



The Edge of Night

Round One

The Dark Tome Saga: Part Four

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Based on a concept by Jay Fisher

A One-Round Adventure for the *Legends of the Shining Jewel* Campaign

With great anticipation, all of Amthydor awaits the "Celebration of Sorena," a gala that marks the anniversary of the expulsion of most of the undead from Amthydor a couple of years ago. But darkness overshadows the celebration as Darkbringers conspire to end the festivities once and for all. It will be up to the heroes to thwart the villains and put a stop to their dark machinations. Part Four of the "Dark Tome Saga." NOTE: This event is a prelude to "City of the Dead" and should be played before that event if possible. A two-round tournament for heroes of character levels 1-9.

(Updated July 2006)

W W W . T H E S H I N I N G J E W E L . C O M / L S J

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Welcome to LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot.

It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing.

Some of the text in this adventure is in ***bold italics***. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

LSJGM Empowerment Clause

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations.

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the

combat and save the PCs. Full XP awards should not be given for the encounter if this is necessary. Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

Calculating ATL (Average Table Level)

Add up the levels of all characters at the table (plus ECL adjustments) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions, or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

A Note About ATL and the Power of PCs

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them, and some level 3 parties are relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a “role-playing” rather than “battle-ready” party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the GM should let common sense rule the day (and the module).

Undead Heavy Events

Since this event has multiple undead encounters, special attention should be given to the ATL at which you run this event. If you have a party with no one capable of turning undead, you might need to lower the ATL by 1. If they have more than one PC capable of turning undead, you might need to raise the ATL by 1. Use your best judgment.

Adventure Background

The unnatural eclipse that began in *LSJ 37 Birds of a Feather* is continuing. Two weeks of intense efforts by the city, the League of Thaumaturgical Study and the Quorum of Faith have thus far been unsuccessful in restoring Raia's moon to its natural orbit around the planet. With each day that the eclipse continues, the clergy of Oblivion grows stronger, and comes closer to the day when their deity will enjoy supreme power over all of Raia. If the great eclipse can be maintained for 28 days, a complete lunar month, it will be irreversible. The city and the heroes have only until the Celebration of Sorena two weeks hence, the anniversary of the defeat of the undead invasion and the longest day of the year, to reverse the phenomenon, or the Lord of Darkness will blanket all of Raia with his evil.

While there is little doubt in the minds of most Raians that the clergy of Oblivion is to blame, the exact means by which they have created the eclipse remains a mystery. In Round One, the PCs confirm that the Dark Lord's followers are behind the eclipse, and learn that they are using an ancient artifact buried deep beneath the city to control it. They will also discover that the only means of negating the artifact's power involves a complex ritual that requires the cooperation of three faiths.

Round Two focuses on the PCs efforts to gain the cooperation of the three temples needed to perform the ritual.

For any purchases that the PCs wish to make refer to **GM Aid #2 Availability of Goods and Services** for quantities and costs that are in effect during the crisis.

Introduction – In an effort to focus the attentions of Amthydor's citizens in a more productive direction and to prevent panic, city officials are organizing the population to perform simple but vital tasks necessary to keep Amthydor functioning during this temporary (?) time of crisis. While the citizen volunteers are being assigned to the various work crews, officials have something else in mind for

the PCs. City officials tell the PCs of a prophecy that was delivered in *LSJ37 Birds of a Feather*, and of unsuccessful efforts to understand its meaning.

Encounter 1 – The PCs meet with High Warrior Breng and Jalinor "The Just," High Priest of Peliron and Patriarch of the Quorum of Faith. They can fill the heroes in on some of the less obvious efforts to deal with the eclipse, and provide them with some divinations that have been obtained.

Encounter 2 – The PCs may attempt to obtain additional divinations from local temples in an effort to unravel the meaning of the prophecy. They may also visit the Stone Hall, the small shrine to Lohm in Amthydor, the League of Thaumaturgical Study (Wizards), the Greyson Institute (Bards) or other organizations in the hope of gaining insight.

Encounter 3 – En route to the place where the Oracle is rumored to dwell, the PCs encounter their first opposition from the Dark Lord's followers.

Encounter 4 – The PCs may gain words of wisdom from the 'Oracle,' a wizened sage living deep in the wilderness, learning the true urgency of their mission and how the eclipse may be undone.

Encounter 5 – The PCs may seek out the dwarves who make their home in the nearby village of Feldspar, and gain information in their quest to stop the eclipse.

Encounter 6 – The PCs may be sidetracked by cries for help from a man, Kem, who is besieged by what appear to be brigands.

Encounter 7a – Having rescued Kem from his attackers, the PCs may figure out that he is the subject of one of the divinations, and learn how the Darkbringers are creating the eclipse.

Encounter 7b – Having failed to aid Kem in Encounter 6, the PCs will have a more difficult time learning what he knew about the source of the eclipse.

Encounter 8 (Optional) – The PCs may attempt to locate the artifact on their own, only to be driven back by the masses of undead which guard the way to its hiding place.

Epilogue A – The PCs’ success at learning what is behind the eclipse, and how it may be stopped, have renewed the hope of the people and provide a much needed boost in morale for the city’s defenders.

Epilogue B – The heroes have learned about the ritual which will negate the eclipse, but they were unable to learn its source or where the artifact is hidden. Will it be enough to make a difference?

Epilogue C – While the PCs were able to learn the cause of the eclipse and where the artifact can be found, they were unable to learn the means of negating the eclipse. Will it be enough to make a difference?

Epilogue D – If none of the PCs agree to undertake the mission, the situation in the coming weeks will grow more desperate, as Oblivion’s clergy and the undead hordes grow in strength, while Amthydor’s defenders grow weak from constant defeat.

Epilogue E – The PCs foolishly attempt to recover the artifact on their own, and pay the ultimate price.

Introduction – Idle Hands

Citizens and visitors alike crowd together on the open plaza of the Royal Way; all summoned by the town criers, and all hoping to hear that the unholy eclipse that has shrouded the land in darkness for two long weeks is coming to an end.

The whispering and murmurs of nervous speculation quickly grow quiet as several men take their place on the raised platform next to the Port Gate. Chief among them is the six-foot tall, copper-haired figure of Rafe Torestyn, the Lord Monarch himself.

Listening to his words, it is easy to understand why the Lord Monarch is loved and respected by the people of Amthydor. Though the situation is dire, the people draw strength from his presence and his confidence that by working together it is possible to overcome this threat, as they have overcome so many others in the past.

Quickly he outlines the need for civilian volunteers to perform tasks necessary to keep the city functioning smoothly during the crisis. Both the skilled and unskilled are needed to fill sandbags, gather and cut wood for light and cooking, harvest crops, or bring coal from the mines. Experienced personnel take their places as rallying points for the volunteers sorting themselves out by skill and interest.

Quickly the crowd disperses to their duties, leaving you momentarily isolated before a uniformed figure addresses you. “This way, please. There are some people who would like to speak with you.”

PCs who do not agree to accompany the officer are out of the event and gain no XP or other reward. Fill out their log sheets and thank them for playing before continuing with those PCs who agree to participate. You can suggest that they reconsider, or that they perhaps play a different PC should they have one available.

Your guide wears the grey and black uniform of the Diamond Legion Special Services, complete with the emblem of a wolf’s head and skull. After introducing himself as Lieutenant Argyn Grix, he is otherwise silent as he waits for you to consent to accompany him.

The PCs are free to ask Lt Grix anything they want during the walk. While he is polite and even friendly, the only questions that he is free to answer are “Where are we going?” (Legion Command Headquarters) and “Who wants to see us?” The answer to the second question is enough to stop the average citizen in his tracks, for the person waiting to speak with the heroes is none other than High Warrior Breng, the commander of Amthydor’s military forces (Army, Navy and

Legion Watch), and answerable only to the Lord Monarch himself.

- If none of the PCs agree to accompany the officer **GO TO Epilogue C.**
- If the PCs agree to meet with High Warrior Breng **GO TO Encounter 1.**

Encounter 1 – Riddle Me This

Lieutenant Grix leads you into the Diamond District and into the hallowed halls of the Command headquarters of the Legion. You suspect that there are fewer Legionnaires than normal stationed at the various checkpoints within the building, and while few of those on duty here seem to take little notice of you, the towering edifice and stark halls appear well-defended during the current crisis.

A last turn brings your group to a heavy wooden door where your escort knocks twice before opening it to reveal a brightly lit chamber. Three men are intently studying a large map of Amthydor unfurled on a table in the room's center. One of the trio, a muscular human man with a stern military bearing, looks up as you enter. "Thank you, Lieutenant, I'll take things from here." With a crisp salute to his commander and a brief nod to you, Grix silently turns and departs.

The three men before you could not be more different in form, dress or manner. Your host is the very image of a leader, from his short, graying hair and intense gaze to his crisp uniform that bears the platinum and diamond emblem of the High Warrior's lofty rank. He gestures to the man at his right, a thin and patrician figure in ornate white and gold robes emblazoned with the balanced scales of justice.

"I am High Warrior Breng. This honored gentleman is High Priest Jalinor of the temple of Peliron, and the Patriarch of the Quorum of Faith." He scowls slightly at a quiet cough from

the room's other occupant, a willowy human man with white hair and weak, watery blue eyes. "That is Minister Hemmett."

PC members of the Diamond Legion Watch, Army or Navy will recognize High Warrior Breng, while PCs who are divine spellcasters of any of the Quorum of Faith deities will recognize Jalinor. PCs who played in *Help Wanted!* may recognize the officious and bureaucratic Minister Hemmett, the "Assistant Undersecretary for Interior Security".

Taking the High Warrior's introduction as an invitation to speak, the minister continues his own introduction in a shrill voice. "Assistant Undersecretary for Interior Security. Before we continue you will be..." A silencing gesture from Breng quiets him, and the warrior takes control of the meeting once again.

Hemmett is a typical pompous and officious bureaucrat. He is also thoroughly intimidated by High Warrior Breng and completely in awe of Patriarch Jalinor, and will remain sullenly silent during the meeting. He is only there as a formality, and an annoyance.

"Enough, Hemmett. These people are here for the good of Amthydor, not for you." The hawkish eyes take measure of you as a general would assess his troops. "Will you give your names, heroes, and offer your skills to the Jewel in her hour of need?"

He will wait for the PCs to introduce themselves, and perhaps list their skills (class), before continuing.

"A prophecy was recently brought to our attention regarding the source of the unnatural eclipse and the means of negating it, but like many such messages it is obscure and not easily understood. Attempts at divining the prophecy's meaning have brought mixed results, and the answers are as obscure and vague as the prophecy itself. There is division among the various temples of the Quorum on the meaning of the divinations. Some believe that the answers we

need lie in a pair of cryptic phrases, while others are certain that they are nothing more than a waste of time and to focus on them will lead the city to ruin.”

“No possible solution can go unexplored if this evil is to be defeated, which is why you have been asked here today. Amthydor has benefited often from the aid of those such as you. Some among you have yourselves served for the good of this city and her people. The need for such service has never been greater than it is this day, and to that service I call you now.”

It is High Warrior Breng’s hope that the PCs will volunteer. At the very least they should have questions, which he and Patriarch Jalinor will answer as best they can.

➤ **What do you want us to do?**

(Breng) *“Discover the meaning of the divinations. Learn how this eclipse has come to be, and how it may be undone, before it is too late for Amthydor and for Raia.”*

➤ **Why us?**

(Breng) *“Several reasons. Chief among them is the fact that you can be spared, while others who would normally undertake such a mission, and those needed to serve as their escorts, have more pressing duties right now. Please do not feel that this means that we feel you have less to contribute during the crisis or that you are our second choice. Quite the contrary. It is simply a matter of the best allocation of the available resources. As you heard earlier, we are asking all civilians to volunteer for those less dangerous but still necessary tasks that they are best suited for, while the permanent compliment of the Legion and the reserves are assigned to maintain order and to prevent panic and looting. There is also the fact that as adventurers your movements may attract less notice than members of the Legion or other officials.”*

➤ **What does the prophecy say?**

Provide the PCs with **Player Handout #2**, detailing the prophecy and the divinations which have resulted from attempts to discern its meaning.

➤ **What divinations have been performed?**

Provide the PCs with **Player Handout #2**, detailing the prophecy and the divinations which have resulted from attempts to discern its meaning. Divinations were attempted by several major temples (Sorena, Peliron, Destine, Meneon and Emerys), all with identical results.

With a successful DC 10 Knowledge (Local or Religion) skill check (remember, DC 10 or less Knowledge checks can be made untrained, using an Intelligence check instead), the PCs can realize that the ‘pearl’ and ‘Sorena’s Eye’ mentioned in the prophecy refer to the moon and sun, respectively.

➤ **Who/What/Where is the ‘Oracle’?**

(Jalinor) *“We believe that the oracle referred to in this case is located in a small rocky cove on the coast a half day’s travel to the south. Most people regard it as a bard’s tale or a peasant’s story. It is reported to work only when the petitioner seeks knowledge vital to averting a great catastrophe to a large group or to an individual fated to achieve a great destiny. All of the accounts agree on two details – that something of great value must offered in exchange for the answer, and that when the Oracle is active it is never wrong.”*

➤ **What type of offering is needed?**

(Jalinor) *“The few records that we have been able to find are vague on the form of the offerings, saying only that it must be something of extreme value. If you are willing to investigate these divinations and agree to journey to the Oracle the city and the Quorum will provide what we believe to be an appropriate offering.”*

The PCs will be provided with 5000 gp in precious gems, primarily opals and white and black pearls, to present to the Oracle. Less honorable PCs may think of keeping some of the gems for themselves. If so, the PC in question will be revealed at the conclusion of the event as a thief and a traitor, and punished appropriately.

➤ **Who is the Creator mentioned in the divination?**

(Jalinor) *“Perhaps the creator of whatever is causing the eclipse. We do not know for certain.”*

➤ **Who is the ‘forsaken of Lohm’ mentioned in the divination?**

(Jalinor) *“We wish that we knew. Perhaps it refers to one who has turned away from the worship of Lohm. Perhaps it is a creature opposed to Lohm’s goals.”*

➤ **Who is the son of earth and stone mentioned in the divination?**

(Jalinor) *“Dwarves are sometimes referred to in that manner.”*

➤ **Are there any dwarves in the area?**

(Breg) *“We are quite close to the mountains. Amthydor is a center or trade in this region. Naturally there are dwarves scattered throughout the area. The Noble House Sturmhammer is here in the city. There is also a notable dwarven population in the village of Feldspar, half a day’s journey from the city proper.”*

➤ **Can we have a pass into the Nobles District to talk to House Sturmhammer?**

If the party includes a PC Noble then they do not need a pass. If the party does not include a PC:

(Breg) *“House Sturmhammer maintains public offices of their mining operations in the North Trade District. You are more likely to find members of the House there than at their official residence.”*

In other words, no pass will be issued in this case.

➤ **Is there any assistance that you can offer us?**

(Breg) *“With attacks coming on so many fronts, our resources are stretched quite thin at this time. We can offer you the loan of your choice of two items from the city’s supplies. The rest are to be distributed among the other groups working on various missions.”*

The PCs may choose to borrow two items from the following list:

- *Amulet of invisibility to undead* (see Treasure Summary)
- *Cloak of resistance +2*
- *+1 undead bane short sword*
- *+1 ghost touch longsword*
- *Phylactery of undead turning*
- *Ring of protection +2*
- *Wand of searing light* (5th level caster)

There is only one of each item available. These items are only on loan, and not for the PCs to keep. They must be returned at the conclusion the event. Should an item be lost or destroyed, the PCs will be held responsible for the cost of replacement.

➤ **Can we have a writ?**

(Breg) *“A writ will serve no purpose with the Oracle, and Feldspar will not refuse to offer any insight that they may have. Their danger is no less than ours.”*

➤ **Can we have a map?**

The PCs will be provided with a map of the area surrounding Amthydor, showing the village of Feldspar and the approximate location of the Oracle.

➤ **Do we get paid for this?**

While Minister Hemmett will look completely outraged at the mere suggestion that the PCs would have to be paid in order to convince them to help, Breg and Jalinor will simply look disappointed.

(Breg) *“I will not promise what you may not survive to collect, and what Amthydor may not survive to pay, should you fail. I ask you to do this, not for the promise of reward if you succeed, but out of duty not just to Amthydor but to all of Raia and every creature that lives upon the world.”*

There will be rewards, if the PCs are successful, but that reward should not be the reason that the PCs accept this mission. If pressed to promise some monetary compensation, High Warrior Breg will only reply that **“It seems that I have**

misjudged you” and call for Grix, instructing the lieutenant to **“send for the others.”** The PCs will be shown out, ending the event for them just as if they had refused to help, and another group will be asked to perform the mission. Only a DC 25 Diplomacy check will get the offending PC(s) back into the module

➤ **Can we join the Diamond Legion?**

(Breg) *“We are always looking for qualified individuals to join the Diamond Legion, but the process of joining is an involved one. Succeeding at this mission, for the good of Amthydor, would be a step in the right direction. Failure could well mean that there will no longer be a Legion to join, and no Amthydor left to protect.”*

In other words, there is no automatic entry, but PCs succeeding here would be viewed favorably if they later attempted to join the Legion.

Once the PCs have run out of questions –

Minister Hemmett produces a stack of forms. “Now, if all of you will just complete and sign these, indicating that you are aware of the risks inherent in this mission, and agreeing to hold harmless...” Before you can be buried beneath a mountain of bureaucratic paperwork, Patriarch Jalinor reprieves you. “Will you accept Peliron’s blessing, and a prayer for the success of your mission?”

If they agree:

With the blessing of the Quorum and a few last words of encouragement from High Warrior Breg, your mission begins in earnest.

- If the PCs wish to attempt to gather information at the temples or other locations within Amthydor **GO TO Encounter 2.**
- If the PCs want to go in search of the Oracle **GO TO Encounter 3.**
- If the PCs want to go to the village of Feldspar **GO TO Encounter 5.**

Encounter 2 – Words of Wisdom

There are several locations in Amthydor where the PCs may seek out additional information, if they so desire. The quantity, and quality, of the information available varies by location. Generic Gather Information skill checks will not be useful in this event.

The Temples and Knowledge (history, local or religion) – Most of the temples and shrines are too involved in the active efforts to negate the eclipse to speak directly with the PCs. Acolytes and lesser clergy can provide limited information, or PCs with ranks in the applicable *Knowledge* skill may attempt a skill check *DC 10* to learn some useful information.

- **The Eclipse:** Knowledge (religion):

The eclipse is believed to be divine in nature. The clergy of Oblivion is suspected, but there is no proof.

- **The Oracle:** Knowledge (local) or (religion):

Those in need of advice who have no temple affiliations, who cannot afford the tithe for divinations or communions, or those from small rural communities who cannot make the journey to Amthydor are said to consult with an Oracle south of the city. The Oracle is often cryptic, but it is never wrong.

- **Dwarves:** Knowledge (religion):

While individual dwarves, like members of other races, worship a variety of deities, those most commonly worshiped are Lohm and Kalek.

Stone Hall, the Shrine of Lohm –

The clergy of Lohm is not part of the Quorum of Faith, but is one of the unaffiliated shrines. These smaller temples and shrines have fewer resources, and are staffed by lower ranked clergy than their larger Quorum counterparts. The faithful of the Stone Hall are not part of the current active efforts to deal with the eclipse, and will gladly speak to the PCs.

- **The Eclipse:** The eclipse is believed to be divine in nature.
- **The Oracle:** The clerics have heard only rumors of the Oracle. It is said that it only provides answers when the petitioner seeks it out as a last resort.
- **Dwarves:** Dwarves and gnomes are the ‘children of Lohm’, races of the earth, who often worship the Stone Lord as their primary deity. It is said that Lohm himself created the two races when the gods set out to design the world of Raia. To be considered ‘forsaken’ one would have had to do something completely unforgivable and turn away from the faith. There is a ritual of redemption, which the priests of the shrine can perform, if the wrongdoer is truly repentant and seeks to make amends for the wrong that they have done.

House Sturmhammer (Dwarven Nobles) –

Obtaining an audience with the dwarves of House Sturmhammer requires a successful (DC 10) Diplomacy skill check. Dwarven PCs receive a +4 bonus to this check.

The dwarves of House Sturmhammer have resided in the Amthydor area since before the founding of the city. The House has a manor in the Noble District, and currently operates its mining business out of its headquarters in the North Trade District. Lord Ambrose Sturmhammer, brother of the Lord Consul, can be found at whichever of the two locations the PCs visit.

- **The Eclipse:**

“Rock and the forge are the domain of dwarves. Those who dwell within the depths think little of the sun and moon.”
- **The Oracle:**

“What use does a practical dwarf have for fortune telling and mumbo jumbo?”
- **Dwarves:**

“This area was founded by the Stone Lord’s

children. We were the first to walk it, both above and below the ground. You’ll find no man alive who knows this land better than a dwarf. Some moved on to Harrekholm to make room for the humans here, but some descendants of the area’s original clans still mine in Feldspar village.”

League of Thaumaturgical Studies (Wizards) –

The Wizards of the League are willing to share what they know, though what they know is not much. With little to contribute, they are not part of the current active effort, and representatives are available to speak with the PCs.

- **The Eclipse:** The wizards of the League have been unsuccessful in their arcane efforts to counter the eclipse, and they have no information on its source other than that they believe it to be divine in nature.
- **The Oracle:** The League has heard of the Oracle on the coast south of the city. For as long as men have lived on the western shore of the Tasman Sea, those truly desperate for answers have sought the Oracle.
- **Dwarves:** The average dwarf has little involvement with magic, and the few dwarven members of the League have no additional information to offer.

Greyson Institute (Bards) –

Dealing with the bards of the Greyson Institute requires a successful DC 15 Diplomacy skill check. It is not that they do not want to help, but that they are very busy with their own historical research and do not have a great deal of time to speak with the PCs.

- **The Eclipse:** The eclipse appears to be divine in nature. Historical records indicate that a similar event may have occurred at the approximate time of Amthydor’s founding just over 2000 years ago.
- **The Oracle:** Vague references to the Oracle have been found in local historic records going back to the beginning of recorded history.

Those without religious affiliation, or who are unable to make the donation demanded as a price for divinations or communions, have often sought the wisdom of the ancient Oracle that some call the *Dragonstone*. The Oracle is said to be attended by a wise man, who acts as an intermediary between petitioners and the mystical energy that is the Oracle.

- **Dwarves:** The dwarves predate the arrival of humans in the area around Amthydor. They may have knowledge that even the bards do not. The closest dwarven community is located within the nearby village of Feldspar, a half day's travel from Amthydor.

Bardic Knowledge or Knowledge (History) –

➤ **The Eclipse:**

DC 5 + ATL – The eclipse appears to be divine in nature.

DC 10 + ATL – Historical records indicate that a similar event may have occurred at the approximate time of Amthydor's founding just over 2000 years ago.

DC 15 + ATL – A previous unnatural eclipse, lasting a week (the current eclipse has already lasted two weeks), occurred exactly 2000 years ago, to the day. A divine ritual successfully countered the eclipse, but the exact nature of the ritual is unknown.

➤ **The Oracle:**

DC 15 + ATL – References to the Oracle have been found in local historic references going back to the beginning of recorded history.

DC 15 + ATL – The Oracle is known to the local rural population as the *Dragonstone*, for its resemblance to the head of a large dragon.

DC 20 + ATL – The Oracle is said to be attended by a wise man, who acts as an intermediary between petitioners and the mystical energy that is the Oracle. Locals insist that the current old man is the same one who has attended the Oracle for at least 200 years.

➤ **Dwarves:**

DC 5 + ATL – The dwarves predate the arrival of humans in the area around Amthydor. They may have knowledge that even the bards do not. The closest dwarven community is located within the nearby village of Feldspar, a half-day's travel from Amthydor.

DC 15 + ATL – There was a scandal fifty years ago involving a dwarf from Feldspar, but it was handled very quietly within the clans and the details of what happened and those involved are unknown.

Other Sources of Information –

Other sources of information, even certified clandestine contacts, know even less than the Quorum of Faith, and will be of no use to the PCs in this event.

- If the PCs want to go in search of the Oracle **GO TO Encounter 3.**
- If the PCs want to go to the village of Feldspar **GO TO Encounter 5.**

Encounter 3 – A Momentary Inconvenience

This combat will only take place once, even if the PCs make multiple trips to see the Oracle.

There is little traffic on the road south from Amthydor. Fear of the eclipse, and what may lurk in the shadows it brings, has all but halted trade and travel in and out of the city. The few wagons and nervous travelers that you pass move quickly away from you, and do not pause for news or conversation. The first few hours of your journey pass quickly, as you leave the safety of Amthydor behind you and the heavy scent of Thornwater's marshes gives way to the crisp smell of the sea air. The songs of birds mingle with the sounds of night insects and the stirrings of small animals confused by the strange mix of dark and day.

Your path winds between the sheer drop to the sea on your left and a slowly rising wall of rock on your right that throws long, misshapen shadows across the smooth surface of the road, veiling the trail in darkness.

A group of Darkbringers is lying in wait for the PCs, to prevent them from reaching the Oracle and learning how to stop the eclipse. The darkness is not magical, and the shadows are sufficient to provide total concealment for the hiding Darkbringers. PCs with low-light vision or darkvision may make Spot checks normally (DC 13 at 30 ft) to notice them, as they will be able to see through the concealing shadows. While the Darkbringers are stationary, small movements may still reveal their presence. All PCs may attempt DC 13 Listen checks at 30 ft to hear the attackers. All checks are made against the least skilled NPCs. If the party fails to detect the Darkbringers then the rogue will attack first, targeting the most obvious PC spellcaster, or the PC in the rear if no spellcaster is apparent.

If there is no surprise round –

A dark form emerges from the shadows ahead, resolving into the figure of an armored man, his jet-black armor difficult to see in the gloom. “Is this the finest that your doomed city has to offer, or have you accepted your fate to become one with the Dark Lord? Be welcomed into his embrace, and allow your blood to strengthen our fellowship.” He gestures imperiously to his companions “Take them.”

The cleric will gesture for the fighters to attack and combat will begin, even if the PCs lie and say that they have come to join Oblivion’s cult. The PCs have been seen in the company of the Diamond Legion, and even if they have taken the trouble to disguise themselves, observers can easily guess at their mission.

This encounter is intended to seriously challenge the PCs and impress upon them the gravity of the eclipse plotline, not obliterate them. GMs should use their discretion to run the combat at the ATL that provides the best balance between the abilities of the Darkbringers and the abilities of the PCs.

However, if a total party defeat should occur due to poor planning, the Darkbringers have no interest in the PCs’ possessions, and will not raid the bodies of the dead. After all, soon they will have all of Amthydor as their spoils.

If the PCs fared badly in the battle they may want to take time to rest and recover. While they may certainly do so, they should also be reminded that time is of the essence in their mission.

Due to the nature of the mission, the city will pay half of the cost of *raise dead* spells for PCs killed in this encounter. If survivors are able to return to Amthydor, the spells will be cast the next day, and the PCs may continue with the event.

In the event that the combat results in a total party defeat, other travelers will come across the bodies of the PCs and deliver them, and their possessions, to Amthydor. While the PCs will be unable to complete Round One, they will be able to resume the event with Round Two.

- If the PCs continue on to the Oracle **GO TO Encounter 4.**
- If the PCs want to go to Feldspar **GO TO Encounter 5.**

ATL 1

⚔ Darkbringer Rogue, female human Rog1: CR 1; medium humanoid (human); HD 1d6+1; hp 7; Init +6; Spd 30 ft. (6 squares); AC 17 (+3 armor, +2 Dex, +2 shield) touch 12, flatfooted 15; BAB/Grapple +0/+1; Atk/Full Atk shortsword +2 melee (1d6+1, 19-20/x2) or light crossbow +2 ranged (1d8, 19-20/x2); SA Sneak attack +1d6; SQ Trapfinding; AL LE; SV Fort +1, Ref +4, Will +1; Str 12, Dex 15, Con 12, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +5, Escape Artist +6; Hide +6, Intimidate +5, Knowledge (Religion) +4, Listen +5, Move Silently +6, Search +6, Sense Motive +5, Spot +5, Tumble +6; Improved Initiative, Weapon Finesse.

Possessions: Shortsword, light crossbow and 20 bolts, *ring of force shield*, studded leather armor.

⚔ Darkbringer Fighters, male human Ftr 1 (3): CR 1; medium humanoid (human); HD 1d10+2; hp 12; Init +4; Spd 20 ft. (4 squares); AC 14 (+4 armor); touch 10, flat-footed 14; BAB/Grapple +1/+3; Atk/Full Atk falchion +4 melee (2d4+3; 18-20/x2); AL LE; SV Fort +3, Ref +0, Will +3; Str 15, Dex 11, Con 14, Int 12, Wis 12, Cha 13.

Skills and Feats: Balance +2, Bluff +3, Climb +4, Intimidate +5, Jump +4; Improved Initiative, Iron Will, Weapon Focus (falchion).

Possessions: Falchion, scale mail.

⚔ Darkbringer Cleric, male human Clr 2 of Oblivion: CR 2; medium humanoid (human); HD 2d8; hp 16; Init +0; Spd 20 ft. (4 squares); AC 17 (+7 armor), touch 10, flat-footed 17; BAB/Grapple +1/+2; Atk/Full Atk masterwork heavy mace +3 melee (1d8+1); SQ Command undead, spontaneous caster (*inflict* spells); AL LE; SV Fort +4, Ref +1, Will +5; Str 13, Dex 10, Con 11, Int 14, Wis 15, Cha 14.

Skills and Feats: Concentration +6, Knowledge (arcana) +7, Knowledge (religion) +7, Knowledge (the planes) +7, Spellcraft +7; Blind-Fight^B, Ghostspeaker, Power Attack.

Cleric Spells Prepared (4/3+1 per day; DC 12 + spell level):

0 - *guidance*, *cure minor wounds*, *resistance*, *virtue*;

1st: *bane*, *bles*, *doom*, *protection from good**.

*Domain spell. *Domains:* Darkness (Blind-Fight as a bonus feat), Evil (cast all spells with Evil descriptor at +1 caster level).

Possessions: Masterwork half plate, masterwork heavy mace, spell component pouches, two brass holy symbols of Oblivion.

ATL 3

⚔ Darkbringer Rogue, female human Rog3: CR 3; medium humanoid (human); HD 3d6+3; hp 19; Init +7; Spd 30 ft. (6 squares); AC 18 (+3 armor, +3 Dex, +2 shield) touch 13, flatfooted 18; BAB/Grapple +2/+3; Atk/Full Atk shortsword +5 melee (1d6+1; 19-20/x2) or light crossbow +5 ranged (1d8; 19-20/x2); SA Sneak attack +2d6; SQ Evasion, trapfinding, trap sense +1; AL LE; SV Fort +2, Ref +6, Will +2; Str 12, Dex 17, Con 12, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +7, Escape Artist +9; Hide +9, Intimidate +7, Knowledge (religion) +5, Listen +7, Move Silently +9, Search +8, Sense Motive +7, Spot +7, Tumble +9; Dodge, Improved Initiative, Weapon Finesse.

Possessions: Light crossbow and 20 bolts, ring of force shield, shortsword, studded leather armor.

⚔ Darkbringer Fighters, male human Ftr 3 (2): CR 3; HD 3d10+6; hp 33; Init +4; Spd 20 ft. (4 squares); AC 15 (+4 armor, +1 Dex), touch 11, flat-footed 14; BAB/Grapple +3/+5; Atk/Full Atk falchion +6 melee (2d4+3; 18-20/x2); AL LE; SV Fort +4, Ref +2, Will +4; Str 15, Dex 13, Con 14, Int 12, Wis 12, Cha 13.

Skills and Feats: Balance +4, Bluff +4, Climb +5, Intimidate +7, Jump +5; Blind-Fight^B, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (falchion)^B.

Possessions: Falchion, scale mail.

⚔ Darkbringer Cleric, male human Clr 4 of Oblivion: CR 4; HD 4d8; hp 28; Init +0; Spd 20 ft. (4 squares); AC 17 (+7 armor), touch 10, flatfooted 17; BAB/Grapple +3/+4; Atk/Full Atk +1 heavy mace +5 melee (1d8+2); SQ Command undead, spontaneous caster (*inflict* spells); AL LE; SV Fort +5, Ref +2, Will +7; Str 13, Dex 10, Con 11, Int 14, Wis 16, Cha 14.

Skills and Feats: Concentration +8, Knowledge (arcana) +9, Knowledge (religion) +9, Knowledge (the planes) +9, Spellcraft +9; Blind-

Fight^B, Divine Might, Ghostspeaker, Power Attack.

Cleric Spells Prepared (5/4+1/3+1 per day, DC 13 + spell level):

0 - *guidance, cure minor wounds x2, resistance, virtue;*

1st - *bane, bless, cause fear, doom, protection from good*;*

2nd - *darkness, desecrate*, hold person, silence.*

*Domain spell. *Domains:* Darkness (Blind-Fight as a bonus feat), Evil (cast all spells with Evil descriptor at +1 caster level).

Possessions: +1 heavy mace, masterwork half-plate, spell component pouches, brass holy symbol of Oblivion.

ATL 5

⚔ Darkbringer Rogue, female human Rog5 (1): CR 5; medium humanoid (human); HD 5d6+5; hp 30; Init +8; Spd 30 ft. (6 squares); AC 19 (+3 armor, +4 Dex, +2 shield), touch 14, flat-footed 19; BAB/Grapple +3/+4; Atk/Full Atk shortsword +7 melee (1d6+1; 19-20/x2); SA Sneak attack +3d6; SQ Evasion, trapfinding, trap sense +1, uncanny dodge; AL LE; SV Fort +2, Ref +8, Will +2; Str 12, Dex 18, Con 12, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +9, Escape Artist +12; Hide +11, Intimidate +9, Knowledge (Religion) +6, Listen +9, Move Silently +12, Search +10, Sense Motive +9, Spot +9, Tumble +12; Dodge, Improved Initiative, Weapon Finesse.

Possessions: Light crossbow and 20 bolts, *ring of force shield*, shortsword, studded leather armor.

⚔ Darkbringer Fighters, male human Ftr 5 (3) CR 5, medium humanoid (human); HD 5d10+10; hp 52; Init +5; Spd 20 ft. (4 squares); AC 15 (+4 armor, +1 Dex), touch 11, flat-footed 14; BAB/Grapple +5/+9; Atk/Full Atk falchion +10 melee (2d4+8, 18-20/x2); AL LE; SV Fort +5, Ref +2, Will +4; Str 18, Dex 13, Con 14, Int 12, Wis 12, Cha 13.

Skills and Feats: Balance +4, Bluff +5, Climb +9, Intimidate +9, Jump +9; Blind-Fight^B, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (falchion)^B, Weapon Specialization (falchion)^B.

Possessions: Falchion, scale mail.

⚔ Darkbringer Cleric, male human Clr 7 of Oblivion: CR 7; medium humanoid (human); HD 7d8; hp 46; Init +0; Spd 20 ft. (4 squares); AC 18 (+8 armor), touch 10, flat-footed 18; BAB/Grapple +5/+6; Atk/Full Atk +2 *heavy mace*: +8 melee (1d8+3); SQ Command undead, spontaneous caster (*inflict* spells); AL LE; SV Fort +6, Ref +3, Will +8; Str 13, Dex 10, Con 11, Int 14, Wis 16, Cha 14.

Skills and Feats: Concentration +11, Knowledge (arcana) +12, Knowledge (religion) +12, Knowledge (the planes) +12, Spellcraft +12; Blind-Fight^B, Divine Might, Extra Turning, Ghostspeaker, Power Attack.

<i>Cleric</i>	<i>Spells</i>	<i>Prepared</i>
(6/5+1/4+1/3+1/1+1 per day; DC 13 + spell level):		
0 - <i>guidance</i> , <i>cure minor wounds</i> x2, <i>resistance</i> x2, <i>virtue</i> ;		
1 st - <i>bane</i> , <i>bless</i> , <i>cause fear</i> , <i>divine favor</i> , <i>doom</i> , <i>protection from good</i> *		
2 nd - <i>darkness</i> , <i>desecrate</i> *, <i>hold person</i> , <i>resist energy</i> , <i>silence</i> ;		
3 rd - <i>blacklight</i> *, <i>blindness/deafness</i> , <i>deeper darkness</i> , <i>dispel magic</i> ;		
4 th - <i>armor of darkness</i> *, <i>divine power</i> .		

*Domain spell. *Domains:* Darkness (Blind-Fight as a bonus feat), Evil (cast all spells with Evil descriptor at +1 caster level).

Possessions: +2 *heavy mace*, +1 *half plate*, spell component pouches, brass holy symbol of Oblivion.

ATL 7

⚔ Darkbringer Rogue, female human Rog6 (1): CR 6; medium humanoid (human); HD 6d6+6; hp 35; Init +8; Spd 30 ft. (6 squares); AC 19 (+3 armor, +4 Dex, +2 shield), touch 14, flat-footed 19; BAB/Grapple +4/+5; Atk/Full Atk shortsword +8 melee (1d6+1; 19-20/x2); SA Sneak attack +3d6; SQ Evasion, trapfinding, trap sense +2, uncanny dodge; AL LE; SV Fort +3, Ref +9, Will +3; Str 12, Dex 18, Con 12, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +9, Escape Artist +12; Hide +12, Intimidate +9, Knowledge (Religion) +6, Listen +9, Move Silently +12, Search +10, Sense Motive +9, Spot +9, Tumble +12; Dodge, Improved Initiative, Mobility, Weapon Finesse.

Possessions: Light crossbow and 20 bolts, ring of force shield, shortsword, studded leather armor.

⚔ Darkbringer Fighters, male human Ftr 7 (3): CR 7; HD 7d10+17; hp 74; Init +5; Spd 20 ft. (4 squares); AC 15 (+4 armor), touch 11, flat-footed 14; BAB/Grapple +7/+11; Atk falchion +12 melee (2d4+6; 18-20/x2); Full Atk falchion +12/+7 melee (2d4+6; 18-20/x2); AL LE; SV Fort +6, Ref +3, Will +5; Str 18, Dex 13, Con 14, Int 12, Wis 12, Cha 13.

Skills and Feats: Balance +5, Bluff +6, Climb +9, Intimidate +11, Jump +11; Blind-Fight^B, Cleave^B, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack^B, Toughness, Weapon Focus (falchion)^B, Weapon Specialization (falchion)^B.

Possessions: Falchion, scale mail.

⚔ Darkbringer Cleric, male human Clr 9 of Oblivion: CR 9; medium humanoid (human); HD 9d8; hp 58; Init +0; Spd 20 ft. (4 squares); AC 18 (+8 armor), touch 10, flat-footed 18; BAB/Grapple +6/+8; Atk +2 heavy mace +10 melee (1d8+4); Full Atk +2 heavy mace +10/+5 melee (1d8+4); SQ Command undead, spontaneous casting (*inflict* spells); AL LE; SV Fort +7, Ref +4, Will +9; Str

14, Dex 10, Con 11, Int 14, Wis 16, Cha 14.

Skills and Feats: Concentration +13, Knowledge (arcana) +14, Knowledge (religion) +14, Knowledge (the planes) +14, Spellcraft +14; Blind-Fight^B, Divine Might, Endurance, Extra Turning, Ghostspeaker, Power Attack.

Cleric Spells Prepared
(6/5+1/5+1/4+1/2+1/1+1 per day; DC 13 + spell level):

0 - guidance, cure minor wounds x2, resistance x2, virtue;
1st - bane, bless, cause fear, divine favor, doom, protection from good*;
2nd - align weapon, darkness, desecrate*, hold person, resist energy, silence;
3rd - blacklight*, blindness/deafness, deeper darkness, dispel magic, prayer;
4th - armor of darkness*, divine power, poison;
5th - mass cure light wounds, summon monster V* (summons 1d3 shadows).

*Domain spell. *Domains:* Darkness (Blind-Fight as a bonus feat), Evil (cast all spells with Evil descriptor at +1 caster level).

Possessions: +2 heavy mace, +1 half plate, spell component pouches, brass holy symbol of Oblivion.

ATL 9

⚔ Darkbringer Rogue, female human Rog8: CR 8; medium humanoid (human); HD 8d6+8; hp 46; Init +7; Spd 30 ft. (6 squares); AC 19 (+3 armor, +4 Dex, +2 shield), touch 14, flat-footed 19; BAB/Grapple +6/+7; Atk shortsword +10 melee (1d6+1; 19-20/x2) or light crossbow +10 ranged (1d8; 19-20/x2); Full Atk shortsword +10/+5 melee (1d6+1, 19-20/x2) or +10 ranged (1d8, light crossbow, 19-20/x2); SA Sneak attack +4d6; SQ Evasion, improved uncanny dodge, trapfinding, evasion, trap sense +2, uncanny dodge; AL LE; SV Fort +3, Ref +10, Will +3; Str 12, Dex 18, Con 12, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +12, Escape Artist +15; Hide +15, Intimidate +12, Knowledge (religion) +8, Listen +12, Move Silently +15, Search +13, Sense Motive +12, Spot +12, Tumble +13; Dodge, Improved Initiative, Mobility, Weapon Finesse.

Possessions: Light crossbow and 20 bolts, *ring of force shield*, shortsword, studded leather armor.

⚔ Darkbringer Fighters, male human Ftr 9 (3): CR 9; HD 9d10+21; hp 93; Init +5; Spd 20 ft. (4 squares); AC 15 (+4 armor, +1 Dex), touch 11, flat-footed 14; BAB/Grapple +9/+13; Atk falchion +14 melee (2d4+8; 18-20/x2); Full Atk falchion +14/+9 melee (2d4+8; 18-20/x2); AL LE; SV Fort +7, Ref +5, Will +6; Str 18, Dex 13, Con 14, Int 12, Wis 12, Cha 13.

Skills and Feats: Balance +7, Bluff +7, Climb +12, Intimidate +13, Jump +12; Back-to-Back (can only be flanked by a rogue of 13th level or higher), Blind-Fight^B, Cleave^B, Improved Initiative^B, Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (falchion)^B, Weapon Specialization (falchion)^B.

Possessions: Falchion, scale mail.

⚔ Darkbringer Cleric, male human Clr 11 of Oblivion: CR 11; medium humanoid (human); HD 11d8; hp 70; Init +0; Spd 20 ft. (4 squares); AC 19 (+9 armor), touch AC 10, flat-footed 19; BAB/Grapple +8/+10; Atk +2 *defending heavy*

mace +12 melee (1d8+4); Full Atk +2 *defending heavy mace* +12/+7 melee (1d8+4); SQ Command undead, spontaneous caster (*inflict* spells); AL LE; SV Fort +8, Ref +4, Will +10; Str 14, Dex 10, Con 11, Int 14, Wis 16, Cha 14.

Skills and Feats: Concentration +15, Knowledge (arcana) +16, Knowledge (religion) +16, Knowledge (the planes) +16, Spellcraft +16; Blind-Fight^B, Divine Might, Endurance, Extra Turning, Ghostspeaker, Power Attack.

Cleric Spells Prepared (6/6+1/5+1/5+1/3+1/2+1/1+1 per day; DC 13 + spell level):

0-level spells: *guidance, cure minor wounds (x2), resistance (x2), virtue;*

1st level: *bane, bless, cause fear, divine favor, doom, entropic shield, protection from good**,

2nd level: *align weapon (evil), darkness, desecrate*, hold person, resist energy, silence;*

3rd level: *blacklight*, blindness/deafness, deeper darkness, dispel magic, invisibility purge, prayer;*

4th level: *armor of darkness*, cure critical wounds, divine power, poison;*

5th level: *mass cure light wounds, spell immunity, summon monster V** (summons 1d3 shadows);

6th level: *create undead*, blade barrier.*

*Domain spell. *Domains:* Darkness (Blind-Fight as a bonus feat), Evil (cast all spells with Evil descriptor at +1 caster level).

Possessions: +2 *defending heavy mace*, +2 *half plate*, spell component pouches, brass holy symbol of Oblivion.

ATL 11

‡ Darkbringer Rogue, female human Rog10: CR 10; medium humanoid (human); HD 10d6+10; hp 57; Init +9; Spd 30 ft. (6 squares); AC 20 (+3 armor, +5 Dex, +2 shield), touch 15, flat-footed 20); BAB/Grapple +7/+8; Atk shortsword +12 melee (1d6+1; 19-20/x2) or light crossbow +12 ranged (1d8; 19-20/x2); Full Atk shortsword +12/+7 melee (1d6+1; 19-20/x2) or +12 ranged (1d8; 19-20/x2); SA Sneak attack +5d6; SQ Defensive roll, evasion, improved uncanny dodge, trapfinding, trap sense +3, uncanny dodge; AL LE; SV Fort +4, Ref +12, Will +4; Str 12, Dex 20, Con 12, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +14, Escape Artist +18; Hide +18, Intimidate +14, Knowledge (religion) +9, Listen +14, Move Silently +18, Search +15, Sense Motive +14, Spot +14, Tumble +16; Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Defensive Roll (Ex): The rogue can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Possessions: Light crossbow and 20 bolts, ring of force shield, shortsword, studded leather armor.

‡ Darkbringer Fighters, male human Ftr 11 (3): CR 11; medium humanoid (human); HD 11d10+22; hp 109; Init +5; Spd 20 ft. (4 squares); AC 15 (+4 armor, +1 Dex), touch 11, flat-footed 14; BAB/Grapple +11/+16; Atk falchion +17 melee (2d4+9; 15-20/x2); Full Atk falchion +17/+12/+7 melee (2d4+9; 15-20/x2); AL LE; SV Fort +8, Ref +5, Will +6; Str 20, Dex 14, Con 14,

Int 12, Wis 12, Cha 13.

Skills and Feats: Balance +6, Bluff +7, Climb +13, Intimidate +13, Jump +13; Back-to-Back (can only be flanked by a rogue of 15th level or higher), Blind-Fight^B, Cleave^B, Improved Critical (falchion), Improved Initiative^B, Iron Will, Lightning Reflexes, Power Attack^B, Toughness, Weapon Focus (falchion)^B, Weapon Specialization (falchion)^B.

Possessions: Falchion, scale mail.

‡ Darkbringer Cleric, male human Clr 13 of Oblivion: CR 13; medium humanoid (human); HD 13d8; hp 82; Init +0; Spd 20 ft. (4 squares); AC 19 (+9 armor), touch 10, flat-footed 19; BAB/Grapple +9/+11; Atk +2 *defending heavy mace* +13 melee (1d8+4); Full Atk +2 *defending heavy mace* +13/+8 melee (1d8+4); SQ Command undead, spontaneous casting (*inflict* spells); AL LE; SV Fort +9, Ref +5, Will +11; Str 14, Dex 10, Con 11, Int 14, Wis 17, Cha 14.

Skills and Feats: Concentration +17, Knowledge (arcana) +18, Knowledge (religion) +18, Knowledge (the planes) +18, Spellcraft +18; Blind-Fight^B, Diehard, Divine Might, Endurance, Extra Turning, Ghostspeaker, Power Attack.

Cleric Spells Prepared (6/6+1/6+1/5+1/4+1/3+1/2+1/1+1 per day; DC 13 + spell level):

0 - *guidance, cure minor wounds x2, resistance x2, virtue;*

1st - *bane, bless, cause fear, divine favor, doom, entropic shield, protection from good*;*

2nd - *align weapon, darkness, desecrate*, hold person x2, resist energy, silence;*

3rd - *blacklight*, blindness/deafness, deeper darkness, dispel magic, invisibility purge, prayer;*

4th - *armor of darkness*, divine power, cure critical wounds, freedom of movement, poison;*

5th - *righteous might, mass cure light wounds, spell immunity, summon monster V* (1d3 shadows);*

6th level: *create undead*, blade barrier, word of recall;*

7th level: *blasphemy*, repulsion*

*Domain spell. *Domains:* Darkness (Blind-Fight as a bonus feat), Evil (cast all spells

with Evil descriptor at +1 caster level).

Possessions: +2 heavy mace, +2 half plate, spell component pouches, brass holy symbol of Oblivion.

Encounter 4 – Knowledge Is Power

While the PCs can certainly return to this encounter later, the Oracle and its guardian will only answer their questions on the first visit.

The oracle in this case is much more than it appears, but that is something that will be addressed in the future.

The rough coastal cliffs that rise above the sea have given way to small inlets and misty grottoes. Close-fit stones pave a steep narrow path leading away from the main road and down towards the sea. The forces of wind and water have shaped the stones of the coast into fanciful shapes and towering natural sculptures.

The rocks of the inlet sweep to both sides like great sheltering wings, and the watchful stone head of a great dragon arches protectively above the cave of the grotto, and the old man seated beneath the gaping jaws. He makes no move as you approach, but sits gazing with sightless eyes upon the restless sea.

Behind the old man, stone claws reach out from the base of the cliff to encircle a smooth shallow stone basin lined with the polished rainbow of abalone shells.

The old man is the Voice of the Oracle. When speaking as the Voice his words are clear, strong and deep, echoing as if from a deep cavern. If addressed directly by the PCs, and speaking as himself, his voice is quieter, softer and more worn. The old man has no memory of what he says when he speaks as the Voice, and the Voice will not speak of the old man's life. The old man has no name to offer the PCs if he is asked. He has always been blind, but he possesses an almost supernatural

awareness of his surroundings, as if he sees everything around himself. He cannot be surprised.

The PCs should place the gems provided by the City into the stone basin.

If the PCs try to start asking questions before offering the donation:

(Voice) *“Advice that is given no value is seldom heeded.”*

If the PCs only put part of the donation sent by High Warrior Breng into the basin:

(Voice) *“The liar will hear only falsehood, and the thief will find his own purse empty.”*

Once the PCs place the full offering into the basin:

The blank stone eyes of the dragon open, revealing opal-like orbs alight with a thousand colored sparks. Without turning to face you the old man speaks in a strong, clear voice untouched by age.

(Voice) *“Welcome, seekers. What wisdom would you ask?”*

If any of the PCs are rude, arrogant, or threaten the Oracle, the opal eyes of the dragon's head will close and the old man will speak no further, either as the Voice or as himself, until the party offers an apology and succeeds at a DC 25 Diplomacy check.

The PCs will have to be specific in their questions, and share each of the divinations that they received from the Quorum of Faith. The Oracle can provide information on how to overcome the eclipse, and limited information on its source. The entity that is the Oracle subscribes to the philosophy that if you give an adventurer all of the answers, they will never learn to find the answers for themselves.

➤ What is causing the eclipse?

(Voice) *“The fallen star of night, orb of the heavens, shaped by forge and fire, bound to that from which it came. Its turning has been stilled, to blind the eye and hold the world in darkness.”*

Seek the blood of the first betrayer, himself betrayed, among the children of the earth.”

The PCs will have to go to Feldspar to learn the exact nature of the Eclipse’s source.

➤ **How can the eclipse be stopped?**

(Voice) *“Only in unity can balance be restored. Only in balance can the divided become one to defeat the threat. Faithful foe, divine ally and neutral observer must combine to foil the plans of the Dark Lord’s children, to light the darkness and quench the evil that possesses the heavens’ orb. Each alone has not the power, but united their ritual can overcome. Be warned, if Sorena’s light falls not on the Jewel by the moon’s full turning, it may never shine again.”*

A successful *Knowledge (Nature)* skill check *DC 10 + ATL* will allow the PCs to realize that the eclipse began on the night of the full moon, and that the moon’s full turning refers to the next full moon, now less than two weeks away.

Provide the players with **Player Handout #3, the Wisdom of the Oracle.**

Once the PCs have asked the appropriate questions, the stone eyes will close and the Oracle will be silent.

The old man will speak to the PCs if directly addressed, but there is nothing of interest that he can tell them regarding either the source of the eclipse or the means of reversing it. He has served the Oracle for as long as he can remember. An air of complete serenity surrounds him, and he is completely uninterested in fame or fortune, the very things that often drive adventurers.

- If the PCs want to go to Feldspar **GO TO Encounter 5.**
- If the PCs want to go in search of Kemdrake Rockthorn **GO TO Encounter 6.**
- If the PCs are ready to make their final report and they have learned what is

causing the eclipse and how to negate it **GO TO Epilogue A.**

- If the PCs are ready to make their final report and they have learned how to negate the eclipse but not exactly what is causing it **GO TO Epilogue B.**

Encounter 5 ~ A Mine of Information

The acrid scent of smoke wafts on the mountain breeze and the strident, rhythmic ringing of metal on metal echoes across the low hills as you make your way up the broad road leading to the village of Feldspar.

There is nothing ominous about the situation, though if the PCs think so at first and are a little paranoid so much the better. What they smell and hear are only the scents and sounds of a large forge. The forge is busy turning out silver and cold iron weapons for the Diamond Legion, and there are none available for sale to the PCs.

Information on the village of Feldspar is provided in **GM Aid #5.** The villagers are primarily of human or dwarven descent, and the village’s mines are the pride of Amthydor.

The village of Feldspar is a collection of free-standing stone buildings and structures built deep into the rocky hillsides surrounding the settlement. A broad path of well-packed gravel provides a smooth surface for the heavy ore wagons that come and go from the nearby mines. From the oldest to the youngest, from armorer to brewer’s apprentice, the residents are buzzing with activity as the village prepares for whatever evil the continuing darkness may bring.

Once the PCs start asking questions, especially if they mention either High Warrior Breng or the possibility that someone from the village could be involved with the eclipse, they will be directed to the far end of the village, to the stone building that serves as a combination home and office for Rorlyn Stonefist, the village Speaker.

Your inquiries among the residents of Feldspar bring you to a single story stone building set slightly off by itself at the far end of the village.

The front door of the building bursts open, and a stout dwarf staggers out, clutching at his injured thigh with one hand and swinging a large battle axe in the other, while wounds on his head and shoulder bleed profusely. “Murderers, thieves, and cowards!”

The Speaker’s shouts alert the village, bringing a dozen men armed with swords, hammers and picks to surround you.

Give the PCs a moment to protest their innocence before Roryn assures the villagers that the PCs are not the ones who attacked him. If the PCs do not offer to tend to his wounds then the village healer will arrive and do so.

As his injuries are tended, Speaker Roryn directs the men of the village to double the civilian guard, and to help gather additional wood and water before true night falls again. As the men disperse to carry out their orders, the dwarf looks to you. “I am Speaker Roryn Stonefist. This is not the welcome that we normally extend to visitors. Please accept what small hospitality we have to offer, and tell me what brings you to Feldspar.”

While Roryn is less dour than the average dwarf, he is still a dwarf. While he will eventually tell the PCs everything that he knows, he will be more forthcoming with those who have first shown their good intentions. PCs who attempt to chase the thief or who tend to Roryn’s injuries receive a +2 bonus to Charisma-based checks when dealing with him during this event.

NOTE: The thief cannot be found at this time. Her theft will be explored in a future LSJ tournament. Do your best to discourage the players from going off-track since (a) there is no way to follow the thief, and (b) the mission they have is far more dire.

The PCs may have questions about the attack, or they may get straight to the point of their visit.

➤ **What happened when you were attacked?**

“I was returning early from my weekly meeting with the mine supervisors, and came in to find the thief standing in front of the fireplace. She struck me before I could react, and by the time I was on my feet again she was gone. Didn’t you see her come out the front door?”

The thief left magically, before actually passing through the door, so there are no tracks for the PCs to follow.

➤ **Who would want to attack you?**

“I do not know. I did not get a good look at the person who attacked me, but I do not think that I have ever seen her before.”

➤ **Why would anyone want to attack you?**

“I believe that attacking me was secondary to the theft, and that whoever it was did not expect me to be there.”

➤ **Could the attack on you be related to our investigation of the eclipse?**

“The only thing missing is an old hunting horn that has been in my family for generations. It has never displayed any special properties, so I cannot see how it could be related to current events.”

➤ **Where was the horn kept?**

“In the main room of my home, on a hook above the fireplace mantle.”

➤ **What did your attacker take?**

“An ivory war horn, inlaid with silver. It has been in my family since my great-great-great grandsire’s time, but I do not know where he got it from.”

➤ **Is there anything special about the horn?**

“It has sentimental value, of course. It has been in my family for six generations.”

Roryn’s family has had the horn for almost 2000 years. It is more than just ‘an old hunting horn’,

but he does not know that, and it is something best left for a future event.

Naturally Roryn is somewhat upset by the theft, but the current troubles in Amthydor are of much greater concern. Once the PCs mention that they have been sent by Amthydor and are working to reverse the eclipse:

“We should speak in my office.” He gestures for you to follow him inside, and indicates that you should be seated. “What is the word from Amthydor, and how can my people and I help?”

The PCs should tell Roryn about the prophecy and the divination, and why they believe that a dwarf may hold the clue to reversing the eclipse. Without some clue as to what they are looking for, he will not be able to tell them anything useful.

Speaker Roryn listens attentively to your tale, his expression unchanging as you share what you have learned. As you share what you have learned, he rises and begins to pace slowly. “More questions than answers, and none easily found.”

➤ **Do you understand the prophecy or the divination?**

“There are none here with the gift of prophecy, to unravel the words of the gods.”

➤ **Do you know who the first betrayer was?**

“There are as many kinds of betrayal as there are oaths sworn.”

➤ **Do you know about an orb?**

“I wish that I did. Though dwarves are children of the earth and concern themselves little for the world above, this darkness serves no good.”

➤ **What can you tell us about someone forsaken by Lohm?**

“There’s not a dwarf or man here that doesn’t at least pay homage to the Stone Lord, even if they serve another deity. I can think of none who have lost favor with Lohm, and too many who have lost

faith when faced with trial.”

Once the PCs have shared what they know, and asked their questions –

“I have no answers for you, heroes, but there is one who may, if he still lives. Of course, he may not know anything at all, but it is a chance that we must take if the eclipse is to be stopped.”

“For several years hunters, travelers and others have talked of a wild man, some say he a dwarf, living alone in the mountains. They say that he calls for the guilty to redeem themselves and the wronged to offer forgiveness. He may be completely mad, but he also fits in with some aspects of the divination.”

➤ **Who is he?/What happened to him?**

“There are no records of him, or how he came to live alone, clanless and in exile. Whatever caused him to go into the wild alone, it is not spoken of in the village.”

➤ **Where can we find him?**

“There are a number of empty caves and abandoned mines just east of here, near the mountain track where he is most often seen. They would be the most likely places for him to find shelter.”

➤ **Can we have a map of the area?**

Speaker Roryn will provide the PCs with a map of the area surrounding the village, showing a dozen abandoned mines and empty caves. He cannot recommend any one site over the others.

The exiled dwarf is Kemdrake Rockthorn, who discovered the hiding place of the Orb of the Heavens forty years ago, and traded it to Oblivion’s priestess in exchange for the secret to gaining his true love. Kemdrake has been living in exile in the mountains nearby, tormented by guilt and despair.

None of the other residents of Feldspar have any additional information. Once Roryn has told the PCs all that he knows and they have no additional questions he will wish them well, and continue to prepare the villagers for whatever may come out of

the darkness.

- If the PCs want to go in search of the Oracle **GO TO Encounter 3.**
- If the PCs want to go in search of Kemdrake Rockthorn **GO TO Encounter 6.**
- If the PCs are ready to make their final report and they have learned what is causing the eclipse and how to negate it **GO TO Epilogue A.**
- If the PCs are ready to make their final report and they have learned how to negate the eclipse but not exactly what is causing it **GO TO Epilogue B.**
- If the PCs are ready to make their final report and they have learned the cause of the eclipse but not how to negate it **GO TO Epilogue C.**

Encounter 6 – Killing the Messenger

This combat will only take place once, regardless of how many times the PCs may return to speak with Kemdrake Rockthorn.

Even a goat would hesitate to call the rutted and rocky trail that you travel a ‘path’. Any steeper and the slope would be inaccessible to the laden carts that once traversed this track to and from the abandoned mine marked on the map given to you by Roryn Stonefist. The first four sites that you’ve checked have held nothing more than empty holes and a few broken tools left behind when the mines were abandoned years before.

As you begin to question just who or what could possibly make a home in these rugged slopes, the sound of shouting and the clash of weapon offer hope that your search may be at an end, if you can arrive in time.

The combat is a total of 180 feet away, over a steep rise to a small flat clearing. At a movement rate of 30 feet it will take the PCs three rounds to come within view of the combat, and another 3 rounds to close within 5 feet for melee combat. Faster movements will get them there correspondingly faster if the PCs go faster than a standard move each round.

Breaking over the rise, you catch sight of a lone figure, his back to a stone well and a pair of buckets at his feet, valiantly swinging a large axe against his opponents.

The figure is Kemdrake Rockthorn, the disgraced dwarf from Feldspar. He is outnumbered at least three to one (see ATL), not counting the cleric.

The fighters and the undead will be in melee with Kemdrake, while the cleric will be an additional 30 feet past the combat, on the opposite hillside, overseeing the battle and casting spells.

While the Darkbringers and their undead minions will fight with the PCs, their primary objective is to kill Kemdrake and prevent him from revealing the cause of the eclipse. If necessary, the fighters will deal with the Kemdrake while the undead and the cleric keep the PCs from interfering. The undead will depart two rounds following the round in which the cleric is reduced to 0 hit points or less. Of course, the PCs may still want to deal with them instead of leaving them roaming the countryside.

At higher ATL, where the possibility exists for Kemdrake to be transformed into a wraith or a spectre, the PCs may choose to kill him themselves before that happens, then *raise* or *reincarnate* him, rather than risk losing what he knows. While some might consider it questionable, in this case it would not be considered an evil act.

- If the PCs aid Kem and defeat the Darkbringers, or have Kem *raised* if he is killed **GO TO Encounter 7a.**
- If the PCs ignore the combat and allow Kem to be killed, if Kem was turned into

an undead, or if the PCs fail to save him and do not have him *raised* or *reincarnated* (see GM Aid #2 Availability of Goods and Services for results of *reincarnation*) **GO TO Encounter 7b.**

ALL ATLS (EL 6)

⚔ **Kemdrake Rockthorn, male dwarf Ftr 3/Rog3:** CR 6; medium humanoid (dwarf); HD 3d6+3d10+12; hp 51; Init +1; Spd 20 ft. (4 squares); AC 14 (+3 armor, +1 Dex), touch 11, flat-footed 13; BAB/Grapple +5/+7; Full Atk dwarven waraxe +8 melee (1d10+3; 20/x3); SA Sneak attack +2d6; SQ Evasion, trapfinding, trap sense +1; AL N; SV Fort +6, Ref +6, Will +2; Str 14 (16), Dex 15, Con 14, Int 14, Wis 11, Cha 10.

Skills and Feats: Bluff +6, Climb +7, Craft (stonemason) +4, Disable Device +7, Escape Artist +7; Hide +8, Intimidate +4, Jump +7, Listen +6, Move Silently +8, Open Locks +7, Search +8, Sense Motive +3, Spot +5, Tumble +7; Diehard, Dodge, Endurance, Mobility, Power Attack.

Possessions: Dwarven waraxe, *gauntlets of ogre power*, studded leather armor.

NOTE: After the first round of combat, if Kemdrake has not already been paralyzed by a ghoul, he will be automatically hit and paralyzed for the duration of the combat.

If level-draining undead are present instead (at higher ATLS), he will quickly be drained down to 1 HD and unable to fight further (going full defensive for the duration of the combat).

ATL 1

☩ Ghoul: CR 1; medium undead; HD 2d12; hp 13; Init +2; Spd 30 ft. (6 squares); AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; BAB/Grapple +1/+2; Atk bite +2 melee (1d6+1 plus paralysis); Full Atk bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis); SA Ghoul fever (Fort DC 12), paralysis (Fort DC 12); SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 12) or be paralyzed for 1d4+1 rounds. Elves are immune to this paralysis.

Ghoul Fever (Su): Disease - bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid that dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Undead Immunities: Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain.

☩ Darkbringer Fighters, male human Ftr 1 (2): CR 1; medium humanoid (human); HD 1d10+1; hp 11; Init +1; Spd 30 ft. (6 squares); AC 14 (+3 armor, +1 Dex); touch 11, flat-footed 13; BAB/Grapple +1/+2; Atk/Full Atk shortsword +3 melee (1d6+1; 19-20/x2); AL LE; SV Fort +3, Ref +1, Will +2; Str 12, Dex 13, Con 12, Int 14, Wis 11, Cha 15.

Skills and Feats: Climb +5, Intimidate +6,

Jump +5, Listen +2, Spot +2; Closed Mind (+2 on all saves vs. psionic powers and psi-like abilities), Dodge, Iron Will, Weapon Focus (shortsword).

Possessions: Shortsword, studded leather armor.

☩ Darkbringer Cleric, female human Clr 1 of Oblivion: CR 1; medium humanoid (human); HD 1d8; hp 8; Init +1; Spd 20 ft. (4 squares); AC 18 (+2 deflection, +1 Dex, +5 armor), touch AC 11, flatfooted 17; BAB/Grapple +0/+0; Atk/Full Atk light mace +0 melee (1d6) or light crossbow +1 ranged (1d8, 19-20/x2); SQ Command undead, spontaneous caster (*inflict* spells); AL LE; SV Fort +3, Ref +2, Will +5; Str 11, Dex 12, Con 10, Int 14, Wis 15, Cha 15.

Skills and Feats: Concentration +4, Diplomacy +6, Knowledge (Arcana) +6, Knowledge (Religion) +6, Knowledge (Planes) +4, Spellcraft +4; Blind-Fight^B, Combat Casting, Extra Turning.

Cleric Spells Prepared (3/2+1 per day; DC 12 + spell level):

0 - *cure minor wounds, resistance, virtue*;
1st: *bles*s, *protection from good**, ~~*shield of faith*~~.

*Domain spell. *Domains:* Darkness (Blind-Fight as a bonus feat), Evil (cast all spells with Evil descriptor at +1 caster level).

Possessions: Chainmail armor, *cloak of resistance +1, phylactery of undead command* (The phylactery can only be used by a creature with the ability to command undead, allowing her to do so as if she were four levels higher than she actually is. This item is ornamented with the eclipse symbol of Oblivion, and is clearly evil in nature. The PCs cannot keep or sell it if they defeat the cleric. It will be confiscated by the authorities in Amthydor, and once the eclipse is reversed it will crumble uselessly into dust.), silver holy symbol of Oblivion.

ATL 3

☠ Ghoul (2): CR 1; medium undead; HD 2d12; hp 24; Init +2; Spd 30 ft. (6 squares); AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; BAB/Grapple +1/+3; Atk bite +3 melee (1d6+2 plus paralysis); Full Atk bite +3 melee (1d6+2 plus paralysis) and 2 claws +1 melee (1d3+1 plus paralysis); SA Ghoul fever (Fort DC 12), paralysis (Fort DC 12); SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 15, Dex 15, Con -, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 12) or be paralyzed for 1d4+1 rounds. Elves are immune to this paralysis.

Ghoul Fever (Su): Disease - bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid that dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Undead Immunities: Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain.

☠ Darkbringer Fighters, male human Ftr 3 (3): CR 3; HD 3d10+3; hp 30; Init +1; Spd 30 ft. (6 squares); AC 14 (+3 armor, +1 Dex), touch 11, flat-footed 13; BAB/Grapple +3/+5; Atk/Full Atk longsword +6 melee (1d8+2; 19-20/x2); AL LE; SV Fort +4, Ref +2, Will +3; Str 15, Dex 13, Con 12, Int 14, Wis 11, Cha 15.

Skills and Feats: Climb +8, Intimidate +8, Jump +8, Listen +3, Spot +3; Closed Mind (+2 on all saves vs. psionic powers and psi-like abilities),

Dodge, Iron Will, Power Attack, Weapon Focus (longsword).

Possessions: Longsword, studded leather armor.

☠ Darkbringer Cleric, female human Clr 3 of Oblivion: CR 3; medium humanoid (human); HD 3d8; hp 22; Init +1; Spd 20 ft. (4 squares); AC 18 (+2 deflection, +1 Dex, +5 armor) touch AC 11, flatfooted 17; BAB/Grapple +2/+2; Atk/Full Atk light mace +2 melee (1d6) or light crossbow +3 ranged (1d8, 19-20/x2); SQ Command undead, spontaneous caster (*inflict* spells); AL LE; SV Fort +4, Ref +3, Will +7; Str 11, Dex 12, Con 10, Int 14, Wis 17, Cha 15.

Skills and Feats: Concentration +6, Diplomacy +7, Knowledge (Arcana) +8, Knowledge (Religion) +8, Knowledge (Planes) +5, Spellcraft +5; Blind-Fight^B, Combat Casting, Domain Focus (Evil), Extra Turning.

Cleric Spells Prepared (4/3+1/2+1 per day; DC 13 + spell level, 14 + spell level for Evil spells):

0 - *cure minor wounds, guidance, resistance, virtue;*

1st: *bles, protection from good*, sanctuary, shield of faith;*

2nd: *death knell, desecrate*, hold person.*

*Domain spell. *Domains:* Darkness (Blind-Fight as a bonus feat), Evil (cast all spells with Evil descriptor at +1 caster level).

Possessions: Chainmail armor, *cloak of resistance +1, phylactery of undead command* (The phylactery can only be used by a creature with the ability to command undead, allowing her to do so as if she were four levels higher than she actually is. This item is ornamented with the eclipse symbol of Oblivion, and is clearly evil in nature. The PCs cannot keep or sell it if they defeat the cleric. It will be confiscated by the authorities in Amthydor, and once the eclipse is reversed it will crumble uselessly into dust.), silver holy symbol of Oblivion.

ATL 5

‡ Ghast (3): CR 3, medium undead; HD 4d12+3; hp 33; Init +3; Spd 30 ft. (6 squares); AC 17 (+3 Dex, +4 natural) touch AC 13, flatfooted 14; BAB/Grapple +2/+5; Atk Bite +5 melee (1d8+3 plus paralysis); Full Atk Bite +5 melee (1d8+3 plus paralysis) and 2 claws +3 melee (1d4+1 plus paralysis); SA Ghoul fever (Fort DC 15), paralysis (Fort DC 15), stench (Fort DC 15); SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +1, Ref +4, Will +6; Str 17, Dex 17, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8; Multiattack, Toughness.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed at a Fortitude save (DC 15) or be paralyzed for 1d4+1 rounds. Elves are NOT immune to this paralysis.

Ghoul Fever (Su): Disease - bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid that dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Stench (Ex) Those within 10 feet must succeed at a Fortitude save (DC 15) or be wracked with nausea, suffering a -2 circumstance penalty to all attacks, saves, and skill checks for the next 1d4+1 rounds

Undead Immunities: Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain.

‡ Darkbringer Fighters, male human Ftr 5 (3): CR 5; medium humanoid (human); HD 5d10+5; hp 47; Init +2; Spd 20 ft. (4 squares); AC 16 (+4 armor, +2 Dex) touch 12, flatfooted 14; BAB/Grapple +5/+7; Atk/Full Atk longsword +8 melee (1d8+2, 19-20/x2); AL LE; SV Fort +5, Ref

+3, Will +3; Str 15, Dex 14, Con 12, Int 14, Wis 11, Cha 15.

Skills and Feats: Climb +10, Intimidate +10, Jump +10, Listen +4, Spot +4; Closed Mind (+2 on all saves vs. psionic powers and psi-like abilities), Combat Reflexes, Dodge, Iron Will, Power Attack, Weapon Focus (longsword).

Possessions: Longsword, scale mail.

‡ Darkbringer Cleric, female human Clr 5 of Oblivion: CR 5; medium humanoid (human); HD 5d8; hp 36; Init +1; Spd 20 ft. (4 squares); AC 19 (+6 armor, +2 deflection, +1 Dex) touch AC 11, flatfooted 18); BAB/Grapple +3/+3; Atk/Full Atk light mace +3 melee (1d6) or light crossbow +4 ranged (1d8, 19-20/x2); SQ Command undead, spontaneous caster (*inflict* spells); AL LE; SV Fort +6, Ref +4, Will +9; Str 10, Dex 12, Con 10, Int 14, Wis 17, Cha 15.

Skills and Feats: Concentration +8, Diplomacy +9, Knowledge (Arcana) +10, Knowledge (Religion) +10, Knowledge (Planes) +6, Spellcraft +6; Blind-Fight^B, Combat Casting, Domain Focus (Evil), Extra Turning.

Cleric Spells Prepared (5/4+1/3+1/2+1 per day; DC 13 + spell level, 14 + spell level for Evil spells):

0 - *cure minor wounds (x2), guidance, resistance, virtue;*

1st: *bles*, ~~*entropic shield*~~, *protection from good**, *sanctuary*, ~~*shield of faith*~~;

2nd: *death knell, desecrate**, *hold person, sound burst;*

3rd: *blacklight**, *deeper darkness, magic vestment;*

*Domain spell. *Domains:* Darkness (Blind-Fight as a bonus feat), Evil (cast all spells with Evil descriptor at +1 caster level).

Possessions: Chainmail armor, *cloak of resistance* +2, *phylactery of undead command* (The phylactery can only be used by a creature with the ability to command undead, allowing her to do so as if she were four levels higher than she actually is. This item is ornamented with the eclipse symbol of Oblivion, and is clearly evil in nature. The PCs cannot keep or sell it if they defeat the cleric. It will be confiscated by the authorities in Amthydor, and once the eclipse is reversed it will crumble uselessly into dust.), silver holy symbol of Oblivion.

ATL 7

Wraith (2); CR 5; medium undead (Incorporeal); HD 5d12; hp 32; Init +7; Spd Fly 60 ft. (good) (12 squares); AC 15 (+2 deflection, +3 Dex) touch 15, flatfooted 12; BAB/Grapple +2/-; Atk/Full Atk Incorporeal Touch +5 melee (1d4 plus 1d6 Constitution drain); SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, undead traits, +2 turn resistance, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +6, Hide+11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness, Blindfighting, Combat Reflexes, Improved Initiative.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. *Note: Due to the effects of the eclipse, undead normally vulnerable to sunlight are not affected.*

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Undead Immunities: Immune to mind-influencing effects, poison, sleep, paralyzation,

stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain.

Darkbringer Fighters, male human Ftr 7 (3): CR 7; medium humanoid (human); HD 7d10+7; hp 64; Init +2; Spd 20 ft. (4 squares); AC 16 (+4 armor, +2 Dex) touch 12, flatfooted 14; BAB/Grapple +7/+9; Atk longsword +11 melee (1d8+5, 19-20/x2); Full Atk longsword +11/+6 melee (1d8+5, 19-20/x2); AL LE; SV Fort +6, Ref +4, Will +4; Str 17, Dex 14, Con 12, Int 14, Wis 11, Cha 15.

Skills and Feats: Climb +13, Intimidate +12, Jump +13, Listen +5, Spot +5; Closed Mind (+2 on all saves vs. psionic powers and psi-like abilities), Combat Reflexes, Dodge, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Longsword, scale mail.

Darkbringer Cleric, female human Clr 7 of Oblivion: CR 7; medium humanoid (human); HD 7d8; hp 51; Init +1; Spd 20 ft.; AC 19 (+6 armor, +2 deflection, +1 Dex) touch 11, flatfooted 18; BAB/Grapple +5/+6; Atk/Full Atk light mace +6 melee (1d6+1) or light crossbow +6 ranged (1d8, 19-20/x2); SQ Command undead, spontaneous caster (*inflict* spells); AL LE; SV Fort +7, Ref +5, Will +11; Str 13, Dex 12, Con 10, Int 14, Wis 18, Cha 16.

Skills and Feats: Concentration +10, Diplomacy +12, Knowledge (Arcana) +12, Knowledge (Religion) +12, Knowledge (Planes) +7, Spellcraft +7; Blind-Fight^B, Combat Casting, Divine Might (spend a rebuke attempt as a free action to add +3 to weapon damage for one full round), Domain Focus (Evil), Extra Turning.

Cleric Spells Prepared (6/5+1/4+1/3+1/1+1 per day; DC 14 + spell level, 15 + spell level for Evil spells):

0 - *cure minor wounds* (x2), *detect magic*, *guidance*, *resistance*, *virtue*;

1st: *bless*, ~~*entropic shield*~~, *obscuring mist*, *protection from good**, *sanctuary*, ~~*shield of faith*~~;

2nd: *death knell, desecrate**, *hold person, silence, sound burst*;
3rd: *blacklight**, *deeper darkness, dispel magic, ~~magic vestment~~*;
4th: *divine power, unholy blight**.

*Domain spell. *Domains*: Darkness (Blind-Fight as a bonus feat), Evil (cast all spells with Evil descriptor at +1 caster level).

Possessions: Chainmail armor, *cloak of resistance +2, phylactery of undead command* (The phylactery can only be used by a creature with the ability to command undead, allowing her to do so as if she were four levels higher than she actually is. This item is ornamented with the eclipse symbol of Oblivion, and is clearly evil in nature. The PCs cannot keep or sell it if they defeat the cleric. It will be confiscated by the authorities in Amthydor, and once the eclipse is reversed it will crumble uselessly into dust.), silver holy symbol of Oblivion.

ATL 9

☠ Spectre (1): CR 7; medium undead (Incorporeal); HD 7d12; hp 45 Init +7; Spd 40 ft. (8 squares), Fly 80 ft. (perfect); AC 15 (+3 Dex, +2 deflection) touch 15, flatfooted 12; BAB/Grapple +3/-; Atk/Full Atk Incorporeal Touch +6 melee (1d8 plus Energy drain); SA Energy drain, create spawn; SQ Darkvision 60 ft., sunlight powerlessness, incorporeal traits, undead traits, +2 turn resistance, unnatural aura; AL LE; SV Fort +2, Ref +5, Will +7; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15

Skills and Feats: Hide+13, Intimidate +12, Knowledge (Religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks); Alertness, Blindfighting, Improved Initiative.

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Sunlight Powerlessness (Ex): Spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round. *Note: Due to the effects of the eclipse, undead normally vulnerable to sunlight are not affected.*

Undead Immunities: Immune to mind-influencing effects, poison, sleep, paralysis,

stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain.

☠ Darkbringer Fighters, male human Ftr 9 (3): CR 9; medium humanoid (human); HD 9d10+9; hp 81; Init +2; Spd 20 ft. (4 squares); AC 17 (+5 armor, +2 Dex) touch 12, flatfooted 15; BAB/Grapple +9/+13; Atk longsword +14 melee (1d8+6, 19-20/x2); Full Atk longsword +14/+9 melee (1d8+6, 19-20/x2); AL LE; SV Fort +7, Ref +5, Will +5; Str 18, Dex 14, Con 12, Int 14, Wis 11, Cha 15.

Skills and Feats: Climb +16, Intimidate +14, Jump +16, Listen +6, Spot +6; Closed Mind (+2 on all saves vs. psionic powers and psi-like abilities), Combat Reflexes, Dodge, Endurance, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Longsword, chain mail.

☠ Darkbringer Cleric, female human Clr 9 of Oblivion: CR 9; medium humanoid (human); HD 9d8+3; hp 66; Init +1; Spd 20 ft. (4 squares); AC 20 (+7 armor, +2 deflection, +1 Dex) touch 11, flatfooted 19; BAB/Grapple +6/+7; Atk light mace +7/+2 melee (1d6+1) or light crossbow +7 ranged (1d8, 19-20/x2); Full Atk light mace +7/+2 melee (1d6+1) or light crossbow +7 ranged (1d8, 19-20/x2); SQ Command undead, spontaneous caster (*inflict* spells); AL LE; SV Fort +9, Ref +7, Will +13; Str 13, Dex 12, Con 10, Int 14, Wis 18, Cha 16.

Skills and Feats: Concentration +12, Diplomacy +14, Knowledge (Arcana) +14, Knowledge (Religion) +14, Knowledge (Planes) +8, Spellcraft +8; Blind-Fight^B, Combat Casting, Divine Might (spend a rebuke attempt as a free action to add +3 to weapon damage for one full round), Domain Focus (Evil), Extra Turning, Toughness.

Cleric Spells Prepared (6/5+1/5+1/4+1/2+1/1+1 per day; DC 14 + spell level, 15 + spell level for Evil spells):

0 - *cure minor wounds (x2), detect magic, guidance, resistance, virtue;*

1st: *bless, ~~entropic shield~~, obscuring mist, protection from good*, sanctuary, ~~shield of faith~~;*

2nd: *death knell, desecrate*, desecrate, hold person, silence, sound burst;*

3rd: *blacklight*, deeper darkness, dispel magic, ~~magic vestment~~, prayer;*

4th: *cure critical wounds, divine power, unholy blight*;*

5th: *dispel good*, insect plague.*

*Domain spell. *Domains:* Darkness (Blind-Fight as a bonus feat), Evil (cast all spells with Evil descriptor at +1 caster level).

Possessions: Chainmail armor, *cloak of resistance +3, phylactery of undead command* (The phylactery can only be used by a creature with the ability to command undead, allowing her to do so as if she were four levels higher than she actually is. This item is ornamented with the eclipse symbol of Oblivion, and is clearly evil in nature. The PCs cannot keep or sell it if they defeat the cleric. It will be confiscated by the authorities in Amthydor, and once the eclipse is reversed it will crumble uselessly into dust.), silver holy symbol of Oblivion.

ATL 11

☠ Spectre (2); CR 7; medium undead (Incorporeal); HD 7d12; hp 45 Init +7; Spd 40 ft. (8 squares), Fly 80 ft. (perfect); AC 15 (+3 Dex, +2 deflection) touch 15, flatfooted 12; BAB/Grapple +3/-; Atk/Full Atk Incorporeal Touch +6 melee (1d8 plus Energy drain); SA Energy drain, create spawn; SQ Darkvision 60 ft., sunlight powerlessness, incorporeal traits, undead traits, +2 turn resistance, unnatural aura; AL LE; SV Fort +2, Ref +5, Will +7; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15

Skills and Feats: Hide+13, Intimidate +12, Knowledge (Religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks); Alertness, Blindfighting, Improved Initiative.

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Sunlight Powerlessness (Ex): Spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round. *Note: Due to the effects of the eclipse, undead normally vulnerable to sunlight are not affected.*

Undead Immunities: Immune to mind-influencing effects, poison, sleep, paralysis,

stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain.

☠ Darkbringer Fighters, male human Ftr 11 (3): CR 11; medium humanoid (human); HD 11d10+11; hp 95; Init +2; Spd 20 ft. (4 squares); AC 17 (+5 armor, +2 Dex) touch 12, flatfooted 15; BAB/Grapple +11/+16; Atk longsword +17 melee (1d8+5, 19-20/x2); Full Atk longsword +17/+12/+7 melee (1d8+5, 19-20/x2); AL LE; SV Fort +8, Ref +5, Will +5; Str 20, Dex 14, Con 12, Int 14, Wis 11, Cha 15.

Skills and Feats: Climb +19, Intimidate +16, Jump +19, Listen +7, Spot +7; Cleave, Closed Mind (+2 on all saves vs. psionic powers and psi-like abilities), Combat Reflexes, Dodge, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Longsword, chain mail.

☠ Darkbringer Cleric, female human Clr 11 of Oblivion: CR 11; medium humanoid (human); HD 11d8+3; hp 78; Init +1; Spd 20 ft. (4 squares); AC 20 (+7 armor, +2 deflection, +1 Dex) touch 11, flatfooted 19; BAB/Grapple +8/+9; Atk light mace +9 melee (1d6+1) or light crossbow +9 ranged (1d8, 19-20/x2); Full Atk light mace +9/+4 melee (1d6+1) or light crossbow +9 ranged (1d8, 19-20/x2); SQ Command undead, spontaneous caster (*inflict* spells); AL LE; SV Fort +10, Ref +7, Will +13; Str 13, Dex 12, Con 10, Int 14, Wis 18, Cha 16.

Skills and Feats: Concentration +14, Diplomacy +16, Knowledge (Arcana) +16, Knowledge (Religion) +16, Knowledge (Planes) +8, Spellcraft +10; Blind-Fight^B, Combat Casting, Divine Might (spend a rebuke attempt as a free action to add +3 to weapon damage for one full round), Domain Focus (Evil), Extra Turning, Toughness.

Cleric Spells Prepared (6/6+1/5+1/5+1/3+1/2+1/1+1 per day; DC 14 + spell level, 15 + spell level for Evil spells):

0 - *cure minor wounds (x2), detect magic, guidance, resistance, virtue;*

1st: *bless, ~~entropic shield~~, obscuring mist, protection from good*, sanctuary, ~~shield of faith~~ (x2);*

2nd: *death knell, desecrate*, desecrate, hold person, silence, sound burst;*

3rd: *blacklight*, deeper darkness, dispel magic, ~~magic vestment~~, prayer (x2);*

4th: *cure critical wounds (x2), divine power, unholy blight*;*

5th: *dispel good*, flame strike, insect plague;*

6th: *create undead*, word of recall.*

*Domain spell. *Domains:* Darkness (Blind-Fight as a bonus feat), Evil (cast all spells with Evil descriptor at +1 caster level).

Possessions: Chainmail armor, *cloak of resistance +3, phylactery of undead command* (The phylactery can only be used by a creature with the ability to command undead, allowing her to do so as if she were four levels higher than she actually is. This item is ornamented with the eclipse symbol of Oblivion, and is clearly evil in nature. The PCs cannot keep or sell it if they defeat the cleric. It will be confiscated by the authorities in Amthydor, and once the eclipse is reversed it will crumble uselessly into dust.), silver holy symbol of Oblivion.

Encounter 7A – Memories

The opening box text for this encounter assumes that the PCs are able to rescue Kemdrake before he is killed. If he is killed, and the PCs either *raise* or *reincarnate* him themselves or return to Amthydor for the spell, modify the box text appropriately.

With the last of the attackers defeated, the embattled man eyes your group suspiciously, his axe held ready. He is a startling figure, four and a half feet tall, in tattered rough clothing that hangs from a once-stockier frame. His lanky brown hair is really a bizarre wig made of dried grasses, and a tangle of strings hangs from his chin in a pale mockery of a beard.

Kemdrake Rockthorn is slightly less stocky than the average dwarf, owing to forty years of living off the land in the rocky hills surrounding Feldspar and Amthydor.

“Thank you, I should, for your help, but know first I would like to WHY you would aid one such as me. Visitors I get not, and few strangers to help are willing. Gratitude only can I offer. Of value nothing else I have.”

Kem, as he refers to himself now, has had little contact with anyone since his exile, and he is naturally wary of strangers. However, the PCs **did** just save his life.

➤ **What is your name?**

“Kem, I am. Only Kem.”

➤ **Can you tell us why those people would attack you?**

“Betrayers, as a traitor deserves. Servants of the darkness, the great secret to keep hidden.”

➤ **Are you a traitor?/What do you know about a traitor?**

“A fool, I was. Unforgiven, I am, and always will I be so. Seek not retribution. Forgive and forgiven be. In revenge only darkness found will be.”

Kem is on the verge of madness, worn down by decades of isolation and burdened by the weight of his own guilt, but the secret to reversing the eclipse can be found in his tormented ramblings.

➤ **What is the great secret?**

“Hold it in your hands, you can, and it’s turning stopped for all time. Hidden it was, and hidden it should have stayed, but for vanity and jealousy.”

Kem speaks of the Orb of the Heavens, described in GM Aid #4.

Once the PCs have asked their initial questions:

“No more talk. Darkness knows all. Only in light, safety is.” Taking up his axe he turns and begins making his way up the rocky path, with as much haste as his condition permits. “Wait not for others, will I. Foolish it is, to linger here. Follow you must, if more we are to speak.”

Kem will not speak further out in the open, but will lead the PCs to the dubious safety of his small shelter. He has no interest in looting the bodies of his attackers, though the PCs may certainly do so.

You follow Kem back to a small stone hut nestled into the side of the rocky hill by the entrance of an abandoned mine. The inside of the structure is sparse, furnished only with a straw stuffed mattress, a large wooden trunk, a rough wooden table with a broken and repaired leg, and a single wooden chair. Highly detailed drawings of the night sky are sketched directly onto the low ceiling and the otherwise bare stone walls. After lighting no less than fifty candles and small oil lamps and filling the small room with light, Kem settles into the chair, his elbows on the table, and buries his head in dirty hands, muttering softly to himself.

Kem’s muttering is nothing but incomprehensible nonsense. The PCs can bring him back to sensibility by questioning him and refocusing his attentions.

➤ **Who were those people?**

“Servants of darkness, sent to keep the secret.”

➤ **Can you tell us more about the great secret?**

“Sworn to protect it, we were. Our charge, it was. Failed, I did, in giving it to them.”

It was the duty of the dwarves of the region to protect the ‘great secret’, the Orb of the Heavens. The Orb is detailed in GM Aid #4.

➤ **Why do you call yourself a fool?**

Kem rises and pours himself a large mug of ale. He quickly drinks the contents and pours another with shaking hands. “Long and troubled, my tale is. A merry heart you will have not, when it is told.”

With a deep, shuddering breath he steels himself to tell an obviously troubling tale. His voice takes on a detached tone, as words long held back begin to flow. The shadows outside grow long as hours pass and Kem’s shameful story unfolds.

Forty years ago, in his youth, Kemdrake Rockthorn was a skilled journeyman metalsmith in Feldspar. With his Master status assured, Kemdrake felt that he was at last free to declare his love for a lovely dwarven maiden named Hinsie Olgart. In a twist of fate, Hinsie had also caught the eye of Kemdrake’s blood brother and closest friend Raston Granitefist.

Hinsie’s family, and Hinsie herself, believed that Raston was the better prospect, and an engagement was announced. Kemdrake, a lackluster follower of Lohm, prayed desperately to all of the gods for the means to outshine his rival and win the dwarf maiden Hinsie for himself.

His prayer was answered by Oblivion, in the form of the priestess Mintra, who struck a bargain with the unhappy dwarf – in exchange for recovering a small item buried deep within the dwarven catacombs he would be given the means to gain his heart’s desire.

She claimed that the item she desired, the Orb of the Heavens, had once belonged to her family. Jealous dwarves had taken the exquisitely crafted clockwork orb for themselves, and hidden it deep within the earth. Return it, Mintra said, and the means of claiming Hinsie’s heart and hand would be provided. After months of secretly searching, Kemdrake discovered the long forgotten hiding place of the Orb of the Heavens. He gave it to Oblivion’s priestess in exchange for a ring of wishes containing a single wish, which he used to wish for his rival, Raston, to fall out of favor with Hinsie’s powerful father.

However, when Kemdrake presented himself to Hinsie, she did not love him! Due to Kemdrake’s poorly phrased wish, she still loved Raston, and refused to marry Kemdrake. Desperate and angry, Kemdrake went to meet again with the dark priestess to bargain for a way to win Hinsie’s heart. The priestess scolded Kemdrake for using his wish so carelessly, and refused to give him another. What the priestess knew, that Kemdrake did not, was that Raston had grown suspicious of Kemdrake, and had followed him to the meeting. Raston overheard Kemdrake lamenting that after all he had done to win the girl, he still did not have her affections. Raston revealed the entirety of Kemdrake’s crimes to the Feldspar’s Speaker and to the Council of Dwarven Elders.

It was discovered that, like his great-great-great-great grandsire who first created the Orb for the Darkbringers, Kemdrake had placed the artifact in the hand of a great enemy of all free peoples. As punishment for his crimes, Kemdrake’s hair and beard were shorn. He was stripped of his name and exiled in disgrace, cursed to remain alone until his betrayal of the broken dwarven trust was redeemed. Knowledge of the incident was suppressed, to avoid shame to the families of those involved, and all who knew of what had taken place were sworn to secrecy.

His tale told, Kem wipes tear-reddened eyes, then empties the last of the pitcher into his mug and drinks it down.

The PCs may ask questions, in an effort to clarify parts of Kemdrake's tale.

➤ **Where did they take the Orb?**

"To the city beneath, the dwarven home of old."

Kemdrake refers to the ancient dwarven ruins beneath Amthydor. PCs who succeed at a Bardic Knowledge check DC 15 or a Knowledge (History or Local) skill check DC 15 will recall that Amthydor is built over the ruins of an ancient dwarven city. Dwarven PCs and PCs who are Natives of Amthydor receive a +4 bonus to this check.

➤ **What more can you tell us about the Orb of the Heavens?**

"Cursed me, the gods have, with the full knowledge of my folly. Shown me, they have, the true depth of my crime and of the fate I have brought to all."

Kemdrake will provide the PCs with the information included in **Player Handout #4**, including the Orb's likely location in the ancient dwarven ruins beneath Amthydor.

If the PCs mention that a ritual of redemption is available from the shrine of Lohm, and offer to speak on his behalf, he will agree to accompany them back to Amthydor.

Kem has no information on how to reverse the eclipse.

If the PCs want to go in search of the Oracle **GO TO Encounter 3.**

If the PCs are ready to make their final report and they have learned what is causing the eclipse and how to negate it **GO TO Epilogue A.**

If the PCs are ready to make their final report and they have learned the cause of the eclipse but not how to negate it **GO TO Epilogue C.**

Encounter 7B- Secret Lives

If the PCs left Kemdrake to be killed by the Darkbringers, if they were unsuccessful in their efforts to save him and did not have him *raised* or *resurrected* or if he was killed and made into an undead, they will be unable to learn anything from him.

The limitations of *speak with dead* will prevent the PCs from gaining enough useful information to continue, based upon the spell alone. Kem's tale is too long and convoluted for the brief and cryptic answers that the spell allows, and it does not work on creatures that have been turned into undead. Remember that Kem was on the verge of madness caused by guilt and isolation. Answers gained via *speak with dead* will be incomplete at best, even more brief than his answers in Encounter 7a (without the full explanation) and insufficient for the PCs' purpose.

If they cannot ask Kem their questions when he is alive, then only by locating and searching Kem's small shelter can they learn what they need to know.

PCs can quickly locate Kem's home with a successful DC 10 Survival skill check.

The small stone hut is almost indistinguishable from the surrounding terrain. Entering through the low door you find yourselves in a sparse room, furnished only with a straw stuffed mattress, a large wooden trunk, a rough wooden table with a broken and repaired leg, and a single wooden chair. Highly detailed drawings of the night sky are sketched directly onto the low ceiling and the otherwise bare stone walls, and half a hundred candles cover the table, trunk and floor, as well as filling several makeshift wall sconces.

There are no secret panels, hidden doors or concealed hiding places in the small one room structure. There is only one door, and no windows. The adjacent mineshaft is empty and strewn with rubble, with nothing of interest inside. Only the

trunk holds anything useful. It is not locked or trapped.

Inside are forty well-worn leather bound books, each penned in a precise dwarven hand. The books are Kemdrake's journals, one for each of the forty years that he has lived in exile. They are filled mostly with the inane ramblings of a mind tortured by guilt, but if the PCs are able to read dwarven they will be able to mine a few gems of information:

Forty years ago, in his youth, Kemdrake Rockthorn was a skilled journeyman metalsmith in Feldspar. With his Master status assured, Kemdrake felt that he was at last free to declare his love for a lovely dwarven maiden named Hinsie Olgart. In a twist of fate, Hinsie had also caught the eye of Kemdrake's blood brother and closest friend Raston Granitefist.

Hinsie's family, and Hinsie herself, believed that Raston was the better prospect, and an engagement was announced. Kemdrake, a lackluster follower of Lohm, prayed desperately to all of the gods for the means to outshine his rival and win the dwarf maiden Hinsie for himself.

His prayer was answered by Oblivion, in the form of the priestess Mintra, who struck a bargain with the unhappy dwarf – in exchange for recovering a small item buried deep within the dwarven catacombs he would be given the means to gain his heart's desire.

She claimed that the item she desired, the Orb of the Heavens, had once belonged to her family. Jealous dwarves had taken the exquisitely crafted clockwork orb for themselves, and hidden it deep within the earth. Return it, Mintra said, and the means of claiming Hinsie's heart and hand would be provided. After months of secretly searching, Kemdrake discovered the long forgotten hiding place of the Orb of the Heavens. He gave it to Oblivion's priestess in exchange for a ring of wishes containing a single wish, which he used to wish for his rival, Raston, to fall out of favor with Hinsie's powerful father.

However, when Kemdrake presented himself to Hinsie, she did not love him! Due to Kemdrake's poorly phrased wish, she still loved Raston, and refused to marry Kemdrake. Desperate and angry, Kemdrake went to meet again with the dark priestess to bargain for a way to win Hinsie's heart. The priestess scolded Kemdrake for using his wish so carelessly, and refused to give him another. What the priestess knew, that Kemdrake did not, was that Raston had grown suspicious of Kemdrake, and had followed him to the meeting. Raston overheard Kemdrake lamenting that after all he had done to win the girl, he still did not have her affections. Raston revealed the entirety of Kemdrake's crimes to the Feldspar's Speaker and to the Council of Dwarven Elders.

It was discovered that, like his great-great-great-great grandsire who first created the Orb for the Darkbringers, Kemdrake had placed the artifact in the hand of a great enemy of all free peoples. As punishment for his crimes, Kemdrake's hair and beard were shorn. He was stripped of his name and exiled in disgrace, cursed to remain alone until his betrayal of the broken dwarven trust was redeemed. Knowledge of the incident was suppressed, to avoid shame to the families of those involved, and all who knew of what had taken place were sworn to secrecy.

Provide the players with **Player Handout #4**. Armed with the knowledge of exactly what is being used to cause the eclipse, the PCs can provide enough information for the Quorum of Faith to learn of the origins and powers of the Orb of the Heavens.

- If the PCs want to go in search of the Oracle **GO TO Encounter 3.**
- If the PCs are ready to make their final report and they have learned what is causing the eclipse and how to negate it **GO TO Epilogue A.**
- If the PCs are ready to make their final report and they have learned the cause of

the eclipse but not how to negate it **GO TO Epilogue C.**

Encounter 8 (Optional) – Fools Rush In

The PCs are **NOT** supposed to try and recover the Orb of the Heavens on their own, but heroes being what they are they may want to try. The undead creatures guarding the Orb are more than a match for even a well-prepared party. If the heroes insist on venturing into the depths, allow them a good glimpse of the nightwalkers and the chance to leave quickly and quietly without engaging the Orb's undead guardians. If they are foolish enough to insist on forcing the issue and engaging the nightwalkers, they deserve what happens to them.

NOTE: Players whose PCs are killed in this encounter and the bodies not recovered should **NOT** destroy their certs or other PC information. Instead, they should be given the 'Long Goodnight' cert and should retain all of their certs and PC information. The fate of these PCs, and the possibility that their bodies may be recovered, will be addressed in a future event.

The endless darkness in the narrow winding passages is almost physical, oppressive and suffocating, muffling your steps while filling your ears with the roaring sound of your own heartbeat. Even your lights seem reluctant to shine in the depths of these subterranean corridors of sheer stone.

The smooth walls of the passages are clearly the work of dwarves, and are several thousand years old, predating the surface construction of Amthydor.

The heavy scent of incense and the soft sound of chanting lead you deeper into the gloom. The unseen walls abruptly grow farther apart, opening into a cavern that echoes with the sound

of your footsteps. A dim violet glow at the heart of the massive chamber does little to cut through the darkness. The light ahead abruptly flares, the glow revealing a robed figure, arms raised in supplication before a glowing orb suspended above a smooth stone pillar. Other figures take shape in the darkness, blocking out the image of the priest, figures of menace and evil that fill the room with their presence.

The chamber is circular, 80 feet in diameter, with the priest and the orb at the center. The entire chamber is under the effect of a spell of *unhallow*, cast at 20th level, and a *bane* effect (no saving throw) keyed to anyone entering who does not worship Oblivion. The nightwalkers will immediately interpose themselves between the priest and the PCs. The priest and the Orb are within a *dimensional lock* extending 20 feet from the Orb which prevents *dimension door*, *ethereal jaunt*, *plane shift*, *teleport* and similar forms of magical or psionic travel as a means of reaching the Orb.

Nightwalkers are powerful undead composed of equal parts darkness and absolute evil. They can read and understand all forms of communication; however, they communicate with others by telepathy. Nightwalkers are human shaped horrors, 20 feet tall and weighing 12,000 pounds.

The statistics of the nightwalkers are identical, regardless of ATL, only the number of creatures changes.

ATL 1 – 1 Nightwalker

ATL 3 – 2 Nightwalkers

ATL 5 – 3 Nightwalkers

ATL 7 – 4 Nightwalkers

ATL 9 – 5 Nightwalkers

ATL 11 – 6 Nightwalkers

ALL ATLs (EL Varies)

⚔ Nightwalker (number varies by ATL): CR 16; huge undead (extraplanar); HD 21d12+42; hp 178; Init +6; Spd 40 ft. (8 squares), fly 20 ft. (poor); AC 32 (+2 Dex, +22 natural, -2 size), touch 10, flat-footed 30; BAB/Grapple +10/+34; Atk slam +24

melee (2d6+16); Full Atk 2 slams +24 melee (2d6+16); Space/Reach 15 ft./15 ft.; SA Crush item, desecrating aura, evil gaze, spell-like abilities, summon undead; SQ Aversion to daylight, damage reduction 15/silver and magic, darkvision 60 ft., immunity to cold, spell resistance 29, telepathy 100 ft., undead traits; AL CE; SV Fort +11, Ref +11, Will +19; Str 38, Dex 14, Con —, Int 20, Wis 20, Cha 18.

Skills and Feats: Concentration +28, Diplomacy +6, Hide +18*, Knowledge (arcana) +29, Listen +29, Move Silently +26, Search +29, Sense Motive +29, Spellcraft +31, Spot +29, Survival +5 (+7 following tracks); Cleave, Combat Expertise, Combat Reflexes, Great Fortitude, Improved Disarm, Improved Initiative, Power Attack, Quicken Spell-Like Ability (*unholy blight*).

Aversion to Daylight (Ex): If exposed to natural daylight (not merely a *daylight* spell), nightwalkers take a –4 penalty on all attack rolls, saving throws, and skill checks.

Desecrating Aura (Su): All nightwalkers give off a 20-foot radius emanation of utter desecration, imbuing their surroundings with negative energy. This ability works much like a *desecrate* spell, except that the nightwalker's evil is so great that it is treated as the shrine of an evil power. All undead within 20 feet of the nightwalker (including the creature itself) gain a +2 profane bonus on attack rolls, damage rolls, and saving throws, and +2 hit points per HD. (The nightshade Hit Dice, attack, and save entries given here include these profane bonuses.) Charisma checks made to turn undead within this area take a –6 penalty.

A nightwalker's desecrating aura cannot be dispelled except by a *dispel evil* spell or similar effect. If the effect is dispelled, the nightwalker can resume it as a free action on its next turn. Its desecrating aura is suppressed if a nightwalker enters a *consecrated* or *hallowed* area, but the nightwalker's presence also suppresses the *consecrated* or *hallowed* effect for as long as it remains in the area.

Crush Item (Su): A nightwalker can destroy any weapon or item of Large size or smaller (even magic ones, but not artifacts) by picking it up and crushing it between its hands. The nightwalker must make a successful disarm attempt to grab an item held by an opponent. The item is entitled to a DC 34 Fortitude save to resist destruction. The save DC is Strength-based.

Evil Gaze (Su): Fear, 30 feet. A creature that meets the nightwalker's gaze must succeed on a DC 24 Will save or be paralyzed with fear for 1d8 rounds. Whether or not the save is successful, that creature cannot be affected again by the same nightwalker's gaze for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Spell-Like Abilities: At will—*contagion* (DC 18), *deeper darkness*, *detect magic*, *greater dispel magic*, *haste*, *see invisibility*, and *unholy blight* (DC 18); 3/day—*confusion* (DC 18), *hold monster* (DC 19), *invisibility*; 1/day—*cone of cold* (DC 19), *finger of death* (DC 21), *plane shift* (DC 21). Caster level 21st. The save DCs are Charisma-based.

Summon Undead (Su): A nightwalker can summon undead creatures once per night: 7–12 shadows, 2–5 greater shadows, or 1–2 dread wraiths. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Undead Immunities: Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain.

Skills: *When hiding in a dark area, a nightwalker gains a +8 racial bonus on Hide checks.

Tactics:

The nightwalker is an exceedingly intelligent foe that makes the best use of all its abilities. It favors using its spell-like abilities to divide and disable its enemies, then closing to melee with opponents it has isolated from their allies.

Prior to combat: The nightwalker keeps its *see invisibility* power active most of the time. It uses *haste* and *invisibility* to prepare for battle.

Round 1: Move to within 30 feet to make use of gaze attack and strike with *confusion* or *hold monster*, coupled with a quickened *unholy blight*.

Round 2: Hit a spellcaster with *finger of death* and another quickened *unholy blight*.

Round 3: Move up to engage the enemy and attempt to disarm an enemy fighter.

Round 4: Crush the disarmed weapon (or use gaze attack if disarm attempt failed).

Round 5: Full attack against the unarmed foe (or on a nearby spellcaster).

If any of the PCs flee (and therefore survive) go to the appropriate **Epilogue** (A or C, based upon the information that the PCs were able to obtain.

If this encounter results in all PCs being lost, **GO TO Epilogue E.**

Epilogue A – Dawning of a New Day

The word of your return to Amthydor spreads quickly through the Legion. You are scarcely past the gate guards when Lieutenant Grix rides up to provide you with an escort to Legion Headquarters, where High Warrior Breng and Patriarch Jalinor are waiting to hear your report.

A flurry of orders to subordinates follows your first recitation of what you have learned. As the aides hurry off to carry out their instructions, the maps and battle plans are set aside and food and drink are provided, and the hours of questions and clarification begin, to draw every last bit of information from your memories. The great bell is tolling the early hours of morning when at last the questions end and High Warrior Breng offers a grim yet satisfied smile.

“You have done a great service in gaining this information. There is more to be done, but that can wait until you have had a few hours rest. Be ready, heroes. The battle for Amthydor has just begun, and we will need you to be a part of it. It will take several hours to thoroughly examine all of the information that you have brought, and to determine our next move. Take this opportunity to refresh yourselves, and return here at the 4th afternoon bell. Before you go, know that you have earned a greater reward than any mere thanks or bag of coin. Please accept this small expression of Amthydor’s gratitude, to be redeemed at your convenience, and may it serve well.”

He places a single rolled parchment on the table before you, and then leaves you to your waiting escort and goes to make his own report to the Lord Monarch.

The parchment is a voucher authorizing the party to choose either a payment of 5,000 gp in precious gems from the royal treasury or a single magic item from among the resources of the Diamond Legion or the Quorum of Faith. There is only one voucher, so the PCs will have to agree on how the

funds are divided or who receives the item selected.

then leaves you to your waiting escort and goes to make his own report to the Lord Monarch.

**THUS ENDS “THE EDGE OF NIGHT –
ROUND ONE”**

**THUS ENDS “THE EDGE OF NIGHT –
ROUND ONE”**

TIME UNITS EXPENDED – 5

TIME UNITS EXPENDED – 5

Epilogue B – Ghost of a Chance

Epilogue C – Half Measures

The word of your return to Amthydor spreads quickly through the Legion. You are scarcely past the gate guards when Lt Grix rides up to provide you with an escort to Legion Headquarters.

The word of your return to Amthydor spreads quickly through the Legion. You are scarcely past the gate guards when Lt Grix rides up to provide you with an escort to Legion Headquarters.

A flurry of orders to subordinates follows your first recitation of what you have learned. As the aides hurry off to carry out their instructions, the maps and battle plans are set aside and food and drink are provided, and the hours of questions and clarification begin, to draw every last bit of information from your memories. The great bell is tolling the early hours of morning when at last the questions end and High Warrior Breng regards you, his expression grim.

A flurry of orders to subordinates follows your first recitation of what you have learned. As the aides hurry off to carry out their instructions, the maps and battle plans are set aside and food and drink are provided, and the hours of questions and clarification begin, to draw every last bit of information from your memories. The great bell is tolling the early hours of morning when at last the questions end and High Warrior Breng regards you, his expression grim.

“Although we still do not know the actual source of the eclipse, this information should greatly improve our chances of reversing it. Already the Quorum is gathering to compare the rituals that each temple has been attempting, in an effort to find the correct one for them to focus on together.”

“Although we still do not know the secret to reversing the eclipse, knowledge of its nature and location may yet aid us. Already the sages and bards are searching the ancient tomes seeking references to the Orb in hopes of finding the secret to reversing the effect.”

“There is more to be done, but that can wait until you have had a few hours rest. Be ready, heroes. The battle for Amthydor has just begun, and we will need you to be a part of it. It will take several hours to thoroughly examine the information that you have brought, and to determine our next move. Take this opportunity to refresh yourselves, and return here at the 4th afternoon bell.”

“There is more to be done, but that can wait until you have had a few hours rest. Be ready, heroes. The battle for Amthydor has just begun, and we will need you to be a part of it. It will take several hours to thoroughly examine the information that you have brought, and to determine our next move. Take this opportunity to refresh yourselves, and return here at the 4th afternoon bell.”

“It is a poor thanks that I can offer you today, but with the fate of the city so uncertain, it may be the best security that you will have if things go badly.” He places several pouches on the table,

“It is a poor thanks that I can offer you today, but with the fate of the city so uncertain, it may be the best security that you will have if things go badly.” He places several pouches on the table,

then leaves you to your waiting escort and goes to make his own report to the Lord Monarch.

**THUS ENDS “THE EDGE OF NIGHT –
ROUND ONE”**

TIME UNITS EXPENDED – 5

Epilogue D – The Long Dark Night

Ships dance idly on the waves of the harbor, bound by their moorings to the piers. Shop owners close their doors and volunteer their goods and their time to the effort to fortify those portions of the city that remain secure. Husbands, fathers, brothers and sons say goodbye to their families and report to the army training grounds, anxious to do their part to defend the people of Amthydor. Forges and smithies belch smoke and ring with the strident sound of metal on metal as they work to create armor and weapons enough for the city’s defenders. All around you Amthydor prepares, and it seems as if all of Amthydor is looking at you, wondering what YOU are contributing to the cause.

**THUS ENDS “THE EDGE OF NIGHT –
ROUND ONE”**

TIME UNITS EXPENDED – 5

Epilogue E – To Look No More Upon The Dawn

The darkness around you takes on an almost physical presence. The sounds of battle cease, and all pain fades away as a black robed figure separates itself from the surrounding shadows. The voice issuing from beneath the concealing hood is low and cold.

“You have been freed from the pain of this mortal existence. Embrace the darkness and embrace a new life.”

The figure’s arms spread wide, in a welcoming embrace, as the darkness envelops you once again and all sensation vanishes.

PCs that are killed in Round One, and that cannot immediately be *raised* either because their bodies were not recovered or because of limitations on available spells during the crisis, may play Round Two with a different PC.

**THUS ENDS “THE EDGE OF NIGHT –
ROUND ONE”**

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

ATL 1	
Encounter 2	
Gaining additional information on the eclipse	25 XP
Gaining additional information on the Oracle	25 XP
Asking about dwarves (sons of earth and stone)	25 XP
Encounter 3	
Defeating the Darkbringers	100 XP
Encounter 4	
Questioning the Oracle to learn how to reverse the eclipse	25 XP
Encounter 5	
Visiting Feldspar and learning about Kemdrake	25 XP
Encounter 6	
Defeating the Darkbringers and undead	100 XP
Preventing the Darkbringers from killing Kemdrake	50 XP
or	
Having Kemdrake <i>raised</i> or <i>reincarnated</i>	50 XP
Encounter 7a	
Learning the source of the eclipse	25 XP
Offering to intercede with the shrine of Lohm to gain redemption for Kemdrake	25 XP
Encounter 7b	
Learning the source of the eclipse	25 XP
<i>The PCs cannot collect XP from both Encounter 7a and 7b.</i>	
Discretionary Roleplaying Award	50 XP
Total Possible Experience:	500 XP

ATL 3	
Encounter 2	
Gaining additional information on the eclipse	25 XP
Gaining additional information on the Oracle	25 XP
Asking about dwarves (sons of earth and stone)	25 XP
Encounter 3	
Defeating the Darkbringers	200 XP
Encounter 4	
Questioning the Oracle to learn how to reverse the eclipse	25 XP
Encounter 5	
Visiting Feldspar and learning about Kemdrake	25 XP
Encounter 6	
Defeating the Darkbringers and undead	200 XP
Preventing the Darkbringers from killing Kemdrake	50 XP
or	
Having Kemdrake <i>raised</i> or <i>reincarnated</i>	50 XP
Encounter 7a	
Learning the source of the eclipse	25 XP
Offering to intercede with the shrine of Lohm to gain redemption for Kemdrake	25 XP
Encounter 7b	
Learning the source of the eclipse	25 XP
<i>The PCs cannot collect XP from both Encounter 7a and 7b.</i>	
Discretionary Roleplaying Award	50 XP
Total Possible Experience:	700 XP

ATL 5		ATL 7	
Encounter 2		Encounter 2	
Gaining additional information on the eclipse	25 XP	Gaining additional information on the eclipse	25 XP
Gaining additional information on the Oracle	25 XP	Gaining additional information on the Oracle	25 XP
Asking about dwarves (sons of earth and stone)	25 XP	Asking about dwarves (sons of earth and stone)	25 XP
Encounter 3		Encounter 3	
Defeating the Darkbringers	300 XP	Defeating the Darkbringers	400 XP
Encounter 4		Encounter 4	
Questioning the Oracle to learn how to reverse the eclipse	25 XP	Questioning the Oracle to learn how to reverse the eclipse	25 XP
Encounter 5		Encounter 5	
Visiting Feldspar and learning about Kemdrake	25 XP	Visiting Feldspar and learning about Kemdrake	25 XP
Encounter 6		Encounter 6	
Defeating the Darkbringers and undead	300 XP	Defeating the Darkbringers and undead	400 XP
Preventing the Darkbringers from killing Kemdrake	50 XP	Preventing the Darkbringers from killing Kemdrake	50 XP
or		or	
Having Kemdrake <i>raised</i> or <i>reincarnated</i>	50 XP	Having Kemdrake <i>raised</i> or <i>reincarnated</i>	50 XP
Encounter 7a		Encounter 7a	
Learning the source of the eclipse	25 XP	Learning the source of the eclipse	25 XP
Offering to intercede with the shrine of Lohm to gain redemption for Kemdrake	25 XP	Offering to intercede with the shrine of Lohm to gain redemption for Kemdrake	25 XP
Encounter 7b		Encounter 7b	
Learning the source of the eclipse	25 XP	Learning the source of the eclipse	25 XP
<i>The PCs cannot collect XP from both Encounter 7a and 7b.</i>		<i>The PCs cannot collect XP from both Encounter 7a and 7b.</i>	
Discretionary Roleplaying Award	50 XP	Discretionary Roleplaying Award	50 XP
Total Possible Experience:	900 XP	Total Possible Experience:	1,100 XP

ATL 9 & 11**Encounter 2**

Gaining additional information on the eclipse 25 XP

Gaining additional information on the Oracle 25 XP

Asking about dwarves (sons of earth and stone) 25 XP

Encounter 3

Defeating the Darkbringers 400 XP

Encounter 4

Questioning the Oracle to learn how to reverse the eclipse 25 XP

Encounter 5

Visiting Feldspar and learning about Kemdrake 25 XP

Encounter 6

Defeating the Darkbringers and undead 400 XP

Preventing the Darkbringers from killing Kemdrake 50 XP

or

Having Kemdrake *raised* or *reincarnated* 50 XP

Encounter 7a

Learning the source of the eclipse 25 XP

Offering to intercede with the shrine of Lohm to gain redemption for Kemdrake 25 XP

Encounter 7b

Learning the source of the eclipse 25 XP

The PCs cannot collect XP from both Encounter 7a and 7b.

Discretionary Roleplaying Award 50 XP

Total Possible Experience: 1,300 XP

TREASURE SUMMARY

If it's not on this list, the PCs cannot keep it.

Encounter 3

➤ **Ring of force shield** (Value: 8,500 gp, Size: Tiny, Tradable: Yes, Rarity: Uncommon, 9th level caster, Legality: Legal).

➤ **Black half plate armor:** This black armor is etched with a subtle design resembling curling vines. The black color is natural to the metal, and cannot be removed or polished away.

❑ ATL 1 & 3: MW half plate armor (750 gp).

❑ ATL 5 & 7: **+1 half plate armor** (1,750 gp).

❑ ATL 9 & 11: **+2 half plate armor** (4,750 gp).

(Value: varies, Size: Medium, Tradable: Yes, Rarity: Uncommon, 9th level caster, Legality: Legal).

➤ **Heavy Mace:** The haft of this ornate heavy mace has been fitted with a large blood red garnet, cut into the shape of a rose.

❑ ATL 1: MW heavy mace (312 gp).

❑ ATL 3: **+1 heavy mace** (2,312 gp).

❑ ATL 5 & 7: **+2 heavy mace** (8,312 gp).

❑ ATL 9 & 11: **+2 defending heavy mace** (18,312 gp).

(Value: varies, Size: Medium, Tradable: Yes, Rarity: Uncommon, 9th level caster, Legality: Legal).

➤ Sale of mundane equipment: 220 gp

Encounter 6

- **Cloak of resistance:** This midnight black velvet cloak is lined with silver silk.

❑ ATL 1 & 3: **Cloak of resistance +1**
(1,000 gp).

❑ ATL 5 & 7: **Cloak of resistance +2**
(4,000 gp).

❑ ATL 9 & 11: **Cloak of resistance +3**
(9,000 gp).

(Value: varies, Size: Medium, Tradable: Yes, Rarity: Uncommon, 9th level caster, Legality: Legal).

- Sale of mundane equipment:
ATL 1 & 3: 71 gp
ATL 5 & 7: 184 gp
ATL 9 & 11: 259 gp

Encounter 7a

- **Gauntlets of ogre power** (Value: 4,000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 6th level caster, Legality: Legal).

Epilogue A

- **Gift of Gratitude** (1 available)
In gratitude for your assistance in the effort to reverse the eclipse, you have been invited to choose your own reward.

❑ **Amulet of Invisibility to Undead**
The wearer of this amulet is able to *hide from undead*, as if under the effects of the spell of that name. Intelligent undead may attempt a Will save DC 15 to detect the wearer. If the wearer attempts to attack any creature, turn, command or rebuke any undead, or touches any undead, the amulet will cease to function for the duration of the combat.
(Value 9,000 gp, 3rd level caster)

❑ **+1 Undead Bane Shortsword**
(8,310 gp, 6th level caster)

❑ **+1 ghost touch longsword**
(8,315 gp, 6th level caster)

❑ **Phylactery of undead turning**
(11,000 gp, 10th level caster)

❑ **Wand of searing light** (50 charges)
(11,250 gp, 5th level caster)

❑ 5,000 gp in precious gems

(Value: varies, Size: varies, Tradable: Yes, Rarity: Uncommon, various level caster, Legality: Legal).

The party must choose to receive either 5000 gp in precious gems or a single item from the city's treasure vaults. They may not have both.

Epilogue B

- ATL 1 & 3: 250 gp in precious gems per PC
ATL 5 & 7: 500 gp in precious gems per PC
ATL 9 & 11: 750 gp in precious gems per PC

Epilogue C

- ATL 1 & 3: 100 gp in precious gems per PC
ATL 5 & 7: 250 gp in precious gems per PC
ATL 9 & 11: 500 gp in precious gems per PC

Epilogue D

- **A Coward's Shame:** Peasant and noble, friends and strangers, youth and aged veteran all work side by side to ensure that the city is prepared for whatever evil lurks under cover of the lingering darkness of the eclipse. All around you the city prepares to do battle against a seemingly endless enemy. Is it your imagination or do those selfless volunteers seem to watch you, to see into your soul and know that you turned away when help was asked?

For your unwillingness to volunteer on behalf of the city you suffer a -4 penalty to all Charisma based skill checks when dealing citizens of Amthydor (native or naturalized), for a period of one year from the date of this event.

(Value: N/A, Size: N/A, Tradable: No, Rarity: Common, Legality: Legal).

Epilogue E

➤ ***The Long Goodnight***

The PC named above fell in an assault against the followers of Oblivion. The hero's body remains unrecovered, and the soul is trapped within an unending darkness.

The player should retain all certs and PC information, in the event that a future rescue mission is successful.

(Value: Priceless, Size: N/A, Tradable: No, Rarity: Uncommon, Legality: Legal).

Critical Event Summary: The Edge of Night Round One

1. How did the PCs treat Kem? (Circle whichever applies)

Hostile Friendly Indifferent

2. What was Kem's status at the end of Round One? (Circle whichever applies)

Alive & in Exile Alive & Redeemed Killed by the PCs Killed by Darkbringers

Killed by the PCs and *raised* or *reincarnated*

Killed by Darkbringers and *raised* or *reincarnated*

3. If Kem was *reincarnated*, what race did he return as? _____

4. Did the PCs learn the cause of the eclipse? Yes No

5. Did the PCs learn what was needed to reverse the eclipse? Yes No

6. Did the PCs offer to intercede with the shrine of Lohm to gain redemption for Kemdrake Rockthorn? Yes No

7. Were any PCs killed, and their bodies not recovered, in Encounter 8? Yes No

If yes, list below the real name, email address and PC name of the character that was lost.
If more than one PC was lost, list additional information on the back of this form.

Player Name _____ Email address _____

PC Name _____

8. Note any other important information on the back of this form (PC arrests, etc.).

Return this form to: David Santana, 736 East 9th Street, Brooklyn, NY 11230, or by e-mail to lsj-plots@theshiningjewel.com

Player Handout #1

The following temples are present in Amthydor, as part of the Quorum of Faith, and provide complete services to the faithful of these deities:

<u>Temple</u>	<u>Deity</u>	<u>Portfolio</u>
Hall of Prosperity	Ardra	Goddess of Life, fertility, athletics
Grove	Ayla	Goddess of Flora, plants, wilderness, forests
Grove	Brianna	Goddess of Fauna, animals, hunting, journeys
House of Abundance	Cerion	God of Agriculture, farmers, wine, shepherds
Fountain of Serenity	Cyrene	Goddess of Water, purification, rain
Hall of Enlightenment	Destine	Goddess of Knowledge, education, quests, lore, travel, prophecy, fate
House of Sensation	Dymora	Goddess of Desire, lust, temptation, intrigue, pain, secrets
Hall of Mysteries	Emerys	God of Magic, runes, arcane study
Tower of Vigilance	Galvandt	God of Vigilance, guardians, defenders, strategy
Dome of the Arts	Glissande	Goddess of Art, performance, communication
Highlord's Cathedral	Hyperion	God of Nobles, divine right of noble rule
Crafter's Hall	Kalek	God of Crafts, smithing, invention, engineering
Golden Pavilion	Lucor	God of Wealth, merchants, commerce, gambling
The Moonlight Pavilion	Meneon	God of the Moon, peaceful death, grieving
House of Judgment	Peliron	God of Justice, law, honor, judgment
Lady's Radiant Hall	Sorena	Goddess of Light, sun, royalty, truth

The following shrines, while not part of the Quorum of Faith, provide basic services to the faithful of these deities in Amthydor:

Hall of the Four Winds	Aurelian	God of the Air, sky, weather, freedom
House of the Rose	Elianna	Goddess of Love, beauty, romance, vanity
House of Fortune	Illudra	Goddess of Tricksters, pranks, luck, illusion, lies
Stone Hall	Lohm	God of the Earth, mining, underground, caverns
House of Mercy	Pietos	God of Mercy, solace, endurance, healing
The Sacred Hearth	Zara	Goddess of Fire, cleansing, consumption, zeal

Player Handout #2

Prophecy & Divinations

The Prophecy

***When the Orb is held
Imprisoned in the dark,
And the heavens turn no more,
The pearl shall blind Sorena's Eye
And open Darkness' door.***

Divination on the source of the Eclipse

***The Blood of the Creator
Shall reveal darkness' maker
Lost son of earth and stone
Betrayed betrayed, Forsaken of Lohm***

Divination on overcoming the Eclipse

***Faithful rivals
Pride's trials
One shared message
To Doom abate
Three uniting
By moon's full turning
Or night unending
Shall be Jewel's fate.***

Player Handout #3

The Oracle

The cause of the Eclipse

“The fallen star of night, orb of the heavens, shaped by forge and fire, bound to that from which it came. Its turning has been stilled, to blind the eye and hold the world in darkness. Seek the blood of the first betrayer, himself betrayed, among the children of the earth.”

Stopping the Eclipse

“Only in unity can balance be restored. Only in balance can the divided become one to defeat the threat. Faithful foe, divine ally and neutral observer must combine to foil the plans of the Dark Lord’s children, to light the darkness and quench the evil that possesses the heavens’ orb. Each alone has not the power, but united their ritual can overcome. Be warned, if Sorena’s light falls not on the Jewel by the moon’s full turning, it may never shine again.”

Player Handout #4

The Orb of the Heavens

This polished black orb, made from a meteor that fell to earth in ages past was crafted over 2000 years ago. The sphere is 12 inches in diameter, and floats above a four-foot tall polished black stone pedestal. Although it is virtually impossible to see the seams when the Orb is properly assembled, the device is actually an intricate hollow stone puzzle, a series of seven orbs within orbs. Etched on the surface of each nesting orb is a portion of Raia's night sky. When properly nested the orbs move freely within each other, in time with the rotation and orbit of Raia and its single moon.

This current attack has been forty years in the planning, and it is not the first attempt by followers of Oblivion to exert the Dark Lord's power over the world. Two thousand years ago a dwarven master craftsman and follower of Oblivion created the Orb, and he and his fellow worshipers attempted a ritual to alter the very nature of the cosmos, using the orb as a focus. The effort was defeated by the newly arrived Amthydorans with the help of the dwarven clans who had previously settled in the area. Upon the defeat of the dark priests, the Orb was entrusted to the Amthydoran dwarves for safekeeping. It was thought that with their longer lives, and therefore longer memories, they would be able to keep it safe deep within the earth. It was decided that knowledge of the Orb and its location would be kept a closely guarded secret, within two trusted families, with the knowledge passed from father to son. This worked well for the first 1800 years, until both fathers were unexpectedly killed in not-so accidental 'accidents' before they could pass the knowledge of their charge onto their heirs. While the dwarves had lost the knowledge of the Orb, the followers of Oblivion had not.

The Darkbringers have learned from their past failure. They have discovered a mystical ritual to bind the motion of the Orb to the movements of the celestial bodies depicted on its surface. They have halted the spinning of the inner sphere that represents the moon, thus halting the motion of the moon itself, holding it permanently in place directly blocking the sun and thus causing the eclipse.

In a fitting mockery of the dwarves who succeeded in preventing the previous attempt, and who sheltered the Orb for nearly 2000 years, the Darkbringers have chosen the ancient dwarven ruins beneath Amthydor as the site for their new ritual.

GM Aid #1

Appendix A: Special Rules to Remember!

- A turn attempt only affects undead in a 60-foot radius from the turning cleric, excepting those with full cover (not concealment). A successful turn attempt affects a variable number of creatures. .
- As a result of the Eternal Night that now blankets Raia, undead may no longer be destroyed by clerical turning. The only exception is if a cleric uses the Sun domain power, which can still destroy undead...for now! If this power is used and the cleric's level is double that of the creatures being turned, they are destroyed.
- Unless otherwise specified, an undead's drain ability works once a round. For example, a vampire that can bestow two negative levels might succeed at two claw attacks, but only one of those attacks will give two levels to the target.
- All the undead in this module, even those that do not meet the BAB prerequisite, are under the effects of a virtual feat called **Strength of the Grave** (detailed at the end of this section). Any undead creature that has been successfully turned, but not destroyed, which is fleeing or cowering, can attempt a Will save (DC equal to the turning check that turned it) to remain in combat, suffering penalties detailed below.

Do NOT discuss this effect with the players! Part of the horror atmosphere of this event comes from having turned undead resist the turning power of clerics and paladins, contrary to what the party expects!

Strength of the Grave [General]

Undead that have been turned can attempt to recover and negate the turning effect.

Prerequisites: Undead type, base attack bonus +2. (*Note: the BAB prerequisite does not apply in this event.*)

Benefit: An undead creature that has been successfully turned and is fleeing or cowering can attempt a Will save (DC equal to the turning check that turned it). If successful, the undead creature is no longer turned, but is frightened and takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks for the remainder of the time it would have been turned.

If the save fails, the undead creature can attempt a new save each round, but the save DC increases by +1 each time.

A creature that breaks the turning effect can be turned again.

Please remember these rules!

GM Aid #2

Appendix B: Availability of Goods and Services

The panic resulting from the eclipse has caused the demand for many goods and services to be artificially inflated, while the unnatural darkness has limited supplies or availability and increased prices.

Divine Spells

'Cure' spells – Total levels of all available spells equal to ATL (1 spell level at ATL 1, 3 spell levels at ATL 3, etc). At ATL 1 only a single *cure light wounds* spell would be available for the entire party. At ATL 11 there would be 11 cure light wounds, three cure serious wounds and two cure light wounds, or any other combination that added up to 11 spell levels. **Cost of curative spells is [15 gp * spell level * caster level (minimum)] + material component cost + 10% of material focus cost + 5 gp per xp spent**

Light – Unavailable

Daylight – Unavailable

Continual Flame – Unavailable

Raise Dead – One available, regardless of ATL. This spell may be used either on a PC or on an NPC at the party's request. Cost 5675 gp

Reincarnate – Available, no limit, Cost 1420 gp

d%	01-06 – half-orc	50-77 – human
	07-19 – gnome	78-89 – elf
	20-31 – dwarf	90-92 – elan
	32-40 – halfling	93-100 – player choice of above (same race if NPC)
	41-49 – half elf	

Resurrection – Unavailable

True Resurrection – Unavailable

Arcane Spells

Available

Common Items

Lanterns

Bullseye	2 available	25 gp each
Hooded	4 available	15 gp each

Candles	12 available	1 sp each
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Oil

Normal	5 available	5 sp each
Fish oil	5 available	3 sp each

Special Substances & Items

Continual Flame Stone	Unavailable	--
Everburning Torch	Unavailable	--
Holy Water	4 flasks	50 gp each
Sunrod	Unavailable	--

GM Aid #3

Appendix C: Amthydor's Quorum of Faith and the Unaffiliated Shrines

The following temples are present in Amthydor, as part of the Quorum of Faith, and provide complete services to the faithful of these deities:

<u>Temple</u>	<u>Deity</u>	<u>Deity Alignment</u>	<u>Power</u>	<u>Portfolio</u>
Hall of Prosperity	Ardra	NG	Greater	Goddess of Life, fertility, athletics
Grove	Ayla	N	Lesser	Goddess of Flora, plants, wilderness, forests
Grove	Brianna	N	Lesser	Goddess of Fauna, animals, hunting, journeys
House of Abundance	Cerion	NG	Lesser	God of Agriculture, farmers, wine, shepherds
Fountain of Serenity	Cyrene	N	Greater	Goddess of Water, purification, rain
Hall of Enlightenment	Destine	N	Intermediate	Goddess of Knowledge, education, quests, lore, travel, prophecy, fate
House of Sensation	Dymora	LE	Intermediate	Goddess of Desire, lust, temptation, intrigue, pain, secrets
Hall of Mysteries	Emerys	N	Intermediate	God of Magic, runes, arcane study
Tower of Vigilance	Galvandt	LG	Lesser	God of Vigilance, guardians, defenders, strategy
Dome of the Arts	Glissande	CG	Lesser	Goddess of Art, performance, communication
Highlord's Cathedral	Hyperion	LN	Intermediate	God of Nobles, divine right of noble rule
Crafter's Hall	Kalek	LN	Lesser	God of Crafts, smithing, invention, engineering
Golden Pavilion	Lucor	CN	Lesser	God of Wealth, merchants, commerce, gambling
The Moonlight Pavilion	Meneon	NG	Intermediate	God of the Moon, peaceful death, grieving
House of Judgment	Peliron	LG	Greater	God of Justice, law, honor, judgment
Lady's Radiant Hall	Sorena	CG	Greater	Goddess of Light, sun, royalty, truth

The following shrines, while not part of the Quorum of Faith, provide basic services to the faithful of these deities in Amthydor:

Hall of the Four Winds	Aurelian	N	Greater	God of the Air, sky, weather, freedom
House of the Rose	Elianna	CG	Intermediate	Goddess of Love, beauty, romance, vanity
House of Fortune	Illudra	CN	Intermediate	Goddess of Tricksters, pranks, luck, illusion, lies
Stone Hall	Lohm	LN	Greater	God of the Earth, mining, underground, caverns
House of Mercy	Pietos	LG	Intermediate	God of Mercy, solace, endurance, healing
The Sacred Hearth	Zara	CN	Greater	Goddess of Fire, cleansing, consumption, zeal

GM Aid #4

Appendix D: The Orb of the Heavens

This polished black orb, made from a meteor that fell to earth in ages past was crafted over 2000 years ago. The sphere is 12 inches in diameter, and floats above a four-foot tall polished black stone pedestal. Although it is virtually impossible to see the seams when the Orb is properly assembled, the device is actually an intricate hollow stone puzzle, a series of seven orbs within orbs. Etched on the surface of each nesting orb is a portion of Raia's night sky. When properly nested the orbs move freely within each other, in time with the rotation and orbit of Raia and its single moon.

This current attack has been forty years in the planning, and it is not the first attempt by followers of Oblivion to exert the Dark Lord's power over the world. Two thousand years ago a dwarven mastercraftsman and follower of Oblivion created the Orb, and he and his fellow worshipers attempted a ritual to alter the very nature of the cosmos, using the orb as a focus. The effort was defeated by the newly arrived Amthydorans with the help of the dwarven clans who had previously settled in the area. Upon the defeat of the dark priests, the Orb was entrusted to the Amthydoran dwarves for safekeeping. It was thought that with their longer lives, and therefore longer memories, they would be able to keep it safe deep within the earth. It was decided that knowledge of the Orb and its location would be kept a closely guarded secret, within two trusted families, with the knowledge passed from father to son. This worked well for the first 1800 years, until both fathers were unexpectedly killed in not-so accidental 'accidents' before they could pass the knowledge of their charge onto their heirs. While the dwarves had lost the knowledge of the Orb, the followers of Oblivion had not.

This latest effort on the part of Oblivion's followers is led by Mintra, a priestess of the Dark Lord. Descended from the priestess who

first directed the ritual two thousand years ago, she knows the truth of the legends concerning the Orb. Forty years ago she lived quietly in the village of Feldspar, ever on the lookout for a weak-minded dwarf who could be manipulated into aiding in the effort to recover the lost Orb. She found the answer to her prayers in Kemdrake Rockthorn, a dwarf who's heart was filled with jealousy and a burning desire for revenge against those whom he felt had cheated him of his heart's desire. Believing that he would be rewarded in exchange for his assistance, Kemdrake learned the location of the hidden Orb and delivered it to the Oblivion cultists.

The Darkbringers have learned from their past failure. They have discovered a mystical ritual to bind the motion of the Orb to the movements of the celestial bodies depicted on its surface. They have halted the spinning of the inner sphere that represents the moon, thus halting the motion of the moon itself, holding it permanently in place directly blocking the sun and thus causing the eclipse.

PCs who are not able to question Kemdrake Rockthorn but who make a successful Bardic Knowledge check or Knowledge (History) skill check may recall something of the Orb's past. A dwarven PC who is native to Amthydor receives a +4 bonus to the skill checks listed above.

- DC 15 + ATL – The Orb was made by a dwarven craftsman over 2000 years ago.
- DC 20 + ATL – The Orb has been hidden and protected by the dwarves ever since a prior attempt to exert Oblivion's power over all of Raia.
- DC 25 + ATL – The Orb is an artifact that is bound to the motion of the heavens.

GM Aid #5

Appendix E: The Village of Feldspar

The Amthydor Protectorates

The protectorate settlements of Amthydor all lie within the 48 mile territorial limit and are considered to be extensions of Amthydor itself. As Protectorates of Amthydor, they are under the protection of the city and the Diamond Legion. Each community elects a Speaker, to represent them before the Lord Monarch and to see that the community runs smoothly. Day-to-day governing of the communities takes place at the local level, but all are ultimately answerable to Amthydor.

Feldspar

Leader: Speaker Roryn Stonefist (Male Dwarf, 7th level Expert)

Resources: Precious metals (copper, gold, silver), iron, gems (diamonds, emeralds, opals, sapphires)

Population: 223 (humans 106, dwarves 92, gnomes 18, half-orcs 7)

Alignment: N, NG, LG, LN

Language: Common

Deities: Quorum of Faith, Lohm

Description: The mining community of Feldspar, 15 miles north of Amthydor, is the source of much of the city's mining income. Feldspar's mines belong to the city as a whole, unlike smaller nearby mines that are controlled by individual Noble Houses.

Please send completed form to:
 David Santana, 736 East 9th
 Street, Brooklyn, NY 11230, or
 email to
 lsj-
 roster@theshiningjewel.com.



Roster of Heroes: The Edge of Night – Round One

Judge Name: _____

Convention: _____

Date: _____

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

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