



# The Edge of Night

Round Two

The Dark Tome Saga: Part Four

**By Catie Straiton**

**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**

Requires the use of the Dungeons & Dragons, Third Edition Core Books, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision. 'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at [www.wizards.com/d20](http://www.wizards.com/d20).



## Legal Text

Wizards of the Coast is a trademark of Wizards of the Coast, Inc. in the United States and other countries and is used with permission. THE SHINING JEWEL, LLC; TSJ, LLC; TSJ, LLC LOGO; LEGENDS OF THE SHINING JEWEL; LSJ; LSJ LOGO; and RAIJA are trademarks of The Shining Jewel, LLC. Tournament detail copyright 2006 by The Shining Jewel, LLC. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of THE SHINING JEWEL, LLC.

LSJ is a member of the North American Gaming Alliance (NAGA). NAGA is ©2005 NAGAgames LLC and is used with permission. All rights reserved. For more information go to [http://games.groups.yahoo.com/group/naga\\_members/](http://games.groups.yahoo.com/group/naga_members/).

## 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.

## LSJ GMEmpowerment 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 ATLs 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.

**See GM Aid # 1 for special rules regarding undead in this event.**

## Adventure Background

It is possible, though not ideal, that some players will experience Round Two of this event without having played Round One, or after having played other events between the two rounds. Whenever possible the two rounds should be played one immediately after the other, and in proper order, to preserve the continuity of the plot.

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.

In Round One of this event the PCs confirmed that the clergy of Oblivion is to blame for the eclipse which has left all of Raia shrouded in darkness. During the course of their investigations the heroes learned that an ancient artifact buried beneath Amthydor is being used to control the movements of the moon, and that the secret to neutralizing this artifact lay in a complex mystical ritual that can only be performed when the temples of Amthydor work together.

The PCs next goal is to unite three different temples – one Good, one Neutral and one Evil – to perform the ritual and negate the power of the artifact. If the PCs are able to attain the ultimate synergy, by also balancing those three temples on the Lawful-Neutral-Chaotic axis, so much the better. The PCs will have many choices among the temples, so they will have to use their time wisely to convince the most appropriate faiths to assist, thus providing the best result when the ritual is performed. There are 108 different G-N-E combinations, of varying levels of effectiveness. Of the 108, 27 will also allow balance on the L-N-C axis.

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 A – Fresh from their success at discovering that an ancient artifact hidden beneath the city is responsible for the eclipse that threatens all of Raia, the heroes are charged with gaining the cooperation of three temples who have little cause to agree on anything, and convincing them to work together on the ritual to reverse the eclipse.

Encounter 1 – The followers of Oblivion attempt to interfere and prevent the PCs from gaining the cooperation of the temples by attacking and weakening the most likely 'Good' and 'Neutral' faiths.

Encounter 2 – The PCs may approach one or more of the nine 'Good' temples and shrines within Amthydor.

Encounter 3 – The Darkbringers learn of the PCs' involvement, and attempt to stop them en route to the one place temple they have no choice but to visit, the temple of Dymora.

Encounter 4 – The PCs attempt to gain the cooperation of the Temple of Dymora, the only legal 'Evil' temple within Amthydor.

Encounter 5 – The PCs may attempt to gain the cooperation of one of the twelve 'Neutral' temples and shrines within Amthydor.

Epilogue A – The PCs successfully negotiate for three temples, one Good, one Neutral and one Evil, to unite to perform the ritual that will negate the eclipse and restore the moon to its proper orbit.

Epilogue B – The PCs are only able to negotiate the cooperation of one or two of the necessary temples.

Epilogue C – 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 repeated defeat.

## Introduction A- No Rest For the Weary

This Introduction assumes that at least some of the PCs are continuing on directly following Round One of this event. If some of the PCs have not played Round One, or have played other events in between, they can be summoned by the Legion as in Introduction B and then join the other PCs in the planning room with High Warrior Breng. If none of the PCs have played in Round One, present Introduction B.

**Note:** Keep in mind the limitations on items and spells that the PCs may request, per **GM Aid # 2**.

*A rest, a bath and a hot meal are guaranteed to make almost anyone feel like a new person, but the seriousness of recent events is enough to leave anyone with even a basic knowledge of the situation with a heavy heart. Perhaps your impending appointment with High Warrior Breng will offer some hope for a successful resolution.*

*The streets of Amthydor are nearly empty, save for the frequent patrols of the Watch who move through the city. While the various patrols offer no hindrance to your passage, Legionnaires on duty as you approach the headquarters of the Diamond Legion offer a challenge as you approach.*

This is part formality and part security measure, but it should not take too long, especially once they mention that High Warrior Breng himself is expecting them.

*Having provided your names, your appointment with High Warrior Breng is quickly verified and an escort leads you once again through the somber corridors to the same planning room where you met before.*

*The large table once again holds a highly detailed map of the city and the surrounding area, and several smaller maps and documents are held flat by half empty cups of water and wine.*

*The faces of numerous aides and advisors in the room are beginning to show the strain of days without sleep. Though you know that High Warrior has doubtless not left the room since your last meeting, his uniform remains as crisp and precise as if he had just put it on and he displays an energy undiminished by a lack of rest.*

*“I appreciate your promptness, and all of Amthydor appreciates your willingness to continue with this mission. The information obtained over the last several days has at last allowed us to discern not only the nature and exact location of the artifact being used to perpetuate this unnatural eclipse, but the means of reversing it. Planning has already begun on the mass assault that will enable us to capture the Orb of the Heavens and bring an end to the darkness that it has caused. While I anticipate that your next task will be much less hazardous, I am equally confident that it will in some ways be more difficult.”*

*“The Quorum of Faith has identified the ritual that must be performed to counter the eclipse, as well as the time and location that will produce the best results. In order to succeed, the ritual must be performed by three different temples simultaneously, working in total synergy with one another. Without that cooperation, the ritual will fail. The very nature of the temples that must be involved makes obtaining the necessary cooperation...problematic.”*

The Quorum of Faith is a religious council composed of sixteen temples and shrines in Amthydor. The Quorum works to encourage religious tolerance and cooperation between the member religions. They set standardized prices for spells cast by member clerics, as well as prices for potions and scrolls. They also govern what faiths are permitted to establish organized shrines or temples, and set the policies and standards for the location and construction of temples in and around the city.

Even if the PCs were not completely successful in Round One, other groups were also working on the

problem and would have learned what the PCs could not.

*“The ritual requires a temple which practices the tenants of good, one which espouses evil, and one which is balanced between the two. You will need to approach the leaders of the various faiths present in and around the city to convince three of them to dedicate the manpower and other resources necessary and to fully cooperate in the ritual.”*

*“Men and women of faith are not immune to politics and petty jealousies, and in the constant struggle to draw worshipers even temples of allied powers can be bitter rivals. Even for the good of Amthydor, for the good of all Raia, they may demand concessions before agreeing to work together. While you are not empowered to bargain on behalf of the city and the Quorum of Faith, you are authorized to serve as an intermediary in any necessary negotiations. Simply send a message by courier bird with what the temple wants in return for their assistance, and it will be given fair consideration.”*

A white dove trained as a courier bird will be provided. The replies from the city will be quick, and should not take up valuable role-playing time. The entry for each temple includes what the temple will initially ask for, what they expect to get if the PCs can bargain them down with a successful *Diplomacy* skill check *DC 10* and what they will settle for if the PCs can bargain them down with a successful *Diplomacy* skill check *DC 15*. Some of the temples will not want anything at all, or will want something that only the PCs can provide. Information on what the city will agree to is also provided in the entry for each temple. Unless otherwise noted a promise by the city and/or the Quorum to seriously consider a proposal is sufficient to gain the agreement of the temple in question. In the case of a proposal that places the PCs in debt to a particular temple, the entire party must agree to the bargain.

➤ **Why negotiate? / Why not simply compel them to assist?**

*“The ritual must be performed freely and willingly, and with complete cooperation among the participants. Pride has no place when so many innocent lives are at risk.”*

➤ **Which temples should we approach?**

*“We have not yet been able to determine which temples might be better suited than others to participate in the ritual, only that one must serve the cause of Good, one must be a source of Evil and one must stand as a balance between them. The temples participating should also be able to stand up to the strength of Oblivion’s power. A triad of lesser Powers may lack the strength to undo the Night Lord’s schemes.”*

Provide the players with Provide the players with Player Handout #1, a list of the temples and shrines present in and around Amthydor.

PCs may attempt Knowledge (Religion) skill checks *DC 13 + ATL* to know the alignment and ‘power’ of each deity. PCs that are divine casters receive a +5 bonus to the skill check to recall information about their own deity. Lay worshipers receive a +2 bonus to recall information about their own deity. A PC that possesses the certed *Religious Canon* of a deity receives a +10 bonus to the check for that deity. PCs without ranks in Knowledge (Religion) may make an Intelligence check, untrained, though the DC increased by 2.

Ideally the PCs will recruit temples based upon a combination of alignment, deity power level (Greater, Intermediate or Lesser) and portfolio. There are 108 possible combinations of deities, involving 22 different temples and shrines. It is not possible for the PCs to visit all 22 locations in the time allotted, so the players will have to choose carefully which ones to approach, based upon what faiths they think will be most appropriate and effective. If time permits, the PCs can ‘shop around’ before presenting officials with the names of the three temples for the ritual.

➤ **Which temples are Good?**

*“There are nine faiths in Amthydor dedicated to the service of Good – Ardra, Cerion, Elianna, Galvandt, Glissande, Meneon, Peliron, Pietos and Sorena.”*

➤ **Which temples are Neutral? (G-N-E axis)**

*“There are twelve faiths that strive to find a balance between Good and Evil – Aurelian, Ayla, Brianna, Cyrene, Destine, Emerys, Hyperion, Illudra, Kalek, Lohm, Lucor and Zara.”*

➤ **Which temples are Evil?**

*“There is only one faith with what many would consider to be ‘questionable’ morals which is authorized to serve worshipers in Amthydor, the temple of Dymora.”*

➤ **What about unauthorized ‘Evil’ temples?**

*“By their very nature such faiths would be unwilling to aid the city in this crisis, and may indeed be assisting the followers of Oblivion. They are not an option.”*

The evil faiths of Belatrix, Graala, Karios, Kohr, Krayve, Mordana and Suulthah are not willing to aid Amthydor, even if shrines to these deities could be found in the area.

➤ **Can we expect to be paid?**

PCs that played in Round One should not be asking this question, as Round Two is a continuation of that mission. For those PCs, present Epilogue C and the Favor of Oblivion for PCs that refuse to accept the mission without the promise of compensation. Sign off on their log sheets and thank them for playing.

PCs that have NOT played Round One yet should be dealt with as noted in **Introduction B**.

➤ **Can we have a writ?**

*“Naturally we would prefer that the temples helped out of duty and good will, and even an official writ cannot compel their cooperation in a matter of faith. However, we can provide a letter of introduction and an official request for assistance.”*

➤ **Why us?**

*“You are already familiar with the situation, and accustomed to taking risks. To draw additional parties into the effort is to risk spreading panic among the already frightened masses. The effort to keep the citizenry calm is already draining resources better put to use seeking out the exact location of the artifact. Additionally, while some of you have obvious affiliations with certain temples, noble Houses and organizations, you are, in general, viewed as neutral in city politics. While the temples of the Quorum of Faith all share a vested interest in the safety of Amthydor, they are not immune to small rivalries or politics.”*

➤ **Would it help the ritual to also have a balance between of Law and Chaos?**

Provide this information **ONLY** if the PCs specifically ask. While such a combination could improve the eventual outcome, it is meaningless without the balance of Good and Evil.

*“Such a dual balance may indeed strengthen the power of the ritual. If it can be arranged without sacrificing the balance between good and evil then every effort should be made to obtain the necessary cooperation.”*

There are several possible combinations that will permit balance on both the Good/Evil and Law/Chaos axis. To maintain balance on both axis, the PCs will need to recruit either a Chaotic Good and a true Neutral temple or a Neutral Good and a Chaotic Neutral temple.

➤ **Which temples are Lawful?**

*“The faiths of Dymora, Galvandt, Hyperion, Kalek, Lohm, Peliron and Pietos support the concepts of order and structure in society.”*

➤ **Which temples are Neutral? (L-N-C axis)**

*“The faiths of Ardra, Aurelian, Ayla, Brianna, Cerion, Cyrene, Destine, Emerys and Meneon support a balance between the needs and desires of society and those of the individual.”*

➤ **Which temples are Chaotic?**

*“The faiths of Elianna, Glissande, Illudra, Lucor, Sorena and Zara believe that life and society should be less structured, focusing more on the needs and desires of the individual.”*

Once the PCs have asked their questions, Breng will return to his strategy session and Lt Grix will show the heroes out.

*The streets of Amthydor’s Temple district are filled with the heady scent of incense, the ringing of bells and the chanting of prayers as the faithful beseech their gods to empower the city’s defenders and bring an end to the unnatural eclipse that hangs over the Shining Jewel.*

Once the PCs approach the Temple District **GO TO Encounter 1.**

If no PCs volunteer to help gain the cooperation of the temples **GO TO Epilogue C.**

## Introduction B- A Call To Arms

If none of the PCs have not played Round One or have played other events in between:

**Note:** Keep in mind the limitations on items and spells that the PCs may request, per **GM Aid # 2.**

*The grim faces of six Legionnaires are never a pleasant sight. Less so when they are standing at your door.*

The patrol is unfailingly polite. Their leader, Lt Grix, will bow appropriately to Nobles, and nod courteously to Aristocrats, but he has his orders and will not accept ‘no’ for an answer.

*“You have been called to appear before High Warrior Breng on matters of Security and Public Safety. If you will please gather your necessary gear and accompany us.”*

The Legion will not take the PCs by force, but if they want to refuse the mission they will have to do so in person. PCs can make a skill check *Knowledge (Local)* DC 5 or an *Int* check DC 10 to recall that High Warrior Breng is the high commander of the Diamond Watch, Army and Navy, and answerable directly to the Lord Monarch himself.

*Following Lt. Grix, you quickly meet up with others like yourself, summoned from their tasks to attend to the greater needs of the city.*

The players should take this opportunity to describe their PCs and make introductions.

*The streets are nearly empty as you follow your escort to the Diamond District and into the somber halls of the Diamond Legion command headquarters. Lt. Grix leads you silently through the winding corridors of the building to a crowded planning room lit by a dozen continual flame torches.*

*A large table fills the center of the room. It holds a highly detailed map of the city and the surrounding area, and several smaller maps and documents are held flat by half empty cups of water and wine.*

*The faces of numerous aides and advisors in the room show the strain of days without sleep. An imposing man with steel grey hair and hawk-like eyes dominates the room by his mere presence and strict military bearing. He has doubtless been here longer than his subordinates, yet his uniform remains as crisp and precise as if he had just put it on and he displays an energy undiminished by a lack of rest.*

*“I am High Warrior Breng. Thank you for your prompt response. All of Amthydor appreciates your willingness to undertake with this mission. Information obtained by various groups over the last several days has at last allowed us to discern not only the nature and exact location of the artifact being used to perpetuate this unnatural eclipse, but the means of reversing it. Planning has already begun on the mass assault that will*

*enable us to capture the Orb of the Heavens and bring an end to the darkness that it has caused. While I anticipate that your task will be much less hazardous than theirs, I am equally confident that it will in some ways be more difficult.”*

*“The Quorum of Faith has identified the ritual that must be performed to counter the eclipse, as well as the time and location that will produce the best results. The ritual will seriously deplete the spiritual and physical resources of the participating temples, and some of the less prominent shrines may be reluctant to take the risk. In order to succeed, the ritual must be performed by three different temples simultaneously, working in total synergy with one another. Without that cooperation, the ritual will fail. The very nature of the temples that must be involved makes obtaining the necessary cooperation...problematic.”*

The Quorum of Faith is a religious council composed of sixteen temples and shrines in Amthydor. The Quorum works to encourage religious tolerance and cooperation between the member religions. They set standardized prices for spells cast by member clerics, as well as prices for potions and scrolls. They also govern what faiths are permitted to establish organized shrines or temples, and set the policies and standards for the location and construction of temples in and around the city.

*“The ritual requires a temple which practices the tenants of good, one which espouses evil, and one which is balanced between the two. You will need to approach the leaders of the various faiths present in and around the city to convince three of them to dedicate the manpower and other resources necessary and to fully cooperate in the ritual.”*

*“Men and women of faith are not immune to politics and petty jealousies, and in the constant struggle to draw worshipers even temples of allied powers can be bitter rivals. Even for the good of Amthydor, for the good of all Raia, they may demand concessions before agreeing to work together. While you are not empowered to*

*bargain on behalf of the city and the Quorum of Faith, you are authorized to serve as an intermediary in any necessary negotiations. Simply send a message by courier bird with what the temple wants in return for their assistance, and it will be given fair consideration.”*

A white dove trained as a courier bird will be provided. The replies from the city will be quick, and should not take up valuable role-playing time. The entry for each temple includes what the temple will initially ask for, what they expect to get if the PCs can bargain them down with a successful *Diplomacy* skill check *DC 10* and what they will settle for if the PCs can bargain them down with a successful *Diplomacy* skill check *DC 15*. Some of the temples will not want anything at all, or will want something that only the PCs can provide. Information on what the city will agree to is also provided in the entry for each temple. A promise by the city and/or the Quorum to seriously consider a proposal is sufficient to gain the agreement of the temple in question. In the case of a proposal that places the PCs in debt to a particular temple, the entire party must agree to the bargain.

➤ **Why negotiate? / Why not simply compel them to assist?**

*“The ritual must be performed freely and willingly, and with complete cooperation among the participants. Pride has no place when so many innocent lives are at risk.”*

➤ **Which temples should we approach?**

*“We have not yet been able to determine which temples might be better suited than others to participate in the ritual, only that one must serve the cause of Good, one must be a source of Evil and one must stand as a balance between them. The temples participating should also be able to stand up to the strength of Oblivion’s power. A triad of lesser Powers may lack the strength to undo the Night Lord’s schemes.”*

Provide the players with **Player Handout #1**, a list of the temples and shrines present in and around Amthydor.



PCs may attempt Knowledge (Religion) skill checks DC 13 + ATL to know the alignment and ‘power’ of each deity. PCs that are divine casters receive a +5 bonus to the skill check to recall information about their own deity. Lay worshipers receive a +2 bonus to recall information about their own deity. A PC that possesses the certified *Religious Canon* of a deity receives a +10 bonus to the check for that deity. PCs without ranks in Knowledge (Religion) may make an Intelligence check, untrained, though the DC is increased by 2.

Ideally the PCs will recruit temples based upon a combination of alignment, deity power level (Greater, Intermediate or Lesser) and portfolio. There are 108 possible combinations of deities, involving 22 different temples and shrines. It is not possible for the PCs to visit all 22 locations in the time allotted, so the players will have to choose carefully which ones to approach, based upon what faiths they think will be most appropriate and effective. If time permits, the PCs can ‘shop around’ before presenting officials with the names of the three temples for the ritual.

➤ **Which temples are Good?**

*“There are nine faiths in Amthydor dedicated to the service of Good – Ardra, Cerion, Elianna, Galvandt, Glissande, Meneon, Peliron, Pietos and Sorena.”*

➤ **Which temples are Neutral? (G-N-E axis)**

*“There are twelve faiths that strive to find a balance between Good and Evil – Aurelian, Ayla, Brianna, Cyrene, Destine, Emerys, Hyperion, Illudra, Kalek, Lohm, Lucor and Zara.”*

➤ **Which temples are Evil?**

*“There is only one faith with what many would consider to be ‘questionable’ morals which is authorized to serve worshipers in Amthydor, the temple of Dymora.”*

➤ **What about unauthorized ‘Evil’ temples?**

*“By their very nature such faiths would be unwilling to aid the city in this crisis, and may indeed be assisting the followers of Oblivion. They are not an option.”*

The evil faiths of Belatrix, Graala, Karios, Kohr, Krayve, Mordana and Suulthah are not willing to aid Amthydor, even if shrines to these deities could be found in the area.

➤ **Can we expect to be paid?**

PCs that played in Round One should not be asking this question, as Round Two is a continuation of that mission.

**For PCs that have not played in Round One:**

*“I had hoped that the continued existence of this city and its people would be payment enough, and that survival, if not duty, would provide sufficient motivation. If the temples cannot be convinced to perform the ritual, there may not be anyone left to pay you, and nothing to pay you with. I will not promise a reward that it may not be possible to pay.”*

There will be no promise of payment or reward. Present Epilogue C and the Favor of Oblivion for PCs that refuse to accept the mission without the promise of compensation. Sign off on their log sheets and thank them for playing.

➤ **Can we have a writ?**

*Naturally we would prefer that the temples helped out of duty and good will, and even an official writ cannot compel their cooperation in a matter of faith. However, we can provide a letter of introduction and an official request for assistance.*

➤ **Why us?**

*“As adventurers, you are accustomed to taking risks, and it allows official agents of the city to remained focused on their own efforts to abate the threat. To draw untrained parties into the effort is to risk spreading panic among the already frightened masses. The effort to keep the citizenry calm is already draining resources better put to use seeking out the exact location of the artifact. Additionally, while some of you have obvious affiliations with certain temples, noble Houses and organizations, you are, in general, viewed as neutral in city politics. While the*

*temples of the Quorum of Faith all share a vested interest in the safety of Amthydor, they are not immune to small rivalries or politics.”*

*faithful beseech their gods to empower the city’s defenders and bring an end to the unnatural eclipse that hangs over the Shining Jewel.*

➤ **Would it help the ritual to also have a balance between of Law and Chaos?**

Provide this information **ONLY** if the PCs specifically ask. While such a combination could improve the eventual outcome, it is meaningless without the balance of Good and Evil.

*“Such a dual balance may indeed strengthen the power of the ritual. If it can be arranged without sacrificing the balance between good and evil then every effort should be made to obtain the necessary cooperation.”*

There are several possible combinations that will permit balance on both the Good/Evil and Law/Chaos axis. To maintain balance on both axis, the PCs will need to recruit either a Chaotic Good and a true Neutral temple or a Neutral Good and a Chaotic Neutral temple.

➤ **Which temples are Lawful?**

*“The faiths of Dymora, Galvandt, Hyperion, Kalek, Lohm, Peliron and Pietos support the concepts of order and structure in society.”*

➤ **Which temples are Neutral? (L-N-C axis)**

*“The faiths of Ardra, Aurelian, Ayla, Brianna, Cerion, Cyrene, Destine, Emerys and Meneon support a balance between the needs and desires of society and those of the individual.”*

➤ **Which temples are Chaotic?**

*“The faiths of Elianna, Glissande, Illudra, Lucor, Sorena and Zara believe that life and society should be less structured, focusing more on the needs and desires of the individual.”*

Once the PCs have asked their questions, Breng will return to his strategy session and Lt Grix will show the heroes out.

*The streets of Amthydor’s Temple district are filled with the heady scent of incense, the ringing of bells and the chanting of prayers as the*

The Quorum of Faith temples to Ardra, Ayla, Brianna, Cerion, Cyrene, Destine, Dymora, Emerys, Galvandt, Glissande, Hyperion, Kalek, Lucor, Meneon, Peliron and Sorena are all located in the Temple District.

The non-Quorum shrines of Aurelian, Elianna, Illudra, Lohm, Pietos and Zara are located in the Services District.

If the PCs are approaching the Temple District for the first time **GO TO Encounter 1.**

If the PCs go to a non-Quorum ‘Good’ shrine **GO TO Encounter 2.**

If the PCs go to a non-Quorum ‘Neutral’ shrine **GO TO Encounter 5.**

If no PCs volunteer to help gain the cooperation of the temples **GO TO Epilogue C.**

## Encounter One – Warning Shots

While the followers of Oblivion cannot stake out every possible temple that the PCs may try to recruit, they will attempt to weaken those temples that they believe have the best chance of success in the ritual. This should be a relatively minor combat for the party. These attacks are primarily against the temples themselves, rather than the PCs, but the heroes happen to be in the line of fire. They should make an effort to help, especially since they plan on asking the temples to participate in the ritual.

**While the storm will envelop the entire Temple District, only five temples are actually targeted; three ‘Good’ (Meneon, Peliron and Sorena) and two ‘Neutral’ (Destine and Emerys).** The attacks will occur simultaneously, as the heroes first approach the Temple District, so the PCs will only

experience this combat once, even if they leave and return later.

*Approaching the Temple District you join the steady procession of the faithful passing through the open gates. Even those not normally diligent in their religious practices are attending the ongoing services designed to both comfort the populace and beseech the aid of the gods. you hear the chants and prayers abruptly turn to shouts and screams as a towering mass of roiling black clouds take shape directly above the district, filling the sky with blinding flashes of lightning. A deafening crash of thunder shakes the windows of the nearby buildings and sends bystanders running for shelter.*

**Allow Spot checks (DC 10 + ATL) to notice that the five temples targeted by the lightning attacks are those of Destine, Emerys, Meneon, Peliron, and Sorena. This is a very important clue for the PCs in the selection of the ideal temples for the ceremony, so be certain to mention it!**

PCs and NPCs must succeed at three DC 23 Fortitude saves or be deafened for 1d4x10 minutes. Deafened creatures are unable to hear. A deafened creature suffers a -4 penalty to initiative checks, automatically fails *Listen* checks and has a 20% chance of spell failure when casting spells with verbal components. A deafened PC or NPC does not have to make further saving throws against this effect of the three storms. A deafened PC or NPC is not affected by spells or abilities that require the subject to be able to hear, including but not limited to *command* spell, *suggestion* spell, bardic music, Noble class *inspire* ability or similar language-dependant effects.

Other than the initial deafening effect, the PCs and their NPC foes will only take damage from one *storm of vengeance*.

The trio of clerics responsible for the three *storm of vengeance* spells are over 1000 feet away, in three different directions, too far for any of the PCs to locate and reach them in a reasonable amount of time. They will have their hands full just dealing

with the 'friends' that the spellcasters have left behind. The clerics will concentrate, and the storm will last, for a number of rounds based upon ATL, or until either the PCs or the followers of Oblivion are defeated, whichever comes first. See **GM Aid # 4** for the specifics of the *storm of vengeance* spell.

*A brilliant blue flash of lightning momentarily obscures your vision and charges the air with static. Blinking to clear away the last spots of glare, you see a group of armed men take notice of your identity, and exchange knowing looks before interposing themselves between you and your destination, while others move to engage the temple's defenders.*

The fighters and the monk will take on the PCs face to face, while the rogue lurks above on a wall 20 feet up from the street, using his slippers of spider climbing, waiting to attack a vulnerable PC from the rear.

Once the combat is resolved the temple guards and the Diamond Legion will take custody of both the bodies and any survivors, though the PCs may certainly question them if they wish. The attackers cannot tell the PCs anything that they do not already know or cannot guess for themselves. The attacks are intended to weaken what are perceived to be the strongest of the 'Good' and 'Neutral' temples, and prevent them from participating in the ritual to reverse the eclipse.

Unless they have certed favors for spells, any healing that the PCs require will be deducted from the spells allotted for this round. Refer to **GM Aid # 2** for the availability of spells and goods during this event. At ATLs 1, 3 and 5 any of the temples that were attacked will provide potions of *remove deafness* at no charge for PCs that failed saving throws at the start of the combat. Temples that were not attacked will charge a discounted rate of 5 gp x ATL. PCs at ATLs 7, 9 and 11 will have to pay 200 gp for a scroll or 375 gp for a potion at a temple that was attacked, or 375 gp for a scroll or 750 gp for a potion at a temple that was not attacked.

If the PCs go to one of the Good-aligned temples **GO TO Encounter 2.**

If the PCs want to go to the temple of Dymora **GO TO Encounter 3.**

If the PCs go to one of the Neutral-aligned temples **GO TO Encounter 5.**

## ATL 1

**⚔ Fighters (2): Ftr 1**, Male Human; HD 1d10+4; hp 14; Init +1; Spd 20 ft.; AC 17 (+1 Dex, +4 scale mail, + 2 heavy wooden shield), touch AC 11, flatfooted 16; BAB/Grapple +1/+3; Full Atk +3 melee (1d8+2, longsword); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL LE; SV Fort +3, Ref +1, Will +1; Str 15, Dex 12, Con 13, Int 12, Wis 13, Cha 12.

*Skills and Feats:* Climb +2, Intimidate +5, Listen +3, Spot +3; Combat Reflexes, Dodge, Toughness.

*Equipment:* Scale mail, longsword, heavy wooden shield.

**⚔ Rogue (1): Rog 1**, Male Human; HD 1d6+1; hp 7; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 *bracers of armor*), touch AC 12, flatfooted 12; BAB/Grapple +0/+1; Full Atk +1 melee (1d6+1, shortsword) or +2 ranged (1d4, dagger); Space/Reach 5 ft./5 ft.; SA Sneak attack +1d6; SQ Trapfinding; AL NE; SV Fort +1, Ref +4, Will +1; Str 12, Dex 15, Con 12, Int 14, Wis 13, Cha 11.

*Skills and Feats:* Climb +5, Escape Artist +6, Hide +6, Intimidate +4, Listen +5, Move Silently +6, Sleight of Hand +6, Spot +5, Tumble +6, Use Magic Device +6, Use Rope +6; Combat Expertise, Combat Reflexes.

*Equipment:* *bracers of armor* +2, *slippers of spider climbing*, shortsword, dagger.

**⚔ Monk (1): Mnk 1**, Female Human; HD 1d8+4; hp 12; Init +6; Spd 30 ft.; AC 15 (+2 Dex, +2 Wis,

+1 *steel shirt*), touch AC 14, flatfooted 13; BAB/Grapple +0/+2; Full Atk +2 melee (1d6+2, unarmed attack or quarterstaff) or +2 ranged (1d4, sling); Space/Reach 5 ft./5 ft.; SA Flurry of blows (+0/+0), stunning fist (1/day, Fort DC 12), unarmed strike; SQ Nil; AL LE; SV Fort +3, Ref +4, Will +4; Str 14, Dex 15, Con 12, Int 12, Wis 15, Cha 10.

*Skills and Feats:* Balance +6, Climb +6, Escape Artist +6, Hide +6, Listen +2, Move Silently +6, Spot +2, Tumble +6; Improved Initiative, Improved Unarmed Strike<sup>B</sup>, Stunning Fist<sup>B</sup>, Toughness.

*Equipment:* Quarterstaff, sling, *steel shirt*.

**ATL 3**

**⚔ Fighters (4): Ftr 1**, Male Human; HD 1d10+4; hp 14; Init +1; Spd 20 ft.; AC 17 (+1 Dex, +4 scale mail, + 2 heavy wooden shield), touch AC 11, flatfooted 16; BAB/Grapple +1/+3; Full Atk +3 melee (1d8+2, longsword); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL LE; SV Fort +3, Ref +1, Will +1; Str 15, Dex 12, Con 13, Int 12, Wis 13, Cha 12.

*Skills and Feats:* Climb +2, Intimidate +5, Listen +3, Spot +3; Combat Reflexes, Dodge, Toughness.

*Equipment:* Scale mail, longsword, heavy wooden shield.

**⚔ Rogue (1): Rog 2**, Male Human; HD 2d6+2; hp 14; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 *bracers of armor*), touch AC 12, flatfooted 12; BAB/Grapple +1/+2; Full Atk +2 melee (1d6+1, shortsword) or +3 ranged (1d4, dagger); Space/Reach 5 ft./5 ft.; SA Sneak attack +1d6; SQ Trapfinding, evasion; AL NE; SV Fort +1, Ref +5, Will +1; Str 12, Dex 15, Con 12, Int 14, Wis 13, Cha 11.

*Skills and Feats:* Climb +6, Escape Artist +7, Hide +7, Intimidate +5, Listen +6, Move Silently +7, Sleight of Hand +7, Spot +6, Tumble +7, Use Magic Device +7, Use Rope +7; Combat Expertise, Combat Reflexes, Weapon Finesse.

*Equipment:* *bracers of armor* +2, *slippers of spider climbing*, shortsword, dagger.

**⚔ Monk (1): Mnk 3**, Female Human; HD 3d8+6; hp 28; Init +6; Spd 40 ft.; AC 15 (+2 Dex, +2 Wis, +1 *steel shirt*), touch AC 14, flatfooted 13; BAB/Grapple +2/+4; Full Atk +5 melee (1d6+2, unarmed attack) or +4 melee (1d6+2, quarterstaff) or +4 ranged (1d4, sling); Space/Reach 5 ft./5 ft.; SA Flurry of blows (+3/+3 with unarmed strike or +2/+2 with quarterstaff), stunning fist (3/day, Fort DC 13), unarmed strike; SQ Evasion, still mind; AL LE; SV Fort +4, Ref +5, Will +5 (+7 vs.

enchantment); Str 14, Dex 15, Con 12, Int 12, Wis 15, Cha 10.

*Skills and Feats:* Balance +10, Climb +6, Escape Artist +8, Hide +8, Listen +3, Move Silently +8, Spot +3, Tumble +8; Combat Reflexes<sup>B</sup>, Improved Initiative, Improved Unarmed Strike<sup>B</sup>, Stunning Fist<sup>B</sup>, Toughness, Weapon Focus (unarmed strike).

*Equipment:* Quarterstaff, sling, *steel shirt*.

<b>ATL 5</b>
--------------

**⚔ Fighters (4): Ftr 3**, Male Human; HD 3d10+6; hp 33; Init +1; Spd 20 ft.; AC 17 (+1 Dex, +4 scale mail, + 2 heavy wooden shield), touch AC 11, flatfooted 16; BAB/Grapple +3/+5; Full Atk +5 melee (1d8+2, longsword); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL LE; SV Fort +4, Ref +4, Will +2; Str 15, Dex 12, Con 13, Int 12, Wis 13, Cha 12.

*Skills and Feats:* Climb +4, Intimidate +7, Listen +4, Spot +4; Combat Reflexes, Dodge, Lightning Reflexes, Power Attack, Toughness.

*Equipment:* Scale mail, longsword, heavy wooden shield.

**⚔ Rogue (1): Rog 4**, Male Human; HD 4d6+4; hp 25; Init +3; Spd 30 ft.; AC 16 (+3 Dex, +3 *bracers of armor*), touch AC 13, flatfooted 13; BAB/Grapple +3/+4; Full Atk +6 melee (1d6+1, shortsword) or +6 ranged (1d4, dagger); Space/Reach 5 ft./5 ft.; SA Sneak attack +2d6; SQ Trapfinding, evasion, trap sense +1, uncanny dodge; AL NE; SV Fort +2, Ref +7, Will +2; Str 12, Dex 16, Con 12, Int 14, Wis 13, Cha 11.

*Skills and Feats:* Climb +8, Escape Artist +8, Hide +8, Intimidate +6, Listen +7, Move Silently +8, Sleight of Hand +8, Spot +7, Tumble +8, Use Magic Device +8, Use Rope +8; Combat Expertise, Combat Reflexes, Weapon Finesse.

*Equipment:* *bracers of armor* +3, *slippers of spider climbing*, shortsword, dagger.

**⚔ Monk (1): Mnk 5**, Female Human; HD 5d8+8; hp 42; Init +6; Spd 40 ft.; AC 17 (+2 Dex, +4 Wis, +1 *steel shirt*), touch AC 16, flatfooted 16; BAB/Grapple +3/+5; Full Atk +6 melee (1d8+2, unarmed attack) or +5 melee (1d6+2, quarterstaff) or +5 ranged (1d4, sling); Space/Reach 5 ft./5 ft.; SA Flurry of blows (+5/+5 unarmed strike, or +4/+4 quarterstaff), Ki strike (magic), stunning fist (5/day, Fort DC 15), unarmed strike; SQ Evasion, still mind, slow fall 20 ft., purity of body (immune to all diseases except for supernatural and magical

diseases); AL LE; SV Fort +5, Ref +6, Will +7 (+9 vs. enchantment); Str 14, Dex 15, Con 12, Int 12, Wis 16, Cha 10.

*Skills and Feats:* Balance +10, Bluff +1, Climb +6, Escape Artist +10, Hide +10, Listen +4, Move Silently +10, Sense Motive +5, Spot +4, Tumble +10; Combat Reflexes<sup>B</sup>, Improved Initiative, Improved Unarmed Strike<sup>B</sup>, Stunning Fist<sup>B</sup>, Toughness, Weapon Focus (unarmed strike).

*Equipment:* Quarterstaff, sling, *steel shirt*.

## ATL 7

**⚔ Fighters (4): Ftr 5**, Male Human; HD 5d10+8; hp 50; Init +1; Spd 20 ft.; AC 17 (+1 Dex, +4 scale mail, + 2 heavy wooden shield), touch AC 11, flatfooted 16; BAB/Grapple +5/+8; Full Atk +8 melee (1d8+3, longsword); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL LE; SV Fort +5, Ref +4, Will +2; Str 16, Dex 12, Con 13, Int 12, Wis 13, Cha 12.

*Skills and Feats:* Climb +7, Intimidate +9, Listen +5, Spot +5; Combat Reflexes, Dodge, Improved Grapple, Lightning Reflexes, Power Attack, Toughness.

*Equipment:* Scale mail, longsword, heavy wooden shield.

**⚔ Rogue (1): Rog 6**, Male Human; HD 6d6+6; hp 36; Init +3; Spd 30 ft.; AC 16 (+3 Dex, +3 *bracers of armor*), touch AC 13, flatfooted 13; BAB/Grapple +4/+5; Full Atk +7 melee (1d6+1, shortsword) or +7 ranged (1d4, dagger); Space/Reach 5 ft./5 ft.; SA Sneak attack +3d6; SQ Trapfinding, evasion, trap sense +2, uncanny dodge; AL NE; SV Fort +3, Ref +8, Will +3; Str 12, Dex 16, Con 12, Int 14, Wis 13, Cha 11.

*Skills and Feats:* Climb +10, Escape Artist +11, Hide +11, Intimidate +8, Listen +9, Move Silently +11, Sleight of Hand +11, Spot +9, Tumble +11, Use Magic Device +10, Use Rope +11; Combat Expertise, Combat Reflexes, Improved Trip, Weapon Finesse.

*Equipment:* *bracers of armor* +3, *slippers of spider climbing*, shortsword, dagger.

**⚔ Monk (1): Mnk 7**, Female Human; HD 7d8+10; hp 56; Init +6; Spd 50 ft.; AC 17 (+2 Dex, +4 Wis, +1 *steel shirt*), touch AC 16, flatfooted 16; BAB/Grapple +5/+7; Full Atk +8 melee (1d8+2, unarmed attack) or +7 melee (1d6+2, quarterstaff) or +7 ranged (1d4, sling); Space/Reach 5 ft./5 ft.; SA Flurry of blows (+7/+7 unarmed strike, or +6/6 quarterstaff), Ki strike (magic), stunning fist

(7/day, Fort DC 18), unarmed strike; SQ Evasion, still mind, slow fall 30 ft., purity of body (immune to all diseases except for supernatural and magical diseases), wholeness of body; AL LE; SV Fort +6, Ref +7, Will +8 (+10 vs. enchantment); Str 14, Dex 15, Con 12, Int 12, Wis 16, Cha 10.

*Skills and Feats:* Balance +10, Bluff +3, Climb +6, Escape Artist +12, Hide +12, Listen +4, Move Silently +12, Sense Motive +7, Spot +4, Tumble +12; Break the Breath (+2 to DC of stunning fist saves), Combat Reflexes<sup>B</sup>, Improved Initiative, Improved Trip<sup>B</sup>, Improved Unarmed Strike<sup>B</sup>, Stunning Fist<sup>B</sup>, Toughness, Weapon Focus (unarmed strike).

*Equipment:* Quarterstaff, sling, *steel shirt*.

**Wholeness of Body (Su):** At 7<sup>th</sup> level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day (14 at this ATL), and she can spread this healing out among several uses.

## ATL 9

**⚔ Fighters (4): Ftr 7, Male Human; HD 7d10+10; hp 67; Init +1; Spd 20 ft.; AC 17 (+1 Dex, +4 scale mail, + 2 heavy wooden shield), touch AC 11, flatfooted 16; BAB/Grapple +7/+10; Atk +10 melee (1d8+3, longsword); Full Atk +10/+5 melee (1d8+3, longsword); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL LE; SV Fort +6, Ref +5, Will +3; Str 16, Dex 12, Con 13, Int 12, Wis 13, Cha 12.**

*Skills and Feats:* Climb +9, Intimidate +11, Listen +7, Spot +7; Combat Reflexes, Dodge, Hold the Line (can make AOOs against charging opponents), Improved Unarmed Strike, Improved Grapple, Lightning Reflexes, Power Attack, Toughness.

*Equipment:* Scale mail, longsword, heavy wooden shield.

**⚔ Rogue (1): Rog 8, Male Human; HD 8d6+8; hp 47; Init +3; Spd 30 ft.; AC 17 (+3 Dex, +4 bracers of armor), touch AC 13, flatfooted 14; BAB/Grapple +6/+7; Atk +9 melee (1d6+1, shortsword) or +9 ranged (1d4, dagger); Full Atk +9/+4 melee (1d6+1, shortsword) or +9/+4 ranged (1d4, dagger); Space/Reach 5 ft./5 ft.; SA Sneak attack +4d6; SQ Trapfinding, evasion, trap sense +2, improved uncanny dodge; AL NE; SV Fort +3, Ref +9, Will +3; Str 12, Dex 17, Con 12, Int 14, Wis 13, Cha 11.**

*Skills and Feats:* Climb +12, Escape Artist +13, Hide +13, Intimidate +10, Listen +11, Move Silently +13, Sleight of Hand +13, Spot +11, Tumble +13, Use Magic Device +12, Use Rope +13; Combat Expertise, Combat Reflexes, Improved Trip, Weapon Finesse.

*Equipment:* bracers of armor +4, slippers of spider climbing, shortsword, dagger.

**⚔ Monk (1): Mnk 9, Female Human; HD 9d8+12; hp 70; Init +7; Spd 60 ft.; AC 18 (+3 Dex, +3 Wis, +1 monk bonus, +1 steel shirt), touch AC 17, flatfooted 17; BAB/Grapple +6/+8; Atk +9 melee (1d10+2, unarmed attack) or +8 melee (1d6+2,**

quarterstaff) or +9 ranged (1d4, sling); Full Atk +9/+4 melee (1d8+2, unarmed attack) or +8/+3 melee (1d6+2, quarterstaff) or +9/+4 ranged (1d4, sling); Space/Reach 5 ft./5 ft.; SA Flurry of blows (+9/+9/+4 unarmed strike or +8/+8/+3 quarterstaff), Ki strike (magic), stunning fist (9/day, Fort DC 19), unarmed strike; SQ Evasion, still mind, slow fall 40 ft., purity of body (immune to all diseases except for supernatural and magical diseases), wholeness of body, improved evasion; AL LE; SV Fort +7, Ref +9, Will +9 (+11 vs. enchantment); Str 14, Dex 16, Con 12, Int 12, Wis 16, Cha 10.

*Skills and Feats:* Balance +10, Bluff +4, Climb +6, Escape Artist +15, Hide +15, Listen +4, Move Silently +15, Sense Motive +9, Spot +4, Tumble +15; Break the Breath (+2 to DC of stunning fist saves), Combat Reflexes<sup>B</sup>, Dodge, Improved Initiative, Improved Trip<sup>B</sup>, Improved Unarmed Strike<sup>B</sup>, Stunning Fist<sup>B</sup>, Toughness, Weapon Focus (unarmed strike).

*Equipment:* Quarterstaff, sling, steel shirt.

**Wholeness of Body (Su):** At 7<sup>th</sup> level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day (18 at this ATL), and she can spread this healing out among several uses.



## ATL 11

**✘ Fighters (4): Ftr 9**, Male Human; HD 9d10+12; hp 84; Init +1; Spd 20 ft.; AC 17 (+1 Dex, +4 scale mail, + 2 heavy wooden shield), touch AC 11, flatfooted 16; BAB/Grapple +9/+12; Atk +12 melee (1d8+3, longsword); Full Atk +12/+7 melee (1d8+3, longsword); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL LE; SV Fort +7, Ref +6, Will +4; Str 17, Dex 12, Con 13, Int 12, Wis 13, Cha 12.

*Skills and Feats:* Climb +11, Intimidate +13, Listen +8, Spot +8; Cleave, Combat Reflexes, Dodge, Hold the Line (can make AOOs against charging opponents), Improved Grapple, Improved Unarmed Strike, Lightning Reflexes, Mobility, Power Attack, Toughness.

*Equipment:* Scale mail, longsword, heavy wooden shield.

**✘ Rogue (1): Rog 10**, Male Human; HD 10d6+10; hp 58; Init +3; Spd 30 ft.; AC 17 (+3 Dex, +4 *bracers of armor*), touch AC 13, flatfooted 14; BAB/Grapple +7/+8; Atk +10 melee (1d6+1, shortsword) or +10 ranged (1d4, dagger); Full Atk +10/+5 melee (1d6+1, shortsword) or +10/+5 ranged (1d4, dagger); Space/Reach 5 ft./5 ft.; SA Sneak attack +5d6; SQ Trapfinding, evasion, trap sense +3, improved evasion, improved uncanny dodge; AL NE; SV Fort +4, Ref +10, Will +4; Str 12, Dex 17, Con 12, Int 14, Wis 13, Cha 11.

*Skills and Feats:* Climb +14, Escape Artist +15, Hide +15, Intimidate +12, Listen +13, Move Silently +15, Sleight of Hand +15, Spot +13, Tumble +15, Use Magic Device +14, Use Rope +15; Combat Expertise, Combat Reflexes, Deadly Precision (rerolls 1's on sneak attack damage dice), Improved Trip, Weapon Finesse.

*Equipment:* *bracers of armor* +4, *slippers of spider climbing*, shortsword, dagger.

**✘ Monk (1): Mnk 11**, Female Human; HD 11d8+14; hp 84; Init +7; Spd 60 ft.; AC 19 (+3 Dex, +3 Wis, +2 monk bonus, +1 *steel shirt*), touch AC 18, flatfooted 16; BAB/Grapple +8/+10; Atk

+11 melee (1d10+2, unarmed attack) or +10 melee (1d6+2, quarterstaff) or +9 ranged (1d4, sling); Full Atk +11/+6 melee (1d8+2, unarmed attack) or +10/+5 melee (1d6+2, quarterstaff) or +11/+6 ranged (1d4, sling); Space/Reach 5 ft./5 ft.; SA Greater flurry of blows (+11/+11/+11/+6 unarmed attack, or +10/+10/+10/+5 quarterstaff), Ki strike (magic, lawful), stunning fist (11/day, Fort DC 20), unarmed strike; SQ Evasion, still mind, slow fall 50 ft., purity of body, wholeness of body, improved evasion, diamond body (poison immunity); AL LE; SV Fort +8, Ref +10, Will +10 (+12 vs. enchantment); Str 14, Dex 16, Con 12, Int 12, Wis 16, Cha 10.

*Skills and Feats:* Balance +12, Bluff +4, Climb +8, Escape Artist +17, Hide +17, Listen +4, Move Silently +17, Sense Motive +9, Spot +4, Tumble +17; Break the Breath (+2 to DC of stunning fist saves), Combat Reflexes<sup>B</sup>, Deflect Arrows, Dodge, Improved Initiative, Improved Trip<sup>B</sup>, Improved Unarmed Strike<sup>B</sup>, Stunning Fist<sup>B</sup>, Toughness, Weapon Focus (unarmed strike).

*Equipment:* Quarterstaff, sling, *steel shirt*.

**Wholeness of Body (Su):** At 7<sup>th</sup> level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day (22 at this ATL), and she can spread this healing out among several uses.

## Encounter Two – The Good

**NOTE:** While most of these ‘Good’-aligned temples are located in the Temple District, the shrines of the non-Quorum deities Elianna and Pietos have been relegated to the Services District.

This encounter is divided into nine parts, as there are nine possible Good-aligned temples that the PCs may recruit from. They are presented here in alphabetical order according to deity. The PCs may visit any or all of them, as time permits, and in any order that they wish.

Regardless of alignment or portfolio, nearly all of the temples will expect some form of compensation in exchange for their assistance. The ritual will seriously deplete the manpower and power reserves of the temples that participate, possibly leaving them weakened for later attacks. Some of them have already suffered acid and lightning damage due to the *storm of vengeance*. While all of the temples have a vested interest in the success of the Amthydoran defenders, they have also seen the power of the Darkbringers focused on Meneon and Sorena and have to ask themselves if they might be the next targets. Through skillful use of *Diplomacy* the PCs may be able to convince some faiths to demand a lower price for their services. The city and the Quorum of faith may or may not be willing to meet a particular temple’s ‘price’. PCs with a certified *Favor* of the deity in question may redeem the favor for a +5 bonus to the *Diplomacy* check. Divine casters who worship the deity in question receive a +5 bonus to the *Diplomacy* check. PCs that are lay worshipers of the deity in question receive a +2 bonus to the *Diplomacy* check.

For parties that just are not up to the role playing of negotiations, the information on what each temple realistically expects to get and what they will settle for may be presented as a reluctant concession that they **could** settle for less, for the good of the city.

### **A – Ardra, The Hall of Prosperity** [Temple District]

High Priestess Baniya Dolester presides over the faithful of Ardra, the goddess of Life. The Hall of Prosperity was originally dedicated to Lucor, but was reconsecrated to Ardra in 1998 AF. Ardra’s place of worship in Amthydor is one of the few exceptions to the strictly controlled expansion of the religions within the city. If it weren’t for the fact that the Life Giver, as Ardra is known, had watched over the floundering Lucorites, the Ardrans’ presence in the city would have been something completely different. So it was allowed that the Hall of Success would be reconsecrated as the Hall of Prosperity in favor of Ardra. Many of the interior walls have been knocked out to provide more space for dancing and festivities, and the hall has been redecorated with symbols and decorations venerating Ardra, though subtle references to Lucor remain, if one knows where to look.

*Musical chanting and sounds of prayer welcome you to the temple of Ardra, while green and yellow robed acolytes stand ready to greet you as you approach.*

*Making your request to the acolytes, you are quickly shown to a small receiving room to await the appearance of High Priestess Baniya Dolester. She arrives in a swirl of gold and green robes, the scent of incense wafting around her. “I do apologize for any delay. With so many people wanting to pray, the extra services are keeping us quite busy. How can I assist you today?”*

She knows about the attacks on some of the other temples, and while she wants to help, she also does not want her temple to be the next target.

#### ***What they say they want –***

*“We would be pleased to assist, particularly if a small matter currently tied up in committee were to be resolved in our favor. We want to construct a new athletic arena, to offer events and to help train the many adventurers that live in the city. We are prepared to begin construction as soon as a suitable site can be found. Our petitions to*

*obtain a certain parcel of land are being held up in debate. If the Lord Monarch were to cut through the red tape and simply donate the parcel in question, just outside the city's South Gate, that would be most satisfactory."*

The temple of Ardra is interested in a parcel of land just outside the city's South Gate, across the road from the Wayfarer's Rest Inn. That other temples want the same land for their own purposes has caused some rivalries among faiths that would otherwise be, if not friendly, at least pleasant to each other.

**What they expect to get (Diplomacy DC 10 + ATL) –**

*"There is an alternate site that could be suitable, though it is not ideal. It would require additional preparation and modifications to the construction plans, but it would still permit us to provide vital services."*

**What they will settle for (Diplomacy DC 15 + ATL) –**

*"A multi-use facility located next to the South Gate that would still allow for adventurers to be trained would be acceptable, if the use was allocated on an equal basis."*

**What the city will agree to** – The city will agree to a multi-use facility, not controlled by any of the temples involved, with the usage to be allocated equally between the various temples and other organizations desiring access to the site.

**B – Cerion, House of Abundance** [Temple District]

The location of the temple of Cerion depends upon whom you ask. Rural farmers from the areas surrounding the city make their offerings at the small grove located near the farming village of Rosewood. Officially, the temple to the god of agriculture is the House of Abundance, located in Amthydor's Temple District. It is there that High Shepherdess Myriah Starflower leads the prayers and celebrations of the faithful, and it is there that the PCs will find her.

*Carved images of winding grape vines, sheaves of wheat and overflowing cornucopias adorn the walls and doors of the House of Abundance. Two wardens in green, yellow and brown robes stand before the oak double doors, ready to open them for arriving visitors.*

The wardens will greet by name any PCs that are divine casters of the faith.

*The wardens in unison bow their heads slightly in greeting. "May your lives be bountiful. What abundance do you seek?"*

Once the PCs make their request for an audience with the High Shepherdess, particularly if they mention their writ, they will be shown inside.

*The man on the left reaches for a silken bell pull next to the door, drawing on it three times before the oaken portal opens and his companion makes way for you to enter the temple proper, where an acolyte waits to guide you through the inner recesses of the sanctuary and into a glass walled solarium filled with the heady scent and vibrant colors of a thousand flowers. Your guide bows to a lovely human woman garbed in green and gold. She gestures to a small table where a carafe of chilled wine and several glasses have been laid out.*

*"It is not often that groups of adventurers present themselves here. I presume that your visit has something to do with the darkness that continues to blanket the city. Will you refresh yourselves while you tell me in what way can we of Cerion assist?"*

She has heard about the attacks on some of the other temples, and while she wants to help, she also does not want her temple to be the next target.

**What they say they want –**

*"Naturally there is no question that we are willing to assist in any way possible. Of course, such an effort will expend most of our resources. It will take a greater effort to provide for the needs of the city during and after this crisis. We*

*cannot allow ourselves to become dependant upon outside sources to feed the city. Additional lands will need to be cleared for crops, and more laborers will be needed to work that land. If those things were to be made available following the crisis, it would free up enough of the temple's resources that we could assist now."*

There are several large parcels of light forest and uncleared land surrounding the city that can be cleared for farming. There is also a ready supply of miscreants and minor offenders sentenced to community service who could spend their punishment working in the proposed new fields. They believe that their request is reasonable, and that it would be the best allocation of resources *after* the eclipse is resolved. Even they have to acknowledge that it is difficult to grow crops when the sun cannot shine. The lands that the Cerionite want to open up for farming are the same ones that the Aylans want to protect.

*What they expect to get (Diplomacy DC 10 + ATL) –*

*"The local farmers lack a single voice, to insure that they receive fair value for their produce. A Guild, advised by the church, would help to encourage and support the farmers in the region."*

*What they will settle for (Diplomacy DC 15 + ATL) –*

*"Tariffs on imported agricultural products, including wine and cheese, would serve to support and encourage local farmers."*

*What the city will agree to* – The city is willing to consider the possibility of either a guild or tariffs on outside goods. Of course, the Merchants' Guild may have other ideas.

**C – Elianna, The House of the Rose** [Services District]

*You present yourselves to the two priests assigned to door duty at the small shrine to Elianna and make your request for an audience with the High*

*Priest. After only a few moments you are led past elegantly decorated rooms and through ornate corridors. Everything about the shrine of Elianna is designed to appeal to the eye of the viewer, from the paintings on the walls to the rugs on the floors to the acolytes themselves.*

*And the fairest of them all greets you warmly, brushing an invisible speck of dust from a sleeve of his crimson robes as you enter the plush sitting room and office.*

High Priest Remond Lucerne is an aasimar. He has an effective Charisma score, without magical enhancement, of 23. With his black hair, golden eyes and flawless dark golden complexion he is considered by most to be extremely handsome.

*"I am told that you wish to see me on matters of vital importance. The current situation is most unfortunate, but I am pleased that this temple's value to the city is at last being acknowledged. Please sit, and tell me what need brings Amthydor's heroes to our door?"*

He will gesture to several comfortable seats before taking his own place, to hear what the PCs have to say. He is aware of the attacks on some of the other temples, and while she wants to help, she also does not want her temple to be the next target.

*What they say they want –*

*High Priest Remond Lucerne listens politely to your proposal, his perfect features unreadable. "The faithful of Elianna have always stood ready to aid Amthydor, with little thought of reward. Never before has there been a greater need, and we are willing to meet it. We ask only that our ongoing commitment to the people of Amthydor at long last be recognized, and that the faithful of Elianna be admitted to the Quorum of Faith, and that the church of Dymora be excluded."*

The temple of Dymora, a subordinate power to Oblivion, is a member of the Quorum even though the goddess's alignment is Lawful Evil. The two clergeries are long-time rivals, due both to their

differing alignments and their similar yet contrasting beliefs.

**What they expect to get (Diplomacy DC 10 + ATL) –**

***“Any temple that assisted in such a venture would be deserving of some recognition and acknowledgement. An elevation to membership in the Quorum of Faith would be a reasonable reward, when others who have done less for the city have already been accorded such an honor.”***

**What they will settle for (Diplomacy DC 15 + ATL) –**

***“If the temple is to properly serve the faithful and the people of Amthydor it must be allowed to grow. At the very least we must expand and enlarge the temple building, to serve the needs of our growing congregation.”***

The proposed expansion would increase the size of the temple by 25%.

**What the city will agree to** – While the city and the current Quorum of Faith are willing to consider expanding the number of faiths in the Quorum, they are not prepared to exclude the faith of Dymora at this time. They will consider a 25% increase in the size of the temple.

Convincing the temple of Elianna to work with the clergy of Dymora requires a successful *Diplomacy* skill check *DC 10 + ATL*.

**D – Galvandt, Tower of Vigilance** [Temple District]

***The clear ringing of metal on metal greets your arrival at the temple of Galvandt, and the shouts of men and women engaged in battle can be heard through the great iron doors.***

PC worshipers of Galvandt will quickly realize that this is perfectly normal, especially in times of impending battle. It is only High Guardian Meikauf Nactrune drilling the clergy in mock combat to hone their skills during these troubled

and dangerous times. Other PCs may make a *Listen* skill check *DC 10* to hear that the shouts are only the counting of cadence, instructions on proper weapon grip and other normal sounds of training.

Guards on the roof of the temple have already noticed the PCs, unless they are making an attempt to be stealthy, and have signaled to the clergy inside. The PCs may knock or they may simply open the doors and enter. Modify the box text as needed based upon their actions.

***“Even as you finish knocking and lower your hand the heavy iron doors swing open, held by a young man in padded training armor, sweat darkening his fair hair. Beyond him a brown haired woman in silvered plate mail calls cadence as she swings a bastard sword one handed at one of her three opponents. With her free hand she gestures to you to come forward, before disarming the hulking man in front of her with a twist of her blade. “Enough! Continue to drill them, Arvon, while I see to our guests.”***

***With a gesture that you should follow, she turns and leads the way to a sparsely furnished office, its walls covered with battle standards and victory banners. She carefully hangs the bastard sword on the wall behind the heavy desk and pours a cup of water from a pitcher on a tray. Taking a long drink, she assesses your group.***

***“I trust that you will tell me what matter is so urgent as to warrant interrupting training, or are you here to join in? The battle is coming, and we must be ready.”***

She is not intentionally rude, just focused. Galvandt is the god of defenders and guardians, and his clergy take this duty very seriously. This is the PCs’ cue to make their pitch and ask for the cooperation of the temple. She has already heard about the attacks on some of the other temples, and she welcomes this opportunity to offer a return strike against the enemy.

**What they say they want** –

***High Guardian Meikauf Nactrune listens silently to your appeal, her features revealing no clue to***

*her inner thoughts. As you finish, she leans back, the chair creaking slightly under the burden of priest and heavy armor. “Of course there is no question. It is our solemn duty to assist and we will do so gladly. I ask only that as we serve the city, you must someday perform a necessary service for us.”*

The proposal is a simple one. The temple of Galvandt wants absolutely nothing from the city. What they do want is for the PCs to agree to perform a small service, to be determined, at some point in the future.

The temple of Galvandt will work freely with any other temple except for the three CN faiths (Illudra, Lucor and Zara).

What they expect to get – See above, no Diplomacy check required.

What they will settle for – See above, no Diplomacy check needed.

What the city will agree to – The city could not ask for a better deal. On the other hand, the PCs have to wonder what the temple may one day ask of them.

### **E – Glissande, The Dome of the Arts** [Temple District]

*Making your case to the door wardens at Glissande’s temple you are quickly shown to a small office where ornate glass wind chimes stir musically in a breeze from the open window. Brackets on the walls hold everburning torches, giving light to the polished wood of the walls. A curvaceous woman regards you from behind a large desk, speaking in a melodious voice.*

The woman is Felice Morninglark, the Voice of Glissande (High Priestess) in Amthydor.

*“You were fortunate to catch me between services. The common people are beginning to panic, and seek solace and reassurance in prayer.*

*The extra services, combined with efforts to counter the eclipse, have left me little time for anything else. I trust that this is something more than a social visit.”*

Word has spread quickly about the attacks on some of the other temples, and while she wants to help, she also does not want her temple to be the next target.

#### What they say they want –

*“We would be happy to assist, in exchange for permission to construct a grand amphitheater, to share the beauty and appreciation of the performing arts with all who would experience them. We are prepared to begin construction as soon as a suitable site can be secured. Our petitions to obtain a particular parcel of land seem to be held up in committee. If the Lord Monarch were to cut through the red tape and simply donate the parcel in question, just outside the city’s South Gate, that would be most satisfactory.”*

While there is a theater in the Nobles’ District, it is not accessible to the general population. The temple of Glissande wants the Lord Monarch to donate a piece of land just outside the city’s South Gate, across the road from the Wayfarer’s Rest Inn, for the construction of a grand amphitheater and performance hall to be run by the temple.

What they expect to get (Diplomacy DC 10 + ATL) –

*“If the Lord Monarch is unwilling to provide the preferred location, there is an alternate site. While it would require additional work, it could be made suitable for our purpose.”*

What they will settle for (Diplomacy DC 15 + ATL) –

*“A multi-use facility at the south gate site, with equal access, while not ideal would still be acceptable.”*

What the city will agree to – The city will agree to a multi-use facility, not controlled by any of the temples involved, with the usage to be allocated

equally between the various temples desiring access to the site.

**F – Meneon, The Moonlight Pavillion** [Temple District]

*The uniforms of Legionnaires mix with the silver and blue of temple guards, securing prisoners, tending to the injured and quenching the last of the fires sparked by the storm.*

Allow the PCs only a moment to try to talk their way in before continuing with the box text.

*All eyes turn in your direction and hands tense on recently sheathed weapons as you approach, only to relax again as a silver-robed woman emerges from the shattered entrance and addresses the guards at the foot of the stone stairs. “Bring them to me. I have been expecting them.” She turns and vanishes into the damaged temple, leaving both Watch and clergy looking expectantly at your group.*

The woman is Delenia Lunasole, the High Priestess of the temple of Meneon. PCs that have played in the LSJ events ‘Temples’, ‘Night Ransom’ or ‘Lions, Tigers & Bears’ will easily recognize her. While no one will force the PCs to enter the temple and speak with her, it is the reason that they came here and they should follow through.

*A young acolyte, his right arm in a sling and a bandage on his forehead, leads you through black and white halls littered with shattered statuary and the mingled odors of smoke and incense. The blackness of the eclipse shows through a large hole in the glowing white central dome. Just beyond the central hall, your guide pauses at the entrance to a large room where countless candles reflect off of the silver-white walls. High Priestess Delenia does not turn as you enter, but her words carry clearly across the room.*

*“It is oddly appropriate that this room alone of the four Halls, the Hall of the Full Moon,*

*remains undamaged. This preemptory strike by Oblivion’s followers has been at least partially successful. The temples of Peliron and Sorena have also been struck.”*

*She turns, surveying your group. “I have seen a vision of all of you here, in this room. Have you come now to tell me the reason for it, when there is already so much that must be done?”*

It was during the full moon that the eclipse began, and during the next full moon that it must be countered. She will listen intently to what the PCs have to say about the ritual before responding.

*“I am familiar with the basic version of the ritual that you speak of. Every temple and shrine in the city has been attempting it, without success. Performed simultaneously and in cooperation, it may indeed have the power to overcome the eclipse. However, it will be a monumental effort, draining the resources and manpower of the temples involved.”*

What they say they want –

*“Among all of Amthydor’s temples, only the faithful of Sorena have endured more at the hands of Oblivion’s followers. There will be no peace for those who have died this day until this darkness is ended. Naturally we are anxious to help, but this attack has left us at something of a disadvantage. The temple has been badly damaged, and must be repaired as soon as possible. Many of the same rare sacred oils, incenses and other consumables are required for both the ritual and the reconsecration of the temple. We have sufficient supplies for one, but not both, and it will be extremely difficult and costly to obtain more. We will gladly delay the necessary repairs until after this current crisis is resolved, but we will need the aid of the city in rebuilding if we are to continue to serve the needs of the faithful.”*

High Priestess Lunasole asks only for the promise of aid in rebuilding and reconsecrating the temple after the crisis is over. There is an intense rivalry between the faiths of Meneon and Oblivion, and

the followers of the god of the moon will gladly participate in any effort to counter the plans of the Night Lord.

**What they expect to get** – See above, no Diplomacy check required.

**What they will settle for** – See above, no Diplomacy check required.

**What the city will agree to** – The restoration of a temple so vital to the city and to the fight against the undead is a small price to pay, and the city will agree to provide the necessary funds.

### **G – Peliron, The House of Judgement** [Temple District]

*Armored clerics in the white and yellow of Peliron’s faithful swarm around the entrance to the temple as members of the Diamond Legion secure the street. Robed healers move among the victims, offering comfort and relief to the injured, and prayers for the peace of the dead.*

Allow the PCs only a moment to try to talk their way in before continuing with the box text.

*The defenders eye you with suspicion until a quiet murmur sweeps across the gathering, stopping at a group of warriors clustered around a tall patrician figure in silver and gold robes.*

The robed man is Jalinor ‘The Just’, High Priest of Peliron and Patriarch of the Quorum of Faith, whom the PCs met in Round One.

*High Priest Jalinor gestures to those around him, signaling that they should make way for your party to approach. “Your timely arrival can only mean that you have news. We should speak inside.”*

While the PCs do not have to follow him into the temple, it is the reason that they have come here, and they should follow through.

*Evidence of the bizarre storm is present even inside the temple; where doors hang askew and shattered windows admit the feeble light of the shrouded sun. All but the most seriously injured move about tending the wounded or securing sacred texts and relics against a new assault.*

*High Priest Jalinor gestures to the damage surrounding you. “A concerted attack on three of Amthydor’s temples can only mean that Oblivion’s followers are hoping to weaken us either in preparation for their next strike or before we can move against them. Judging from your presence here, I suspect it is the latter. What does Amthydor require of the House of Judgement?”*

Word has spread quickly about the simultaneous attacks on the temples of Meneon and Sorena. As the Patriarch of the Quorum he is aware of attempts to decipher the message of the Oracle and has a good idea why the PCs are there, but he will allow them to present their case before commenting.

**What they say they want** –

*“Peliron’s faithful have always had a special bond with the people of Amthydor. While we have been weakened by this attack we are not defeated. The damage to the temple is severe, and many have been injured. Rebuilding will take time, and resources, but we stand ready to do our part now to defend this city and Raia. We ask only that our aid be remembered when it is time to rebuild and reconsecrate this house of faith.”*

High Priest Jalinor asks only for the promise of aid in rebuilding and reconsecrating the temple after the crisis is over. The faithful of Peliron consider it their duty to assist in this crisis, and will do so even if it means completely depleting their temple’s resources in the process.

**What they expect to get** – See above, no Diplomacy check required.

**What they will settle for** – See above, no Diplomacy check needed.



**What the city will agree to** – The city is happy to have such a prominent temple willing to help in this crisis. The promise of future assistance is a small price to pay.

The temple of Peliron will work freely with any other temple except for the three CN faiths (Illudra, Lucor and Zara).

**When the PCs have finished** –

*“The faithful of Peliron stand ready, and await Amthydor’s call. When it is time we will be ready, and may Peliron’s blessing be upon you.”*

**H – Pietos, The House of Mercy** [Services District]

*Lines of young children shepherded by grey robed acolytes stream in an orderly fashion out of the doors of the small shrine to Pietos and move to where a group of wagons waits to take them out of the city. The silver and grey robed woman overseeing the exodus issues a few last orders to the chaperones before directing her full attention to you. “Few are the adventurers who trouble themselves with this insignificant shrine. What brings you so far from the great temples?”*

The woman is High Priestess Reva. She is aware of the attacks that took place in the Temple District, and knows that the children must be protected against what is surely coming.

**What they say they want** –

*“Many are those in need of mercy. We are a small temple, and often overlooked when it is time to make donations. If we had the resources of a Quorum faith, as are our brother-faiths of Peliron and Galvandt, we would be better able to serve the many who would otherwise do without.”*

Elevation to the Quorum of Faith would indeed provide access to greater resources for the benefit of the poor, the homeless and the sick.

The temple of Pietos will work freely with any other temple except for the three CN faiths (Illudra, Lucor and Zara).

**What they expect to get (Diplomacy DC 10 + ATL)** –

*“Hundreds of children were left parentless following the initial attacks that brought the undead into our city. The orphanages where these children should be able to find a safe and welcoming haven while they wait to be adopted by new families are in ruin. The need is greater now than ever before. Something must be done to help these children. There are several buildings owned by the Lord Monarch that would be suitable, if a few minor modifications were made. If the Lord Monarch were willing to take such steps, it would enable us to free up the necessary resources to aid in this final push against the Darkbringers.”*

**What they will settle for (Diplomacy DC 15 + ATL)** – See above, no Diplomacy check required.

**What the city will agree to** – The Lord Monarch agrees with the need to care for the unfortunate children who have lost their families during this ongoing crisis, and will pledge the necessary buildings to be refitted as orphanages and group homes. The Quorum is willing to consider expanding their numbers, within reason.

**I – Sorena, The Lady’s Radiant Hall** [Temple District]

This is the easiest negotiation that the PCs will have, and the best possible choice for a Good-aligned temple.

*Priests robed in yellow, orange and red stand out in stark contrast to uniformed Legionnaires as both groups swarm around the damaged temple of Sorena, aiding the survivors and establishing a defensive perimeter. The grim faces of those in the front line are enough to keep away the curious, and from their expression they do not welcome your arrival either.*

Allow the PCs only a moment to try to talk their way in before continuing with the box text.

*A priest in plate armor emblazoned with the sunburst of Sorena breaks away from a group near the entrance and speaks quietly to the guards blocking your path. Giving him a doubting look, they nod reluctantly and part to make way for you to pass. The priest gestures for you to follow. “You’ll find it rather difficult to talk to the High Priest from there. Perhaps if you came inside?”*

The cleric is Deputy High Priest Methis. He will take the PCs to see High Priest Aln Taeger. While the PCs do not have to continue into the temple, it is the reason that they have come here, and they should follow through.

*A slender man with thinning brown hair stands beneath the remains of a once-exquisite stained glass window portraying a yellow and orange sunburst, instructing workmen as they remove the broken shards. At a discrete cough from your guide he turns his attention to you. “She-Who-Shines has shown me your arrival, and of the darkness that awaits us all, should your mission fail. Her children are prepared to aid in the cause. Say only the time and place, and we shall be ready.”*

High Priest Taeger has already received word of the attacks on the temples of Meneon and Peliron. He knows that he is a target, and that soon the followers of Oblivion will not be content with a handful of temples.

**What they say they want** –

*“We are anxious to bring an end to this evil darkness. Long have the Lady of Light’s children opposed Oblivion’s foul schemes. There is no occupant of this temple, from the newest acolyte to myself, who is not willing to give up their own lives, if necessary, to overcome this evil.”*

Sorena is directly opposed to Oblivion, and her clergy will immediately embrace any attempt to put an end to the Night Lord’s schemes. In other

words, they want absolutely nothing in exchange for their help. They consider it their sacred duty to assist in this matter and will actually be offended if another Good-aligned temple is asked to participate in the ritual instead.

**What they expect to get** – See above, no Diplomacy check required.

**What they will settle for** – See above, no Diplomacy check needed.

**What the city will agree to** – The city will be immensely pleased to have such a prominent temple, and one with such strong opposition to Oblivion, willing to help.

If the PCs are approaching the Temple District for the first time **GO TO Encounter 1.**

If the PCs want to go to the temple of Dymora **GO TO Encounter 3.**

If the PCs go to one of the Neutral-aligned temples **GO TO Encounter 5.**

If the PCs have recruited all three of the necessary temples **GO TO Epilogue A.**

If the PCs have not successfully recruited all three of the necessary temples but time has run out in the slot **GO TO Epilogue B.**

## Encounter Three ~ An Offer You Can’t Refuse

This combat will only occur the first time the PCs visit to reach the temple of Dymora. Approaching the temple and then retreating without engaging in the combat does not count as reaching the temple. If they are making a return visit to the temple itself, go directly to **Encounter 3.**

The faiths of Dymora and Oblivion are loosely allied, by virtue of their shared Lawful Evil alignment. Unlike the other attacks, this one is directed solely against the PCs, rather than the temple.

*The scarlet and black façade of the temple of Dymora looms ahead, unmarred by the foul storm that so recently rendered Amthydor's dark skies even darker. A few passersby hurry past, intent on reaching nearby temples or hurrying to the dubious safety of their homes. A few occupants of the plaza are less interested in the security of holy ground or their homes, and more interested in you!*

The allip will emerge from pillars and statues nearby, while outsiders will appear 30 feet from the party.

If the PCs go to a Good-aligned temple **GO TO Encounter 2.**

If the PCs continue on to the temple of Dymora **GO TO Encounter 4.**

If the PCs go to a Neutral-aligned temple **GO TO Encounter 5.**

#### ATL 1

**✠ Lemure (3):** Medium Outsider (Evil, Extraplanar, Lawful); HD 2d8; hp 9; Init +0; Spd 20 ft.; AC 14 (+4 natural), touch 10, flat-footed 14; BAB/Grapple +2/+2; Atk Claw +2 melee (1d4); Full Atk 2 claws +2 melee (1d4); Space/Reach 5 ft./5 ft.; SQ Damage reduction 5/good or silver, darkvision 60 ft., immunity to fire and poison, mindless, resistance to acid 10 and cold 10, see in darkness; AL LE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 10, Con 10, Int -, Wis 11, Cha 5.

#### ATL 3

**✠ Allip (1):** Medium Undead (Incorporeal); HD 4d12; hp 26; Init +5; Spd Fly 30 ft. (perfect); AC 15 (+1 Dex, +4 deflection), touch 15, flat-footed 14; BAB/Grapple +2/—; Full Atk Incorporeal touch +3 melee (1d4 Wisdom drain); AL NE; Space/Reach 5 ft./5 ft.; SA Babble, madness, Wisdom drain; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; SV Fort +1, Ref +4, Will +4; Str —, Dex 12, Con —, Int 11, Wis 11, Cha 18

*Skills & Feats:* Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +0 (+2 following tracks); Improved Initiative, Lightning Reflexes

An allip is the spectral remains of someone driven to suicide by a madness that afflicted it in life. It craves only revenge and unrelentingly pursues those who tormented it in life and pushed it over the brink.

An allip cannot speak intelligibly.

An allip is unable to cause physical harm, although it doesn't appear to know that. It keeps flailing away at enemies, yet it inflicts no wounds.

**Babble (Su):** An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 16 Will save or be affected as though by a hypnotism spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

**Madness (Su):** Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

**Wisdom Drain (Su):** An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

**✠ Lemure (3):** Medium Outsider (Evil, Extraplanar, Lawful); HD 2d8; hp 9; Init +0; Spd 20 ft.; AC 14 (+4 natural), touch 10, flat-footed 14; BAB/Grapple +2/+2; Atk Claw +2 melee (1d4); Full Atk 2 claws +2 melee (1d4); Space/Reach 5 ft./5 ft.; SQ Damage reduction 5/good or silver, darkvision 60 ft., immunity to fire and poison, mindless, resistance to acid 10 and cold 10, see in darkness; AL LE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 10, Con 10, Int -, Wis 11, Cha 5.

**⚔ Bearded Devil (1):** Medium Outsider (Evil, Extraplanar, Lawful); HD 6d8+18; hp 45; Init +6; Spd 40 ft. (8 squares); AC 19 (+2 Dex, +7 natural) touch 12, flat-footed 17; BAB/Grapple +6/+8; Atk Glaive +9 melee (1d10+3 plus infernal wound) or claw +8 melee (1d6+2); Full Atk Glaive +9/+4 melee (1d10+3 plus infernal wound) or 2 claws +8 melee (1d6+2); Space/Reach 5 ft./5 ft. (10 ft. with glaive); SA Infernal wound, beard, battle frenzy, summon devil; SQ Damage reduction 5/silver or good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 17, telepathy 100 ft.; AL LE; SV Fort +8, Ref +7, Will +5; Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10

*Skills & Feats:* Climb +11, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9; Improved Initiative, Power Attack, Weapon Focus (glaive)

Bearded devils are aggressive and love to fight. They revel in their battle frenzy, spreading mayhem among their foes.

A bearded devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

**Spell-Like Abilities:** At will— *greater teleport* (self plus 50 pounds of objects only). Caster level 12<sup>th</sup>.

**Infernal Wound (Su):** The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16 Heal check, a cure spell, or a heal spell. However, a character attempting to cast a cure spell or a heal spell on a creature damaged by a bearded devil's glaive must succeed on a DC 16 caster level check, or the spell has no effect on the injured character.

A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability

of the bearded devil, not of the weapon. The check DC is Constitution-based.

**Beard (Ex):** If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies. The save DC is Constitution-based.

**Battle Frenzy (Ex):** Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

**Summon Devil (Sp):** This ability will not be used at ATL 5.

**⚔ Allip (1):** Medium Undead (Incorporeal); HD 4d12; hp 26; Init +5; Spd Fly 30 ft. (perfect, 6 squares); AC 15 (+1 Dex, +4 deflection), touch 15, flat-footed 14; BAB/Grapple +2/—; Full Atk Incorporeal touch +3 melee (1d4 Wisdom drain); AL NE; Space/Reach 5 ft./5 ft.; SA Babble, madness, Wisdom drain; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; SV Fort +1, Ref +4, Will +4; Str —, Dex 12, Con —, Int 11, Wis 11, Cha 18

*Skills & Feats:* Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +0 (+2 following tracks); Improved Initiative, Lightning Reflexes

An allip is the spectral remains of someone driven to suicide by a madness that afflicted it in life. It craves only revenge and unrelentingly pursues those who tormented it in life and pushed it over the brink.

An allip cannot speak intelligibly.

An allip is unable to cause physical harm, although it doesn't appear to know that. It keeps flailing away at enemies, yet it inflicts no wounds.

**Babble (Su):** An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 16 Will save or be affected as though by a hypnotism spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

**Madness (Su):** Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

**Wisdom Drain (Su):** An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

**⚔ Bearded Devil (2):** Medium Outsider (Evil, Extraplanar, Lawful); HD 6d8+18; hp 45; Init +6; Spd 40 ft.; AC 19 (+2 Dex, +7 natural) touch 12, flat-footed 17; BAB/Grapple +6/+8; Atk Glaive +9 melee (1d10+3 plus infernal wound) or claw +8 melee (1d6+2); Full Atk Glaive +9/+4 melee (1d10+3 plus infernal wound) or 2 claws +8 melee (1d6+2); Space/Reach 5 ft./5 ft. (10 ft. with glaive); SA Infernal wound, beard, battle frenzy, summon devil; SQ Damage reduction 5/silver or good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 17, telepathy 100 ft.; AL LE; SV Fort +8, Ref +7, Will +5; Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10

*Skills & Feats:* Climb +11, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9; Improved Initiative, Power Attack, Weapon Focus (glaive)

Bearded devils are aggressive and love to fight. They revel in their battle frenzy, spreading mayhem among their foes.

A bearded devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

**Spell-Like Abilities:** At will— greater teleport (self plus 50 pounds of objects only). Caster level 12<sup>th</sup>.

**Infernal Wound (Su):** The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16 Heal check, a cure spell, or a heal spell. However, a character attempting to cast a cure spell or a heal spell on a creature damaged by a bearded devil's glaive must succeed on a DC 16 caster level check, or the spell has no effect on the injured character.

A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a

supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

**Beard (Ex):** If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies. The save DC is Constitution-based.

**Battle Frenzy (Ex):** Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

**Summon Devil (Sp):** Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

**⚔ Allip (2):** Medium Undead (Incorporeal); HD 4d12; hp 26; Init +5; Spd Fly 30 ft. (perfect); AC 15 (+1 Dex, +4 deflection), touch 15, flat-footed 14; BAB/Grapple +2/—; Full Atk Incorporeal touch +3 melee (1d4 Wisdom drain); AL NE; Space/Reach 5 ft./5 ft.; SA Babble, madness, Wisdom drain; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; SV Fort +1, Ref +4, Will +4; Str —, Dex 12, Con —, Int 11, Wis 11, Cha 18

*Skills & Feats:* Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +0 (+2 following tracks); Improved Initiative, Lightning Reflexes

An allip is the spectral remains of someone driven to suicide by a madness that afflicted it in life. It craves only revenge and unrelentingly

pursues those who tormented it in life and pushed it over the brink.

An allip cannot speak intelligibly.

An allip is unable to cause physical harm, although it doesn't appear to know that. It keeps flailing away at enemies, yet it inflicts no wounds.

**Babble (Su):** An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 16 Will save or be affected as though by a hypnotism spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

**Madness (Su):** Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

**Wisdom Drain (Su):** An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

*Skills and Feats:* Hide +8, Intimidate +10, Listen +4, Sense Motive +7, Spot +4, Survival +7; Improved Initiative, Track

**⚔ Hellcat (3):** Large Outsider (Evil, Extraplanar, Lawful); HD 8d8+24; hp 60; Init +9; Spd 40 ft.; AC 21 (-1 size, +5 Dex, +7 natural), touch 14, flat-footed 16; BAB/Grapple +8/+18; Atk Claw +13 melee (1d8+6); Full Atk 2 claws +13 melee (1d8+6) and bite +8 melee (2d8+3); Space/Reach 10 ft./5 ft.; SA Improved grab, pounce, rake 1d8+3; SQ Damage reduction 5/good, darkvision 60 ft., invisible in light, resistance to fire 10, scent, spell resistance 19, telepathy 100 ft.; AL LE; SV Fort +9, Ref +11, Will +8; Str 23, Dex 21, Con 17, Int 10, Wis 14, Cha 10

*Skills & Feats:* Balance +16, Climb +17, Hide +13, Jump +21, Listen +17, Move Silently +20, Spot +13, Swim +17; Dodge, Improved Initiative, Track

While its appearance suggests it is incorporeal, a hellcat has a corporeal body and can be harmed by physical attacks.

Hellcats use a natural telepathy to communicate with one another and those they encounter. A hellcat measures about 9 feet long and weighs about 900 pounds.

A hellcat's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

**Improved Grab (Ex):** To use this ability, a hellcat must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Pounce (Ex):** If a hellcat charges, it can make a full attack, including two rake attacks.

**Rake (Ex):** Attack bonus +13 melee, damage 1d8+3.

**Invisible in Light (Ex):** A hellcat is invisible in any area lit well enough for a human to see. In a darkened area, it shows up as a faintly glowing outline visible up to 30 feet away (60 feet if the viewer has low-light vision). Magical darkness smothers the glow and conceals the outline.

**Skills:** Hellcats have a +4 racial bonus on Listen and Move Silently checks.

**⚔ Allip (3):** Medium Undead (Incorporeal); HD 4d12; hp 26; Init +5; Spd Fly 30 ft. (perfect); AC 15 (+1 Dex, +4 deflection), touch 15, flat-footed 14; BAB/Grapple +2/—; Full Atk Incorporeal touch +3 melee (1d4 Wisdom drain); AL NE; Space/Reach 5 ft./5 ft.; SA Babble, madness, Wisdom drain; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; SV Fort +1, Ref +4, Will +4; Str —, Dex 12, Con —, Int 11, Wis 11, Cha 18

*Skills & Feats:* Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +0 (+2 following tracks); Improved Initiative, Lightning Reflexes

An allip is the spectral remains of someone driven to suicide by a madness that afflicted it in life. It craves only revenge and unrelentingly pursues those who tormented it in life and pushed it over the brink.

An allip cannot speak intelligibly.

An allip is unable to cause physical harm, although it doesn't appear to know that. It keeps flailing away at enemies, yet it inflicts no wounds.

**Babble (Su):** An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 16 Will save or be affected as though by a hypnotism spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

**Madness (Su):** Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

**Wisdom Drain (Su):** An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.



## ATL 11

**ℵ Hellcat (3):** Large Outsider (Evil, Extraplanar, Lawful); HD 8d8+24; hp 60; Init +9; Spd 40 ft.; AC 21 (−1 size, +5 Dex, +7 natural), touch 14, flat-footed 16; BAB/Grapple +8/+18; Atk Claw +13 melee (1d8+6); Full Atk 2 claws +13 melee (1d8+6) and bite +8 melee (2d8+3); Space/Reach 10 ft./5 ft.; SA Improved grab, pounce, rake 1d8+3; SQ Damage reduction 5/good, darkvision 60 ft., invisible in light, resistance to fire 10, scent, spell resistance 19, telepathy 100 ft.; AL LE; SV Fort +9, Ref +11, Will +8; Str 23, Dex 21, Con 17, Int 10, Wis 14, Cha 10

*Skills & Feats:* Balance +16, Climb +17, Hide +13, Jump +21, Listen +17, Move Silently +20, Spot +13, Swim +17; Dodge, Improved Initiative, Track

While its appearance suggests it is incorporeal, a hellcat has a corporeal body and can be harmed by physical attacks.

Hellcats use a natural telepathy to communicate with one another and those they encounter. A hellcat measures about 9 feet long and weighs about 900 pounds.

A hellcat's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

**Improved Grab (Ex):** To use this ability, a hellcat must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Pounce (Ex):** If a hellcat charges, it can make a full attack, including two rake attacks.

**Rake (Ex):** Attack bonus +13 melee, damage 1d8+3.

**Invisible in Light (Ex):** A hellcat is invisible in any area lit well enough for a human to see. In a darkened area, it shows up as a faintly glowing outline visible up to 30 feet away (60 feet if the viewer has low-light vision). Magical darkness smothers the glow and conceals the outline.

**Skills:** Hellcats have a +4 racial bonus on Listen and Move Silently checks.

**ℵ Allip (4):** Medium Undead (Incorporeal); HD 4d12; hp 26; Init +5; Spd Fly 30 ft. (perfect); AC 15 (+1 Dex, +4 deflection), touch 15, flat-footed 14; BAB/Grapple +2/—; Full Atk Incorporeal touch +3 melee (1d4 Wisdom drain); AL NE; Space/Reach 5 ft./5 ft.; SA Babble, madness, Wisdom drain; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; SV Fort +1, Ref +4, Will +4; Str —, Dex 12, Con —, Int 11, Wis 11, Cha 18

*Skills & Feats:* Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +0 (+2 following tracks); Improved Initiative, Lightning Reflexes

An allip is the spectral remains of someone driven to suicide by a madness that afflicted it in life. It craves only revenge and unrelentingly pursues those who tormented it in life and pushed it over the brink.

An allip cannot speak intelligibly.

An allip is unable to cause physical harm, although it doesn't appear to know that. It keeps flailing away at enemies, yet it inflicts no wounds.

**Babble (Su):** An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 16 Will save or be affected as though by a hypnotism spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

**Madness (Su):** Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

**Wisdom Drain (Su):** An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

## Encounter Four – The Lesser of Evils

There is only one authorized Evil-aligned temple within the city of Amthydor, the temple of Dymora. While there are some evil sects worshipping other deities secretly meeting in or near the city, the PCs will not be able to locate them and they most assuredly will **not** agree to assist under **any** circumstances. The faiths of Belatrix, Graala, Karios, Kohr, Krayve, Mordana and Suulthah are directly opposed to the goals of Amthydor and the non-Evil temples there.

Make note of any PCs that possess the *Debt to Dymora* from an earlier LSJ event and as a result already owe a favor to the temple. Mistress Jade will be familiar with the identities of any PCs in debt to the House of Sensation.

The House of Sensation being what it is, the High Mistress will naturally expect some form of compensation in exchange for the temple's assistance, as the ritual will seriously deplete the manpower and power reserves of the temples that participate, possibly leaving them weakened and vulnerable to later attacks. Through skillful use of *Diplomacy* the PCs may be able to convince the Dymorans to demand a lower price for their services during the crisis. The city and the Quorum of faith may or may not be willing to meet a particular temple's 'price'. PCs with a certified *Favor* of the deity in question may redeem the favor for a +5 bonus to the *Diplomacy* check. Divine casters who worship the deity in question receive a +5 bonus to the *Diplomacy* check. PCs that are lay worshipers of the deity in question receive a +2 bonus to the *Diplomacy* check.

For parties that just are not up to the role playing of negotiations, the information on what each temple realistically expects to get and what they will settle for may be presented as a reluctant concession that they **could** settle for less, for the good of the city.

### **A – Dymora, The House of Sensation** [Temple District]

*Like most temples in Amthydor, Dymora's is a sight to behold! The type of luxuries that await inside can only be hinted by the extravagant construction and detail of this multi-storied temple. The main antechamber looks similar to a common tavern, though done up with red hues. A large, circular bar dominates the center of the room, which is surrounded by many small tables and chairs. Near each wall there are a number of booths. Red curtains can be drawn while sitting in these booths to invoke privacy if desired. The only thing that would suggest that this is a religious structure is the altar to Dymora in the corner of the room adjacent to the main door.*

*You see members of the clergy catering to the many patrons in the room. Both males and females alike are scantily clad in tight-fitting apparel. The scene strongly resembles the main parlor of the Gilded Cage – though without the class!*

*As you take in the décor, a young woman dressed in tight black leathers approaches you. Her long, platinum blonde hair cascades over her shoulders as her sapphire blue eyes gaze intently upon you. Her dark red lips form into a smile. "Are you here for pleasure or pain?"*

This is Lorelei, though she will simply refer to herself as Lori. She is the assistant to Mistress Jade Tezriine, the temple's high priestess. Once the PCs make it clear that they are there on official business, she will take them to meet with Mistress Jade.

*Lori gives a pretty pout at the thought of business before pleasure, but leads you to a plush sitting room appointed in red and gold velvet. Mistress Jade, a curvaceous beauty with a cascade of blue-black curls reclines on a scarlet divan, examining her crimson painted nails.*

PCs of Amthydor Noble blood (i.e. with an official LSJ Noble Certificate) will recognize Jade as a noble and know her affiliation with House Tezriine (she is the daughter of Lord Consul

Wynstone Tezriine). Others may make a *DC 20 Knowledge (Nobility)* skill check to recognize her. Among the clergy Jade is referred to only as “Mistress Jade” and not by her noble name.

***“It is always a pleasure to see Amthydor’s brave heroes. You visit must be quite important, to distract you from the entertainments the clergy has to offer.”***

Jade is well aware of the current situation, but it amuses her to make the PCs ask for her help, and she intends to come out ahead in the bargain.

**What they say they want –**

***“It occurs to me that a temple making a contribution of this magnitude would be able to ask, and receive, any reward that they desire. In such a circumstance, it would be possible, for example, for me to become Patriarch of the Quorum.”***

This is highly unlikely, and Jade knows it, but it is not impossible. It amuses her to speculate and see ‘Good’ PCs squirm at the thought of a Patriarch who serves an evil deity. The Patriarch of the Quorum of Faith is chosen every four years by the high priests and high priestesses of the sixteen Quorum temples, from among their number, in consultation with the Lord Monarch. While the high priest or high priestess of any of the Quorum temples may be chosen to serve as Patriarch, the post is traditionally held by one of the LG or LN faiths, or a faith with strong protective and leadership affiliations. The deities most often represented are Peliron, Galvandt and Hyperion.

***“Yes, I think that a term as Patriarch would be just the thing, and who knows what else that might lead to. Bring me the guarantee of the Quorum that I will be the next Patriarch and we have a bargain.”***

Convincing the temple of Dymora to work with the clergy of Elianna requires a successful *Diplomacy* skill check *DC 10 + ATL*.

**What they expect to get (Diplomacy DC 10 + ATL) –**

***“If the Quorum won’t agree to my perfectly reasonable request, perhaps you will agree to do a little favor?”***

This could result in some PCs owing multiple favors to the temple of Dymora. This will be addressed in the future, and the temple **will** collect.

Jade is not asking for much, just the promise of a service to be performed by the PCs at a future date. It is a small price for the PCs to pay, for the good of the city. Some PCs may already possess a *Debt to Dymora*.

**What they will settle for (Diplomacy DC 15 + ATL) –** See above, no *Diplomacy* check required.

**What the city will agree to –** The Quorum will not agree to guarantee the selection of a Dymoran Patriarch in the next election. Mistress Jade may campaign and run just like any other high priest/high priestess.

If the PCs go to one of the Good-aligned temples **GO TO Encounter 2.**

If the PCs go to one of the Neutral-aligned temples **GO TO Encounter 5.**

If the PCs have recruited all three of the necessary temples **GO TO Epilogue A.**

If the PCs have not successfully recruited all three of the necessary temples but time has run out in the slot **GO TO Epilogue B.**

## Encounter Five – The Neutral

**NOTE:** While most of the temples are located in the Temple District, the groves of Ayla and Brianna are located just outside of the city, and the shrines of the non-Quorum deities Aurelian, Illudra, Lohm and Zara have been relegated to the Services District.

This encounter is divided into twelve parts, as there are twelve possible Neutral-aligned temples that the PCs may recruit from. They are presented here in alphabetical order according to deity. The PCs may visit any or all of them, as time permits, and in any order that they wish.

Regardless of alignment or portfolio, nearly all of the temples will expect some form of compensation in exchange for their assistance. The ritual will seriously deplete the manpower and power reserves of the temples that participate, possibly leaving them weakened for later attacks. While all of the temples have a vested interest in the success of the Amthydoran defenders, they have also seen the power of the Darkbringers focused on Meneon and Sorena and have to ask themselves if they might be the next targets. Through skillful use of *Diplomacy* the PCs may be able to convince some faiths to demand a lower price for their services. The city and the Quorum of faith may or may not be willing to meet a particular temple's 'price'. PCs with a certified *Favor* of the deity in question may redeem the favor for a +5 bonus to the *Diplomacy* check. Divine casters who worship the deity in question receive a +5 bonus to the *Diplomacy* check. PCs that are lay worshipers of the deity in question receive a +2 bonus to the *Diplomacy* check. For parties that just are not up to the role playing of negotiations, the information on what each temple realistically expects to get and what they will settle for may be presented as a reluctant concession that they **could** settle for less, for the good of the city.

### **A – Aurelian, The Hall of the Four Winds** [Services District]

*An airy, open pavilion marks the shrine of Aurelian. In all but the worst weather the space between the white painted supporting pillars is open, to allow breezes to flow unobstructed through the structure. Large cages filled with brightly colored songbirds and cooing white doves hang from the roof beams, adding to the gentle music of the wind rustling through the leaves of trees. A handful of young clergy in pale blue robes move through the shrine as a white robed priestess approaches to greet you.*

*“Let gentle breezes carry away the burdens that weigh down your spirits. What calling brings you to this humble shrine?”*

The woman is High Priestess Zyrinna herself. While she is well aware of the current crisis, she is slightly surprised that the heroes would turn to this small and often disregarded shrine as an instrument of salvation.

#### What they say they want –

*“This temple has served the people of this city, asking nothing in return. We pray for the winds that help move Amthydoran ships and the weather that favors the farmers’ crops. We want only what is our due, to be recognized for our contribution and to have our god recognized for the power that He is. The Hall of the Four Winds must be elevated to membership in the Quorum of Faith, as the worshipers of the goddess of the waters, Cyrene, already are. The temples of Destine, Emerys, Ayla and Brianna are all members of the Quorum, though they serve lesser powers. Aurelian’s power is equal to Cyrene’s. Should his temple be accorded a lesser place?”*

This shrine serves only a small congregation of worshipers, and Zyrinna knows that she has little bargaining power. She will be content with a promise to consider her request.

What they expect to get – See above, no *Diplomacy* check required.

**What they will settle for** – (Diplomacy DC 15 + ATL) – As an alternative to full Quorum membership, the followers of Aurelian would like permission to build a new temple on the peak of a nearby mountain, to be closer to their deity.

**What the city will agree to** – The Quorum will agree to consider the shrine’s request full membership, with no guarantees, as well as a possible new temple site in the nearby mountains.

**B – Ayla, The Grove of the Lady** [Temple District]

*The centerpiece of the Grove of the Lady is a towering rowan tree that produces both pristine white blossoms and blood red berries year-round, regardless of the weather. Around the grove rare plants, unknown elsewhere in the Free Lands, grow under the nurturing hand of Elran, the half-elven High Druid of Ayla’s Amthydoran grove. The druid’s voice from among the trees is reminiscent of the rustling leaves of his charges. “Be welcome in this place, bringing no harm upon that which grows here. How may the protectors of the wood serve those from the city?”*

Elran cannot help but notice the eclipse that hides the nurturing light of the sun from the plants and trees that make up the grove and the surrounding area. He is also aware of the fact that no one gets something for nothing.

**What they say they want** –

*“Our stewardship of the lands surrounding Amthydor has often suffered and been subservient to the needs of Amthydor’s expansion. They wear down the very land that they will someday be forced to depend upon for their survival. Rather than remove stones and properly prepare existing cleared land, Amthydor’s farmers have been seeking to use the more fertile forested lands to the south of the city. A moratorium on the further clearing of forested lands south of the city would insure that such a vital resource remains available for future generations. If we knew that such security were guaranteed for the future, we would be able to*

*dedicate more of our resources to the present crisis.”*

The lands that the Aylans want to protect are the same ones that the Cerionites want to open up to additional farming.

**What they expect to get** (Diplomacy DC 10 + ATL) –

*“Even a smaller section of protected land would be a step in the right direction, to preserve the rare plants and trees that grow only in this area.”*

**What they will settle for** (Diplomacy DC 15 + ATL) –

*“At the very least many of the plant creatures who make their homes in these forests must be granted the same protection under the laws of Amthydor that humanoid residents receive.”*

Elran refers creatures such as sathoni, shamblers and treants,

**What the city will agree to** – While they cannot promise a complete moratorium on farming and the clearing of land, the city is willing to negotiate for the best possible use, both in the short and long term, for the lands surrounding the city, particularly the fertile land to the south. They will also consider legal protection for non-hostile plant creatures.

**C – Brianna, The Grove of the White Hart** [Temple District]

*The eyes of dozens of animals watch from under cover of the dense vegetation as you make your way to the heart of the grove, where a stag and a family of rabbits graze only a few yards from a trio of young wolves.*

Familiars, animal companions and pets traveling with the PCs will be met with polite interest by the animals here. This grove is a place of truce for the animals, where even natural enemies mingle peacefully.

*A lean woman in faded leathers waits patiently at the opposite side of the grove, as if she has been expecting your arrival.*

High Druid Rycine Nightfeather will greet fellow worshipers of Brianna by name.

*“Welcome to the grove of Brianna. What do you seek from the servants of the Huntress?”*

If the PCs have discussed their mission while en route to the grove then she is already fully aware of the situation, but she will not let on that she knows why they are there.

What they say they want –

*“We are naturally anxious to help in restoring the natural order. This interference with the balance of night and day has been more disturbing to the animals than to the humans of Amthydor. Perhaps when this crisis is resolved the city will be able to dedicate some resourceful volunteers to another necessary project that has been long overlooked. A number of unknown creatures reside in the Darkwood, and the vast trails there remain mostly unexplored. For the safety of those living nearby, and of the creatures within the wood, it must be fully explored.”*

What they expect to get -- See above, no Diplomacy check required.

What they will settle for – See above, no Diplomacy check required.

What the city will agree to – The city would be willing to provide assistance in investigating the Darkwood once the crisis is over and order restored. They too are concerned with some of the strange creatures believed to reside there, and the danger that they may pose to travelers.

**D – Cyrene, The Fountain of Serenity** [Temple District]

*A shining cascade of water flows down a stone and glass wall to feed a clear blue pond that adorns the entrance to the temple of Cyrene. There is no door, only a graceful stone archway leading into the shrine. A polished bluestone path leads under the arch, turning into a series of steppingstones dotting a carpet water. The temple itself has no rooms or hallways, only paths of stones leading to raised platforms surrounded by the gently flowing stream that winds from pool to pool throughout the structure. A grand waterfall at the far end forms a stunning backdrop to the high altar. Clergy move throughout the shrine, silently attending to their duties.*

*The robes of Essential Servant Pergamea are the same varied blue as the waters of the Tasman Sea, and her voice holds the same hint of laughter as a cheerily babbling brook.*

She will greet worshipers of Cyrene by name, and greet other PCs politely.

*“All life moves to the rhythm of the waters. It can only be the storm that brings you to this holy place. What need can the temple serve?”*

What they say they want –

*“Not all of Amthydor’s citizens reside within the city, nor is the eclipse the only hazard that threatens them. Fishing vessels routinely injure or even accidentally kill intelligent sea dwellers and other marine creatures. Perhaps if we assisted in eliminating this current crisis, the city would aid us by helping to make the local waters safer.”*

Restrictions of fishing, better safety oversight and steeper penalties for harming intelligent and non-intelligent sea creatures are all steps that the temple of Cyrene would welcome.

What they expect to get – See above, no Diplomacy check required.

What they will settle for – See above, no Diplomacy check required.

What the city will agree to – The city is more than willing to investigate the concerns of the temple of Cyrene, and to thoroughly examine possible solutions.

**E – Destine, The Hall of Enlightenment** [Temple District]

*Though smaller than the grand cathedrals of Hyperion, Lucor, Peliron and Sorena, the single story temple of Destine remains the greatest repository of knowledge in the Free Lands. After presenting your request for an audience, you wait only a few moments before a young priest wearing wire-rimmed glasses leads you to a vast library and into the presence of the learned High Priest Epirotes of Destine.*

*As you enter he closes a large book resting on a decorative pedestal. “I wish that I could say that I am surprised by your visit, but the goddess has shown me clearly the danger that all of Amthydor faces in the coming days. There can be no doubt that no effort is unimportant, and that every effort will be needed.”*

What they say they want –

*“For many days we have labored to find answers to the cause of the eclipse and ways to reverse it, and we are prepared to continue that battle to its end point. We pride ourselves on our vast stores of knowledge, but there are gaps in our library, things that we do not know, ancient texts that we do not have access to. If the city were to assist us in obtaining these texts, we could help to prevent such lapses in information as allowed this current crisis to continue for so long.”*

It pains him to admit that there are things that they do not automatically know, and he wants to rectify that lapse in the temple’s knowledge. He is anxious to obtain several rare and ancient texts for the temple’s already vast library, but he needs the bargaining power and the resources of the city to get them. Not surprisingly, some of the texts that

the followers of Destine wish to acquire are some of the same ones sought by the temple of Emerys.

What they expect to get (Diplomacy DC 10 + ATL) –

*“Adventurers like yourselves are always an excellent means of securing knowledge. You could agree to aid us in obtaining information in the future.”*

Adventurers are always learning unusual facts, or volunteering to obtain some lost book or relic. The temple may as well make use of their services.

What they will settle for (Diplomacy DC 15 + ATL) – See above, no Diplomacy check required.

What the city will agree to – The city is willing to aid in gathering the various obscure knowledge text, but of course they are willing to allow the PCs to assist in the acquisitions instead.

**F – Emerys, The Hall of Mysteries** [Temple District]

*The building that houses the shrine of Emerys looks like what it was -- an ancient mansion converted into a temple. The essence of magic is an almost physical presence that permeates the very air surrounding the temple. Having made your request for a meeting with Mistress of Magic Lilyra, you now wait in the temple’s great library for the lady to make her appearance. She does not disappoint, arriving after only a few moments, preceded by a cloud of incense and gardenia perfume.*

*“If you are hoping for news, I am afraid that I have none to give you. Or are you bringing word that it is time to prepare for the final assault?”*

This is the PCs’ opportunity to make their pitch. Among the Neutral temples only the temple of Destine will be as willing to help as the followers of Emerys.

What they say they want –

*“We of Emerys are perhaps more anxious than any other to bring an end to the misuse of magic that has brought about the eclipse. Naturally when the situation is resolved we will require access to everything that has been learned about what was used to create the eclipse, and how it was done. It is especially important that we examine and understand the Orb itself. Knowledge of this nature must be carefully preserved, yet kept from the wrong hands. The temple’s library will also need to be expanded. There are stories of a number of rare and ancient texts, that may hold the secret of preventing anything like this in the future. If the city were to help in locating and obtaining these books, it would allow us to further protect the people of Amthydor.”*

Of course, some of the books they hope to obtain are the same ones sought by the temple of Destine, and the temple of Kalek wants the orb.

What they expect to get (Diplomacy DC 10 + ATL) –

*“Adventurers like yourselves are always an excellent means of securing knowledge. You could agree to aid us in obtaining information in the future.”*

Adventurers are always learning unusual facts, or volunteering to obtain some lost book or relic. The temple may as well make use of their services.

What they will settle for (Diplomacy DC 15 + ATL) – See above, no Diplomacy check required.

What the city will agree to – The city is willing to aid in the acquisition of various obscure magical text, but of course they are willing to allow the PCs to assist in obtaining the tomes instead. They will also allow an examination of the orb, provided that the temple shares what they learn with city officials.

**G – Hyperion, The Highlord’s Cathedral**

[Temple District]

*The grand stature of the temple of Hyperion clearly proclaims it as the shrine to the god of nobles. Stern-faced guards admit you to the interior, where an acolyte waits to escort you into the presence of Highborn Tameron Slidell, the temple’s aristocratic high priest.*

The Highborn is a man who prefers to lead his clergy himself, both from the pulpit and on the battlefield.

*High Priest Tameron exudes an aura of complete confidence and serene authority as he trades richly embroidered robes for a suit of etched and burnished plate armor. “This crisis grows more grave with each passing day. Have you come to tell us that a way has at last been found to eliminate the danger to the people of Amthydor?”*

The PCs could not ask for a better opportunity to present their case, and the Highborn is a willing audience.

What they say they want –

*“In such troubled times it is natural for the common people look to those born to lead them for guidance. And just as the populace must follow, so the faithful of Hyperion stand ready to lead in this time of crisis. There can be no doubt that we will answer the call to aid in this crisis, we ask only that you be prepared to answer our call in the future.”*

The promise of an unnamed service to be performed in the future is a small price for the PCs to pay.

What they expect to get – See above, no Diplomacy check required.

What they will settle for – See above, no Diplomacy check required.



**What the city will agree to** – The city can hardly have an objection to the PCs paying the price of the Hyperionites' cooperation.

beyond the current sixteen temples, they will offer no guarantees.

**H – Illudra, The House of Fortune** [Services District]

**I – Kalek, The Crafter's Hall** [Temple District]

*The public area just inside the main doors of Illudra's shrine more closely resemble a gambling hall than a temple. A charismatic male halfling oversees the busy room, his smile brightening further when he sees your group.*

*From the street this temple appears nearly circular, except for several protrusions making the walls discontinuous.*

*"Welcome to the House of Fortune. I am Chancemaster Keevon Swiftsure. You don't look much like gambling types, so what brings you to my Lady's hall?"*

PCs with ranks in Knowledge (Engineering) skill or those that worship Kalek would realize that the building is shaped like a gear upon a successful Int check DC 5.

Keevon is the shrine's high priest. He is normally a merry fellow, but he will not be guilted or bullied into cooperating without getting something that he wants in return.

*Wonderer Querquantalanus "Querq" Krimpach receives you in his small private chambers. While the furnishings are a bit small for anyone larger than a gnome, your visit is not exactly a social one.*

**What they say they want** –

*"How fitting that in this time of great need the city sends adventurers to beg the aid of the one shrine that they have always preferred to ignore. Now that it suits the city and the Quorum they are happy to court the followers of the Luckbringer. It seems to me that in such a situation a temple agreeing to provide aid could receive any reward that they desire. We desire only the recognition that we deserve, to be acknowledged as a full member of the Quorum of Faith."*

*"Most adventurers like yourselves have little interest in what we do here. They seem to prefer to do things the easy way with magic. So what brings you to our humble halls?"*

The temple of Illudra wants only one thing, full membership in the Quorum of Faith, and they will not settle for anything less.

"Querq" is the second son of House Krimpach, Amthydor's gnomish noble House. PCs of Amthydoran Noble blood (i.e. with an official LSJ Noble Certificate) will recognize him as a noble and know his affiliation with House Krimpach. Others may make a DC 20 Knowledge (Nobility) skill check to recognize him.

**What they expect to get (Diplomacy DC 10 + ATL)** – See above, no Diplomacy check required.

**What they say they want** –

*"We would be pleased to help in way we can, of course. Especially if... We have heard the reports that a device is being used to help control the eclipse. If we were given access to this device, we could learn how it worked, and perhaps find other ways to counter it in the event that similar objects were encountered in the future."*

**What they will settle for (Diplomacy DC 15 + ATL)** – See above, no Diplomacy check required.

Like any decent followers of the god of artificers, they want to take the orb apart and figure out what makes it work. Of course, they may not be able to put it back together again. To complicate matters the temple of Emerys also wants the orb.

**What the city will agree to** – While the Quorum is willing to consider expanding their membership

What they expect to get – See above, no Diplomacy check required.

What they will settle for – See above, no Diplomacy check required.

What the city will agree to – The city will agree to allow the temple of Kalek to examine the orb, provided that they share what they learn with city officials.

### **J – Lohm, The Stone Hall** [Services District]

*An acolyte directs you to a stone courtyard, where he claims the temple's High Priest is waiting to receive you. While you find the courtyard as promised, no rich robes or ornate vestments adorn the stocky man shaping a large block of marble with nothing but his hands.*

High Priest Boren may not be what some believe a priest should look like, but he is Lohm's chosen representative in Amthydor, and highly respected by both clergy and laity.

*"I had wondered how long it would take, for someone to come to us. The faithful of Lohm bear a share of the burden for what has happened, and there must be a reckoning."*

It was a follower of Lohm who put the orb used to cause the eclipse into the hands of the Darkbringers, and the entire faithful feel a certain amount of responsibility. Boren is aware of the cause of the eclipse and the means of reversing it, but he will be surprised at being approached by the PCs for help.

What they say they want –

*"As one of our own has helped to bring about this evil darkness, so it is the duty of all of us to see that it is undone. But we must also guarantee that nothing of this nature will ever happen again. The eclipse has been perpetrated from within the very foundations upon which this city is built. The remains of the ancient dwarven*

*settlement have never been fully explored and catalogued. There must be a complete and thorough search, including mapping, and additional security safeguards must be put in place to insure that there is not a repeat of this incident. It is only fitting that the temple of the Stone Lord takes the lead in such an endeavor."*

High Priest Boren wants the city to agree to a complete investigation and mapping of the dwarven ruins, and he wants the faithful of Lohm to be in charge of the project.

What they expect to get (Diplomacy DC 10 + ATL) –

*"If such an undertaking were not to be under our direct supervision, we ask that we at least be involved and that we have full access to maps created and any information learned."*

What they will settle for (Diplomacy DC 10 + ATL) – See above, no Diplomacy check required.

What the city will agree to – The city agrees that a complete mapping of the dwarven ruins is a must, followed by higher security and regular patrols to insure that they are not used for illegal purposes in the future. They welcome the participation of the temple of Lohm in this venture.

### **K – Lucor, The Golden Pavilion** [Temple District]

*The Golden Pavilion of Lucor is an impressive sight. The grand marble columns reach at least sixty feet tall and the intricate architecture rivals even the oldest standing temples. Clearly no expense has been spared in the temple's construction. The inside of the temple is even more impressive. Imported dark mahogany adorns the floors and gold-leaf pictures are upon the walls depicting various aspects of Lucor's portfolio.*

*The huge oak double doors to the High Priest's private stuffy are propped open. The lavish interior almost takes your breath away. High*

*Priest Arbill Crythien works busily behind his desk. He looks up as the acolyte escorting you knocks. The creases in his face show definite signs of age, but not all of them were caused through the passage of time. Laugh lines are indeed evident around his eyes and mouth. He is slightly balding and his robes hang loosely upon his body. He offers his hand to shake as he comes from around the desk. "Good day, gentlemen (and ladies). I am Arbill Crythien and I am glad to make your acquaintance. What brings you to the temple of Lucor in these troubled times?"*

*the best interest of all for us to...volunteer our services without compensation."*

High Priest Crythien will agree, albeit reluctantly, to assist without reward.

What the city will agree to – The city does not see a need for a new gambling hall, while health care for all citizens is a pet project of the Lord Monarch. It will be up to the PCs to promise a service in exchange for the assistance of the temple of Lucor.

He is familiar with the effort to negate the effects of the eclipse, and is interested in hearing what the PCs propose.

### **L – Zara, The Sacred Hearth** [Services District]

#### What they say they want –

*"These are grave times, and even the hardest heart cannot help but to be troubled by recent events. We are honored to do all that we can to aid in this effort to reverse the eclipse. In return for our aid we would ask only the smallest of favors in return. Our request for a permit to establish a new gambling hall has been tied up in committee for some time. Something about another petition to use the same piece of property. If we knew that our request was certain to be approved as soon as the current crisis was over, well then that would be one less thing to worry about and we could give our full attention to dealing with the eclipse."*

*Torches burn brightly throughout the shrine to Zara, and a large fire basin placed before the altar dominates the central chamber. High Priestess Berashna sprinkles a handful of powder over the basin, causing red, blue and violet flames to reach towards the chamber's ceiling.*

*"The flames have shown me your arrival. Do you come the bearers of answers, or as the seekers of them?"*

This is the only opening that the PCs will get, to make their request for assistance.

#### What they say they want –

*"Naturally we wish to help, but such a ritual would seriously deplete our resources and personnel, leaving us unavailable should there be further attacks. However, if we were to have the resources of a Quorum temple...Well, then we would not have to worry. Our bond with Amthydor is strong, and we are always ready to answer the call to help. But we must ask when someone will stand beside us? The faith of Lucor, a subordinate power, enjoys membership in the Quorum of Faith. We believe that the Flame Keeper's clergy is no less worthy. The goddess Cyrene's followers enjoy membership as well, and Zara's power is equal to hers. Should her faithful not also have an equal voice in the*

The parcel of land in question, located in the Services District, is also desired by the shrine of Pietos as a health center.

#### What they expect to get (Diplomacy DC 10 + ATL) –

*"If the city is unwilling to expedite our permit request, perhaps you would be willing to perform some future service for us instead."*

#### What they will settle for (Diplomacy DC 15 + ATL) –

*"The city has been rather good to us, during the unfortunate absence of our deity. Perhaps it is in*

*Quorum? It is a small price to ask, and a fair one.”*

What they expect to get – See above, no Diplomacy check required.

What they will settle for – See above, no Diplomacy check required.

What the city will agree to – While the Quorum is willing to consider expanding their membership beyond the current sixteen temples, they will offer no guarantees.

If the PCs are approaching the Temple District for the first time **GO TO Encounter 1.**

If the PCs go to one of the Good-aligned temples **GO TO Encounter 2.**

If the PCs want to go to the temple of Dymora **GO TO Encounter 3.**

If the PCs have recruited all three of the necessary temples **GO TO Epilogue A.**

If the PCs have not successfully recruited all three of the necessary temples but time has run out in the slot **GO TO Epilogue B.**

## Epilogue A – Deal...

*High Warrior Breng listens to your report with a look of satisfaction, his mind already turning to the ritual to be performed now that the temples have agreed.*

*“Tankards will be raised in your honor tonight, and for many nights to come. Even for the greater good it is sometimes difficult to convince those who would be the friendliest of rivals to surrender their pride and band together. It will take several days to prepare for the ritual, but by negotiating the necessary cooperation now, you have ensured that we have sufficient time before the full moon to coordinate our efforts for the best effect.”*

*“The priests will be arriving momentarily to begin making the arrangements for the ritual. But even with this success, we cannot afford to become complacent. Your efforts so far are only the beginning. The greatest battle still lies ahead, and time grows short. You have done so much already in this crisis, and yet I ask you to be ready to do still more. We will need every warrior, every healer, every mage, every man and woman with the courage to stand against this threat.”*

*“May the gods be with you, and may they be with us all.” With a last nod of approval to you he gathers up several sheets of parchment and steps out to greet the arriving clerics, leaving you to your waiting escort.*

*As you leave the Diamond District and make your way through the streets of Amthydor, word is already spreading that the temples of \_\_\_\_\_, \_\_\_\_\_ and \_\_\_\_\_ (insert names of the three temples that agreed to perform the ritual) have banded together for the good of Amthydor.*

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

**TIME UNITS EXPENDED – 5**

## Epilogue B – ...Or No Deal

*High Warrior Breng listens to your report with a look of grim determination. While you have not obtained the cooperation of the necessary temples, at least you have made a start.*

*“Even for the greater good it is sometimes difficult to convince those who would be the friendliest of rivals to surrender their pride and band together. With the agreements already forged as a foundation to build upon, we may yet be able to convince the remaining temples to participate and complete the ritual. Your efforts so far are only the beginning. The greatest battle still lies ahead, and time grows short. You have done so much already in this crisis, and yet I ask you to be ready to do still more. We will need every warrior, every healer, every mage, every man and woman with the courage to stand against this threat.”*

*“May the gods be with you, and may they be with us all.” With a last nod of dismissal to you he gathers up several sheets of parchment and steps out to greet the arriving clerics, leaving you to your waiting escort.*

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

**TIME UNITS EXPENDED – 5**

## Epilogue C – Somebody Else’s Problem

*The mood in Amthydor is tense, as the eclipse continues to cast its shadow across the sun. Those who can flee the city in an almost continuous train of pedestrians, riders and wagons, alone or in small groups. Hope fades daily, as the undead infesting the city continue to spread and grow stronger. If only there was something that you could do to help. If only someone else would step forward and volunteer.*

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

**TIME UNITS EXPENDED – 5**

## EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

### ATL 1

#### Encounter 1

Defeating the Darkbringers 50 XP

#### Encounter 2

Gaining the cooperation of the 'Good' temple of Meneon, Peliron or Sorena 100 XP

or

Gaining the cooperation of the 'Good' temple of Ardra, Cerion, Elianna, Galvandt, Glissande or Pietos 75 XP

#### Encounter 3

Defeating the monsters 50 XP

#### Encounter 4

Gaining the cooperation of the temple of Dymora 100 XP

#### Encounter 5

Gaining the cooperation of the 'Neutral' temple of Destine or Emerys 100 XP

or

Gaining the cooperation of the 'Neutral' temple of Aurelian, Ayla, Brianna, Cyrene, Hyperion, Illudra, Kalek, Lohm, Lucor or Zara 75 XP

**Discretionary Roleplaying Award** 100 XP

**Total Possible Experience:** 500 XP

### ATL 3

#### Encounter 1

Defeating the Darkbringers 150 XP

#### Encounter 2

Gaining the cooperation of the 'Good' temple of Meneon, Peliron or Sorena 100 XP

or

Gaining the cooperation of the 'Good' temple of Ardra, Cerion, Elianna, Galvandt, Glissande or Pietos 75 XP

#### Encounter 3

Defeating the monsters 150 XP

#### Encounter 4

Gaining the cooperation of the temple of Dymora 100 XP

#### Encounter 5

Gaining the cooperation of the 'Neutral' temple of Destine or Emerys 100 XP

or

Gaining the cooperation of the 'Neutral' temple of Aurelian, Ayla, Brianna, Cyrene, Hyperion, Illudra, Kalek, Lohm, Lucor or Zara 75 XP

**Discretionary Roleplaying Award** 100 XP

**Total Possible Experience:** 700 XP

ATL 5		ATL 7	
<b>Encounter 1</b>		<b>Encounter 1</b>	
Defeating the Darkbringers	250 XP	Defeating the Darkbringers	350 XP
<b>Encounter 2</b>		<b>Encounter 2</b>	
Gaining the cooperation of the 'Good' temple of Meneon, Peliron or Sorena	100 XP	Gaining the cooperation of the 'Good' temple of Meneon, Peliron or Sorena	100 XP
<b>or</b>		<b>or</b>	
Gaining the cooperation of the 'Good' temple of Ardra, Cerion, Elianna, Galvandt, Glissande or Pietos	75 XP	Gaining the cooperation of the 'Good' temple of Ardra, Cerion, Elianna, Galvandt, Glissande or Pietos	75 XP
<b>Encounter 3</b>		<b>Encounter 3</b>	
Defeating the monsters	250 XP	Defeating the monsters	350 XP
<b>Encounter 4</b>		<b>Encounter 4</b>	
Gaining the cooperation of the temple of Dymora	100 XP	Gaining the cooperation of the temple of Dymora	100 XP
<b>Encounter 5</b>		<b>Encounter 5</b>	
Gaining the cooperation of the 'Neutral' temple of Destine or Emerys	100 XP	Gaining the cooperation of the 'Neutral' temple of Destine or Emerys	100 XP
<b>or</b>		<b>or</b>	
Gaining the cooperation of the 'Neutral' temple of Aurelian, Ayla, Brianna, Cyrene, Hyperion, Illudra, Kalek, Lohm, Lucor or Zara	75 XP	Gaining the cooperation of the 'Neutral' temple of Aurelian, Ayla, Brianna, Cyrene, Hyperion, Illudra, Kalek, Lohm, Lucor or Zara	75 XP
<b>Discretionary Roleplaying Award</b>	100 XP	<b>Discretionary Roleplaying Award</b>	100 XP
<b>Total Possible Experience:</b>	<b>900 XP</b>	<b>Total Possible Experience:</b>	<b>1,100 XP</b>

**ATL 9****Encounter 1**

Defeating the Darkbringers 450 XP

**Encounter 2**

Gaining the cooperation of the ‘Good’ temple of Meneon, Peliron or Sorena 100 XP

**or**

Gaining the cooperation of the ‘Good’ temple of Ardra, Cerion, Elianna, Galvandt, Glissande or Pietos 75 XP

**Encounter 3**

Defeating the monsters 450 XP

**Encounter 4**

Gaining the cooperation of the temple of Dymora 100 XP

**Encounter 5**

Gaining the cooperation of the ‘Neutral’ temple of Destine or Emerys 100 XP

**or**

Gaining the cooperation of the ‘Neutral’ temple of Aurelian, Ayla, Brianna, Cyrene, Hyperion, Illudra, Kalek, Lohm, Lucor or Zara 75 XP

**Discretionary Roleplaying Award 100 XP**

**Total Possible Experience: 1,300 XP**

**TREASURE SUMMARY**

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

**Encounter 1**

- *Bracers of Armor*: These black leather bracers are stamped with the image of an eclipsed sun, the mark of Oblivion.

❑ ATL 1 & 3: *Bracers of armor* +2 (Value: 4,000 gp)

❑ ATL 5 & 7: *Bracers of armor* +3 (Value: 9,000 gp)

❑ ATLS 9 & 11: *Bracers of armor* +4 (Value: 16,000 gp)

(Value: varies, Size: Tiny, Tradable: Yes, Rarity: Common, 8<sup>th</sup> level caster, Legality: Legal).

- *Steel Shirt*: This dark purple shirt is made not of metal but of a rare and exotic fabric that closely resembles silk, but is much stronger. The shirt has a weight equal to that of normal clothing. It provides a +2 *armor* bonus (equal to leather armor) with no armor check penalty and 0% chance of arcane spell failure. The AC benefits of the shirt do not stack with those from armor or *bracers of armor*. The shirt radiates moderately of conjuration magic. (Value: 4000 gp, Size: Tiny, Tradable: Yes, Rarity: Uncommon, 4<sup>th</sup> level caster, Legality: Legal).

- *Slippers of Spider Climbing*: These soft-soled black slippers enable movement on vertical surfaces or even upside down along ceilings, leaving the wearer’s hands free. The wearer’s speed is 20 feet. Severely slippery surfaces—icy, oiled, or greased surfaces— make these slippers useless. The slippers can be used for 10 minutes per day, split up as the wearer chooses.



(Value: 4800 gp, Size: Tiny, Tradable: Yes, Rarity: Uncommon, 4<sup>th</sup> level caster, Legality: Legal).

- Sale of mundane items: 36 gp per fighter defeated, 6 gp per rogue defeated

### Epilogue A

- *The Thanks of a Grateful Nation - Divine Scroll of Heroes' Feast*

This scroll, scribed by Maia of Peliron, can be used to call forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all diseases, sickness, and nausea; becomes immune to poison for 12 hours; and gains 1d8+5 temporary hit points after imbibing the nectar-like beverage that is part of the feast. The ambrosial food that is consumed grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and immunity to fear effects for 12 hours. If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated. Up to 11 creatures may join in the feast.

(Value: 1650 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 11<sup>th</sup> level caster, Legality: Legal).

- *The Thanks of a Grateful Nation - Potion of Barkskin*

Brewed by the druids of Ayla's grove, this potion will toughen the drinker's skin for a period of two hours (120 minutes), granting a +5 enhancement bonus to the creature's existing natural armor bonus.

The enhancement bonus provided by *barkskin* stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

(Value: 1200 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 12<sup>th</sup> level caster, Legality: Legal).

- *The Thanks of a Grateful Nation - Potion of Shield of Faith*

This potion creates a shimmering, magical field around the drinker that averts attacks. The potion grants the drinker a +4 deflection bonus to AC.

(Value: 600 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 12<sup>th</sup> level caster, Legality: Legal).

### Epilogue C

- *Favor of Oblivion*

The Night Lord has rewarded your craven refusal to come to Amthydor's aid against him by ensuring that you will perhaps live a little longer in this conflict, to see the suffering that your cowardice has wrought. For six months from the date below, undead and followers of Oblivion suffer a -2 penalty to all attack and damage rolls made in combat with you personally. To make sure that your suffering is prolonged a little more, **you** suffer the same -2 penalty against **them**.

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

### Miscellaneous

- *Debt of Service*

You have made a promise of service to the temple or temples checked below, in exchange for their assistance in reversing the great eclipse. These debts will be called in during future LSJ events. It is possible to owe favors to more than one temple.

- |                                   |                                   |
|-----------------------------------|-----------------------------------|
| <input type="checkbox"/> Destine  | <input type="checkbox"/> Dymora   |
| <input type="checkbox"/> Emerys   | <input type="checkbox"/> Galvandt |
| <input type="checkbox"/> Hyperion | <input type="checkbox"/> Lucor    |

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

# Critical Event Summary: The Edge of Night – Round Two

1. Were the PCs able to convince a ‘Good’ temple to assist and cooperate in removing the eclipse?    Yes    No

2. If the answer to Question #1 ‘Yes’, which one?

Ardra    Cerion    Galvandt    Glissande    Meneon    Peliron    Sorena    Elianna  
Pietos

3. If the answer to Question #1 is ‘Yes’, what were the terms of their agreement?

---

4. If the answer to Question #1 is ‘No’, was it because the players ran out of time in the slot?  
Yes    No

5. Were the PCs able to convince a ‘Neutral’ temple to assist and cooperate in removing the eclipse?                    Yes    No

6. If the answer to Question #5 is ‘Yes’, which one?

Ayla    Brianna    Cyrene    Destine    Emerys    Hyperion  
Kalek    Lucor    Aurelian    Illudra    Lohm    Zara

7. If the answer to Question #5 is ‘Yes’, what were the terms of their agreement?

---

8. If the answer to Question #5 is ‘No’, was it because the players ran out of time in the slot?  
Yes    No

9. Were the PCs able to convince the temple of Dymora to assist and cooperate in removing the eclipse?                    Yes    No

10. If the answer to Question #9 is ‘No’, was it because the players ran out of time in the slot?  
Yes    No

11. 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](mailto: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 of the Lady	Ayla	Goddess of Flora, plants, wilderness, forests
Grove of the White Hart	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

## 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

##### 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 of the Lady	Ayla	N	Lesser	Goddess of Flora, plants, wilderness, forests
Grove of the White Hart	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: Storm of Vengeance*

The cleric will concentrate and maintain the *Storm of Vengeance* (17<sup>th</sup> level caster, Save DC 23, Wisdom based) for a number of rounds based upon ATL, or until the Oblivion fighters are defeated, whichever comes first

ATL 1:	1 Round
ATL 3:	2 Rounds
ATL 5 & 7:	3 Rounds
ATL 9:	4 Rounds
ATL 11:	5 Rounds

### **Storm of Vengeance**

Conjuration (Summoning)

**Level:** Drd 9, Clr 9

**Components:** V, S

**Casting Time:** 1 round

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

**Effect:** 360-ft.-radius storm cloud

**Duration:** Concentration (maximum 10 rounds) (D)

**Saving Throw:** See text

**Spell Resistance:** Yes

**1<sup>st</sup> Round:** This spell creates an enormous black storm cloud. Lightning and crashing claps of thunder appear within the storm. Each creature beneath the cloud must succeed on a Fortitude save or be deafened for 1d4x10 minutes. If you do not maintain concentration on the spell after casting it, the spell ends. If you continue to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during your turn.

**2<sup>nd</sup> Round:** Acid rains down in the area, dealing 1d6 points of acid damage (no save).

**3<sup>rd</sup> Round:** You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage. **NOTE: These bolts will be focused on the temple itself and the NPC temple clerics, NOT on the PCs.**

**4<sup>th</sup> Round:** Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save).

**5<sup>th</sup> through 10<sup>th</sup> Rounds:** Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters.

Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to the *storm of vengeance*'s save DC + the level of the spell the caster is trying to cast.

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 Two

**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):



## **OPEN GAME LICENSE Version 1.0**

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### **15. COPYRIGHT NOTICE**

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document, Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell; based on original material by E. Gary Gygax and Dave Arneson.

The Raian Pantheon Primer, Copyright 2006, The Shining Jewel LLC; Authors Jay Fisher, Andrew Hauptman, and Cynthia Wood, with additional deity name contributions from Linda Baldwin, James Francis, Michael Sitts, and Catie Straiton.

The Raian City Primer, Copyright 2006, The Shining Jewel LLC; Authors Dan Cooper and Jay Fisher.

The Raian World Primer, Copyright 2006, The Shining Jewel LLC; Authors Catie Straiton and Gaylord Tang.

The Edge of Night – Round Two, Copyright 2006, The Shining Jewel LLC, Author Catie Straiton, based on a concept by Jay Fisher.