



# Withering

(Elemental Fragments - Part 2)

**By Dawn Reed & Christopher Reed**

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

Feathers are withering like the troops in a deadly battle. Of possible interest to followers of the elemental deities, sky elves, and bird lovers. Sky elves and other winged PCs play at your own peril. This module is a sequel to *All Broke Up*. For heroes of levels 2 to 12.

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## Welcome to LSJ!

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

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

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

## LSJ GM Empowerment Clause

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

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the combat and save the PCs. Full XP awards should not be given for the encounter if this is necessary.

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

## Calculating ATL (Average Table Level)

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

## A Note About 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).

## Adventure Background

Recently adventurers secured two pottery pieces. A third piece is in the hands of Alan Cauderwaller. During the adventure, *All Broke Up*, Karios sent his messenger to keep the pieces from being united. He has since decided to take a more active role and secure the pottery pieces for himself. Karios has sent divinations and a disease to his servant, Red Locust, to use to retrieve the pottery shard for "safe keeping" within Karios' faithful.

The fourth pottery piece belongs to Aedrie Cloudclimber, a priest of Aurelian, who dwells

within a small enclave of sky elves located in the Delambir Mountains. Red Locust travels to the Delambir Mountains and sets up a small lair for himself and several other lesser clerics of Karios approximately three weeks before the event begins. He sends a disguised servant to the aerie of Aurelian to demand the pottery piece lest a "terrible withering" be brought upon the enclave. Not trusting this outsider, Aedrie rebuffs the stranger.

Shortly thereafter, several diseased swarms attack the enclave leaving several of the villagers with a disease that withers feathers. In addition, Karios' servants have laden the local spring waters with disease to ensure the spread of the withering disease. One young sky elf lad did spot someone near the water source, but promptly forgot about it afterwards. Also, a local ranger has gone missing, being captured by the clerics of Karios and having been used as a test for the disease.

Again, the stranger returned to Aedrie - this time with a promise of a cure if only he would give the pottery piece over to the stranger. Aedrie confident in his abilities, rebuffs the stranger again, only to find out that his curative spells are not able to remove the disease.

Things have begun to grow dire indeed. Not only is the disease spreading among the sky elves, but many of the local feathered denizens have begun contracting the disease and spreading the disease as they fly to other parts of Raia; one such bird being found by the local druids outside Amthydor. After questioning the bird, using a *Speak with Animals* spell, the druid has determined something unnatural is going on in the mountains and seek out adventurers to look into this travesty that is affecting nature.

Introduction: The druid, Keir of Rosewood requests aid from adventurers in Amthydor. He tells them what he knows and asks them to go to the Delambir Mountains to determine the cause of the disease and find a cure. The druid also gives the group a token so that he may scry on their progress and send additional aid.

Encounter 1: The PCs travel through the mountains. Here they encounter fiendish locust swarms (lower ATLS) or hellwasp swarm (higher ATLS), which have the withering disease.

Encounter 2: The PCs meet a young band of elven scouts. This group may lead the PCs to the elven enclave.

Encounter 3: The PCs enter the elven enclave and can interact with the locals. If they request information on the disease they are directed to the Aerie of Aurelian.

Encounter 3a: Going to the Aerie of Aurelian, players meet Aedrie Cloudclimber and several of the other village elders. If players are honorable, the sky elves take them into their confidence. PCs may make special purchases from this Temple of Aurelian.

Encounter 3b-3g: Players can gather information within the enclave seeking clues to what is going on in the region. They can speak with several NPCs: several children (one sees someone putting something into the water/one knows about a cave nearby), a village herbalists (her water based remedies don't quite taste right and a possible cure since the herbalist is unaffected by the disease [it's her nasty tea that no one likes to drink]), and barkeep (village rumors).

Encounter 4: Players may search the wilderness areas outside the enclave.

Encounter 5: The PCs should be able to uncover the Cave of Karios. Within this cave are the servants of Karios. To reach the lair, PCs must bypass a magical trap. The PCs can confront the lesser servants of Karios and find that Red Locust has moved on to assault the Aerie directly.

Encounter 6: Red Locust arrives at the Aerie with servants to do direct assault upon the Aerie. When PCs arrive, they confront Red Locust. As the combat winds down, aid sent by the druids arrives.

**Conclusion:** If the PCs are successful, the sky elves thank them and provide them with rewards including the pottery piece. (The elf logic is that the piece is not worth all this trouble.)

The druids provide the PCs the reward promised. Also they provide an introduction to Lord Alan Cauderwaller who has an interest in the pottery piece.

#### IMPORTANT NOTES BEFORE STARTING THIS ADVENTURE:

1. Check to determine if players have played *LSJ18 Dire Consequences* and if so, do they have the *Enmity or Favor of Rosewood*. If PCs have the *Enmity*, they must make a Diplomacy check DC 15+PC level to participate in this event. They may select another of their PCs to participate.
2. Check to determine if players have played *LSJ44 All Broke Up*. If so, determine if any players have the *Notice of Karios* or the *Notice of Houser Cauderwaller*. These have an impact on Encounters 5, 6, and the Conclusion.
3. Check to determine if players have played *LSJ54 Wind's Inheritance*. If so, determine if any player has wings and/or feathers. If so, they are susceptible to the withering disease. All sky elf PCs are susceptible to the withering. The exception to this is PCs with at least three levels of paladin, who are immune to supernatural and magical diseases. These PCs also cannot be carriers of the disease.
4. Knowledge based skills are of importance to enhance the PCs' known information. Please determine what knowledge skills each player has and at what skill modifier.
5. There are a number of GM Aids attached to the appendix area of this event. If you are unable to find the specific information, be sure to check within the GM Aids.
6. It is important to be familiar with GM Aid #2, which details the withering disease, prior to running the event. The judge should secretly track who has contracted the disease and the effects.

7. Have the LSJ Shopping Spree documents available for player use.

## Introduction

*A call for adventurers has brought you to the cottage of Keir, a Cerionite druid. The hut is a warm and inviting place located inside the druid groves near the hamlet of Rosewood.*

*The gray eyed druid smiles and pats a yellow eyed wolf that he introduces as Winter. He offers you berries and warm cider and a seat at his table.*

*Several others are among the guests in the cottage.*

This is the time for character descriptions and introductions. Some PCs may have met Keir if they played *LSJ12 Lions, Tigers, and Bears*. Also, if they have the *Favor of the Rosewood*, they begin the event with a loaf of fresh warm bread, a flask of apple cider, and a wedge of homemade cheese prepared for them by the villagers of Rosewood. Once completed with introductions, continue with the following boxed text.

*Keir nods as each of you introduce yourselves. "I thank you for answering my call so quickly. I will get down to the heart of the matter, as I believe time may be of essence.*

*Two days ago, I was tending my gardens when Winter sprang over a small bush and started sniffing and pawing the plants. I walked over to bush and found this bird."*

*Keir stands and opens a nearby spacious cabinet. Inside the cabinet wrapped in a cornflower colored blanket lays a small naked bird, devoid of all feathers. It looks up at you with sad, imploring eyes.*

*"This," Keir continues, "is a blue jay. He has contracted some type of withering disease that has caused him to lose his feathers. Without his feathers, he is unable to function as a normal creature of nature. We have tried several magical remedies, but none have worked."*

*Keir releases what sounds to be a large sigh and looks at each of you.*

Allow players to react to the information provided by Keir. See GM Aid #3 for information on the Delambir Mountains. Keir knows any information that is DC 15 or less regarding the Delambir Mountains. See GM Aid #2 for information on the disease. They may ask questions below. Read or paraphrase as necessary.

➤ **What do you need us to do?**

*"Please journey to the Delambir Mountains, determine what is causing this disease, and stop its spread. I will provide you with this token."*

*Keir holds out a small copper token in the shape of a sheaf of wheat.*

*"It will allow us to scry you and send aid if you need it."*

➤ **What has happened to this poor creature?**

*"As I have told you, it has a disease of some sort. We (the druids) are calling it 'Withering.' It has caused his feathers to rot and fall out. He is growing sicker by the day. We have been unable to remove the disease by magical or mundane means."*

➤ **What have you done to try to cure the disease?**

*"We have tried using our healing abilities as well as a remove disease spell. When those didn't work we worked on making the "infected" as comfortable as possible"*

➤ **How did the bird contract this disease?**

*"I do not know how the disease spread."*

➤ **Where did the bird contract the disease?**

*"We believe in the Delambir Mountains. I have map here that I drafted. It is a bit crude, but I believe reflects the blue jay's flight pattern. You may take it as a general guide."*

➤ **What do you want us to do?**

*"This is no natural disease. Please, trace its path. Find the source and, if you can, stop its spread."*

➤ **How do you know where the disease came from?**

*"We cast speak with animals and spoke with the blue jay. He indicated he had come from the direction Delambir Mountains."*

➤ **I would like to do a heal check or cast a spell on the bird: (See GM AID #2 for results of a heal check.)**

*"Of course. Just be gentle please."*

➤ **Have you tried to use speak with animals to speak with the bird?**

*"Yes. That is how we discovered where he may have contracted the withering."*

➤ **Did you learn anything else from the bird?**

*"He has a favorite stream he likes to bathe in located in the mountains and that there are two legs with wings that sometimes use it."*

➤ **Will there be any compensation?**

*"Yes, we plan to reward you. Unfortunately, the compensation is rather modest."*

➤ **We don't want you to scry us!**

*"Fair enough. But if you need our aid, how will you contact us?"*

➤ **Do you have any means to get us there quickly since time is of the essence?**

*"I can provide light horses with 'special' horseshoes (Horseshoes of a Zephyr). You may ride them into the mountains. Release them when you get to your final destination and they will return to us here in Rosewood."*

➤ **Are there any other hazards we should be aware of?**

*"It can be very cold in the mountains. Perhaps plan for cold weather?"*

Allow the PCs to return to Amthydor to make purchases, if requested. They may make any purchases available through "LSJ Shopping Spree"

source document, as well as any allowed from Core rulebook I.

When the PCs are ready to travel to the Mountains **GO TO Encounter 1 - Traveling to the Delambir Mountains page 6.**

## **Encounter 1: Traveling to the Delambir Mountains**

*Travel:* The time element of travel depends on the mode of travel used. Describe as necessary the journey they take based on the mode of transportation. Because the PCs most likely have never seen the Delambir Mountains, a *teleport* or *transport via plant* spell will work, but would be very general area and does not bypass this encounter.

The players need to travel approximately 850 miles into the Delambir Mountains to reach this area. Any normal horses would have to be abandoned after the first 600 miles through the foothills. If the party is utilizing horses from Keir wearing Horseshoes of a Zephyr, they may continue to the final destination. These horseshoes do not allow the horses to "fly" but merely levitate 4 inches above the ground and therefore may not be used to move from tree to tree unless there is a specific bridge/floor like surface allowing this movement.

For travel purposes, the horses can cover 48 miles in a day; by foot, a party will cover 16 miles in a day. The travel could potentially take from 53 days to 17 days; shorter if *teleport*, *wind walk*, *transport via plant*, or similar spells are used. PCs should be discouraged from traveling on foot, although the travel time does not impact the encounter.

*Altitude fatigue:* Once PCs arrive in the peaks, all non-acclimated creatures labor to breathe in the thin air at this altitude. All non-acclimated PCs must succeed on a DC 15 Fortitude save each hour or be fatigued. The fatigue ends when the PC leaves the mountain ranges as opposed to the standard 8 hours of rest. Sky elves and air

elementals are considered acclimated and do not need to make this check.

Once the save is failed, there is no need to continue the saves as there is not a cumulative effect other than fatigue from the altitude. That is not to say that if a character takes an action (example coming out of barbarian rage) that they would still move into the next stage: exhausted.

*Fatigued:* Tired to the point of impairment. A fatigued character can neither run nor charge and takes a -2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to be exhausted.

*Weather:* This event takes place in Sores, just after the summer solstice. Therefore, this is as warmest and best time of year to be traveling into the mountains. The temperature in the foothills is warm, but moves to cool the farther up into the mountain terrain. The locals refer to this time as "high summer."

Once the PCs reach this area of the mountains, it becomes cold at night, dropping to temperatures below 40°F. If PCs choose to sleep outdoors without *endure elements*, or other similar protections, they must make a Fortitude save DC15+1 per each previous check each hour or take 1d6 nonlethal damage. A PC that has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. The water elems cold resistance 2 applies to this damage. Sky elves have a +4 racial bonus on this Fortitude save. PCs with the *Blessing of Karios* (from *LSJ44 All Broke Up*) are unaffected by the cold.

Cold and exposure deal nonlethal damage to the victim. This is nonlethal damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through accumulation of nonlethal damage, the cold and exposure begin to deal lethal damage at the same rate.

Have the PCs create a marching order and then either read or paraphrase as necessary:

*The terrain has become very rocky, yet blades of grass sprout from each and every crack in the rocks. Even the mountains welcome the summer air.*

*A faint buzzing sound comes from just over the next rise...*

The swarms are infected with the withering disease. Be sure each PC that comes into contact with the swarm makes a Fortitude save against the disease.

Allow the PCs a Spot and Listen check against the Hide and Move Silently of the swarm.

### ATL 3

**⚔ Fiendish Withering Locust Swarm (1):** CR 4; Diminutive Magical Beast (Extraplanar, Swarm); HD 6d8-6; hp 21; Init +4; Spd 10 ft., fly 20 ft. (poor); AC 18 (+4 size, +4 Dex), touch AC 18, flatfooted 14; BAB/Grp +4/-; Atk/Full Atk swarm (2d6 plus withering); Space/Reach 10 ft./0 ft.; SA Distraction, withering; SQ DR 5/magic, darkvision 60 ft. immune to weapon damage, resistance to cold 5, fire 5, SR 11, swarm traits, vermin traits; AL LE; SV Fort +4, Ref +6, Will +2; Str 1, Dex 19, Con 8, Int 3, Wis 10, Cha 2.

*Skills and Feats:* Listen +4, Spot +4.

*Equipment:* None.

**Distraction (Ex):** Any living creature that begins its turn with a locust swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round.

**Withering (Ex):** Any living creature damaged by a withering creature must succeed on a DC 12 Fortitude save or contact the withering disease.

### ATL 5

**⚔ Fiendish Withering Locust Swarm (2):** CR 4; Diminutive Magical Beast (Extraplanar, Swarm); HD 6d8-6; hp 21 each; Init +4; Spd 10 ft., fly 20 ft. (poor); AC 18 (+4 size, +4 Dex), touch AC 18, flatfooted 14; BAB/Grp +4/-; Atk/Full Atk swarm (2d6); Space/Reach 10 ft./0 ft.; SA Distraction, withering; SQ DR 5/magic, darkvision 60 ft. immune to weapon damage, resistance to cold 5, fire 5, SR 11, swarm traits, vermin traits; AL LE; SV Fort +4, Ref +6, Will +2; Str 1, Dex 19, Con 8, Int 3, Wis 10, Cha 2.

*Skills and Feats:* Listen +4, Spot +4.

*Equipment:* None.

**Distraction (Ex):** Any living creature that begins its turn with a locust swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round.

**Withering (Ex):** Any living creature damaged by a withering creature must succeed on a DC 12 Fortitude save or contact the withering disease.

**ATL 7**

**Withering Hellwasp Swarm (1):** CR 8; Diminutive Magical Beast (Extraplanar, Evil, Swarm); HD 12d10+27; hp 93; Init +10; Spd 5 ft., fly 40 ft. (good); AC 20 (+4 size, +6 Dex), touch AC 20, flatfooted 14; BAB/Grp +12/-; Atk/Full Atk swarm (3d6 plus poison and withering); Space/Reach 10 ft./0 ft.; SA Distraction, poison, withering; SQ DR 10/magic, darkvision 60 ft. hive mind, immune to weapon damage, resistance to fire 10, low-light vision, swarm traits; AL LE; SV Fort +10, Ref +14, Will +7; Str 1, Dex 22, Con 14, Int 6, Wis 13, Cha 9.

*Skills and Feats:* Hide +19, Listen +10, Spot +10; Ability Focus (poison), Alertness, Improved Initiative, Iron Will, Toughness.

*Equipment:* None.

**Distraction (Ex):** Any living creature that begins its turn with a hellwasp swarm in its space must succeed on a DC 18 Fortitude save or be nauseated for 1 round.

**Poison (Ex):** Injury, Fortitude DC 18, initial and secondary damage 1d6 Dex.

**Hive Mind (Ex):** Any hellwasp swarm with at least 12 hit points forms a hive mind, giving it an Intelligence of 6. When a hellwasp swarm is reduced below this hit point threshold, it becomes mindless.

**Withering (Ex):** Any living creature damaged by a withering creature must succeed on a DC 18 Fortitude save or contract the withering disease.

**ATL 9**

**Withering Hellwasp Swarm (2):** CR 8; Diminutive Magical Beast (Extraplanar, Evil, Swarm); HD 12d10+27; hp 93; Init +10; Spd 5 ft., fly 40 ft. (good); AC 20 (+4 size, +6 Dex), touch AC 20, flatfooted 14; BAB/Grp +12/-; Atk/Full Atk swarm (3d6 plus poison and withering); Space/Reach 10 ft./0 ft.; SA Distraction, poison, withering; SQ DR 10/magic, darkvision 60 ft. hive mind, immune to weapon damage, resistance to fire 10, low-light vision, swarm traits; AL LE; SV Fort +10, Ref +14, Will +7; Str 1, Dex 22, Con 14, Int 6, Wis 13, Cha 9.

*Skills and Feats:* Hide +19, Listen +10, Spot +10; Ability Focus (poison), Alertness, Improved Initiative, Iron Will, Toughness.

*Equipment:* None.

**Distraction (Ex):** Any living creature that begins its turn with a hellwasp swarm in its space must succeed on a DC 18 Fortitude save or be nauseated for 1 round.

**Poison (Ex):** Injury, Fortitude DC 18, initial and secondary damage 1d6 Dex.

**Hive Mind (Ex):** Any hellwasp swarm with at least 12 hit points forms a hive mind, giving it an Intelligence of 6. When a hellwasp swarm is reduced below this hit point threshold, it becomes mindless.

**Withering (Ex):** Any living creature damaged by a withering creature must succeed on a DC 18 Fortitude save or contract the withering disease.



## ATL 11

**Withering Hellwasp Swarm (4):** CR 8; Diminutive Magical Beast (Extraplanar, Evil, Swarm); HD 12d10+27; hp 93; Init +10; Spd 5 ft., fly 40 ft. (good); AC 20 (+4 size, +6 Dex), touch AC 20, flatfooted 14; BAB/Grp +12/-; Atk/Full Atk swarm (3d6 plus poison and withering); Space/Reach 10 ft./0 ft.; SA Distraction, poison, withering; SQ DR 10/magic, darkvision 60 ft. hive mind, immune to weapon damage, resistance to fire 10, low-light vision, swarm traits; AL LE; SV Fort +10, Ref +14, Will +7; Str 1, Dex 22, Con 14, Int 6, Wis 13, Cha 9.

**Skills and Feats:** Hide +19, Listen +10, Spot +10; Ability Focus (poison), Alertness, Improved Initiative, Iron Will, Toughness.

**Equipment:** None.

**Distraction (Ex):** Any living creature that begins its turn with a hellwasp swarm in its space must succeed on a DC 18 Fortitude save or be nauseated for 1 round.

**Poison (Ex):** Injury, Fortitude DC 18, initial and secondary damage 1d6 Dex.

**Hive Mind (Ex):** Any hellwasp swarm with at least 12 hit points forms a hive mind, giving it an Intelligence of 6. When a hellwasp swarm is reduced below this hit point threshold, it becomes mindless.

**Withering (Ex):** Any living creature damaged by a withering creature must succeed on a DC 18 Fortitude save or contract the withering disease.

➤ Once the PCs defeat the vermin, go **to Encounter 2 - Sky Elf (page 9).**

## Encounter 2: Sky Elf

*Just as you finish your skirmish with the swarm(s)... from the sky descends a groups of six winged elves. The group of elven males appears to be barely into adulthood. The oldest in the group yells out to your party, "Halt! What business do you have here?"*

This is a group of young male sky elves that have taken upon themselves to "patrol" the area. They have no real official authority. They can be easily intimidated (DC 12) due to their lack of worldly experience. For diplomacy purposes, they are considered friendly due to their nature of youth. If PCs actually get aggressive with the elves, they will flee. They are armed only with "toy" weapons.

The elves speak common with outsiders but are fluent in both common and auran. Most of the speaking is done by Olahi; their ringleader. Once some general questions are answered, they bring the PCs to their Aerie assuming the PCs are willing.

Please read or paraphrase from below as needed:

➤ **Who are you?**

*"We asked first! .... Oh all right. I am Olahi."  
He points to the others. "This is Kumar, Astar, Dayai, Fleredd, and Flerethh. The Flerrs are twins!"*

➤ **What are you doing out here?**

*"We are just 'patrolling'."*

➤ **Why are kids so young patrolling?**

*"Hmm, you should come to our Enclave. It really isn't safe out here." (Sense Motive DC 10 to determine the boys don't feel comfortable answering this question and know that they probably shouldn't be here.)*

➤ **Where is your Enclave?**

*"It is not far from here. It is at the top of the Verdigris Rock. It is a cliff wall. We can fly you up there."*

➤ **Does your Enclave have a name?**

*"We call it, 'Telesa Aaula a Pala.' It is auran for 'Home Where Air is Sweet'".*

➤ **Where are your parents?**

*"Umm, busy." (Sense Motive DC 10 to determine the boys don't feel comfortable answering this question and they probably shouldn't really be here.)*

➤ **Do you know anything about the disease?**

*Their eyes open wide and they look at each other. "You know about the withering?"*

*They pause a second, "We can take you to Father Cloudclimber. He knows about the withering."*

➤ **Who is Father Cloudclimber?**

*"He is the high priest of Aurelian."*

➤ **Do you know of any nearby stream?**

*"Yes, there is one about a mile east of the aerie. Why?"*

The children can provide directions to the stream. PCs may choose to allow the sky elves to bring them to the aerie, they may choose to investigate the surrounding area, or they may go to the aerie on their own.

- If the PCs want to aerie by themselves **GO TO Encounter 3 - Telesa Aaula A Pala (Page 10).**
- If the PCs accompany the sky elves, they bring the PCs directly to Father Cloudclimber **GO TO Encounter 3A - Aerie of Aurelian (page 11).**
- If the PCs decide to investigate the stream **GO TO Encounter 4C – Mountain East of the Enclave (page 19).**
- If the PCs want to further explore the wilderness outside the city, **GO TO Encounter 4 – page 19**

## **Encounter 3: Telesa Aaula A Pala**

If PCs climb the Verdigris Rock or use flight to enter the Aerie they may select where they begin within the enclave. Read or paraphrase the following as PCs enter the enclave.

*A sheer rock cliff of powdered green copper marks the obvious beginning of Telesa Aaula A Pala. Ascending above the cliff wall is a small valley of verdant green mosses, ferns and yews that lay at the feet of a forest of towering ancient conifers. It is most assuredly high summer in this place or, you believe, it would surely be covered in snow.*

*North, beyond the conifer forest, lays a landscape of rocky spires and canyons. To the west, an amber-hued cliff wall with many openings seals the Telesa Aaula A Pala. To the east a great snow capped spiraling mountain forms a second wall.*

*A couple of squirrels stare at you from their perch, while a pine martin eyes the rodents from a higher branch. A moose with a cracked antler chews the pine needles of the lowest branches.*

*Moving past the local flora and fauna, solid cedar planks form a hand-made walkway from tree to tree. Pale skinned elves with dark feathers and blue eyes watch you warily from several of the trees.*

The locations within Telesa Aaula A Pala are outlined in the Maps section.

PCs have several places to choose from to visit. Most sky elves withdraw from others with very little interaction. Most point to the Aerie of Aurelian for information.

Please use GM Aid 3 for rumors within Telesa Aaula A Pala.

The areas to visit are as follows:

- If the PCs want to go to the Aerie of Aurelian **GO TO Encounter 3A: Aerie of Aurelian - page 10**

- If the PCs want to go to Wanasi Welafa **Go To Encounter 3B: Wanasi Welafa – page 13**
- If the PCs want to go to the herbalist **GO TO Encounter 3C: Herbalist – page 15**
- If the PCs want to go to the general store **GO TO Encounter 3D: General Store – page 17**
- If the PCs want to go to talk to the children **GO TO Encounter 3E: Children – page 18**
- If the PCs want to go to the Sleeping cliffs **GO TO Encounter 3F: Sleeping cliffs – page 19**
- If the PCs want to go to the Dwarven Cave **GO TO Encounter 3G: Dwarven Cave – page 19**
- If the PCs want to explore the wilderness outside the city, **GO TO Encounter 4 – page 19**

### **Encounter 3A: Aerie of Aurelian**

This is the home and workplace of Father Aedrie Cloudclimber and the primary place of worship within the community. It is a temple dedicated to Aurelian.

If PCs have no means of flight or are not being flown by the young sky elves, they need to take a branch staircase that winds up the tree. They should plan a long walk, as the tree is 500 feet tall with a diameter of 25 feet. There are no bridges to this tree.

Read or paraphrase the following:

*The Aerie of Aurelian perches on the highest branches of the tallest standing sequoia redwood of the forest. Threads of gold and silver drape the highest branches and sway in the strong mountain breeze. A platform of cedar raised above the tree extends in a small twenty-five foot circle. A small cloud hovers in place at the center of the platform - an unusual dais of sorts. Several cedar chests sit at various points on the*

*platform and a trap door along the eastern edge can be seen.*

*A graying sky elf with violet eyes intently applies healing bandages to a young pallid female elf that has lost all her feathers. He finishes applying the last bandage to her barren wings and stares up at your group.*

*He shoos the girl off and she opens the trap door and slides down closing the door behind her.*

*"What has the Lord of the Breeze blown in today?"*

✠ **Father Eirdrien Cloudclimber, Clr5:** medium humanoid (sky elf); AL NG; *Skills:* Concentration +5, Diplomacy +3, Heal +10, Listen +3, Search +3, Spellcraft +3, Spot +3, Survival +5. Domains: Air & Travel.

Description: Eirdrien is both high priest and unofficial enclave leader. He takes these duties very seriously. He is both a kind, gentle, and concerned leader.

His feathers are a dark gray and his eyes a piercing violet. His body has a tall lanky frame. He wears airy blue robes and a silver chain and holy symbol of Aurelian. He speaks Common, Elven and Auran.

Father Eirdrien is one of the few members of the community that has traveled outside the enclave and is actually quite well read. He has a small home and library under the platform. He is actively suspicious of followers of Lohm and questions their motives for being in the village.

For diplomatic purposes Father Eirdrien is currently indifferent to the party. (If a member of the party displays a holy symbol of Aurelian or is a sky elf, he begins as friendly to that PC only.) To move Eirdrien to friendly, the PCs must succeed at a Diplomacy check (DC 15). If moved to friendly, he offers temple services for sale. If moved to helpful, he offers his healing spells at no cost to the PCs.

Below is a list of the possible modifiers:

- +1 racial bonus for each sky elf in the party.
- +1 circumstance bonus for each holy symbol of Aurelian displayed by a member of the party.
- +5 circumstance bonus for explaining about their full purpose to uncover the cause of the disease and stop/cure it.
- +2 circumstance bonus for mentioning the druids of Rosewood, who Eirdrien views favorably.
- -1 circumstance penalty for each holy symbol of Lohm displayed by a member of the party.

Read or paraphrase as necessary:

- **When did this disease start?**

*“Well, that is a long story. At least a month ago, one of our local rangers found a poor featherless cardinal and our own warriors began to fall ill.”*

- **How many elves have been affected?**

*“More than half of our numbers have been compromised by this disease.”*

- **What have you done to try to cure the disease?**

*“I have tried using my healing abilities as well as a remove disease spell. When those didn’t work I worked on making the “infected” as comfortable as possible”*

- **How did the elves contract this disease?**

*“I do not know how the disease spread.”*

- **Do you mind if we talk to the other elves to get to the bottom of this?**

*“No, of course not. I only ask that you respect their wishes. If they choose not to cooperate, you must honor that. You may tell them you act on my behalf if that will help.”*

- **Who might be knowledgeable or Where should we go in the Aerie?**

*“There is a small bar establishment called 'Wanasi Walafa' or 'The Whisper of the Wind' in Common. On a rare occasion, we do have a*

*traveler or two so Luander, the owner, may have a room he can provide you. Many locals congregate there for fellowship.*

*Messina is our local herbalist, but she is getting up there in age and doesn't always make a lot of sense but always has something wise to say.*

*Ransaner runs a small modest general supply store. Nothing like you would find in Amthydor.*

*And children always have something to say don't they? They often play out on the lower branches. Although, with this plague, there are fewer children out playing.*

*We also have Denell. He is a local ranger who often comes into town to drink at the Whisper, but I have not seen him in almost a week. He lives in a tree house near a stream east of the Aerie.*

*I would stay away from the Sleeping Cliffs. Although many of our people may be found there, they are suspicious of outsiders and to compound that most are frightened by this plague. I don't believe you would find much information there.”*

- **Has anything unusual occurred?**

*“Actually, yes.”*

*Father Eirdrien pauses and reflects for a moment. "A stranger without wings entered our midst over a month ago. We have a small modest relic of Aurelian here within the Aerie of Aurelian. Somehow this stranger knew of this relic and came making demands for the relic. Of course I rebuffed him. After all, why would I give this to him?"*

*He spit at me and told me to 'Beware a horrible withering plague shall be visited upon you and yours!'"*

*Cloudclimber pauses again, looking downward, and shakes his head in disbelief. "Less than a week from the strangers visit, several hellwasp swarms plagued the village. Our warriors were able to destroy them, but not without several of them dying in the process.*

*Within two days of the hellwasp invasion, several of the warriors who fought the swarm began to have their feathers rot, then fall out. The stranger returned offering a cure for the relic. I scoffed at*

his offer. I believed in the healing powers of Aurelian."

A heavy sigh releases from the elder sky elf, "But I could not cure them. They grew gray and pallid, shells of their former self and, finally, they all expired. In the process, many of their wives and children contracted this withering and have had their feathers fall out. I am struggling to keep them alive. And now, there are others whose feather rot and fall out. If a cure is not found, our enclave will all surely die. This relic is not worth the survival of my people."

➤ **What did this stranger look like?**

"He had shoulder length red hair, but his features seemed indistinct."

➤ **Any idea where we could find this stranger?**

"I don't really know. Perhaps one of the rangers has seen where he comes from."

➤ **Would there be any compensation from you if we can cure this disease?**

"We are a community of limited means. Yes, I will find some reward for you. Unfortunately, the compensation may be rather modest."

➤ **Do you know of any nearby stream?**

"Yes, there is one about a mile east of the aerie. Why?"

➤ **Why are you not out hunting for this stranger?**

"I am needed here for my healing arts."

➤ **What is this relic of Aurelian?**

"It is a pottery shard. It is nothing that has any value for people who do not follow Aurelian. It is said that it was held in his hands at the beginning of creation."

➤ **May we see the pottery shard?**

"I can show it to you. But I would prefer it remain here in the aerie at this time."

➤ **May we use the pottery shard to negotiate with the stranger?**

"Do you think he is really willing to negotiate? If you find him, perhaps I will consider it at that time."

**Shard:** Size Tiny. This shard is tinged blue with streaks of cloudy white. It is cool to the touch. It radiates slight magic, but the school is unable to be determined at this point in time. To the average citizen of Amthydor it has no value but it is priceless to particular individuals.

If PCs moved Father Cloudclimber to friendly, he opens up the temple store for PCs to purchase:

- Bottle of Air (7,250 gp)
- Sacred Text of Aurelian (25 gp)
- Potion of fly
- *Greater holy symbol of Aurelian* (+1 cleric level for turning/rebuking vs. earth and air elementals) - this device works only for clerics of Aurelian (2,000 gp)
- Divine scrolls up to 3<sup>rd</sup> level (use Shopping Spree certs if needed).
  
- If the PCs want to go to Wanasi Welafa **Go To Encounter 3B: Wanasi Welafa – page 13**
- If the PCs want to go to the herbalist **GO TO Encounter 3C: Herbalist – page 15**
- If the PCs want to go to the general store **GO TO Encounter 3D: General Store – page 17**
- If the PCs want to go to talk to the children **GO TO Encounter 3E: Children – page 18**
- If the PCs want to go to the Sleeping cliffs **GO TO Encounter 3F: Sleeping cliffs – page 19**
- If the PCs want to go to the Dwarven Cave **GO TO Encounter 3G: Dwarven Cave – page 19**
- If the PCs want to explore the wilderness outside the city, **GO TO Encounter 4 – page 19**

## Encounter 3B: Wanasi Welafa

This is a bar establishment with a small amount of room for travelers. The name translates from auran to mean, "The Whisper of the Wind." It is run and owned by Luander Breathand. Many locals congregate here.

The Wanasi Welafa may be reached either via wooden plank bridges from other trees or a staircase carved into this smaller redwood (400 feet in height) that acts as a roost for this wooden building. This cedar carved building wraps around the redwood tree at approximately the 350-foot mark and consists of two stories. If the staircase is used, the PCs pass through a small spiral staircase leading from the first floor to the second floor. The wood bridges lead directly to the second floor.

The bottom story acts as a "wine cellar" and storage area. It also houses two rooms for sleeping, one of which Luander claims as his private chambers. The supplies and rooms are under lock and key; Luander having the only keys. A small-railed metal spiral staircase leads to the second floor from this area.

The second floor is the public room and serving area. From the ceiling hang dream catchers and myriad of wine bottles that radiate from *continual light* spells. It has large circular open windows that allow a gentle breeze to flow.

**Luander Breathand, Bard 3:** medium fey humanoid (half sky elf/satyr); AL NG; *Skills:* Bluff +5, Intimidate +5, Knowledge: (nature) +5, Diplomacy +5, Gather Information +5, Hide +7, Listen +9, Move Silently +7, Perform: (wind instruments +9) Profession: Cook +5, Search +3, Spellcraft +3, Spot +7.

**Description:** Luander owns and runs Wanasi Welafa. He is the result of an affair his mother had with a traveling satyr. His mother, Lenasha, still lives in a nearby tree. He has doe like brown eyes, black horns sprouting from his head, a mane of chestnut brown hair, with matching chestnut brown feathers, and the legs of a goat. He wears a pine green vest and matching tailored breeches. A

finely crafted a set of panpipes rests on his chest, dangling from a golden chain. It is the only link he has with his biological father. He speaks Common, Elven, Dwarven, Sylvan, and Auran.

Luander is always anxious for news outside of Telesa. He greets all guests enthusiastically, but pays special attention to adventurers to gain news of the outside world. Unless the PCs are obnoxious and rude, Luander's disposition is helpful.

Luander has a loud voice; it is difficult to have a discreet conversation with him. If asked, he willingly plays his panpipes. Luander may cast *calm emotions* (Will save DC 15) through his panpipes if any violence or belligerence occurs in his bar.

Please use GM Aid 3 for rumors for interacting with patrons of Wanasi Welafa

Depending on the time of day, the following other NPCs may be found in Wanasi:

**Morning:**

- Mostly empty with the exception of five elderly sky elves - Barlan (male - warrior 5), Ramon (male expert 5 - apothecary), Teneasa (female expert 4 - seamstress), Joyana (female - commoner 4), and Dathlus (male ranger 4). These individuals consider themselves retired and spend their day's playing cards and other games of chance here. They watch the PCs "suspiciously" and are considered unfriendly. To gather information or sit at games from within this crowd, one must move them to friendly via a Diplomacy check (DC 25).

**Afternoon:**

- Five elderly sky elves from the morning.
- Two young sky elf females: Genari (commoner 2) and Latala (expert 2 - cook). To gather information from these two, one must move them to friendly via a Diplomacy check (DC 15).
- Five sky elf males (warrior 3): Alotho, Martum, Fanglem, Jakeson, Otom. They have just finished their morning guard duty are very

unfriendly to outsiders as they are very stressed by the current situation. To gather information from this group, one must move them to friendly via a Diplomacy check (DC 25).

Dusk:

- Five elderly sky elves from the morning.
- Five sky elf males (warrior 3): Mathis, Aregal, Kalaris, Vatharn, Quaran. They have just finished their afternoon guard duty are very unfriendly to outsiders as they are very stressed by the current situation. To gather information from this group, one must move them to friendly via a Diplomacy check (DC 25).
- Panthis (male sky elf - druid1/expert1) he handles local animals. He is having a drink with his wife, Felina (female expert 1).
- Richus (male sky elf - ranger 2). He sits quietly near a window with one eye outside and one eye on the bar.

Evening:

- Five sky elf males (warrior 3): Ularn, Tamos, Simonet, Rewen, and Pace. They have just finished their daytime guard duty are very unfriendly to outsiders as they are very stressed by the current situation. To gather information from this group, one must move them to friendly via a Diplomacy check (DC 25).
- Richus (male sky elf - ranger 2). He sits quietly near a window with one eye outside and one eye on the bar.
- Aschel female sky elf (Bard1). Full of youth and energy, she sneaks from her parent's nest every evening to perform at the Wanasi Welafa. She enjoys singing, but she has not quite mastered the art. Her singing is tolerable, but not overly enjoyable. She is considered friendly to outsiders, but her answers are brief as she needs to sneak back home. She does not admit that she is sneaking out unless confronted. Sense motive DC 20 to determine she probably should not be here.
- If the PCs want to go to the Aerie of Aurelian **GO TO Encounter 3A: Aerie of Aurelian - page 10**

- If the PCs want to go to the herbalist **GO TO Encounter 3C: Herbalist – page 15**
- If the PCs want to go to the general store **GO TO Encounter 3D: General Store – page 17**
- If the PCs want to go to talk to the children **GO TO Encounter 3E: Children – page 18**
- If the PCs want to go to the Sleeping cliffs **GO TO Encounter 3F: Sleeping cliffs – page 19**
- If the PCs want to go to the Dwarven Cave **GO TO Encounter 3G: Dwarven Cave – page 19**
- If the PCs want to explore the wilderness outside the city, **GO TO Encounter 4 – page 19**

### **Encounter 3C: Herbalist**

Unlike most of the other places within the aerie, this home is located virtually at ground level. An unkempt white picket fence surrounds an ancient Douglas fir. Instead of a classic Christmas-tree shape with a thick trunk topped by a cone of foliage; this Douglas fir is shaped as an octopus tree. It branches just a few feet above the ground and has four massive branches, each one the size of an average tree. These thick branches reach out and then up to form a wide-spreading canopy that is easily two or three times the size of typical Douglas fir. It measures more than one hundred feet wide.

Within the fence, a myriad of herbs, vegetables, and other flora fill the area with the exception of a stone pathway jutting through the foliage. An old wooden rocker carved to accommodate wings sits near the trunk of the tree. A rock staircase leads to an aging wooden door leading into the bole of the tree. The door looks like it might fall off its hinges if someone knocks too hard. Smoke from a fire/fireplace wafts through a small porthole size window higher up in the tree trunk.

This is the home of Messina, the local herbalist. She is normally at home alone. Because of her advanced age, it takes her some time to get to the door. She seldom receives visitors, so is eager for any guests. Consider her as friendly for diplomacy purposes unless the PCs are obnoxious or rude.

✠ **Messina Darembena, Exp5:** medium humanoid (sky elf); AL NG; *Skills:* Heal +10, Listen +6, Profession: Herbalist +10, Search + 2, Spot +6, Survival +5.

Description: Messina has a stooped posture, a small frame, completely grayed feathers, and an age lined faced. She barely stands four and a half feet tall. Although she has a frail appearance, she is one of the most healthy and hardy persons within Telesa. She wears light airy forest green robes that blend into her herb garden.

She enjoys speaking, drinking her home brewed tea, and smoking a pipe. Because she rarely has anyone to talk to, she often speaks to herself. She might be heard saying such things to herself as "Don't let the tea seep to long," "Better pack my pipe again," "Need to clean out my hearth again," and "That rosemary plant is being so difficult this year."

Messina has not traveled outside of Telesa in decades. She used to act as the aerie's midwife, but has retired from this role and hasn't needed to leave her home in years. She has very little information for areas outside Telesa.

She offers a cup of fungus tea to any visitors. The fungus tea tastes nasty and requires a Fortitude save DC 10+ATL or become nauseated for one hour. This save is only required once per day the tea is ingested. Messina has become immune to this effect.

If a player who has become infected or a carrier of the withering drinks the tea, they are cured of the withering. A player who makes the Fortitude save has an automatic feeling of well-being from drinking the tea after the nasty aftertaste disappears. PCs may also make a Heal check DC 10+ATL.

Read or paraphrase as necessary for any questions the PCs may ask of Messina:

➤ **What do you know about the disease?**

*"Don't know much about the disease. It's something awful though. I am very lucky; I haven't been touched by the withering."*

➤ **Do you know any remedy for the withering?**

*She thinks thoughtfully for a minute. She takes a long sip of her mushroom tea. "Don't know no cure..... Oh how rude of me. Would you like a cup of fungus tea?"*

➤ **What have you done to try to cure the disease?**

*"Nothing really. No one has asked for my help. But don't know what I could do to help."*

➤ **What do you know about Father Cloudclimber?**

*"Known him since he was in his Mum's womb. Knew he had been kissed by the Lord o' the Breeze when I delivered him. Came flying out he did. He's a good elf and leads this community strong and true."*

➤ **What do you know about Luander?**

*"He is an alright fella considering his situation with his Mum and all. Worry that the satyr in him might cause him to go stir crazy in this enclave."*

➤ **What do you know about the stranger that visited Father Cloudclimber?**

*"Stranger? Here in Telesa? No I hadn't heard of any strangers but you."*

➤ **I heard you could cure chicken scratch fever, how did you do it?**

*"A good cup of fungus tea."*

**Sidebar: Fungus Tea**

If/once players discover the medicinal quality of the fungus tea; they may bring this immediately



back to Father Cloudclimber. Cloudclimber expresses gratitude and asks the PCs to deal with the still looming threat of the red haired stranger. Cloudclimber works with Messina to begin administering the cure to the sick at once.

- If the PCs want to go to the Aerie of Aurelian **GO TO Encounter 3A: Aerie of Aurelian - page 10**
- If the PCs want to go to Wanasi Welafa **Go To Encounter 3B: Wanasi Welafa – page 13**
- If the PCs want to go to the general store **GO TO Encounter 3D: General Store – page 17**
- If the PCs want to go to talk to the children **GO TO Encounter 3E: Children – page 18**
- If the PCs want to go to the Sleeping cliffs **GO TO Encounter 3F: Sleeping cliffs – page 19**
- If the PCs want to go to the Dwarven Cave **GO TO Encounter 3G: Dwarven Cave – page 19**
- If the PCs want to explore the wilderness outside the city, **GO TO Encounter 4 – page 19**

### **Encounter 3D: General Store**

This is a free standing stilt construction building composed of pine. A rope ladder allows access from the ground to the building. The building has large barn size double doors that allow patrons to fly in and out.

Ransaner runs the local general store.

**Ransaner Bucklefeather, Exp3:** medium humanoid (sky elf); AL NG; *Skills:* Appraise +5, Diplomacy +5, Listen +3, Profession: Merchant +5, Search +3, Spot +3.

Description: Ransaner has sharp bird-like eyes. His lanky frame is covered with light blue feathers. From a chain around his neck her wears several

thumb-nail size pewter ornaments which appear to be charms but are actually holy symbols of Ardra, Aurelian, Brianna, Cyrene, Illudra, Kalek, Lucor, Pietos, and Sorena.

For Diplomacy purposes he is considered neutral unless the PCs purchase goods from his shop. If PCs make a purchase, he automatically moves to friendly. If over 100 gp are spent at his shop, he moves to helpful.

The store carries the following goods from Core Rulebook I:

Table 7-3: wheat, flour, tobacco, copper, linen, salt, silk.

Table 7-5: simple weapons

Table 7-6: light armor - fitted for sky elves only

Table 7-8: All except - food drink and lodging; mounts and related gear, transport, and spellcasting and services.

Supplies are rather limited and he does not have more than two of any one item.

Read or paraphrase as necessary:

#### ➤ **What do you know about the disease?**

*“Don't know much about the disease. It's something awful though. I hope none of the diseased elves come in here. It is bad for business.”*

*He strokes the charms around his neck and looks about obviously uncomfortable with the conversation.*

#### ➤ **Do you know any remedy for the withering?**

*“No, if I knew a cure it would already be in Father Cloudclimber's hands.”*

#### ➤ **Where do your supplies come from?**

*“The dwarves from the higher northern mountains come down here at the onset of high summer and trade with me. They are about the only outsiders that ever come to Telesa besides yourselves.”*

#### ➤ **What do you know about Father Cloudclimber?**

*“Good community leader. He does what he can for the greater good.”*

➤ **What do you know about Luander?**

*“He is an alright fella considering his situation with his Mum and all. Worry that the satyr in him might cause him to go stir crazy in this enclave.”*

➤ **What do you know about the stranger that visited Father Cloudclimber?**

*“Stranger? That is unusual. I thought the annual dwarves were the only outsiders that ever come to Telesa. And they only come once a year at the onset of high summer.”*

- If the PCs want to go to the Aerie of Aurelian **GO TO Encounter 3A: Aerie of Aurelian - page 10**
- If the PCs want to go to Wanasi Welafa **Go To Encounter 3B: Wanasi Welafa – page 13**
- If the PCs want to go to the herbalist **GO TO Encounter 3C: Herbalist – page 15**
- If the PCs want to go to talk to the children **GO TO Encounter 3E: Children – page 18**
- If the PCs want to go to the Sleeping cliffs **GO TO Encounter 3F: Sleeping cliffs – page 19**
- If the PCs want to go to the Dwarven Cave **GO TO Encounter 3G: Dwarven Cave – page 19**
- If the PCs want to explore the wilderness outside the city, **GO TO Encounter 4 – page 19**

### **Encounter 3E: Children**

There is a group of six youngsters that play on the lower branches of the sequoia redwood that serves as the Aerie of Aurelian. They are Belinda (female, 7 years old); Martina (female, 6 years old); Taryn (male, 7 years old); Tati (female, 5

years old); Mikle (male, 6 years old); and Torn (male, 4 years old).

They enjoy flitting from branch to branch and are in the middle of a game of hide and seek. It takes a successful Spot check (DC 10) to find the "hidden" children. Mikle is currently the "seeker."

The children have been warned about talking to strangers and get scared if the PCs approach unless the PCs can succeed in a Diplomacy check (DC 25).

➤ **What do you know about the disease?**

*“It's bad. Our parents told us to be careful.”*  
*Belinda looks around secretly, and whispers, “We aren't really even allowed to play but we have nothing to do. Please don't tell.”*

➤ **Do you know any remedy for the withering?**

*“No, But I think Messina could find a cure. My older brother got chicken scratch fever when I was really little and I heard she fixed him right up.”*

➤ **What do you know about Father Cloudclimber?**

*“He is so nice! He let's us play here.”*

➤ **What do you know about Luander?**

*“Aschel has a crush on him! She wants to be a bard when she grows up.”*

➤ **What do you know about the stranger that visited Father Cloudclimber?**

*“Stranger?”*

- If the PCs want to go to the Aerie of Aurelian **GO TO Encounter 3A: Aerie of Aurelian - page 10**
- If the PCs want to go to Wanasi Welafa **Go To Encounter 3B: Wanasi Welafa – page 13**
- If the PCs want to go to the herbalist **GO TO Encounter 3C: Herbalist – page 15**
- If the PCs want to go to the general store **GO TO Encounter 3D: General Store – page 17**

- If the PCs want to go to the Sleeping cliffs **GO TO Encounter 3F: Sleeping Cliffs – page 19**
- If the PCs want to go to the Dwarven Cave **GO TO Encounter 3G: Dwarven Cave – page 19**
- If the PCs want to explore the wilderness outside the city, **GO TO Encounter 4 – page 19**

### **Encounter 3F: Sleeping Cliff**

This is an amber-hued cliff wall that has a number of cave openings dotting its surface. Most of the populace of this sky elf enclave uses these caves as their roosting area. More and more elves are not venturing out due to the effects of the disease.

The PCs are not really welcome here. However, should the PCs decide to explore this area, they find that at least 20% of the residents are in various stages of the withering disease. In most cases, PCs are rebuffed by the residents but may find one residence where they can perform heal checks and the like on victims of the withering. See **GM Aid #2** for information on the disease.

- If the PCs want to go to the Aerie of Aurelian **GO TO Encounter 3A: Aerie of Aurelian - page 10**
- If the PCs want to go to Wanasi Welafa **Go To Encounter 3B: Wanasi Welafa – page 13**
- If the PCs want to go to the herbalist **GO TO Encounter 3C: Herbalist – page 15**
- If the PCs want to go to the general store **GO TO Encounter 3D: General Store – page 17**
- If the PCs want to go to talk to the children **GO TO Encounter 3E: Children – page 18**
- If the PCs want to go to the Dwarven Cave **GO TO Encounter 3G: Dwarven Cave – page 19**

- If the PCs want to explore the wilderness outside the city, **GO TO Encounter 4 – page 19**

### **Encounter 3G: Dwarven Cave**

There is a small cave hidden where the Grata Pikta (Eastern Mountain) meets the northern rocks and spires. The PCs may wish to traverse these caves, but the journey to reach the dwarves within the Delambir Mountains would require weeks on foot. The mounts provided by the druids are not willing to enter these caves. There are no signs of recent use. Interaction with the Delambir dwarves is not contemplated within the scope of this module.

### **Encounter 4: Wilderness Areas**

The wilderness consists of four areas outside of the enclave. The approach of the PCs is from a southerly direction where the PCs encountered the swarm(s). That area is covered in **Encounter 1: Delambir Mountains**. Refer to that section should the PCs choose to explore that area. In addition, the weather, altitude sickness, and cold exposure discussed in Encounter 1 also affects the other remaining areas the PCs may choose to explore in this section.

The areas to visit are as follows:

- If the PCs want to go to the west of the enclave **GO TO Encounter 4A: West of the Enclave - page 20 (past the Sleeping Cliffs)**
- If the PCs want to go to the north of the enclave **GO TO Encounter 4B: North of the Enclave – page 20**
- If the PCs want to go to the east of the enclave **GO TO Encounter 4C: East of the Enclave: Grata Pikta – page 20**

## **Encounter 4A: West of the Enclave**

This area is just past the sleeping cliffs. The PCs would need to have a method to climb over the cliff. This is an area of rock-covered slopes. The vegetation here is sparse. The only signs of life are a grizzly bear family. They do not attack PCs unless provoked.

## **Encounter 4B: North of the Enclave**

This is an area of rock spires and canyons. Little vegetation grows here. The few conifers the PCs may find are thin and sparse. A family of five wolverines makes this area their home. They do not attack PCs unless provoked.

## **Encounter 4C: Mountain East of the Enclave: Grata Pikta**

This remarkable mountain forms a wall on the eastern border of the enclave. Small patches of ice and snow cling to its highest peaks. The mountain is known at “Grata Pikta” which means “Mighty Iceberg”. It stands 15,000 feet tall dwarfing the conifer forest of the elves. PCs may find it easier to circle the base of this mountain in lieu of ascending its peak to explore the other side.

Traveling to the other side of the mountain reveals a large mouthed cavern. The gargantuan size of the opening could easily accommodate a cloud giant. From above this cavern flows a turbulent waterfall. The water descends to the foot of the great mountain forming a small pond and a swift running stream that continues eastward.

A small conifer forest dots the area around the pond. A successful Spot check (DC 20) from the pond or a Search check (DC 15) within the trees allows PCs to see a tree house located deeper in the conifer forest. This tree house belongs to Denell. See **Encounter 4D: Tree House** for exploration of the tree house.

A successful Search check (DC 15) finds a footpath that leads up to the waterfall and to **Encounter 5: Cave of Karios**. A successful Track check (DC 15) finds booted bipedal footprints on the footpath up the mountain. See **Encounter 5: Cave of Karios** for exploration of the foot path.

## **Encounter 4D: Tree House**

Read or paraphrase the text below as warranted.

*This forest in no way compares to the thick trunked conifers of the elven enclave. They are needle thin and shorter by comparison with much sparser leaves. This area is also much quieter. The only obvious sound is buzzing noises coming from the tree house.*

*The wooden tree house stands about fifteen feet above the ground and has an outside walkway that wraps around the building. The building itself is no more than twenty by twenty feet and stretches between two of the hardier trees.*

*The door to the tree house stands barely cracked open.*

A successful Search check (DC 15) reveals some drops of blood outside the tree house door. A successful Track check (DC 15) on the ground below indicates the same booted footprints.

Entering the tree house, PCs find the house in disarray and a dead owl (Denell's animal companion) splattered on the floor. Flies swarm the rotted corpse of the dead animal causing the buzzing noise. This area has items typical of a home such as a bed, dresser, and some minor personal effects. It is obvious it has not seen occupation in some time.

## **Encounter 5: Cave of Karios**

Read or paraphrase the text below as warranted.

*Following the footpath up the mountain side has led you around the back of a great gushing waterfall. An enormous entranceway stands*

*behind the waterfall. The gargantuan size of the opening could easily accommodate a cloud giant.*

A successful Track check (DC 15) indicates there has been some use of this cave by medium-sized bipedal booted creatures. Several dead insects and large rats can be found within the cave near the entrance.

Please see the attached map in the GM Aid for placement of the traps and NPCs. Once the PCs get into the narrow portions of the cave, the ceiling does not exceed 10 feet in height.

### ATL 3

✂ **Razor-Wire across Hallway:** CR 1: mechanical; location trigger; no reset: Atk +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft squares); Search DC 22; Disable Device 15.

### ATL 5

✂ **Razor-Wire across Hallway and Bricks from Ceiling:** CR 3: mechanical; location trigger; no reset; multiple traps (one razor-wire trap and one bricks from ceiling trap); Razor-Wire: Atk +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft squares); Bricks: Atk +12 melee (2d6, bricks); multiple targets (first target in each of two adjacent 5-ft squares); Search DC 22; Disable Device 20.

### ATL 7

✂ **Razor-Wire across Hallway and Sound Burst:** CR 5: mechanical/magic device; location trigger; no reset; multiple traps (one razor-wire trap and one spell effect *sound burst trap*); Razor-Wire: Atk +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft squares); *sound burst*: spell effect (*sound burst*, 3<sup>rd</sup> level cleric, DC 13 fortitude negates one round stun, 1d8 sonic damage no save); multiple targets (all targets in a 10-ft radius spread); Search DC 27; Disable Device 27.

### ATL 9

**Razor-Wire across Hallway and Flame Strike:** CR 7: mechanical/magic device; location trigger; no reset; multiple traps (one razor-wire trap and one spell effect *flame strike trap*); Razor-Wire: Atk +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft squares); *flame strike*: spell effect (*flame strike*, 9th level cleric, 9d6 fire/holy DC 17 reflex save half damage); multiple targets (all targets in a 10-ft radius spread); Search DC 30; Disable Device 30.

**ATL 11**

✂ **Energy Drain Trap:** CR 10: magic device; location trigger; automatic reset: Atk +8 ranged touch; spell effect (*energy drain*, 17<sup>th</sup> level cleric, 2d4 negative levels for 24 hours, DC 23 Fortitude negates); Search DC 34; Disable Device 34.

Past the trap are the Karios cultists responsible for the Withering (well, some of them). If the PCs trigger the trap the odds are very good the cultists will hear them and be ready to fight!

**Tactics:** The Karios Followers are on alert and are actively listening for the return of Red Locust. If the PCs trigger the trap above, the Karios Followers know the PCs are there.

If PCs are able to bypass the traps, the Karios Followers would make spot and listen checks against the PCs hide checks.

At lower ATLs, the Karios Followers initiate disarm attempts (if the PCs have weapons) or simply melee attacks (if the PCs have no weapons or their attempts at disarm fail). If the Karios Followers are disarmed, they have a second weapon and unarmed strike.

At higher ATLs, they buff themselves with *divine favor* and *shield of faith* before wading into the combat unless the PCs get the jump on them. If there is no time for buffing or if they have already cast their buffs, they initiate disarm attempts (if the PCs have weapons) or simply melee attacks (if the PCs have no weapons or their attempts at disarm fail). If the Karios Followers are disarmed, they have a second weapon and unarmed strike.

**ATL 3**

✂ **Karios Followers – Pox and Mumps; Ftr2 (2):** CR 2; Medium Humanoid (Human); HD 2d10+4; hp 18 each; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch AC 12, flatfooted 14; BAB/Grp +2/+4; Atk/Full Atk Heavy flail +5 (1d10+3) or heavy flail +15 (disarm) or sickle +4 (1d6+2) or unarmed +4 (1d3+2); SA none; Space/Reach 5 ft./5 ft.; AL NE; SV Fort +5, Ref +2, Will +2; Str 15, Dex 14, Con 14, Int 13, Wis 14, Cha 11.

**Skills and Feats:** Climb +6, Handle Animal +1, Intimidate +5, Jump +6, Spot +4; Combat Expertise, Dodge, Improved Disarm, Improved Unarmed Strike.

**Equipment:** Chain shirt, masterwork heavy flail, sickle, *hat of disguise* (one only).

**ATL 5**

✂ **Karios Followers – Pox and Mumps; Ftr2/Clr2 (2):** CR 4; Medium Humanoid (Human); HD 2d10+2d8+8; hp 33 each; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch AC 12, flatfooted 14; BAB/Grp +3/+6; Atk/Full Atk Heavy flail +7 (1d10+4) or heavy flail +17 (disarm) or sickle +6 (1d6+3) or unarmed +6 (1d3+3); SA Spells (destruction & evil); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +8, Ref +2, Will +7; Str 16, Dex 14, Con 14, Int 13, Wis 14, Cha 11.

**Skills and Feats:** Climb +7, Handle Animal +1, Intimidate +5, Jump +7, Knowledge (religion) +6, Spellcraft +4, Spot +4; Combat Expertise, Dodge, Improved Disarm, Improved Unarmed Strike, Iron Will.

**Equipment:** Masterwork chain shirt, masterwork heavy flail, sickle, *hat of disguise* (one only).

Spells (DC 12+spell level): 0 level: *detect magic*, *detect poison*, *guidance*, *resistance*; 1<sup>st</sup> level: *cure light wounds*, *divine favor*, *inflict light wounds*<sup>D</sup>, *shield of faith*

**ATL 7**

☞ **Karios Followers – Pox and Mumps; Ftr4/Clr2 (2):** CR 6; Medium Humanoid (Human); HD 4d10+2d8+8; hp 51 each; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch AC 12, flatfooted 14; BAB/Grp +5/+8; Atk/Full Atk Heavy flail +10 (1d10+6) or heavy flair +20 (disarm) or sickle +8 (1d6+3) or unarmed +8 (1d3+3); SA Spells (destruction & evil); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +9, Ref +3, Will +8; Str 16, Dex 14, Con 14, Int 13, Wis 14, Cha 11.

*Skills and Feats:* Climb +9, Handle Animal +1, Intimidate +9, Jump +9, Knowledge (religion) +6, Spellcraft +4, Spot +4; Combat Expertise, Dodge, Improved Disarm, Improved Unarmed Strike, Iron Will, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

*Equipment:* Masterwork chain shirt, masterwork heavy flail, sickle, *hat of disguise* (one only).

Spells (DC 12+spell level): 0 level: *detect magic, detect poison, guidance, resistance*; 1<sup>st</sup> level: *cure light wounds, divine favor, inflict light wounds<sup>D</sup>, shield of faith*

**ATL 9**

☞ **Karios Followers – Pox and Mumps; Ftr6/Clr2 (2):** CR 8; Medium Humanoid (Human); HD 6d10+2d8+8; hp 69 each; Init +6; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch AC 12, flatfooted 14; BAB/Grp +7/+10; Atk Heavy flail +12 (1d10+6) or heavy flair +22 (disarm) or sickle +10 (1d6+3) or unarmed +10 (1d3+3); Full Atk Heavy flail +12/+7 (1d10+6) or heavy flair +22/+17 (disarm) or sickle +10/+5 (1d6+3) or unarmed +10/+5 (1d3+3); SA Spells (destruction & evil); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +10, Ref +4, Will +9; Str 16, Dex 14, Con 14, Int 13, Wis 14, Cha 12.

*Skills and Feats:* Climb +11, Handle Animal +2, Intimidate +11, Jump +11, Knowledge (religion) +6, Spellcraft +4, Spot +5; Combat Expertise, Dodge, Improved Disarm, Improved Initiative, Improved Unarmed Strike, Iron Will, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

*Equipment:* Masterwork chain shirt, masterwork heavy flail, sickle, *hat of disguise* (one only).

Spells (DC 12+spell level): 0 level: *detect magic, detect poison, guidance, resistance*; 1<sup>st</sup> level: *cure light wounds, divine favor, inflict light wounds<sup>D</sup>, shield of faith*

## ATL 11

✂ **Karios Followers – Pox and Mumps; Ftr8/Clr2 (2):** CR 10; Medium Humanoid (Human); HD 8d10+2d8+8; hp 87 (101) each; Init +6; Spd 30 ft.; AC 16 (+2 Dex, +4 armor), touch AC 12, flatfooted 14; BAB/Grp +9/+12; Atk Heavy flail +15 (1d10+6/19-20) or heavy flail +25 (disarm) or sickle +12 (1d6+3) or unarmed +12 (1d3+3); Full Atk Heavy flail +15/+10 (1d10+6/19-20) or heavy flail +25/+20 (disarm) or sickle +12/+7 (1d6+3) or unarmed +12/+7 (1d3+3); SA Spells (destruction & evil); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +11, Ref +4, Will +9; Str 16, Dex 14, Con 14, Int 13, Wis 14, Cha 12.

*Skills and Feats:* Climb +11, Handle Animal +2, Intimidate +11, Jump +11, Knowledge (religion) +6, Spellcraft +4, Spot +5; Combat Expertise, Dodge, Greater Weapon Focus (heavy flail), Improved Disarm, Improved Critical (heavy flail), Improved Initiative, Improved Unarmed Strike, Iron Will, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

*Equipment:* Masterwork chain shirt, masterwork heavy flail, sickle, *hat of disguise* (one only).

Spells (DC 12+spell level): 0 level: *detect magic, detect poison, guidance, resistance*; 1<sup>st</sup> level: *cure light wounds, divine favor, inflict light wounds<sup>D</sup>, shield of faith*

**After the combat has been resolved**, the PCs may search the area. There is a makeshift desk made from two boulders. Worn alchemical equipment are sprinkled about the larger of the two boulders. A successful Craft (alchemy) check (DC 20) reveals traces of alchemical processes. The equipment is too worn to be of any value.

A large iron padlocked chest sits in another area of the room. To open the lock requires a successful Open Lock check (DC 16+APL). The lock has a hardness of 10, 30 hit points, and a break DC of 24. The chest has a hardness of 5, 15 hit points, and a break DC of 23. However, any damage inflicted onto the chest above the 15 hit points harms the person inside the chest. Once the chest

is opened it reveals Dennell Farflyer, who is both unconscious and bound in thick rope.

✂ **Dennell Farflyer, Ra 4:** medium humanoid (sky elf); AL NG; *Skills:* Concentration +5, Handle Animals +7, Heal +7, Listen +9, Search +2, Spot +9, Survival +9. Favored Enemy: magical beasts. Currently at -5 hit points due to subdual damage, normally 28 hit points. He is currently suffering from *withering*.

*Description:* In his current condition, his normally fair skin is covered in blue and black bruises. His feathers are dark blue that match his dark blue eyes. Many of his feathers have actually withered off and lie at the bottom of the chest. He wears worn leathers and soft leather boots. His shortsword can be found under his body in the chest.

If he is brought to consciousness, he thanks the PCs and tells them what he knows:

- The leader's name is Red Locust. He is a follower of Karios. He has brought a few of his followers here with him.
- Red Locust wants an artifact that he believes is in the possession of Father Eirdrien.
- Dennell saw one of Locust's men poisoning the waterfall with a vial and was captured by accident.
- Red Locust has become tired of waiting for Father Eirdrien to capitulate. He is now planning to storm the Aerie of Aurelian and take what he desires. Time should not be wasted.

With this information, PCs are most likely to make haste to the Aerie. If they dawdle, the Red Locust overtakes the Aerie and gets away with the pottery piece.

- If the PCs want to return to the Aerie or Telesa **GO TO Encounter 6- Assault on the Aerie of Aurelian (Page 25).**
- If the PCs spend more than one hour doing other things after discovering Denell **GO TO Conclusion A: Decided to Dawdle (page 30).**



## Encounter 6: Assault on the Aerie of Aurelian

*The smell of smoke wafts heavily in the air. Several small contingents of sky elves fight red robed humans in aerial combat. But what catches your eye is a lean tall red haired man garbed in regal scarlet robes who is battling father Cloudclimber directly above the Aerie of Aurelian. The cloaked figure must be none other than Red Locust. He appears to have the upper hand. Streams of smoke are coming from fires set to the cedar chests in the Aerie platform. Cloudclimber's wings have been burnt badly, forcing him to land.*

*The red haired figure laughs with wicked pleasure causing a chill to run through the air. With Cloudclimber out of the way, he sets his sights on you.*

**Tactics:** If party is not flying, this encounter begins at the foot of the tree that holds the Aerie. If the party is flying into Telesa, the PCs begin the encounter 200 feet away from the Aerie. Red Locust is currently flying 30 feet above the Aerie platform.

Red Locust uses his wand of *ice storm* (a full round action) until the PCs close with him. Then he uses his scythe for melee attacks when he has closed.

At higher ATLS, his minions cast *silence* at any spell casters and ready to counter spell if any casters use *dispel magic*.

### ATL 3

⚔ **Red Locust; Clr6 (1):** CR 6; Medium Humanoid (Human); HD 6d8+12; hp 45; Init +2; Spd 30 ft.; AC 20 (+2 Dex, +3 deflection, +5 armor), touch AC 15, flatfooted 18; BAB/Grp +4/+8; Atk/Full Atk Scythe +13 (2d4+8/x4) or sickle +11 (1d6+6); Space/Reach 5 ft./5 ft.; SA Spells (destruction & weather); AL NE; SV Fort +7, Ref +4, Will +10; Str 14 (18), Dex 14, Con 14, Int 10, Wis 16, Cha 14.

**Skills and Feats:** Diplomacy +10, Knowledge (religion) +9, Knowledge (the planes) +9, Spellcraft +1; Iron Will, Martial Weapon Proficiency (scythe), Power Attack, Weapon Focus (scythe).

**Equipment:** Chain shirt, masterwork scythe, sickle, *pearl of power* (1<sup>st</sup> level), *divine wand of ice storm* (3 charges), ~~*potion of fly* (2 minutes left)~~.

Spells (DC 13+spell level): 0 level: *detect magic*, *detect poison*, *guidance*, *light*, *resistance*; 1<sup>st</sup> level: ~~*bless* (5 minutes left)~~, *cure light wounds*, ~~*divine favor* (8 rounds left)~~, *inflict light wounds<sup>D</sup>*, ~~*shield of faith* (5 minutes left)~~; 2<sup>nd</sup> level: ~~*bull's strength* (5 minutes left)~~, *hold person*, ~~*resist energy (cold)* (58 minutes left)~~, *shatter<sup>D</sup>*, *silence*; 3<sup>rd</sup> level: *contagion<sup>D</sup>*, ~~*invisibility purge* (5 minutes left)~~, ~~*magic vestment* (2 hours left)~~, *prayer*.

## ATL 5

‡ **Red Locust; Clr8 (1):** CR 8; Medium Humanoid (Human); HD 8d8+16; hp 60 (77); Init +2; Spd 30 ft.; AC 21 (+2 Dex, +3 deflection, +6 armor), touch AC 15, flatfooted 19; BAB/Grp +6(+8)/+13; Atk Scythe +18 (2d4+10 plus 1d6 cold/x4) or sickle +16 (1d6+7); Full Atk Scythe +18/+13 (2d4+10 plus 1d6 cold/x4) or sickle +16/+11 (1d6+7); Space/Reach 5 ft./5 ft.; SA Spells (destruction & weather); AL NE; SV Fort +8, Ref +4, Will +11; Str 14 (20), Dex 14, Con 14, Int 10, Wis 16, Cha 14.

*Skills and Feats:* Diplomacy +10, Knowledge (religion) +11, Knowledge (the planes) +11, Spellcraft +3; Iron Will, Martial Weapon Proficiency (scythe), Power Attack, Weapon Focus (scythe).

*Equipment:* Chain shirt, greater masterwork scythe, sickle, *pearl of power* (1<sup>st</sup> level), *divine wand of ice storm* (9 charges), ~~*potion of fly* (2 minutes left)~~.

Spells (DC 13+spell level): 0 level: *detect magic*, *detect poison*, *guidance*, *guidance*, *light*, *resistance*; 1<sup>st</sup> level: ~~*bless* (5 minutes left)~~, *cure light wounds*, ~~*divine favor* (8 rounds left)~~, ~~*entropic shield* (5 minutes left)~~, *inflict light wounds<sup>D</sup>*, ~~*shield of faith* (5 minutes left)~~; 2<sup>nd</sup> level: ~~*aid* (5 minutes left)~~, *hold person*, ~~*resist energy* (fire) (58 minutes left)~~, ~~*shatter<sup>D</sup>*~~, *silence*; 3<sup>rd</sup> level: ~~*contagion<sup>D</sup>*~~, ~~*invisibility purge* (5 minutes left)~~, ~~*magic vestment* (2 hours left)~~, *prayer*, ~~*protection from energy* (cold) (57 minutes)~~; 4<sup>th</sup> level: ~~*divine power* (5 rounds)~~, ~~*freedom of movement* (56 minutes)~~, *inflict critical wounds<sup>D</sup>*.

**ATL 7**

**∧ Red Locust; Clr8 (1):** CR 8; Medium Humanoid (Human); HD 8d8+16; hp 60 (84); Init +2; Spd 30 ft.; AC 21 (+2 Dex, +3 deflection, +6 armor), touch AC 15, flatfooted 19; BAB/Grp +6(+8)/+13; Atk Scythe +18 (2d4+10 plus 1d6 cold/x4) or sickle +16 (1d6+7); Full Atk Scythe +18/+13 (2d4+10 plus 1d6 cold/x4) or sickle +16/+11 (1d6+7); Space/Reach 5 ft./5 ft.; SA Spells (destruction & weather); AL NE; SV Fort +8, Ref +4, Will +11; Str 14 (20), Dex 14, Con 14, Int 10, Wis 16, Cha 14.

*Skills and Feats:* Diplomacy +10, Knowledge (religion) +11, Knowledge (the planes) +11, Spellcraft +3; Iron Will, Martial Weapon Proficiency (scythe), Power Attack, Weapon Focus (scythe).

*Equipment:* Chain shirt, +1 frost scythe, sickle, pearl of power (1<sup>st</sup> level), divine wand of ice storm (9 charges), ~~potion of fly (2 minutes left)~~.

Spells (DC 13+spell level): 0 level: *detect magic*, *detect poison*, *guidance*, *guidance*, *light*, *resistance*; 1<sup>st</sup> level: ~~*bless (5 minutes left)*~~, *cure light wounds*, ~~*divine favor (8 rounds left)*~~, ~~*entropic shield (5 minutes left)*~~, *inflict light wounds<sup>D</sup>*, ~~*shield of faith (5 minutes left)*~~; 2<sup>nd</sup> level: ~~*aid (5 minutes left)*~~, *hold person*, ~~*resist energy (fire) (58 minutes left)*~~, *shatter<sup>D</sup>*, *silence*; 3<sup>rd</sup> level: *contagion<sup>D</sup>*, ~~*invisibility purge (5 minutes left)*~~, ~~*magic vestment (2 hours left)*~~, *prayer*, ~~*protection from energy (cold) (57 minutes)*~~; 4<sup>th</sup> level: ~~*divine power (5 rounds)*~~, ~~*freedom of movement (56 minutes)*~~, *critical wounds<sup>D</sup>*.

**∧ Karios Followers – Blight and Decay; Ftr2/Clr4 (2):** CR 6; Medium Humanoid (Human); HD 2d10+4d8+21; hp 56 (61) each; Init +2; Spd 30 ft.; AC 20 (+2 Dex, +2 deflection, +4 armor, +2 shield), touch AC 14, flatfooted 18; BAB/Grp +5/+8; Atk/Full Atk Sickle +12 (1d6+4); SA Spells (destruction & evil); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +12, Ref +5, Will +8; Str 16, Dex 14, Con 16, Int 10, Wis 15, Cha 8.

*Skills and Feats:* Climb +5, Concentration +12, Intimidate +1, Jump +5, Knowledge (religion) +5, Spellcraft +7; Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Toughness, Weapon Focus (sickle).

*Equipment:* Chain shirt, heavy steel shield, masterwork sickle, sickle, ~~potion of fly (2 minutes left)~~.

Spells (DC 12+spell level): 0 level: *detect magic*, *detect poison*, *guidance*, *light*, *resistance*; 1<sup>st</sup> level: *cure light wounds*, ~~*divine favor (5 rounds left)*~~, *inflict light wounds<sup>D</sup>*, ~~*protection from good (2 minutes left)*~~, ~~*shield of faith (3 minutes left)*~~; 2<sup>nd</sup> level: ~~*aid (2.5 minutes left)*~~, ~~*resist energy (cold) (30 minutes left)*~~, *shatter<sup>D</sup>*, *silence*

**ATL 9**

**⚔ Red Locust; Clr10 (1):** CR 10; Medium Humanoid (Human); HD 10d8+12; hp 75 (103); Init +2 (+4); Spd 30 ft.; AC 23 (+4 Dex, +3 deflection, +6 armor), touch AC 17, flatfooted 19; BAB/Grp +7(+10)/+15; Atk Scythe +21 (2d4+11 plus 1d6 cold/x4) or sickle +19 (1d6+8); Full Atk Scythe +21/+16 (2d4+11 plus 1d6 cold/x4) or sickle +19/+14 (1d6+8); Space/Reach 5 ft./5 ft.; SA Spells (destruction & weather); AL NE; SV Fort +11, Ref +5 (+7), Will +12; Str 14 (20), Dex 14 (18), Con 14, Int 10, Wis 16, Cha 14.

*Skills and Feats:* Diplomacy +10, Knowledge (religion) +11, Knowledge (the planes) +11, Spellcraft +9; Great Fortitude, Iron Will, Martial Weapon Proficiency (scythe), Power Attack, Weapon Focus (scythe).

*Equipment:* Chain shirt, +1 icy burst scythe, sickle, pearl of power (1<sup>st</sup> level), divine wand of ice storm (18 charges), ~~potion of cat's grace (1 minute left), potion of fly (2 minutes left).~~

Spells (DC 13+spell level): 0 level: *detect magic, detect poison, guidance, light, resistance*; 1<sup>st</sup> level: ~~*bless (5 minutes left), cure light wounds, divine favor (8 rounds left), entropic shield (5 minutes left), inflict light wounds<sup>D</sup>, shield of faith (5 minutes left)*~~; 2<sup>nd</sup> level: ~~*aid (5 minutes left), hold person, resist energy (electricity) (57 minutes left), resist energy (fire) (58 minutes left), shatter<sup>D</sup>, silence*~~; 3<sup>rd</sup> level: ~~*contagion<sup>D</sup>, invisibility purge (5 minutes left), magic vestment (2 hours left), prayer, protection from energy (cold) (57 minutes left)*~~; 4<sup>th</sup> level: ~~*divine power (5 rounds left), freedom of movement (56 minutes left), spell immunity [magic missile & suggestion] (99 minutes left), critical wounds<sup>D</sup>*~~; 5<sup>th</sup> level: ~~*insect plague, mass inflict light wounds<sup>D</sup>, spell resistance (4 minutes left).*~~

**⚔ Karios Followers – Blight and Decay; Ftr2/Clr6 (2):** CR 6; Medium Humanoid (Human); HD 2d10+6d8+21; hp 69 (83) each; Init +2; Spd 30 ft.; AC 23 (+2 Dex, +3 deflection, +5 armor, +3 shield), touch AC 15, flatfooted 21; BAB/Grp +6/+9; Atk Sickle +14 (1d6+5); Full Atk Sickle +14/+9 (1d6+5); SA Spells (destruction & evil); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +13, Ref +6, Will +10; Str 16, Dex 14, Con 16, Int 10, Wis 16, Cha 8.

*Skills and Feats:* Climb +5, Concentration +14, Intimidate +1, Jump +5, Knowledge (religion) +5, Spellcraft +11; Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Toughness, Weapon Focus (sickle).

*Equipment:* Chain shirt, heavy steel shield, masterwork sickle, sickle.

Spells (DC 12+spell level): 0 level: *detect magic, detect poison, guidance, light, resistance*; 1<sup>st</sup> level: ~~*cure light wounds, divine favor (5 rounds left), inflict light wounds<sup>D</sup>, protection from good (2 minutes left), shield of faith (3 minutes left)*~~; 2<sup>nd</sup> level: ~~*aid (2.5 minutes left), resist energy (cold) (30 minutes left), resist energy (fire) (29 minutes left), shatter<sup>D</sup>, silence*~~; 3<sup>rd</sup> level: ~~*contagion<sup>D</sup>, dispel magic, magic vestment (2 hours left), magic vestment (2 hours left).*~~

## ATL 11

‡ **Red Locust; Clr12 (1):** CR 12; Medium Humanoid (Human); HD 12d8+12; hp 90 (181); Init +2 (+4); Spd 30 ft.; AC 25 (+4 Dex, +4 deflection, +7 armor), touch AC 18, flatfooted 21; BAB/Grp +9(+12)/+17; Atk Scythe +24 (2d4+12 plus 1d6 cold/19-20/x4) or sickle +22 (1d6+9); Full Atk Scythe +24/+19/+14 (2d4+12 plus 1d6 cold/19-20/x4) or sickle +22/+17/+12 (1d6+9); Space/Reach 5 ft./5 ft.; SA Spells (destruction & weather); AL NE; SV Fort +12 (+14), Ref +6 (+8), Will +13; Str 14 (20), Dex 14 (18), Con 14 (18), Int 10, Wis 17, Cha 14.

*Skills and Feats:* Diplomacy +10, Knowledge (religion) +11, Knowledge (the planes) +11, Spellcraft +15; Great Fortitude, Improved Critical, Iron Will, Martial Weapon Proficiency (scythe), Power Attack, Weapon Focus (scythe).

*Equipment:* Chain shirt, +1 icy burst scythe, sickle, pearl of power (1<sup>st</sup> level), divine wand of ice storm (18 charges), ~~potion of cat's grace (1 minute left), potion of false life (1 hour left), potion of fly (2 minutes left).~~

Spells (DC 13+spell level): 0 level: *detect magic, detect poison, guidance, guidance, light, resistance*; 1<sup>st</sup> level: ~~bleed (5 minutes left), cure light wounds, divine favor (8 rounds left), entropic shield (5 minutes left), inflict light wounds<sup>D</sup>, protection from good (10 minutes left), shield of faith (5 minutes left)~~; 2<sup>nd</sup> level: ~~aid (5 minutes left), hold person, resist energy (electricity) (57 minutes left), resist energy (sonic) (58 minutes left), shatter<sup>D</sup>, silence~~; 3<sup>rd</sup> level: ~~contagion<sup>D</sup>, invisibility purge (5 minutes left), magic vestment (2 hours left), prayer, protection from energy (fire) (56 minutes left); protection from energy (cold) (57 minutes left)~~; 4<sup>th</sup> level: ~~divine power (5 rounds left), freedom of movement (56 minutes left), spell immunity [magic missile & suggestion] (99 minutes left), critical wounds<sup>D</sup>~~; 5<sup>th</sup> level: ~~insect plague, mass inflict light wounds<sup>D</sup>, spell resistance (4 minutes left), true seeing (8 minutes left)~~; 6<sup>th</sup> level: ~~harm<sup>D</sup>, heroes' feast (10 hours left), mass bear's endurance (9 minutes left).~~

‡ **Karios Followers – Blight, Decay, Drought, and Rot; Ftr2/Clr6 (4):** CR 6; Medium Humanoid (Human); HD 2d10+6d8+21; hp 69 (113) each; Init +2; Spd 30 ft.; AC 23 (+2 Dex, +3 deflection, +5 armor, +3 shield), touch AC 15, flatfooted 21; BAB/Grp +6/+9; Atk Sickle +14 (1d6+5); Full Atk Sickle +14/+9 (1d6+5); SA Spells (destruction & evil); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +13 (+15), Ref +6, Will +10; Str 16, Dex 14, Con 16 (20), Int 10, Wis 16, Cha 8.

*Skills and Feats:* Climb +5, Concentration +14, Intimidate +1, Jump +5, Knowledge (religion) +5, Spellcraft +11; Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Toughness, Weapon Focus (sickle).

*Equipment:* Chain shirt, heavy steel shield, masterwork sickle, sickle, ~~potion of fly (2 minutes left).~~

Spells (DC 12+spell level): 0 level: *detect magic, detect poison, guidance, light, resistance*; 1<sup>st</sup> level: *cure light wounds, divine favor (5 rounds left), inflict light wounds<sup>D</sup>, protection from good (2 minutes left), shield of faith (3 minutes left)*; 2<sup>nd</sup> level: *aid (2.5 minutes left), resist energy (cold) (30 minutes left), resist energy (fire) (29 minutes left), shatter<sup>D</sup>, silence*; 3<sup>rd</sup> level: *contagion<sup>D</sup>, dispel magic, magic vestment (2 hours left), magic vestment (2 hours left).*

- If the PCs do not find a cure but do defeat Red Locust **GO TO Conclusion B: Defeated Red Locust but did not find a Cure (page 30).**
- If the PCs do find a cure and do defeat Red Locust **GO TO Conclusion C: Defeated Red Locust and found a Cure (page 31).**

## Conclusions

There are several potential conclusions. Proceed as follows:

- If the PCs spend more than one hour doing other things after discovering Denell **GO TO Conclusion A: Decided to Dawdle (page 30).**
- If the PCs do not find a cure but do defeat Red Locust **GO TO Conclusion B: Defeated Red Locust but did not find a Cure (page 30).**
- If the PCs do find a cure and do defeat Red Locust **GO TO Conclusion C: Defeated Red Locust and found a Cure (page 30).**

### Conclusion A: Decided to Dawdle

The PCs did not return in time to thwart Red Locust:

*The smell of smoke wafts heavily in the air. Sky elf bodies lay broken on the ground and on branches of trees. But what catches your eye is the broken form of father Cloudclimber laying on top of the Aerie of Aurelian. Streams of smoke are coming from fires set to the cedar chests in the aerie platform.*

Father Cloudclimber is dead. There is no sign of the pottery piece. Red Locust has left area.

The druids including Keir arrive shortly through a *tree stride* spell. They have healing for the PCs and offer a way home. They also provide the promised payment.

### Conclusion B: Defeated Red Locust and did not find a Cure

*A bruised Father Cloudclimber thanks you for your help. I have some items of value that I can reward you with. We will try to contain the disease, and perhaps this is the end of it. I would also like for you to take the pottery shard. The attention it brings Telesa cannot be good.*

*A group of druids led by Keir arrives through a tree stride along with a distinctive noble*

*gentleman. Keir checks your wounds and offers you healing. He also introduces Lord Alan Cauderwaller, who bows gracefully.*

The PCs are provided the pottery shard. Payment from the druids, and the Rewards from the Aerie of Aurelian:

- Ring of *feather falling* (2,200 gp)
- Potion of eagle's splendor (300 gp)
- Potion of Cure Moderate Wounds (300 gp)
- Feather Token: Fan (200 gp)
- Feather Token: Bird (300 gp)
- Quiver of Aurelian (1,800 gp)

Players also receive the *Attention of Karios*.

Lord Cauderwaller will ask to buy the PCs a drink at the Wanasi Welafa. While at the Wanasi, he offers to purchase the pottery shard. He assures them he will keep it safe. Cauderwaller pays 1,000 gp x ATL for the pottery piece (for the entire party – not individually.) If PC has the Notice of House Cauderwaller the reward for the pottery piece should be adjusted according to the certificate (doubling the compensation or offering only half compensation.)

Parties may wish to ask some questions of Lord Cauderwaller. All he can tell them at this time is that he has collected similar pottery shards, they are magical and that they have some historical significance that he has yet to uncover.

✞ **Alan Cauderwaller, Brd3/Clr3/Exp3:** medium human; *Skills:* Bardic Knowledge +6, Diplomacy +12, Gather Information +8, Knowledge Arcana +6, Knowledge Nobility +6, Knowledge Religion +8, Spellcraft +6.

*Physical Description:* Alan Cauderwaller is a human standing 6 feet tall, blue eyes, silver hair, thin but slightly muscular. His garb is well tailored in the pale blue colors of House Cauderwaller.

## **Conclusion C: Defeated Red Locust and found a Cure**

*A bruised Father Cloudclimber thanks you for your help. I have some items of value that I can reward you with. We have contained the disease, and this is the end of the villainy. I would also like for you to take the pottery shard. The attention it brings Telesa cannot be good.*

*A group of druids led by Keir arrives through a tree stride along with a distinctive noble gentleman. Keir checks your wounds and offers you healing. He also introduces Lord Alan Cauderwaller, who bows gracefully.*

The PCs are provided the pottery shard, Favor of the Telesa Aaula A Pala, payment from the druids, and the Rewards from the Aerie of Aurelian:

- Ring of *feather falling* (2,200 gp)
- Potion of eagle's splendor (300 gp)
- Potion of Cure Moderate Wounds (300 gp)
- Feather Token: Fan (200 gp)
- Feather Token: Bird (300 gp)
- Quiver of Aurelian (1,800 gp)

Lord Cauderwaller will ask to buy the PCs a drink at the Wanasi Welafa. While at the Wanasi, he offers to purchase the pottery shard. He assures them he will keep it safe. Cauderwaller pays 1,000 gp x ATL for the pottery piece (for the entire party – not individually.) If PC has the Notice of House Cauderwaller the reward for the pottery piece should be adjusted according to the certificate (doubling the compensation or offering only half compensation.)

Parties may wish to ask some questions of Lord Cauderwaller. All he can tell them at this time is that he has collected similar pottery shards, they are magical and that they have some historical significance that he has yet to uncover.

**✧ Alan Cauderwaller, Brd3/Clr3/Exp3:** medium human; *Skills:* Bardic Knowledge +6, Diplomacy +12, Gather Information +8,

Knowledge Arcana +6, Knowledge Nobility +6, Knowledge Religion +8, Spellcraft +6.

*Physical Description:* Alan Cauderwaller is a human standing 6 feet tall, blue eyes, silver hair, thin but slightly muscular. His garb is well tailored in the pale blue colors of House Cauderwaller.

Regardless of the conclusion run, the PCs will be given the chance to purchase some items from the Aerie in appreciation for their help. These include the items from Encounter 3A if the PCs did not have a chance to purchase them, as well as the following items.

- Ring of *feather falling* (2,200 gp)
- Potion of eagle's splendor (300 gp)
- Potion of Cure Moderate Wounds (300 gp)
- Feather Token: Fan (200 gp)
- Feather Token: Bird (300 gp)
- Quiver of Aurelian (1,800 gp)

**THUS ENDS “WITHERING”**

**TIME UNIT COST: 8 TU**

### EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

|   | <b>ATL 3</b> | <b>ATL 5</b> | <b>ATL 7</b> | <b>ATL 9</b> | <b>ATL 11</b> |
|---|--------------|--------------|--------------|--------------|---------------|
| <b>Encounter 1</b>                      |              |              |              |              |               |
| Surviving the Delambir Mountain climate | 25           | 25           | 25           | 25           | 25            |
| Defeating the swarm(s)                  | 125          | 150          | 200          | 250          | 300           |
|   |              |              |              |              |               |
| <b>Encounter 3</b>                      |              |              |              |              |               |
| Gathering Information                   | 25           | 25           | 25           | 25           | 25            |
| Discovering a Cure for Withering        | 150          | 200          | 250          | 300          | 350           |
|   |              |              |              |              |               |
| <b>Encounter 5</b>                      |              |              |              |              |               |
| Defeating the trap                      | 50           | 50           | 50           | 50           | 50            |
| Defeating Karios' minions               | 125          | 150          | 250          | 300          | 350           |
|   |              |              |              |              |               |
| <b>Encounter 6</b>                      |              |              |              |              |               |
| Defeating Red Locust                    | 150          | 250          | 300          | 350          | 400           |
|   |              |              |              |              |               |
| <b>Discretionary Role Playing Award</b> | 50           | 50           | 50           | 50           | 50            |
| <b>Maximum Possible XP</b>              | <b>700</b>   | <b>900</b>   | <b>1,100</b> | <b>1,300</b> | <b>1,500</b>  |



## TREASURE SUMMARY

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

### **Encounter 3A**

*(Purchases from the Temple of Aurelian/Enclave):*

- *Bottle of Air* (7,250 gp)
- Sacred Text of Aurelian (25 gp)
- Potion of *fly*
- *Greater holy symbol of Aurelian* (+1 cleric level vs. earth and air elementals) - this device works only for clerics of Aurelian (2,000 gp)
- Divine scrolls up to 3<sup>rd</sup> level (use Shopping Spree certs if needed).

### **Encounter 4**

- Masterwork chain shirt x2 (250 gp each)
- Masterwork heavy flail x2 (308 gp each)
- Sickle x 2 (6 gp each)
- *Hat of Disguise* (1,800 gp)

### **Encounter 5**

- Chain shirt (100 gp)
- Sickle (6 gp)

### **Encounter 6**

- ATL 3 masterwork scythe (318 gp), *pearl of power 1* (1,000 gp), *Divine Wand of Ice Storm* (3 charges - 1,260 gp),
- ATL 5 greater masterwork scythe (618 gp), *pearl of power 1* (1,000 gp), *Divine Wand of Ice Storm* (9 charges - 3,780 gp)
- ATL 7 +1 scythe (2,318 gp), *pearl of power 1* (1,000 gp), *Divine Wand of Ice Storm* (9 charges - 3,780 gp), chain shirt x 2(100 gp each), heavy steel shield x2 (20 gp each), masterwork sickle x2 (306 gp each), sickle x2 (6 gp each)
- ATL 9 +1 *frost scythe* (8,318 gp), *pearl of power 1* (1,000 gp), *Divine Wand of Ice Storm* (18 charges - 7,560 gp), chain shirt x 2(100 gp each), heavy steel shield x2 (20 gp each), masterwork sickle x2 (306 gp each), sickle x2 (6 gp each)
- ATL 11 +1 *icy burst scythe* (18,318 gp), *pearl of power 1* (1,000 gp), *Divine Wand of Ice Storm* (18 charges

- 7,560 gp), chain shirt x 4(100 gp each), heavy steel shield x4 (20 gp each), masterwork sickle x4 (306 gp each), sickle x4 (6 gp each)

### **Conclusion (All)**

- Payment from druids 50 gp X ATL per player

### **Conclusions B and C**

- *Favor of Telesa Aaula A Pala* – For saving Telesa Aaula A Pala, this PC has been presented with a small symbolic charm. It is fashioned as small silvery cloud with a runic symbol of friendship within the cloud. When wearing this charm, the PC is always considered friendly to any good aligned resident of Telesa Aaula A Pala. In addition, this charm provides a +1 circumstance bonus to social interactions with followers of Aurelian and residents of Telesa Aaula A Pala when openly displayed.
- *Attention of Karios* - any player with this certificate when under combat with followers of Karios must make a DC 17 Will save or suffer the effects of a *doom* spell, as if cast by a 20<sup>th</sup> level caster.
- Ring of *feather falling* (2,200 gp)
- Potion of *eagle's splendor* (300 gp)
- Potion of *Cure Moderate Wounds* (300 gp)
- *Feather Token: Fan* (200 gp)
- *Feather Token: Bird* (300 gp)
- *Quiver of Aurelian* (1,800 gp)
- Pottery Shard (Value 0 gp, Size: Tiny, Rarity: Rare, Legality: Legal) This shard is tinged blue with streaks of cloudy white. It is cool to the touch. It radiates slight magic, but the school is unable to be determined at this point in time. To the average citizen of Amthydor it has no value but it is priceless to particular individuals.
- OR: Purchase of the pottery piece by Lord Alan Cauderwaller 1,000 gp x ATL

# GM AID #1: Divinations on the Pottery Piece

- *arcane sight*: Same as detect magic.
- *analyze dweomer*: Spell fails.
- *detect chaos/evil/good/law*: None detected.
- *detect magic*: 1st round - presence of magic; 2nd round - one faint lingering aura; 3rd round - Spellcraft Check (DC 15) to reveal school of magic: conjuration.
- *divination*: Cost of spell for player to cast is 25 gp. Answers are cryptic and GM must roll in secret to determine if a true answer is received. Examples of questions and true answers might be:
  - ✧ Q. What is the purpose of the pottery jar? A. It holds things.
  - ✧ Q. What type of magic is the pottery jar capable of? A. It holds things.
  - ✧ Q. What will happen if the pottery pieces are united? A. The jar will be whole.
  - ✧ Q. Is anything in the jar? A. Dust and air.
- *identify*: This spell takes one hour and 100 gp to cast. Once cast, the spell fails.
- *legend lore* (on the pottery pieces) Casting this spell takes two weeks and costs 300 gp. If the players choose to follow this route, deduct 12 additional day units in addition to the day units for the entire party for this adventure. They receive the following divination, "The Joy of Zara plotted with his fiery mistress to return flame to Raia's crust and forged himself this vessel. The plot was cracked along with the vessel. It now remains 'all broke up.'"
- *vision*: Caster must succeed at a DC 30 caster level check. Cost is 300 gp and is used up regardless if the caster level check fails. The vision reveals a tall regal looking human, with warm flaming hair that flows over his shoulders, a handsome physique, and amber eyes that dance with fiery flecks of red mischief. He is bent at a potter's wheel. His hands caress the lump of clay that rides on the pottery wheel. A woman of flame appears to dance at the edge of the vision, and it is impossible to determine her full origin or appearance. PCs who directly experience the vision may make a Knowledge (the planes) check (DC 16) to determine the human is a janni.

## GM AID #2: The Withering Disease

Disease characteristics: Withering: supernatural disease – contact or ingestion; DC 10+ATL Fortitude Negates; Incubation 2 days (48 hours). First day, feathers rot. Second day feathers fall out. Third day ability damage begins, and each day afterward: 1 Constitution point. Victim's skin becomes gray and pallid, a shell of their former self.

To determine a PC, NPC, or creature has been infected requires a successful Heal check DC 10+ATL.

A character attempting to cast *remove disease*, *heal*, *limited wish* to cure the disease must succeed on a DC 20+ATL caster level check or the spell has no effect on the afflicted character. Curing the disease in this manner does not remove the ill effects (constitution and feather loss). If the disease is cured in this manner, the constitution returns at a rate of one point a day or can be restored via a *lesser restoration*. The feather loss remains permanent. *Miracle* and *wish* may be used to cure the disease and all ill effects for one individual. *Break enchantment* and *remove curse* are ineffective to remove the disease. A normal Heal check (under *treat disease*) is also ineffective to remove the disease.

The withering disease only affects sky elves and other creatures with feathers. However, PCs can become carriers of the withering disease and may spread it through contact with others. If a PC contracts the disease (becomes a carrier) by failing the Fortitude save, all creatures it comes in contact with must also resist the disease.

### **Heal checks reveal the following information:**

DC 15: The affliction is a disease that causes feathers to wither and constitution loss. It seems to only be able to afflict creatures with feathers.

DC 20: The disease is spread through contact with a diseased creature.

DC 25: The disease is supernatural in nature and may require powerful magic to remove.

DC 30: Non-feathered creatures can be carriers of the disease.

## Divinations on the Withering Disease

- *arcane sight* (on an infected victim): Same as *detect magic*.
- *analyze dweomer* (on an infected victim): Creature is infected with a supernatural (magical) disease. It appears to be crafted from a more powerful version of a *contagion* spell. It can be removed by the spells listed above but only after making a difficult caster level check. (Cost to cast this spell is 1,500 gp).
- *detect chaos/evil/good/law* (on an infected victim): Residue of evil presence and the appropriate resonance of the victim's alignment. Most sky elves resonant good (75%) or neutral (25%).
- *detect magic* (on an infected victim): 1st round - presence of magic; 2nd round - one faint lingering aura; 3rd round - Spellcraft Check DC 15 to reveal school of magic: necromancy.
- *divination*: Cost of spell for player to cast is 25 gp. Answers are cryptic and GM must roll in secret to determine if a true answer is received. Examples of questions and true answers might be:
  - ✧ Q. Who/what is causing the withering? A. The Red Locust.
  - ✧ Q. How can the disease be cured? A. A nasty brew only one likes to drink.
  - ✧ Q. Where can a cure be found? A. A place where the air is sweet.

# GM AID #3: Information Gathering/Knowledge

Note: Bardic Knowledge checks should function at the same DC as the relevant knowledge check. It is not listed individually below.

## **Delambir Mountains:**

*Knowledge (Geography):*

DC 10: This is a mountain chain north of Amthydor.

DC 15: This mountain chain extends over 4,000 miles north south across Raia's main continent. It is home to a number of non-human races.

DC 20: These mountains are a harsh and dangerous place. Avalanches are common. The highest peaks are never free of snow and ice even in the heat of summer.

DC 25: The mountains near the ruined city of Thryas are rumored to hold countless strange and dangerous magical beasts believed to be the failed experiments by Thryan mages.

*Knowledge (Nature)/Survival:*

DC 15: Mountain travel may require climbing and/or cold weather gear.

## **House Cauderwaller:**

*Knowledge (Local: Amthydor):*

DC 15: Cauderwaller is a noble house of Amthydor.

DC 20: The consul of House Cauderwaller is Lady Consul Inustria Cauderwaller and her spouse is High Lord Nantuk Cauderwaller.

DC 25: Other notable members of House Cauderwaller are Alan, Laida and Norlan Cauderwaller. All serve the temple of Hyperion.

*Knowledge (Nobility and Royalty):*

DC 10: Cauderwaller is a noble house of Amthydor; the family crest is a silver crown over two lances on a field of pale blue. The consul of house Cauderwaller is Lady Consul Inustria Cauderwaller and her spouse is High Lord Nantuk Cauderwaller.

DC 15: Other notable members of House Cauderwaller are Alan, Laida and Norlan Cauderwaller. All serve the temple of Hyperion.

DC 20: They get along well with House Pelligari and not at all with House Reilly.

DC 25: The House was founded in 1823 AF. It is believed that the rise to nobility was through connection to House Pelligari.

*Knowledge (Religion):*

DC 20 (15 for followers of Hyperion, 10 for clerics/paladins of Hyperion): House Cauderwaller has several family members that serve in high-ranking positions within the temple of Hyperion.

## **Lord Alan Cauderwaller:**

*Knowledge (Local: Amthydor)/(Nobility):*

DC 15: He is a member of House Cauderwaller. He has been known to adventure.

DC 20: As an adventurer, he has unearthed a number of sights of religious significance.

DC 25: He is rather influential within the Temple of Hyperion.

### **Pottery pieces:**

*Knowledge (Arcana)/ (Geography)/ (History):* (Note: Only one bardic knowledge check should be allowed for this information.)

DC 35: There is myth of an elemental battle that occurred millennia ago in which a pottery jar was used as a primary weapon of destruction.

*Knowledge (Religion):* (Clerics/paladins of Aurelian, Cyrene, Lohm, and Zara only)

DC 30: There is myth of an elemental battle that occurred millennia ago in which a pottery jar was used as a primary weapon of destruction.

Note: If a PC who qualifies for this check has ranks in Knowledge (History) add a +5 competence bonus to this check.

## **Gathering Information within Telesa Aaula A Pala**

Note: Most NPC only know two or three rumors on this table. It is suggested to roll a D20 and use the results for the rumor known. If the rumor doesn't make sense for the particular NPC, roll again.

1. Father Cloudclimber has an affinity for feather tokens. He has an extensive collection.
2. Messina (the herbalist) can be a real know it all.
3. Luander is the result of an affair his mother Lenasha had with a satyr. She still lives in a nearby tree, but that satyr is never coming back I tell you.
4. Joyanna has six children and twelve grandchildren. That's quite prolific for an elf and she's been through 3 husbands!
5. My cousin, Alafir fought those terrible swarms that breezed into town. It cost him his life.
6. Luander is quite knowledgeable. He speaks 5 languages including dwarven and sylvan. That's quite unusual for these parts.
7. We had an early thaw this year. I thought that meant it would be a glorious long spring and summer, but this disease has made it the worse summer ever.
8. I have heard that Jakeson and Genari might be engaged soon.
9. Mathis and Alotho have been fighting over Latala. They say she is the best cook ever.
10. Marlow Greyrock, the dwarven merchant should be arriving in Telesa within the next 30 days with the annual supplies. He and his partners usually arrive around high summer.
11. Aschel is not a very good bard. I think she has got her eye on Luander.
12. They say Ransaner has been courting young Jessilina. Jessilina has come down with the withering. Ransaner is besides himself.
13. Its dangerous in the mountains, especially if you can't fly. You might get caught in an avalanche.
14. Dennell Farflyer is the only sky elf that lives outside the enclave. He usually comes into the enclave at least once a month to visit Father Cloudclimber or Messalina. He brings his owl companion with him.
15. The ruined city of Thryas is near these mountains. There are strange and magical beasts that are the results of failed experiments by Thyrasan mages.
16. Mikle and Torn were rough housing near Lenasha's bridge and they broke several planks.
17. Messina keeps a fungus garden. That is so gross!
18. Richus has seen some strange beasts with ooze like bodies and hundreds of mouths last summer.
19. The children think no one notices, but I have seen them venture out of Telesa. Some one should keep an eye on those kids!
20. Withering makes your feathers fall out, and your skin becomes gray, than you die. Sob....

# Critical Event Summary: Withering

1. Was a cure found for the withering? (Circle)

Yes                  No

2. What was the final outcome for Red Locust? (Circle)

Killed                  Subdued                  Escaped without shard                  Escaped with shard

3. What was the final outcome for Dennell Farflyer? (Circle)

Killed                  Rescued                  Not Discovered

4. Who was the pottery piece given to? (Circle all that apply)

Alan Cauderwaller                  Party Kept                  Other: (explain)

5. Did the players perform any divinations on the pottery pieces? If so, what were the results?

Return this form to: David Samuels, 2722 East 64<sup>th</sup>, Brooklyn, NY 11234, or by e-mail to [lsj-plots@theshiningjewel.com](mailto:lsj-plots@theshiningjewel.com).

Please send completed form to:  
Jay Fisher, 5170 Central Sarasota  
Pky Apt 304, Sarasota, FL 34238,  
or email to  
lsj-roster@theshiningjewel.com.



## Roster of Heroes: Withering

**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):

## Welcome to the LSJ Shopping Spree!

Enclosed in this package is all you need to use the Shopping Spree.

### What to Print

Please print out the Shopping Spree cert file. Each character gets one and only one cert per adventure to make their purchases. Please destroy any unused certs.

### General Rules

Each player may purchase up to four items per adventure, all listed on a single cert.

All unused slots on the cert must be crossed out at the time of purchase.

Exception: A player with a cohort who is playing in that adventure may purchase up to an additional four items for the cohort, all on a second cert.

In game time terms, Shopping Spree purchases may only take place before or after an adventure.

No items may be purchased during an adventure, nor may any be added to a purchase completed before an adventure.

E.g.: The party runs into some lycanthropes and has no silver weapons. They decide at that time that they had bought silversheen using the Shopping Spree. Sorry, that isn't happening. Deny the purchase until after the module is over.

### What Can Be Purchased

The following may be purchased from Core Rulebook 2.

Scrolls are available for the following Arcane/Divine Spells. Prices are listed for (Arcane)/(Divine). NA in the listing means the spell is not available as that type of scroll.

All potions and scrolls available for purchase are at minimum caster level.

| Available Potions / Scrolls               | Scroll Price A / D | Potion Price |
|---|--------------------|--------------|
| <i>Cure light wounds</i> (potion)         | 50 / 25            | 50           |
| <i>Endure elements</i> (potion)           | 25 / 25            | 50           |
| <i>Mage armor</i> (potion)                | 25 / NA            | 50           |
| <i>Magic fang</i> (potion)                | NA / 25            | 50           |
| <i>Magic weapon</i> (oil)                 | 25 / 25            | 50           |
| <i>Protection from XX*</i> (potion)       | 25 / 25            | 50           |
| <i>Remove fear</i> (potion)               | 50 / 25            | 50           |
| <i>Bless weapon</i> (oil)                 | NA / 100           | 100          |
| <i>Silversheen</i> (oil)                  | NA                 | 250          |
| <i>Aid</i> (potion)                       | NA                 | 300          |
| <i>Cure moderate wounds</i> (potion)      | 200 / 150          | 300          |
| <i>Darkvision</i> (potion)                | 150 / 375          | 300          |
| <i>Delay poison</i> (potion)              | 200 / 150          | 300          |
| <i>Lesser restoration</i> (potion)        | NA / 150           | 300          |
| <i>Remove paralysis</i> (potion)          | NA / 150           | 300          |
| <i>Resist energy 10**</i> (potion)        | 150 / 150          | 300          |
| <i>Cure serious wounds</i> (potion)       | 525 / 375          | 750          |
| <i>Magic circle against XX*</i> (potion)  | 375 / 375          | 750          |
| <i>Neutralize poison</i> (potion)         | 1000 / 375         | 750          |
| <i>Remove blindness/deafness</i> (potion) | NA / 375           | 750          |
| <i>Remove curse</i> (potion)              | 700 / 375          | 750          |
| <i>Remove disease</i> (potion)            | NA / 375           | 750          |
| <i>Water breathing</i> (potion)           | NA / 375           | 750          |

\* An alignment (Good / Evil / Law / Chaos) must be specified when purchased.

\*\* One type of energy (fire / cold / acid / electric / sonic) must be specified when purchased.



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