with another and expressing anticipation for today's sermon from Brother Markush.

The meeting at the Revival Hall appears to be the highlight of the day and more and more people filter into the hall. The building is rather plain, apparently an old warehouse built on the bluff overlooking the river. Plain wooden benches and a few chairs provide seating for up to 200, with the first three rows in front of a makeshift stage appearing to be reserved for regular attendees. The stage area has a curtained alcove to the left (from the perspective of the audience), a lectern (podium) to the right and a larger wooden altar in the center. The altar is rough hewn but from good lumber, and bears a prominent symbol which appears to be that of Pholtus (observers notice (DC 15), clergy and other active Pholtans check at +6) that something seems vaguely wrong about the symbol, but no one seems to be able to figure out just what it is.

During Brother Markush's presentation, the party members may wish to make "sense motive" checks on Brother Markush or some of his followers. [DC 35 on Markush, DC 24 on acolytes, DC 20 on "front row types".] Unsuccessful direct checks on Brother Markush himself seem to give vague impressions, but the characters will

believe that he is sincere. Checks on some of those in the front rows, including the song leaders (acolytes), some workers and the youths seen putting up posters in the square, are clearer. These persons show anticipation and, especially after the "Alien" passage, a sadistic glee and bloodthirstiness. The mood ring reveals that Markush is chaotic.

Two assistants on the stage begin the proceeding by leading the crowd in a few songs of praise to Pholtus (familiar ones to any citizen of the Pale) to the accompaniment of a mandolin and flute. These acolytes then step down to the front row and take a seat, as the crowd begins to buzz in excitement. The anticipation mounts and the crowd suddenly grows quiet, as a medium sized, fairly ordinary looking man in deep brown robes steps from behind the curtains. He bows once at the altar and immediately steps to the lectern. He looks over the first few rows of the audience, smiles broadly, and launches into a rousing sermon on the virtues of the One True Path and especially about the virtues of service without question. You do notice that he seems to preach forcefully about the difficulties of dealing with those who are not truly Pholtans. He says that those coming from outside the Pale might not ever be true Pholtans of the Pale, since they were unfortunate enough to come from other lands. After several minutes of this he stops, stares at several individuals in the front rows and speaks on, in a voice that seems somehow different from the earlier portions of the sermon. The entire pattern of his speech is altered, and you cannot avoid noticing that he speaks more slowly than before, pauses more often and places more emphasis on some words than normal.

Specific Spot checks (DC 18) made at this point will show that the workers in the front row are paying especially close attention, and one is writing notes. [Judges: Do not worry about force-feeding the party on solving the puzzle, as there are other ways that they can get to the final event.]

See player handout 1 for the text of this portion of the sermon. The coded message is made up of the words immediately following "Alien(s)" and reads as follows:

[*"Inner Circle – tonight Luna moonrise, under altar, execution, Gerbach, Burning Wheat"*]

An Innuendo check (DC10) indicates to the character that there is particular emphasis on the final two words ("you feel as if these might be important later").

After the passage is complete Brother Markush's voice returns to normal, and he finishes with a rousing flourish, admonishing the audience to give freely at the offering baskets near the door (but not to neglect their usual church contributions). He retires immediately behind the curtain as the crowd files out [you notice that Szanne was here also, and as she files out to the back, she winks at ____ (a free spirited party member)]. A large group of followers blocks your access to the alcove.

[It is not possible to meet or follow Brother Markush at this time, as he has gone out a side door from the alcove and vanished.]

ENCOUNTER 6: UNDER THE COVER OF DARKNESS

The Inner Circle meets in a secret chamber reached by a passage under the sliding altar in the Revival Hall. Actually, there are two entrances, in case the party misses the clues or somehow fails to open the Revival Hall door, or slide the altar out of the way. The long way involves one extra combat, but is worth less experience. If the party is clueless and moonrise (Luna) is approaching (about 8:00), Szanne will find them and direct them to a path along the edge of the river to the bluff underneath the Revival Hall. There is a crevice in the rock face, which party members can enter single file. (See DM Aid #1 – map)

6.A (OPTIONAL -EXTRA ENCOUNTER ONLY FOR THE BLUFF CREVICE ROUTE)

EL 2

➔ **Medium Skeletons** (6): see *Monster Manual* page 165.

EL 4

➔ **Medium Zombies** (6): see *Monster Manual* page 191.

EL 6

➔ **Ghouls** (6): see *Monster Manual* page 97.

For EL 2 and 3, the undead are waiting in the circular chamber 30' in from the crevice and they are activated by the approach of the party. For EL 6 the ghouls will spring from hiding for a surprise attack, unless special precautions are taken. There is no treasure in this room, but the party notices several bags of grain. The noise of the battle, miraculously, does not alert the beings in the ceremony chamber. Continuing up the passageway, the party members hear a voice with an Urnst accent (Gerbach) pleading for mercy and offering money to let him go. They also hear chanting, eerie flute music and slow drumbeats from around the corner. Going forward will reveal the ceremony chamber of encounter 6c.

6B. UNDER THE ALTAR –

If the party watches the Revival Hall as moonrise approaches, they notice a few of the workers approaching the Revival Hall and entering the side door (to the alcove). There is no other traffic on the streets at this hour. If these persons are attacked, either one will get through to the hall and warn Brother Markush, or the absence of necessary helpers causes Markush to become suspicious and flee the scene. The Judge should, if possible, attempt to discourage interference with this group. However, if the party is able to capture only one of the participants, without attracting the attention of the others, that one may give them information on the nature

of the underground chambers and that he expects a fine ceremony tonight. He knows that Gerbach is still alive, but will indicate that this will not be true for much longer.

The hall has two cloudy glass windows near the front door, and any party member looking in can see flickering lights inside after the “inner circle” members gain entry. The altar itself is visible and an observant character can see that it has been slid aside and the lights are descending. The altar will then be pulled back into position, leaving the upper hall deserted.

The main doors are locked and barred, but the alcove door succumbs to any remotely reasonable attempt to open the lock (DC8). If the party waits a few moments after the acolytes descend, they can move the altar and discover the ladder, without tripping any alarms or alerting the evildoers. Brother Markush and his cohorts have had no interference in their plans to date, and have gotten lax in their vigilance.

As the first party member steps on a rung of the ladder, a gravelly voice (magic mouth – trap) seems to speak from the wooden beam.

“By what words shall I know thee, and allow thee to pass?”

Those who have studied the words of Brother Markush’s “special message” should be able to figure out that the password is “Burning Wheat”. If they are unable to come up with the password, and try to simply go past, since no creatures are in sight, will trip an arrow trap.

➔ **Arrow Trap**, triggered by body movement, (40 arrows) +5 ranged (1d6/20/x3, arrow). [The trap is not in reach of the ladder or those who have gone before, and cannot be disarmed, and resets for each character coming down the ladder. However, inventive efforts by characters who descend first, such as blocking the arrow hole or interposing a shield, should be rewarded.]

Amazingly, no creatures come to investigate, even if there are screams of pain, as all are too busy with the ceremony.

Since the ceremony is already beginning as the party descends the ladder into the passage, only an amazingly noisy descent will alert Brother Markush or the other participants. As they reach the bottom of the ladder, they hear a voice with an Urnst accent (Gerbach) pleading for mercy and offering money to let him go. They also hear chanting, eerie flute music and slow drumbeats from around the corner.

6C. THE MAIN EVENT –

(See Map, DM Aid #1) As the party enters from the rear of the chamber (from either 6a or 6b), they see a large chamber lit by torches, and a musty, almost moldy scent in the air, along with a hint of evil-smelling incense. The chamber is about 40 feet deep and 20 feet across. At the other end is a large wooden altar, with a flat upper surface. The surface is presently occupied by a spread-eagled human, Gerbach. Gerbach is whimpering and pleading

and, if the party takes the time to listen, they will hear Brother Markush tell Gerbach

“We have no need of you money or goods, but the Master needs more servants. Garsh here (gesturing to a robed and cowed figure [ghoul] at his left), can make you one of his own, and my Master’s spells can speed up the process and make certain that no interruptions can prevent your conversion. Now, be silent, fool, while I invoke the Master’s spell.”

At APL 2 and 4, Markush begins to chant a spell from a scroll (*create undead*, 1 hour casting time). At APL 6 he makes more preparations, then puts the scroll aside to fight the PCs when they show up. The musicians continue at an increased tempo, as the thugs watch intently, Garsh the ghoul slavers hungrily over Gerbach, while the victim quivers and whimpers in terror. This certainly looks like the time for the party to take action!

The acolytes are playing instruments. Note that for some APLs Yalla is not present. Megrim will set the drum aside (Move-equivalent action) and awkwardly wield a greatsword. As a bard-turned-cleric of Iuz, Megrim is not actually proficient with a greatsword but, since it is the favored weapon of Iuz, he feels the need to use it. Yalla is enough of a bard that she carefully sets down her flute (Standard action) to draw a rapier, which she wields with reasonable skill. Both of the acolytes are devotees of Iuz (and hate the Pale even more because of its famous intolerance of bards and arcane magic) who have traveled to the Pale in company with Brother Markush. All three were well trained and provided with spells of disguise and protection from detection of alignment. The spells on the acolytes have grown weak, but the one on Markush is strong enough that even now, in the midst of an evil act, he appears to be a true follower of Pholtus.

The locals involved are mere dupes, disgruntled longshoremen (with clubs) who have fallen under the evil influence of Markush and have become marginal followers of his ways. These are willing participants in evil, but they do not fully realize that they are following Iuz. Although fascinated by the ceremony, they will react normally (no initiative penalties, will try to stop interference with the ceremony) when the party steps in. They have no special abilities and will attempt to surrender if they fall below half hit points, as they are really only in it for the sadistic pleasure, and because of their xenophobia (fear of strangers/aliens).

EL 3

➤ **Thugs (dock workers), human male War1** (4): CR ½; Medium-size humanoid; HD 1d8+2; hp 7; Init +0; Spd 30 ft.; AC 12 (touch 10, flat-footed 12); Atks +4 melee (1d6+2, club); AL NE; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 14, Int. 8, Wis 10, Cha 10.

Skills and Feats: Climb +5; Jump +4, Ride +3; Dodge, Weapon Focus (club).

➤ **Ghoul** (1): CR 1; see *Monster Manual* page 97.

Markush is too busy to fight (he does not want to lose the scroll once he begins the spell) unless directly attacked. Megrim and Yalla are not present.

EL 5

Dock workers and ghoul from EL 2

➤ **Megrim, human male Brd1/Clr1**: CR 2; Medium-size Humanoid; HD 1d6+1d8; hp 11; Init +2; Spd 30 ft.; AC 14 (+2 leather, +2 Dex); Atks -3 melee (2d6+1/19-20/x2, greatsword); SA spells, bardic song, domain powers, rebuke undead; AL CE; SV Fort Fort +4, Ref +4, Will +6; Str 12, Dex 14; Con 10; Int 10; Wis 14; Cha 15.

Skills and Feats: Appraise +4, Concentration +2, Hide +6, Perform +6, Sense Motive +6; Improved Initiative, Great Fortitude.

Bard spells known (2 per day): 0 level—*daze, flare, ghost sound, detect magic*.

Cleric spells prepared: 0 level—*inflict minor wounds, detect magic, resistance*; 1st level—*doom, command, protection from good**

*Domain spell; Deity: Iuz; Domain powers: *Evil domain*—cast evil spells at +1 caster level; *Chaos domain*—cast chaos spells at +1 caster level.

Markush is too busy to fight (he does not want to lose the scroll once he begins the spell) unless directly attacked. Yalla is not present.

EL 7

➤ **Thugs (dock workers) (6), human male War1**: use stats from EL 2

➤ **Ghoul** (1): CR 1; see *Monster Manual* page 97.

➤ **Megrim**: use stats from EL 4

➤ **Yalla, human female Brd2**: CR 2; Medium-size Humanoid; HD 2d6-2; hp 6; Init +3; Spd 30 ft.; AC 13 (+3 Dex); Atks +1 melee (1d6/18-20/x2, rapier); SA spells, bardic song; AL CE; SV Fort +1, Ref +6, Will +3; Str 10, Dex 16; Con 9; Int 12; Wis 10; Cha 16.

Skills and Feats: Bluff +8, Perform +8, Sense Motive +5, Tumble +8, Use Magic Device +8; Combat Reflexes, Great Fortitude.

Bard Spells Known (cast 3/1 per day): 0 level—*daze, flare, ghost sound, prestidigitation, detect magic*; 1st level—*mage armor, summon monster I*.

➤ **“Brother” Markush, human male Clr4**: CR 4; Medium-size Humanoid; HD 4d8; hp 22; Init +0; Spd 30 ft.; AC 16 (+2 leather, +2 Dex); Atks +5 melee (1d6+2, *quarterstaff* +1); SA spells, domain powers, rebuke undead; AL CE; SV Fort +4, Ref +3, Will +6; Str 12, Dex 10; Con 10; Int 14; Wis 16; Cha 14.

Skills and Feats: Concentration +7, Diplomacy +9, Knowledge (religion) +9, Spellcraft +9; Combat Casting, Iron Will, Lightning Reflexes.

Cleric Spells prepared: 0 level—*inflict minor wounds* (x2), *detect magic*, *read magic*, *resistance*; 1st level—*cause fear*, *doom*, *magic weapon*, *obscuring mist*, *protection from good**; 2nd level—*death knell*, *hold person*, *inflict moderate wounds desecrate*.*

*Domain spell; Deity: Iuz; Domain powers: *Evil domain*—cast evil spells at +1 caster level; *Chaos domain*—cast chaos spells at +1 caster level.

Markush never starts the scroll at this APL. He makes preparations until the PCs show up (unless, of course, they wait for him to start casting the spell) and joins in the fight.

Both Markush and each of the acolytes are carrying gems that have a total value of 100 gp. The acolytes' instruments are of decent quality, as are the greatsword and rapier. Brother Markush also carries an unholy symbol of Iuz, and a quarterstaff, which detects as magic (+1).

As the party (and any prisoners and rescued hostages) emerges from the scene of the interrupted ritual, they are met by a patrol of the Church Militant. The Captain indicates that an anonymous tip alerted them that something out of the ordinary was going on in the vicinity of the Revival Hall and they have been sent to help in case of need, and to escort everyone to the headquarters of House Twist, where Lady Jaramai and a ranking representative of the Church (Alicia, who has traveled to Spiral to see how things have been handled) will review the situation with the survivors.

CONCLUSION: THE THREAT HAS ENDED

When the party arrives at House Twist, they are ushered into a meeting room, where the warmth and tone of the greeting will vary, depending on the results (Judge's discretion). If none of the special circumstances applies, paraphrase the successful ending script.

SPECIAL CASE 1 – GERBACH TURNED INTO A GHOUL

If this happens, the PCs died. There is much unhappiness, and no rewards from anyone. They are also turned into ghouls later.

SPECIAL CASE 2 – BIFFURT OR FRIEND KILLED.

- No Influence Point with Merchants' Quarter, all other rewards kept.
- The reward from Gerbach is given, but no Influence Point, since House Twist and the other merchants of the Pale will have to spend time and money soothing the feelings of the Caravan Guards Guild.

- The church is not all that concerned about the death of another outsider, so the favor is granted.

Special Roleplaying Penalty/Reward (Judges Option)

Those under church discipline will be expected to expend another time unit in penance and special training on "Dealing Gently with Infidel Visitors." This training will be held at the Basilica in Wintershiven, where an unhappy Bishop Anonsis will lecture on the dangers of losing composure. The characters will be entitled to come away with a "different point of view" and can claim to be "tolerant" in the future.

SPECIAL CASE 3 – PARTY LET IT BE PUBLICLY KNOWN THAT MARKUSH WAS REALLY AN AGENT OF IUZ IN DISGUISE.

- No Influence Point with Church of Pholtus, all other rewards kept.
- Gerbach, House Twist, and the Caravan Guards Guild on Nyronnd are not disappointed, and provide full reward. In fact, although they would not say so publicly, the merchants are privately amused and believe that the discomfiture of the church could be good for business, as a little fear at the reappearance of an old enemy can lead to greater spending.
- The church hierarchy, however, is furious at being shown to have countenanced an actual agent of Iuz right here in the Pale. This embarrassment could have the effect of actually weakening the faith in some areas if it is not handled carefully. No Favor of the Church of Pholtus for any of the party members.

Special Roleplaying Penalty/Reward (Judges Option)

Those under church discipline are required to expend an additional time unit on "Keeping Your Mouth Shut, and Your Companion's Mouths Also" training.

GENERAL WRAP-UP FOR SUCCESSFUL COMPLETION OF MISSION.

If none of the special cases apply, the scenario ends as follows.

Lady Jaramai Twist and Alicia of Pholtus greet you in the same chamber where you met earlier today. Lady Twist is all smiles, and even Alicia looks pleased with the result. They ask you to recount the details, but offer few comments. Gerbach himself, after cleaning up, is ushered in. He expresses great gratitude and offers to provide a special reward for each of you in the amount of 50 gp, as well as insisting on hosting a celebration dinner at the finest inn in town.

Lady Twist indicates that she will be willing to provide employment in the future for any of the adventurers who

need it, and is willing to allow the group to keep all of the items found in the ceremony chamber (Alicia calmly mentioning the customary donation to the church expected from each participant) and also expresses her personal appreciation. Lady Twist specifically indicates that she would be pleased to help the party members in the future, should they request (in the form of an Influence Point in the Merchants' Quarter). Alicia also notes that Church is pleased and grants each party member a Favor of the Church of Pholtus. And they all lived happily ever after (or until the next scenario)!

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter Three

Resolve the scene with Biffurt, with little or no bloodshed 75 xp

Encounter Five

Solve the coded message in the sermon 50 xp

Encounter Six

Enter the Chamber by the passage under the altar 50 xp

OR

Defeat the undead in the bluff chamber 75 xp

Defeat Markush and his band 175 xp

Total experience for objectives 375 xp

Discretionary Roleplaying – 0-50 xp

Award for consistent character portrayal that adds to the enjoyment of all and the fun of the game

Total possible experience 425 xp

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

Encounter Four

- A *mood ring of detect chaos* (Value 550 gp, gold and gem): When worn, this ring allows the wearer to cast *detect chaos* as a 1st level cleric three times per day. The spell targets a single being per casting only.

Encounter Six

- Gems from Markush and acolytes—10 per villain (max 90 gp, as the ghoul does not have any)
- *Quarterstaff +1* (2,300 gp, 4 lb., silver tipped, common)

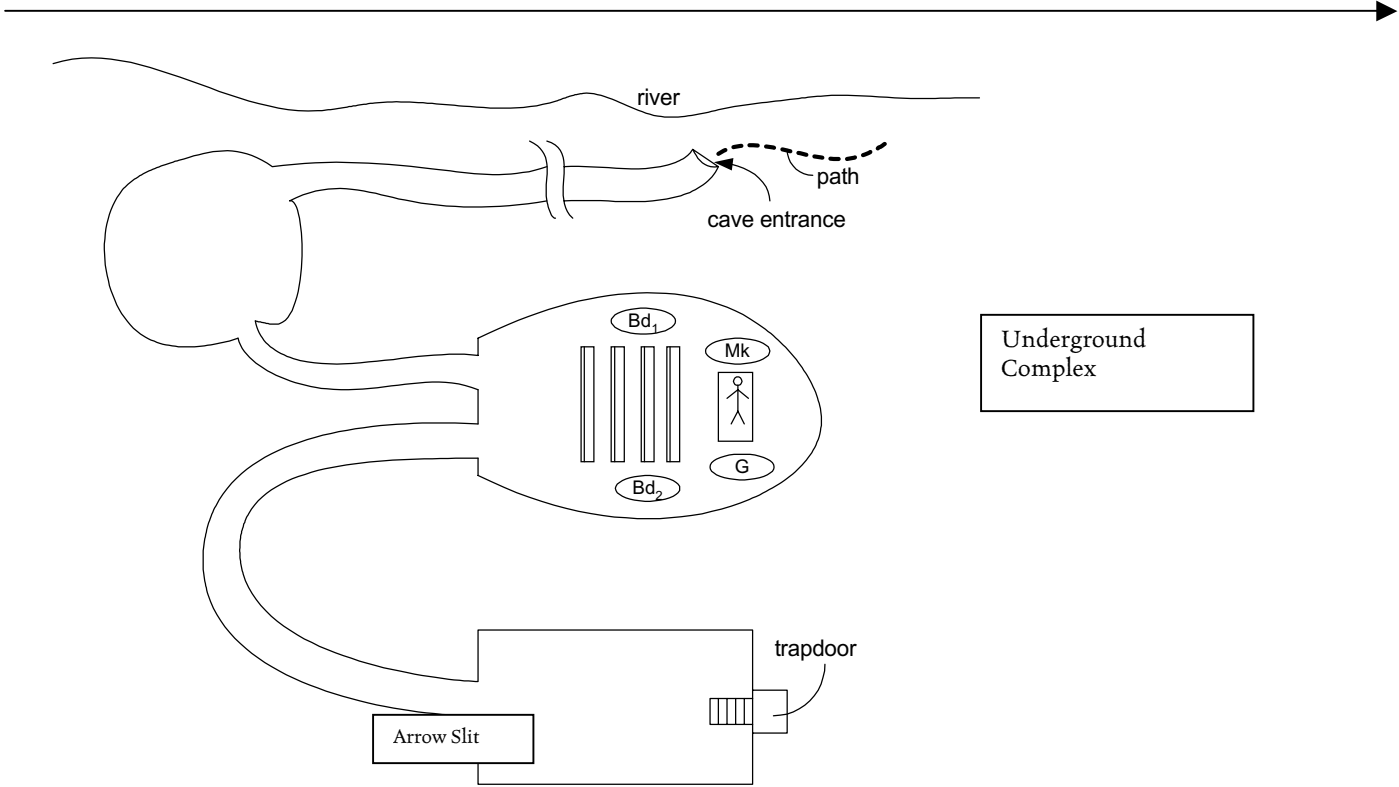
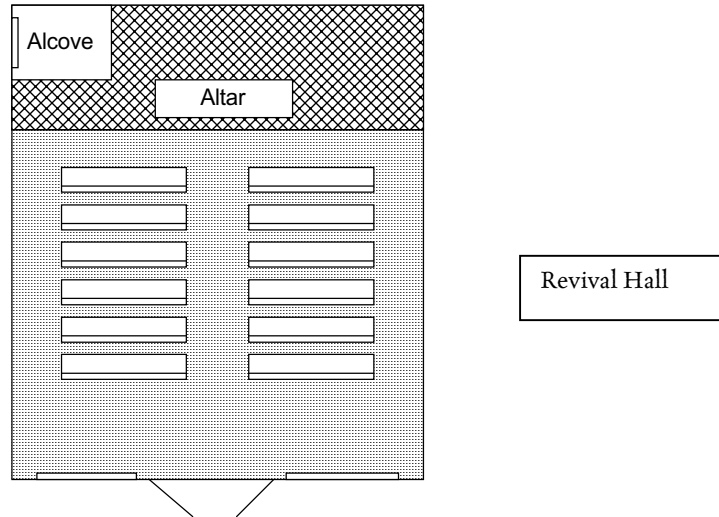
Conclusion

- Influence in the Merchants' Quarter (potentially one per PC)
- Favor of the Church of Pholtus (potentially one per PC)

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

DM AID #1, MAPS OF REVIVAL HALL AND UNDERGROUND COMPLEX



PLAYER HANDOUT #1

AN EXCERPT FROM THE SERMON MESSAGE OF BROTHER MARKUSH

Our extra special topic for this meeting is the problem of dealing with those from outside our nation, that is, the problem of *aliens*. Inner workings of the Theocracy have been affected by members of an *alien* circle of influence. Even in our services, the issue continues, *Aliens!* Tonight we address whether these are truly under the protection and blessing of Pholtus. Those born under an *alien* Luna, seeing an *alien* moonrise, are they part of our brotherhood? Are *aliens* under the Blinding Light, do we create an *alien* altar, by permitting them to worship with us? We must all think hard and long, and show compassion and mercy where appropriate, but not hesitate to be firm in showing the will of Pholtus to these *aliens*. Execution of the plans and dictates of the Prelates and the Theocrat should not be disrupted by outsiders.

Certainly, we are all troubled by the disappearance of traders to our land, most recently the *alien* Gerbach, of Urnst. We all regret the disruption of our lives and this portion of The Pale, our adopted home of Spiral. We regret the recent war, where our newest friends from Tenh suffered from the retreating armies. Those people are suffering and need our help. They are out of food, since the invaders, undead and *aliens*, burning the fields as they retreated, destroyed the crops, forcing us to purchase *alien* wheat from the merchants in order to feed our brethren.

Let us meditate and pray to Pholtus for guidance.

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.