

BIS4-02

Two Halves of a Whole

A One-Round D&D LIVING GREYHAWK®

Bissel Regional Adventure

Version 1.1

by Raj Shah

Based on a concept by James Stuart

New leaders are beginning to prepare Bissel for the growing threat. A potential weapon has been located, but retrieving it may be more complicated than originally expected – but complications are part of any good adventurer's life. A Bissel Regional adventure for APLs 2-12.

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

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

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Bissel. Characters native to Bissel pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Adventure Background

Three months have passed since the Barons' Council compromise at the end of CY 593. While the farmers released from military service just barely managed to bring in enough of a harvest to prevent famine in Bissel, the reduced strength of the military has meant that the commanders of Bissel's defense have doubled their efforts to find insights and weapons that could be of use against those forces that threaten Bissel.

Recently, Baron Darius of Besselar, working on behalf of the newly formed Bissel Free Companies, and archivists in the Knights of the Watch have found evidence of two such weapons - the first, a spellbook that contains the research need to create powerful spells that can destroy powerful undead, the second, a set of rituals that Evard the Necromancer may have performed recently to awaken a smaller undead force that is currently causing issue on the border of Rhomstaff and Nightwatch. Both of these weapons were believed to be in the library of the Necromancer, which was lost almost fourteen years ago. However, one of Besselar's agents recently noticed an unopened crate in the possession of a book collector. One of the symbols on the crate matched a symbol found by the Knights of the Watch, and this has raised hope that the crate may contain clues to the weapons' whereabouts, or even the weapons themselves.

The PCs will be called upon to investigate this lead, which will send them to the book collector's shop in Comus, where they arrive just in time to prevent an evil ritual and save some of the townspeople from sacrifice. Clues found from the book collector and in the town will lead them to Nightwatch and Rhomstaff, where they will need to fight their way into a defiled temple and retrieve the crate.

Finally, upon examination, they will discover that the two weapons are in fact, one item, and that the item cannot be used for both purposes. Their employers will ask the party to make a choice about what the weapon should be used for, which will have consequences in future Bissel modules.

Adventure Summary

Introduction: The PCs are introduced to current events in Bissel and are brought together in an inn in Pellak

Encounter One: The PCs receive a summons from Sir Jerius Greenblade, Chief of Staff of the Knights of Watch in Bissel, requesting their aid

Encounter Two: In a meeting with Lord Cainlan Rashedra and Sir Jerius Greenblade, the PCs are told of two weapons that maybe of aid in the coming showdown with Evard the Necromancer. The PCs are tasked to retrieve the weapons from a book collector in Comus

Encounter Three: The PCs arrive in Comus, which has been decimated by an unknown force. They can either find the book collector who will beg them to save his daughter, or stumble on a ritual in which townspeople are to be sacrificed.

Encounter Four: The PCs must intervene in a ritual sacrifice in order to save some of the survivors of Comus

Encounter Five: If the PCs successfully save the book collector's daughter, he grants them a favor and gives them information to continue the chase. If the PCs did not save the book collector's daughter, he asks them to avenge her

Encounter Six: Following the trail left by the force that attacked Comus, the PCs run into a Knight of the Watch patrolling an area where an undead threat has materialized. After talking with him, the PCs are ambushed by undead.

Encounter Seven: The PCs find the hideout of the mastermind behind the attack, and fight him. If successful, they will find out that the two weapons they have been sent after are actually only one item.

Encounter Eight: After returning to Pellak with the weapon, the PCs are asked by Lord Rashedra and Sir Greenblade as to how it should be used.

Introduction

Three months have passed since the Barons' Council in the last days of the year 593. The compromise forged at the Council has shown promise of taking hold, and actions from all the parties involved indicate that they are working with each other.

The "Anti-Margrave" faction, with its core of Baklunish Barons and sympathizers, has made it known that rebels and law-breakers will not be tolerated, and a few high-profile arrests have driven that point home.

The "Pro-Margrave" faction has, in turn, made it known that discrimination against Baklunish citizens is no longer tolerated, and some sympathetic Barons have even returned Baklunish farms and property that were seized when their owners could not afford to pay the taxes.

While not everyone agrees with the Compromise, and some citizens, Suel and Baklunish alike, continue to hold on to their biased views, almost everyone agrees that the release of farmers from military service has averted the possibility of a famine. Able to bring in the harvest in the last weeks of the season, it appears that citizens of the March will have enough food until spring.

However, with the release of the farmers and relaxation of the mandatory military service requirements, Bissel's military strength has

suffered, and its commanders have doubled their efforts to find anything that will give them an advantage over the forces of Evil that continue to threaten the March.

All of this, however, is just background noise as you and your friends have dinner at the Rusty Sword in Pellak, and swap stories. It may be the month of Readying, but Old Man Winter is still taking one last shot at Bissel, and the foot or so of snow outside would say that he's probably winning.

Encounter One: Summons

Allow the PCs to introduce themselves if they have not already. PCs should also have had the chance to buy items in Pellak during the day, so allow them to stock up on any last second essentials.

As you finish the last of the wine and the Rusty Sword's famous apple pie, the door opens, and the frigid air literally blows a young man through the door. About twelve years of age, and obviously a page, he is dressed in the unfamiliar colors of blue and black, and his cloak is fastened with a silver pin engraved to look like swords crossed over a shield. Thinking that he must be looking for one of the other patrons of the crowded inn, you turn back to your companions. However, after brushing the snow from his shoulders, the page looks around the room and walks confidently towards your table.

"Ah, excuse me, sirs?" the page says, trying to sound older than his age. "I bring a letter from Sir Jerius Greenblade to you. I have been told to wait for a response before leaving."

The letter is addressed to the highest-level member of the party who is a citizen of Bissel. Otherwise, the letter is addressed to whomever the DM chooses.

If the PC to whom the letter is addressed has met Sir Jerius Greenblade (**BIS3-02 Shadows in the Woods**) give the selected PC **Player Handout #1**.

If the PCs have not met Sir Jerius Greenblade, but are members of the Grand Army of Bissel, then give the selected PC **Player Handout #2**.

Finally, if the PCs are not members of the Bissel military give the selected PC **Player Handout #3**.

Citizens of Bissel can roll a Knowledge (local – Sheldomar Valley Metaregion) check at DC 10 to know that the page is wearing the colors and insignia of the Bissel Free Companies (members of the Bissel Free Companies automatically make the check).

The page will wait patiently (eyeing some of the leftovers on the table) for the party's answer. He will provide directions to the headquarters of the Grand Army in Pellak, and will truthfully answer any questions to which he knows the answer.

- His name is Kerik, and he is a ward of Baron Zafar Rashedra of Parulla. Kerik is of Oeridian decent.
- The colors he wears are the colors of the Bissel Free Companies, He was dispatched by Sir Greenblade after a meeting between Field Marshall Valiserat, Sir Greenblade and Lord Cainlan Rashedra to deliver this message.
- He was told to wait for an answer, be polite and provide any directions needed.

Presuming the party agrees to the meeting, Kerik will give them directions, and then leave.

The next morning, the PCs may wish to gather some information and rumors before heading to their meeting with Sir Greenblade. The following are rumors that they can pick up with a Gather Information check that beats the DC listed. The truth or falsehood of each rumor will be revealed with the passage of time.

DC 15

- Three months after the Barons' Council, the Margrave still has not made his choice for whom he will nominate to the Margrave's Council. Rumor says that he is looking for a loophole to dissolve the Margrave's Council.
- Lord Cainlan Rashedra and Sir Jerius Greenblade have recently returned from the Rhomstaff – Nightwatch border where they went together to personally investigate the news of growing undead strength.
- Baroness Elina has consolidated her power within the Knights of the Watch that are active in Bissel and has either forced out Knights that hold opposing viewpoints or that will not follow her lead. She continues to meet with other Barons and influential nobles and commoners in Bissel, bringing a message of peace and genuine concern for all of the citizens of Bissel.

DC 25

- After the Rashedra-Besselar wedding, both Baron Darius and Baron Zafar will step down as Barons, conferring the titles upon their heirs. Both will continue to serve on the Margrave's Council.
- [For Knights of the Watch only]. Sir Greenblade has dispatched approximately 30 or so Knights to the Rhomstaff - Nightwatch border. They are there to deal with an unknown force of undead that appears to be gathering in the area.

DC 35

- The new "triumvirate" of the military – Baron Valiserat, Lord Rashedra, and Sir Greenblade –

has begun to weed through the existing officer core of the Grand Army, to find younger commanders with fewer ties to individual Barons. They believe that the Grand Army should be above the fray of the politics of the March. Rumors are that there will be a major purge of high ranking officers within the next week.

- [For Mist Chameleons or members of the Bardic Circle only] Baron Darius has recently put out feelers for anyone with information about Evard's last known stronghold, located in the present day Barony of Nightwatch. Specifically, he has been looking for any information about people carrying away anything from Evard's castle in the last days of the insurrection,

Encounter Two: The Mission

The next morning, after breakfast, you follow the directions from last night to what appears to be a manor house, which has been converted into a military headquarters.

Following the Lieutenant who greets you at the door, you find yourselves in what was the old dining room of the manor house, which has been converted into a map room. Spread out on the old dining table is a huge map of the March. As you follow the Lieutenant to the other end of the room, you can see troop markers on the map.

If the PCs try to take a peek at the map, have them roll a Spot check (DC 20). Anyone who succeeds should get the following description of the map:

The markers on the map are mostly of three colors – very few black ones, primarily in the west of the March and in Pellak, numerous silver ones, which are spread across the March, and some of which are outside of the borders of the March, and red ones, of which there are small numbers in a few Baronies, a large number in Pellak, and a score or so in central Bissel. There are other color counters, primarily grouped in northern Bissel around Thornward, and a few on Bissel's northern border.

Otherwise, continue below:

Leaning over the map are three men that most of you recognize by description at least. The youngest is Lord Cainlan Rashedra, dressed in the same blue and black colors that the page wore last night. Next to him, dressed in plate armor, with a red surcoat is Sir Jerius Greenblade. Finally, between the two stands the Field Marshall of Bissel, the famous Baron Steich Valiserat of the Swordfields.

Baron Valiserat looks up and smiles broadly. "My lords, I think you have business here that, while interesting, will delay me in executing our plans. I

will take my leave now. Jerius – we may need your reserves, so I would appreciate it if you did not commit them elsewhere."

"For at least the next two weeks, I can ensure that they will not be going anywhere. After that..." Sir Greenblade holds up his hands and shrugs.

Baron Valiserat nods, picks up some notes from the table and heads toward the door. "Well, if we can't deal with this in two weeks, we're in much worse shape than we thought. Good day, then."

As Baron Valiserat departs, Sir Greenblade turns his attention to you. "My friends, thank you for coming. I knew that you would come to the aid of the March. Please have a seat and something to drink." Sir Greenblade waves you over to a set of couches surrounding a low table. After pouring your drinks, he looks at Lord Rashedra and says "Perhaps you should start the story here, Cainlan."

"Certainly. Many of you may know that in the months since the Barons' Council concluded, the Knights of the Watch and many other groups have worked together to ensure that the military capabilities of the March do not significantly erode due to the loosening of the military service requirements. We have also been looking for any weapons that can aid us against the two largest threats to the March – the Ur Flan and the Necromancer.

"The Bissel Free Companies and Baron Darius of Besselar, along with the Knights of the Watch, have been trying to dig up any and all research and clues for anything that can aid us. A week ago, we stumbled upon a lead that merits attention. It appears that just before the fall of the Necromancer, fourteen years ago, he moved a large number of crates of books or notes to points unknown. While most of his papers would provide interesting reading, I'm sure, one crate was marked with his personal seal, and we believe it may contain two items that may help us greatly against the coming threat.

We believe that the first item is incomplete research, that once completed, will allow the Guild of the Arcane Path to create a very powerful anti-undead spell. The second is a set of rituals that Evard used to enhance his ability to control undead – a ritual whose power remains in place to this very day. All of our research indicates that the items were in the same crate, specifically the one marked with his personal seal.

Of course, this discussion would be moot if we did not know where the crate is currently. The agents of the Bissel Free Companies have been scouring the March and the Sheldomar Valley for any sign of this crate. A week ago, through pure luck, a bard saw a crate in the back room of a book collector, named

Anders, in the village of Comus, located in the Barony of Munderik. She did not know about our search at the time, but she later positively identified Evard's personal seal as the seal on the crate."

Sir Greenblade picks up the narrative at this point. "Normally, the Free Companies or the Knights of the Watch would handle this matter themselves, but most of our available resources are deployed in the Nightwatch and Rhomstaff, handling an upsurge of the undead that still haunt the area around Evard's old stronghold. That's where you come in. We'd like you to head up to Comus, retrieve the crate and bring it back here. Sound like a plan?"

Obviously the PCs will have questions for Greenblade and Rashedra. The following bullet points should hopefully cover most of their questions

- PCs who purchase the crate from the book collector will be reimbursed if they can get a receipt. (The clerk of the Army will require a DC 50 Forgery check, if someone tries to swindle the March). If the PCs cannot convince the book collector to part with the crate, they are authorized to use "non-lethal" force to retrieve the crate. They will not be provided with a warrant, as neither Greenblade nor Rashedra want too many people to know that the March is interested in a crate.
- The bard who saw the crate did not believe it had been opened. It was gathering dust in a back room.
- The PCs can open the crate to verify the contents. Rashedra will tell them he believes they are looking for a large black tome with sliver bindings (the spell notes) and a set of loose leaf papers with magical circles and words of magic interwoven with the lines of circles.
- Both the Knights and the Free Companies are willing to pay for the retrieval of the weapons. The Free Companies are interested in the spell research and will pay the party upon its successful retrieval. The Knights are interested in the ritual components and will pay the party upon its successful retrieval. If the party retrieves both items, they will receive the full reward.

APL	1 Item	Both Items
2	100 gp	200 gp
4	150 gp	300 gp
6	200 gp	400 gp
8	250 gp	500 gp
10	375 gp	750 gp

12	500 gp	1000 gp
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- Neither Lord Rashedra nor Sir Greenblade believes that the recent undead activity is tied to the fact the crate has been discovered, although they will readily admit that when it comes to Evard, nothing is for sure.
- For those PCs that want to make chit-chat, Sir Greenblade is settling into his new duties gradually, and the recruiting of new Knights is going well. Lord Rashedra's wedding will probably be late this year or early next year. Both are incredibly busy in their new duties, and do not have much time to spend with the party.
- If any PC is a member of the Bissel Free Companies, Rashedra will give them the new badge of the Free Companies – a pin with swords crossed over a shield.

Once the PCs have the rough idea of the mission, Sir Greenblade and Lord Rashedra will stand and end the interview, as they have a busy schedule. If the PCs need horses, Lord Rashedra will write them a note that will allow them to get riding horses from the stables behind the manor. The PCs can pick up any provisions that they need in Pellak (within reason), before heading to Comus.

Encounter Three – Comus

Two days of hard riding later, you find yourself cresting a hill and looking down at the village of Comus. Through the cold heavy rain, the lights of the village beckon to you. A drink at the tavern, a short chat with the book collector, and finding the right crate are the only thing between you and the completion of your task.

If only it were that easy...

As you follow the road into the village, your muscles tense, and you begin to focus on details. There is no noise in the town – no people, no animals, no blacksmith, and no birds. Mixed with the smell of wood smoke is the smell of burnt thatch, and something more insidious. The first dead body you find in the road confirms the fact that something is very, very wrong in the village.

At daybreak, the forces of Evard, who were searching for the same crate that the PCs are looking for, raided Comus. After a general slaughter, the two men leading the expedition found the crate, opened it, and verified it had what they were looking for. At that point in time, they stopped working together. Jinter, the leader of the expedition, took the crate and the greater part of the force with him back to their headquarters in the Barony of Rhomstaff. Treviene, the junior, and more ambitious

of the two, was to stay behind with a few guards, animate the murdered villagers of Comus and bring the undead back with him. Unknown to Jinter, Treviene pocketed a few notes from the crate, and will use the few captured villagers of Comus in an attempt to complete the ritual described on the notes. (This ritual is unrelated to the ritual that the PCs are interested in.)

Comus consists of a few small farmhouses, a tavern named the Golden Goose, and a small private home with a low stone wall surrounding it. The village had approximately 45 inhabitants. A handful of them managed to flee into the woods north of the village, but it will take a significant effort on the part of the PCs, a successful Survival check (DC 25 + APL) by someone with the Track feat followed by a Diplomacy check (DC 40 + APL), to find them and get any information from them. The forces of Evard captured another ten villagers, and they were force-marched out of the village to the east by Treviene and his three men. Jinter, the rest of the guards, and the crate left by the west road. A Survival check (DC 15 + APL) by someone with the Track feat will reveal that about 15 people, many of them children, left via the east road. Succeeding at DC 20 + APL will reveal that about ten men with a wagon carrying a light load left via the west road.

If the PCs go directly after the group heading east, proceed to Encounter Four. If they head west after the crate, go to Encounter Six. If they search the village for survivors, continue with this encounter.

The farmhouses and the tavern are empty, save for the dead. The only live person in the village happens to be the book collector, who is hiding under a fallen bookcase in the front room of his house. PCs entering the house should be given a Spot check (DC 15 + APL) to find the book collector, who will begin sobbing now that the shock of the slaughter has worn off.

All APLs:

☛ **Anders the Book Collector:** male human Exp4; hp 10.

Anders is in his mid-60s and was enjoying his retirement up until this morning. He deeply loves his daughter, Anneth, who was taken by Treviene. When the PCs find him, he will beg them to rescue her.

As you lift the bookcase off the sobbing figure below it, you realize that this must be the owner of this house, and given the quantity of books in this house, he must be the book collector, Anders.

It takes you a couple of minutes to get the old man to calm down from his state of hysteria. When he does, he crashes to his knees amongst the rubble.

"Please, please I beg you. They took my daughter – Anneth – my only daughter with them. I don't know what they are going to do with her, but please, you

must rescue her. I do not have much, but I will give you anything I have – please rescue her.

There were two men in black here – one of them took her east with the rest of the survivors. Please!"

Getting Anders to talk about anything else is going to be difficult at best. He has no idea about the crate (there were quite a few in his basement), and he doesn't really recollect the details of the slaughter very well. If the PCs want money or a reward to rescue Anneth, Anders will offer them anything that is in the house. If the PCs do not help Anders, he will grab an old, rusty sword from the closet and will charge down the east road after Anneth (to his death).

If the PCs attempt to track down the survivors, head to Encounter Four. If they decide to go after the crate, head to Encounter Six.

Encounter Four – The Ritual

Adjust the following description if the PCs are helping Anders or just following the tracks east.

Responding to the pleas of Anders, you follow the tracks of what you believe to be a group of survivors and attackers to the east. Examining the tracks, you believe there to be ten or so survivors and four or five attackers.

As you follow the east road over the plains, the heavy rains continue, lowering visibility, and hindering your ability to fix the direction of sounds.

After about ten minutes though, the sound of a sole male voice chanting cuts through the downpour.

The PCs are about 100 feet from Treviene and his guards. The heavy rain cuts visibility to about 50 feet, so Treviene's group will not have spotted the PCs at this point. At APLs 6+, PCs with Knowledge (religion) or Knowledge (arcana) should make a check (DC 20 + APL). With a success, they should identify the chanting as a ritual that uses sacrifice as means of summoning an extraplanar creature, and that the PCs have two rounds before the sacrifices begin.

PCs approaching Treviene's group will find the ten prisoners lying in a circle, with their hands and feet tied to stakes in the ground. In the center of the circle is Treviene, reading from a scroll, and two guards. A final guard is standing over a random prisoner.

APLs 2-4: The ritual does not involve a sacrifice. As soon as Treviene and his men detect the PCs, they will focus all their attention on engaging with the PCs.

APLs 6-12: If the PCs make themselves known before the sacrifices begin (within two rounds of moving within 100 feet of Treviene), Treviene and his guards will turn their attention to the PCs.

If the PCs do not prevent the first killing (at APLs 6-12), Treviene's focus will be on completing the ritual. He will kill one survivor a round until all ten survivors are dead (by taking a full round coupe-de-grace action per hostage), while his men engage the PCs. For dramatic reasons, Ander's daughter, Anneth, will be the last killed. If the ritual is completed (all ten are slain), the indicated extraplanar creature is summoned and attacks the PCs.

APL 6 (EL 6)

☛ **Babau:** hp 69; see *Monster Manual*.

APL 8 (EL 8)

☛ **Babaus (2):** hp 69 each; see *Monster Manual*.

APL 10 (EL 9)

☛ **Vrock:** hp 113; see *Monster Manual*.

APL 12 (EL 10)

☛ **Bebelith:** hp 144; see *Monster Manual*.

Once directed by Treviene to attack, the monks will fire off some shurikens and then engage in melee. At higher APLs, the monks will use their spiked chains to keep PCs at bay (making trip attacks as needed), and then switch to unarmed combat when the PCs engage in melee.

APL 2 (EL 4)

☛ **Treviene:** male human Wiz2/Clr1; hp 18; see Appendix One.

☛ **Guards (3):** male human Mnk1; hp 6 each; see Appendix One.

APL 4 (EL 6)

☛ **Treviene:** male human Wiz3/Clr1; hp 21; see Appendix One.

☛ **Guards (3):** male human Mnk2; hp 12 each; see Appendix One.

APL 6 (EL 8)

☛ **Treviene:** male human Wiz4/Clr2; hp 31; see Appendix One.

☛ **Guards (3):** male human Mnk3; hp 18 each; see Appendix One.

APL 8 (EL 10)

☛ **Treviene:** male human Wiz5/Clr3; hp 42; see Appendix One.

☛ **Guards (3):** male human Mnk5; hp 30 each; see Appendix One.

APL 10 (EL 12)

☛ **Treviene:** male human Wiz6/Clr4; hp 56; see Appendix One.

☛ **Guards (3):** male human Mnk6; hp 36 each; see Appendix One.

APL 12 (EL 14)

☛ **Treviene:** male human Wiz7/Clr5; hp 63; see Appendix One.

☛ **Guards (3):** male human Mnk9; hp 54 each; see Appendix One.

Treviene's guards will fight to the death, but Treviene, if taken prisoner and promised his life will be spared, will co-operate somewhat with the PCs. He will tell them what happened in the town (from his point of view) and will tell them where he believes Jinter has gone with the crate (a temple just over the Rhomstaff border will Cullen Drae – just follow the road leading west from Comus). Beyond that, he does not have any information useful to the PCs. PCs are free to turn him over to the villagers or Anders for safekeeping, or deposit him with authorities along their path. Killing Treviene after pledging his life will be spared should be considered an act of evil, and DMs should deal with the situation appropriately.

If the PCs examine the scroll that Treviene was reading from (it will be consumed if Treviene succeeds in completing the ritual), they may be able to garner some information. With a Knowledge (the Planes) check of DC 16 + APL, a PC can discern that the scroll is a conjuration ritual, that if completed would summon a creature from the Abyss. With a Spot check of DC 20 + APL a PC can make out faint writing on the page, and with a DC 25 + APL Knowledge (arcana) check, a PC who can see the writing can make out some faint words associated with magic, though the school and the meaning of the words cannot be understood without significant study (of more than a month).

For those PCs searching for it, Treviene's spellbook is not to be found.

If the PCs successfully saved Anneth, proceed to Encounter Five-A. If they do not, but retrieve her body, proceed to Encounter Five-B

Encounter Five-A: A Father's Joy

DMs should run this encounter if the PCs saved Anders daughter, Anneth, and return to the town with her. If, for some reason, the PCs did not encounter Anders, Anneth will direct the PCs to her home. By this time, Anders will have dug himself out from under the bookcase and will be emerging into the street to search for Anneth. DMs should modify the following text appropriately.

As you bring Anneth back into the ruins of the village to her home, she weeps openly for the dead bodies in the street. As you approach the home of the book collector, Anders steps out into the street, and Anneth flees into his open arms. Tears of gratitude flow down Anders' old face.

"Thank you," he says. "I have no coin, and no possessions, but I swear I will find a way to repay you once I am on my feet. Is there any way that I can help you now?"

This is, of course, the cue for the PCs to ask about the crate, and what happened to it. Anders will give them free access to his warehouse (or what remains of it), and all of the following information:

- Did he have a crate with the Necromancer's personal seal on it? Anders had purchased a number of crates from another collector who was packing up and moving to the City of Greyhawk. He did not have time between when he received the shipment (about four months ago) and now to go through all of the crates. It is possible that one of the crates was marked and that he missed it.
- Did the people that attacked him take anything? Anders did not see anything, but he does remember hearing horses and a wagon near his house. It is possible that the attackers moved something out of this warehouse.
- Did Anders hear anything his attackers said? After Anneth was kidnapped, and the bookcase collapsed on him, he was fading in and out of consciousness. He remembers hearing two male voices having a heated argument. One sounded like he wanted to go east and do something by himself. The other said something about "returning to the temple at Rypthorne." After that, he does not remember anything else. If the players do not manage to make the connection between Rhomstaff and Rypthorne, allow them to make a DC 15 + APL Knowledge (local – Sheldomar Valley Metaregion) or DC 20 + APL Bardic Knowledge check to make the connection.

For saving Anneth, the PCs receive the *Favor of the Old Man* (see the Treasure Summary).

Some PCs may decide to check out the warehouse, which is a low stone building attached to the back of Anders' house. It is about 20 feet by 20 feet, and its wooden double doors have been smashed off their hinges. Open crates of books and papers lay everywhere. There is nothing of value here if the PCs search. The books and notes are of just about every topic imaginable. PCs that make a DC 12 + APL Search check will notice that horses and a wagon were brought into the warehouse. PCs with the Track feat can easily track the wagon on to the road

leading west out of Comus. Once the PCs are ready to follow those tracks, head to Encounter Six.

Encounter Five-B: A Father's Grief

DMs should run this encounter if the PCs did not manage to save Anders daughter, Anneth, but return to the town with the body. If, for some reason, the PCs did not encounter Anders, he will be desperately searching the village for her. DMs should modify the following text appropriately.

As you bring the bodies from the ritual into the town, you hear a wail of despair. Running towards you, the book collector, Anders, grabs the body of his daughter and collapses in the road, cradling her lifeless form.

"A curse on the people who did this! May the gods spit on them and ensure that they do not die easily!" Anders' eyes are wild, but as he looks up at you, they come into focus.

"Will you find them for me, you heroes? Will you hunt them down and kill the one responsible for the slaughter here? Do this, and I will repay you. I do not have much, but if you can avenge me, I will find a way to reward you! Help me. Avenge my daughter."

This is, of course, the cue for the PCs to ask about the crate, and what happened to it. Anders will give them free access to his warehouse (or what remains of it), and all of the following information:

- Did he have a crate with the Necromancer's personal seal on it? Anders had purchased a number of crates from another collector who was packing up and moving to the City of Greyhawk. He did not have time between when he received the shipment (about four months ago) and now to go through all of the crates. It is possible that one of the crates was marked and that he missed it.
- Did the people that attacked him take anything? Anders did not see anything, but he does remember hearing horses and a wagon near his house. It is possible that the attackers moved something out of this warehouse.
- Did Anders hear anything his attackers said? After Anneth was kidnapped, and the bookcase collapsed on him, he was fading in and out of consciousness. He remembers hearing two male voices having a heated argument. One sounded like he wanted to go east and do something by himself. The other said something about "returning to the temple at Rypthorne." After that, he does not remember

anything else. If the players do not manage to make the connection between Rhomstaff and Rypthorne, allow them to make a DC 15 + APL Knowledge (local – Sheldomar Valley Metaregion) or DC 20 + APL Bardic Knowledge check to make the connection.

Some PCs may decide to check out the warehouse, which is a low stone building attached to the back of Ander's house. It is about 20 feet by 20 feet, and its wooden double doors have been smashed off their hinges. Open crates of books and papers lay everywhere. There is nothing of value here if the PCs search. The books and notes are of just about every topic imaginable. PCs that make a DC 12 + APL Search check will notice that horses and a wagon were brought into the warehouse. PCs with the Track feat can easily track the wagon on to the road leading west out of Comus. Once the PCs are ready to follow those tracks, head to Encounter Six.

Encounter Six: The Road to Rypthorne

By this time, the PCs should be working off at least one set of clues – either they are following the wagon's tracks from Comus, or Anders' clue of Rypthorne, or Treviene's directions. Luckily for the PCs, the rain has stopped, and the roads make it easy for them to follow the wagon's tracks. Roll some dice to make them sweat the possibility of losing the trail, but no check is really necessary at this point in time. Modify the following text based on the clues that the PCs are following:

Following the tracks leading west from Comus, you turn southwesterly and cross into the Barony of Cullen Drae after a few hours. As the rain has finally stopped, the wagon trail is easy to follow in the muddy roads, and you make as good time as possible with all the mud and muck. After spending a night near the Fens of Cullen Drae, you mount up and continue the chase. As you near the border of Rhomstaff in the afternoon, the rain starts once again, and you are forced to slow your pace.

Coming through a copse of trees around a hill, you see figures in the road moving towards you. Mounted, with lances and heavy armor, the three figures close with your group quickly, but stop a respectable distance away. Through the rain, you can see that a Knight of the Watch leads them. The Knight shouts to you, "Travelers! We would like to speak with you. The roads here are not safe, and we want to make sure you really want to travel this way. Will you allow us to approach?"

Some PCs may have an aversion to talking to a Knight of the Watch, and may decline the Knight's offer. If so, the Knight and his patrol are not out to cause trouble, and they will move off the road a reasonable distance to allow the PCs to pass. If the PCs decide not to speak to the

Knight, proceed directly to Encounter Seven. If the PCs do speak with the Knights, continue.

If the PCs do not have any overt Knights of the Watch of members of the Bissel Free Companies with, the leader of the Knights, Ulak Von Brennen, will be cautious but polite.

The Knights picket their horses close by and then approach, taking off their helms as they do so. Their leader bows, as far as his creaking plate armor allows him to, and says, "Greetings, my name is Ulak Von Brennen, a Knight of the Watch at your service. My men and I are on a patrol here due to the recent surge in undead activity. May I ask what you are doing in this neighborhood?"

If the PCs do have a Knight of the Watch with them, Ulak will either salute the Knight(s), or wait for a salute from a junior Knight, and will be friendly towards the group.

Greetings my brother [or sister]. I was not aware that Sir Jerius had dispatched you here. Are you here to meet up with the other Knights in this area, or are you here for another reason?

If the PCs have a visible member of the Bissel Free Companies with them, Ulak will bow to each member in turn. He will be friendly towards the group if he realizes there is a member of the Free Companies in the group.

Ah! Members of the Free Companies! Has Lord Rashedra dispatched you to help with our current problem, or are you here on other business?

Ulak's group has been dispatched to patrol this side of the Rhomstaff border. He is part of a much larger detachment of Knights of the Watch dispatched by Sir Greenblade earlier in the week (in Encounter Two) to help the Bissel Army deal with a sudden surge in undead activity. His patrol is a reflection of this fact – the other members in his group are actually Army regulars. Ulak has also taken to heart Baroness Elina Luchelyn's recent orders to not discriminate against Baklunish citizens – he will be very polite to all members of the group, and treat them all as his equal, unless a PC actually outranks him.

Once Ulak has determined that the group has no real evil intent, he will tell them of the recent troubles in the area.

My apologies at needing to stop you – I did not mean to offend anyone. However, this area has seen a recent surge in undead activity, and we cannot be too careful about who is entering the activity. We do not want any innocent travelers heading into the area unless they can protect themselves, and we do not want any grave robbers or less savory types entering the area for obvious reasons. If you are set in going into that area, then I will not stop you, but if you want less trouble, I would suggest you turn south for a least a dozen miles before turning back west.

If the PCs are following the wagon tracks, they will not have any choice but to continue into the area. If they are following Treviene's directions, they know that Jinter is heading into the area.

If the PCs ask Ulak, or if any of the following topics come up in their explanation of what they are doing in the area, Ulak will freely provide the following information

- *What do you mean by a surge in activity?* About a month ago, news arrived in Pellak of an undead horde ravaging farms in the area. Groups sent to investigate the area managed to fight off large numbers of undead, but could not find the power that was raising the dead. In the past two days, the number and power of the undead has grown significantly
- *What is in the area?* This area of Rhomstaff is littered with ruins. There appears to be a temple of sorts where the undead are originating from, but every time the Knights clear out that particular ruin, the undead seem to come back within a couple of hours.
- *Did you see a group of people with a wagon passing this way less than a day ago?* Ulak will tell the PCs that during an ambush late last night, someone or something passed them on the road while the Knights were fighting a particularly nasty group of undead. Since then, he has not had time to follow up on the travelers, as the undead have been harrying his patrol fairly regularly.

About the time that the PCs are readying to move on after the wagon, a group of undead will come out of the trees and attack the PCs and the Knights.

As you finish your conversation with Sir Von Brennen, out of the corner of your eye, you notice some movement. From both sides of the road, rotting bodies emerge from the tree line and advance on you. Sir Von Brennen yells at you "Take the ones on the left! My men and I will take the ones on the right!"

Detail is provided below for the undead that the PCs are supposed to fight (the ones coming from the left). If the PCs split up or ignore the orders and aid Ulak, they will find themselves fighting a horde of random low level undead. (The PCs should be able to kill one per round, but feel free to make up the details as you go).

The combat ends when the PCs finish the attackers they are supposed to fight (the ones coming from the left). If the combat lasts long enough, in the third round of combat, one of Ulak's men will die. In the sixth round of combat, the other man will die. In the ninth round, Ulak will be overrun (no matter what the PCs do). Please note in the critical event summary if Ulak dies or not. If Ulak and his men die, the PCs will not be allowed to keep any treasure found on them at the end of the module.

Undead Ambush (from the left)

APL 2 (EL 2)

👹 **Troglodyte Zombies (2):** hp 39 each; see *Monster Manual*

APL 4 (EL 3)

👹 **Bugbear Zombies (2):** hp 57 each; see *Monster Manual*

APL 6 (EL 4)

👹 **Minotaur Zombie:** hp 111; see *Monster Manual*

AL 8 (EL 5)

👹 **Umbler Hulk Zombie:** hp 147; see *Monster Manual*

APL 10 (EL 6)

👹 **Gray Render Zombie:** hp 183; see *Monster Manual*

APL 12 (EL 7)

👹 **Minotaur Zombie:** hp 111; see *Monster Manual*

👹 **Gray Render Zombie:** hp 183; see *Monster Manual*

Ulak and his men

APL 2

👤 **Sir Ulak Von Brennen:** male human Ftr3; hp 25; see Appendix One.

👤 **Sir Ulak's Men (2):** male human War1; hp 8 each; see Appendix One.

APL 4

👤 **Sir Ulak Von Brennen:** male human Ftr5; hp 42; see Appendix One.

👤 **Sir Ulak's Men (2):** male human Ftr2; hp 18 each; see Appendix One.

APL 6

👤 **Sir Ulak Von Brennen:** male human Ftr7; hp 58; see Appendix One.

👤 **Sir Ulak's Men (2):** male human Ftr4; hp 36 each; see Appendix One.

APL 8

👤 **Sir Ulak Von Brennen:** male human Ftr9; hp 75; see Appendix One.

☛ **Sir Ulak's Men (2):** male human Ftr6; hp 54 each; see Appendix One.

APL 10

☛ **Sir Ulak Von Brennen:** male human Ftr11; hp 91; see Appendix One.

☛ **Sir Ulak's Men (2):** male human Ftr8; hp 72 each; see Appendix One.

APL 12

☛ **Sir Ulak Von Brennen:** male human Ftr13; hp 108; see Appendix One.

☛ **Sir Ulak's Men (2):** male human Ftr10; hp 90 each; see Appendix One.

After the fight, Ulak will clear the PCs to enter the area. He will give directions to the temple if asked, but needs to continue his patrol of the area. If the PCs simply decide to follow the wagon trail, the trail leads to the temple.

Encounter Seven: The Abandoned Temple

See **DM Aids: Map of the Abandoned Temple**.

The temple complex is little more than a ruin, but Jinter has managed to clear the basement out and use it as a base of sort. The Knights of the Watch have been here repeatedly, but Jinter has always ordered his undead to pile rocks over the entrance whenever the patrols are close, and the Knights have not managed to find the well concealed entrance to Jinter's hideout. However, Jinter has been somewhat sloppy in his eagerness to examine the contents of the crate. Although he did reset the trap on the door, he did not properly supervise the undead in the ruins to cover the entrance correctly, and unsupervised undead don't always get the job done right.

Modify the following text based upon how the PCs are following Jinter and/or the time of day.

Following the wagon's trail is becoming progressively harder as the rain picks up in early evening. Just as you are losing hope that you will be able to continue following the tracks, they abruptly turn off the road and onto a paved path leading clearly up to a ruin. Hopefully, this is the end destination of whomever it is you have been following.

The PCs are standing about 100 feet from a ruined building of some sort. The original building was a temple to Pelor. It is a simple 30 ft by 30 ft building, with 20 feet high walls, comprising a single room. In its current situation, it has no roof, and there are some holes in the

walls that would allow a small humanoid easy entry, or allow a medium humanoid the ability to look inside the building. The main doorway no longer has a door, also allowing the PCs an opportunity to look inside. There is, however, no light source inside the ruin.

Normally, Jinter's undead minions should be guarding the temple, but because of Jinter's carelessness, they have wandered off – these are the undead that attacked the PCs in Encounter Six.

At APLs 6 and higher, the temple and Jinter's hideout are under the effect of a *desecrate* spell. This spell is cast at Jinter's cleric caster level.

Once the PCs have entered the temple, they will need to find the partially hidden secret door. Normally Jinter has his undead minions cover the entrance with some rubble, but currently the entrance is only partially covered. A DC 20 + APL Spot check will let PCs notice that the rubble in one corner of the room appears to have been recently moved, and a DC 16 + APL Search check will allow them to find the covered door. It will take PCs three rounds of lifting and carrying to move the rubble to uncover the door.

Jinter was not careless enough to forget to reset the trap on the door though. The trap also sets off an *alarm* spell in the area where Jinter is currently located.

APL 2

☛ **Poison Dart Trap:** CR 1; mechanical; touch trigger (*alarm*); manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (bloodroot, DC 12 Fort save resists, o/1d4 Con plus 1d3 Wis); Search DC 20; Disable Device DC 18.

APL 4

☛ **Inflict Light Wounds Trap:** CR 2; magic device; touch trigger (*alarm*); automatic reset; spell effect (*inflict light wounds*, 1st-level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26.

APL 6

☛ **Melf's Acid Arrow Trap:** CR 3; magic device; touch trigger (*alarm*); automatic reset; Atk +2 ranged touch; spell effect (Melf's Acid Arrow, 3rd level wizard, 2d4 acid / round for 2 rounds); Search DC 27; Disable Device 27.

APL 8

☛ **Lightning Bolt Trap:** CR 4; magic device, touch trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 5th level wizard, 5d6 electricity, DC 14 Ref save half damage); Search DC 28; Disable Device DC 28.

APL 10

⚡ **Fireball Trap:** CR 5; magic device; touch trigger (alarm); automatic reset; spell effect (fireball, 8th level wizard, 8d6 fire, DC 14 Ref save half damage); Search DC 28; Disable Device 28.

APL 12

⚡ **Lightning Bolt Trap:** CR 6; magic device, touch trigger (alarm); automatic reset; spell effect (lighting bolt, 10th level wizard, 10d6 electricity, DC 14 Ref save half damage); Search DC 28; Disable Device DC 28.

If the PCs do set the trap off, Jinter will be alerted to their presence, and have at least a minute to cast defensive and preparatory spells. If the PCs manage to disarm the trap and move down the stairs and the corridor to his hideout silently, then Jinter can be caught off guard (but not surprised), as he is deep in concentration over the contents of the crate.

In either case, read the following text to the players when the PCs are ready for the final battle.

Proceeding down the damp tunnel, you see torchlight ahead, and the tunnel opens into a room about thirty feet across. Across from the archway into the room, a silver haired man is bent over a table, with a huge book opened next to him. A crate, with its top removed sits discarded in one corner of the room, and papers litter the floor. The man's mouth moves as he silently repeats the words his fingers trace on a piece of paper in front of him. Suddenly, he looks up.

"Ah, of course, you. I have been wondering when the Margrave's whelps would come to retrieve the book. Well, you can't have it. It's mine, and I intend to use it." He slams the book closed. "I suppose we should just get this messiness over with then."

Out of the corner of your eye, you see shapes coming out of the shadows in the corners of the room towards you...

APL 2 (EL 5)

👤 **Jinter:** male human Nec2/Clr1; hp 12; see Appendix One.

🧟 **Zombies, Human Commoner (4):** hp 21 each; see *Monster Manual*.

APL 4 (EL 7)

👤 **Jinter:** male human Nec4/Clr2; hp 24; see Appendix One.

👤 **Ghouls (4):** hp 18 each; see *Monster Manual*.

APL 6 (EL 9)

👤 **Jinter:** male human Nec4/Clr3; hp 30; see Appendix One.

👤 **Shadows (3):** hp 27 each; see *Monster Manual*.

APL 8 (EL 11)

👤 **Jinter:** male human Nec5/Clr4; hp 39; see Appendix One.

👤 **Wraiths (4):** hp 45 each; see *Monster Manual*.

APL 10 (EL 13)

👤 **Jinter:** male human Nec7/Clr5; hp 51; see Appendix One.

👤 **Mummies (3):** hp 75 each; see *Monster Manual*.

👤 **Wraiths (2):** hp 45 each; see *Monster Manual*.

APL 12 (EL 15)

👤 **Jinter:** male human Nec8/Clr7; hp 66; see Appendix One.

👤 **Spectres (4):** hp 63 each; see *Monster Manual*.

Jinter will attempt to fight to the death. If he is captured, he will resist talking to the best of his ability. If he is coerced to talk magically (through a *zone of truth* spell, or if *speak with dead* is used), he will divulge the following information:

- He was told of the crate's existence by an anonymous note, which he has since destroyed (true)
- He was expecting the Margrave and the other forces of law in Bissel to make a bid to capture the book and destroy it (true)
- The rest of the notes in the crate were useless, but he did not destroy anything from the crate (true)

PCs who search the room after the battle should be able to collect enough notes and papers to refill the entire crate. If the PCs examine the book, they may be in for a fairly nasty surprise. Jinter was not in the mood to share the book, and at APLs 6–12, has trapped the book. If the PCs simply put the book into the crate and turn it over to Lord Rashedra or Sir Greenblade, then the authorities examining the book will find the trap and deactivate it. If the PCs attempt to read the book, they run a risk of setting off the trap. (This trap is present regardless of if the PCs did or did not alert Jinter to their presence by disarming the trap on the door to the hideout).

APLs 6 and 8

✦ The book has had *sepia snake sigil* cast on it by a 5th level caster.

APLs 10 and 12

✦ The book has had *explosive runes* cast on it by a 9th level caster. Jinter cast these runes onto the page that the book was open to at the beginning of the combat.

It may be important to note that these traps are cast on the book, whereas Jinter was actually studying from a piece of paper when the PCs entered his hideout.

Once past the trap, PCs examining the book and the contents of the crate will find that the book is the only thing of true value in the crate. The vast majority of the papers in the crate are actually verses of poetry written in Ancient Suloise, along with some passages copied from historical texts dealing with the Sheldomar Valley. The only object that matches any of the descriptions the PCs were given is the book itself.

Upon examination, the book will reveal itself to actually be two texts superimposed on each other, similar to the scroll Treviene used. With a Knowledge (the Planes) check of DC 16 + APL, a PC can discern that some of the writing deals with a highly complicated conjuration ritual. With a Spot check of DC 20 + APL a PC can make out faint writing on the page, and with a DC 25 + APL Knowledge (arcana) check, a PC who can see the writing can make out some faint words associated with magic, though the school and the meaning of the words cannot be understood. Without significant study, the two texts cannot be disentangled. This may take a year of more of work to perform.

Once the PCs have plundered the room, there is nothing more for them to do. They should return to Pellak with the crate (though the book is more than enough). Once they arrive, the authorities in Pellak will take charge of any prisoners that they have and the crate or book.

Encounter Eight: Decision Time

Returning to Pellak with the items you found in the abandoned ruin, you quickly make your way to the manor house where you last met with Lord Rashedra and Sir Greenblade. After a short meeting with them, you turn over possession of the crate [or the book] and are ushered into a another room to wait. Although provided with excellent food and all you can drink, the wait seems interminable. After a few hours, you are told that it will “be a few more hours” and that you should return after dinnertime.

After dinner, you return to the manor house, and are once again brought to Lord Rashedra and Sir Greenblade. Both are grim faced, and there is a slight tension in the air. Sir Greenblade turns to face you.

“My friends, thank you for your patience. It seems that what we hoped would be a total victory for our side has turned into only a partial win.

As you may or may not know, the book from the crate was the item that we sent you to retrieve. Unfortunately, it is actually both items that we sent you to retrieve, and that is the heart of the problem.

For us to end the power that the Necromancer used to field a part of his army of undead, we will need to use the ritual in the book, which will mean that the book will be destroyed in the process.. Such an action would prove to be a boon to our forces for the near future and its lingering effects may also reduce the powers and number of undead in the March for at least a few months.

But if the book is destroyed it means that we will lose all of Evard’s research on the anti-undead spells.

While it may take us a year to extract the research and use it to develop a weapon, it could prove to be of great use to us. Such a weapon would affect all the Necromancer’s undead, not just the ones powered by the ritual contained in the book, and such a weapon could potentially be used multiple times.

So we have a dilemma – act now and help ourselves today, or bide our time, research and study, and have a broader weapon to strike with in the future. I am of one mind, and Lord Rashedra is of another. We would ask your counsel – what would you do in our place?”

Lord Rashedra and Sir Greenblade are truly asking for the PCs’ decision. The PCs should have some time to ask questions, and talk amongst themselves, before they are pressed for an answer. The PCs do not have to be unanimous, and individual votes should be entered in the critical summary table provided.

Common questions and answers that the PCs may look for:

- Are our forces having difficulty with the undead in Bissel? Right now the Army can hold its own against the undead threat. Except for the recent surge in undead activity near the ruins where the PCs were recently, the undead activity in Bissel is considered “normal” for Bissel
- Are there any short-term threats that have been identified? The Mist Chameleons and the Bissel Free Companies are keeping an eye out for the Ur-Flan, which are considered to be a threat, given their actions just before the CY 593 Barons Council (see BIS3-05, Circle of Life). This is, of course, in addition to the various up and coming forces of evil who are flocking to the area to gain the favor of Evard and his associated cronies.

- *What are the benefits of the anti-undead weapon?*
From a cursory examination of the spell research, the weapon may actually turn out to be a number of weapons – spells effective for mass combat, temporary weapon enchantments that would be useful against undead, and enhancements to existing anti-undead spells, items and weapons
- *What are the long-term threats to the March?*
Specific to undead, the Necromancer remains the single largest threat to the March that is known to use undead.

Once the PCs have entered their votes with Lord Rashedra and Sir Greenblade, move on to the Conclusion.

Conclusion

Once they have heard your voice and votes on the questions at hand, Lord Rashedra and Sir Greenblade nod and stand. Lord Rashedra thanks you with the following words, “My friends, thank you for your counsel. Sir Greenblade and I will bring them to Grand Marshall Valiserat, the Margrave’s Council and the Margrave, who will probably make the final decision on how to handle this.

As we promised, you would be rewarded for bringing us the items, and you shall receive the full reward, even though we may only be able to use one of the items. These notes, In addition, state that you have done the Bissel Free Companies and the Knights of the Watch a great service – they may be of use to you should you become members of our organizations. We thank you for your effort, and we know where to turn if we need help in the future. “

Both Sir Greenblade and Lord Rashedra shake each of your hands and then leave.

To be continued...

Successful PCs receive the monetary reward promised in Encounter Two as well as *Influence with the Bissel Free Companies* and *Influence with the Knights of the Watch* (see the Treasure Summary).

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Four

Defeat Treviene and his men

APL 2 – 120 xp.

APL 4 – 180 xp.
APL 6 – 240 xp.
APL 8 – 300 xp.
APL 10 – 360 xp.
APL 12 – 420 xp.

Save Anneth

APL 2 – 30 xp.
APL 4 – 60 xp.
APL 6 – 90 xp.
APL 8 – 120 xp.
APL 10 – 150 xp.
APL 12 – 180 xp.

Encounter Six

Speak with Sir Ulak and defeat the undead

APL 2 – 60 xp.
APL 4 – 90 xp.
APL 6 – 120 xp.
APL 8 – 150 xp.
APL 10 – 180 xp.
APL 12 – 210 xp.

Encounter Seven

Disarm or survive the trap

APL 2 – 30 xp.
APL 4 – 60 xp.
APL 6 – 90 xp.
APL 8 – 120 xp.
APL 10 – 150 xp.
APL 12 – 180 xp.

Defeat Treviene and his men

APL 2 – 150 xp.
APL 4 – 210 xp.
APL 6 – 270 xp.
APL 8 – 330 xp.
APL 10 – 390 xp.
APL 12 – 450 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

APL 2 – 60 xp.
APL 4 – 75 xp.
APL 6 – 90 xp.
APL 8 – 105 xp.
APL 10 – 120 xp.
APL 12 – 135 xp.

Total Possible Experience

APL 2 – 450 xp.
APL 4 – 675 xp.
APL 6 – 900 xp.
APL 8 – 1,125 xp.
APL 10 – 1,350 xp.
APL 12 – 1,575 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every

encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Four:

APL 2: L: 54 gp; C: 0 gp; M: *potion of cure light wounds* (4 gp).

APL 4: L: 54 gp; C: 0 gp; M: 3 *potions of cure light wounds* (4 gp each).

APL 6: L: 60 gp; C: 0 gp; M: *cloak of resistance +1* (83 gp); 2 *potions of cure serious wounds* (63 gp each); 3 *potions of cure light wounds* (4 gp each).

APL 8: L: 34 gp; C: 0 gp; M: +1 *morningstar* (192 gp); *cloak of resistance +1* (83 gp); 3 *potions of cure serious wounds* (63 gp each); 3 *potions of cure moderate wounds* (25 gp each).

APL 10: L: 34 gp; C: 0 gp; M: +1 *morningstar* (192 gp); *cloak of resistance +1* (83 gp); *wand of magic missile* – 5th level (312 gp); 5 *potions of cure serious wounds* (63 gp each); 3 *potions of cure moderate wounds* (25 gp each).

APL 12: L: 34 gp; C: 0 gp; M: +1 *morningstar* (192 gp); *cloak of resistance +1* (83 gp); *wand of magic missile* – 5th level (312 gp); 8 *potions of cure serious wounds* (63 gp each).

Encounter Seven:

APL 2: L: 25 gp; C: 0 gp; M: *potion of cure light wounds* (4 gp); *Jinter's Spellbook I* (25 gp), *goggles of minute seeing* (104 gp), *brooch of shielding* (125 gp), *salve of slipperiness* (83 gp).

APL 4: L: 25 gp; C: 0 gp; M: 2 *potions of cure light wounds* (4 gp each); *Jinter's Spellbook I* (25 gp), *Jinter's Spellbook II* (42 gp), *goggles of minute seeing* (104 gp), *brooch of shielding* (125 gp), *salve of slipperiness* (83 gp).

APL 6: L: 25 gp; C: 0 gp; M: 2 *potions of cure moderate wounds* (25 gp each); *Jinter's Spellbook I* (25 gp), *Jinter's Spellbook II* (42 gp), *goggles of minute seeing* (104 gp), *brooch of shielding* (125 gp), *salve of slipperiness* (83 gp).

APL 8: L: 0 gp; C: 0 gp; M: +1 *light mace* (192 gp); *cloak of resistance +1* (83 gp); 2 *potions of cure serious wounds* (63 gp each); *Jinter's Spellbook I* (25 gp), *Jinter's Spellbook II* (42 gp), *Jinter's Spellbook III* (63 gp), *goggles of minute seeing* (104 gp), *brooch of shielding* (125 gp), *salve of slipperiness* (83 gp).

APL 10: L: 0 gp; C: 0 gp; M: +1 *light mace* (192 gp); *cloak of resistance +1* (83 gp); *periapt of wisdom +2* (333 gp); *wand of magic missile* – 7th level (438 gp); 3 *potions of cure serious wounds* (63 gp each); *Jinter's Spellbook I* (25 gp), *Jinter's Spellbook II* (42 gp), *Jinter's Spellbook III* (63 gp), *Jinter's Spellbook IV* (83 gp), *goggles of minute seeing* (104 gp), *brooch of shielding* (125 gp), *salve of slipperiness* (83 gp).

APL 12: L: 0 gp; C: 0 gp; M: +1 *light mace* (192 gp); *rod of withering* (2,083 gp); *cloak of resistance +2* (333 gp); *periapt of wisdom +2* (333 gp); *wand of magic missile* – 7th level (438 gp); 5 *potions of cure serious wounds* (63 gp each); *Jinter's Spellbook I* (25 gp), *Jinter's Spellbook II* (42 gp), *Jinter's Spellbook III* (63 gp), *Jinter's Spellbook IV* (83 gp), *goggles of minute seeing* (104 gp), *brooch of shielding* (125 gp), *salve of slipperiness* (83 gp).

Conclusion

APL 2: L: 0 gp; C: 200 gp; M: 0 gp.

APL 4: L: 0 gp; C: 300 gp; M: 0 gp.

APL 6: L: 0 gp; C: 400 gp; M: 0 gp.

APL 8: L: 0 gp; C: 500 gp; M: 0 gp.

APL 10: L: 0 gp; C: 750 gp; M: 0 gp.

APL 12: L: 0 gp; C: 1,000 gp; M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 79 gp; C: 200 gp; M: 345 gp – Total: 624 gp (450 gp).

APL 4: L: 79 gp; C: 300 gp; M: 399 gp – Total: 778 gp (650 gp).

APL 6: L: 85 gp; C: 400 gp; M: 650 gp – Total: 1,135 gp (900 gp).

APL 8: L: 34 gp; C: 500 gp; M: 1,382 gp – Total: 1,916 gp (1,300 gp).

APL 10: L: 34 gp; C: 750 gp; M: 2,737 gp – Total: 3,521 gp (2,300 gp).

APL 12: L: 34 gp; C: 1,000 gp; M: 5,310 gp – Total: 6,344 gp (3,300 gp).

Items for the Adventure Record

Item Access

APL 2:

- ❖ Brooch of Shielding (Adventure, DMG)
- ❖ Goggles of Minute Seeing (Adventure, DMG)
- ❖ Jinter's Spellbook I (Adventure, see above)
- ❖ Salve of Slipperiness (Adventure, DMG)

APL 4 (APL 2 Items plus):

- ❖ Jinter's Spellbook II (Adventure, see above)

APL 6 (APL 2, 4 Items plus):

- ❖ Potion of Cure Serious Wounds (Adventure, DMG)

APL 8 (APL 2, 4, 6 Items plus):

- ❖ Jinter's Spellbook III (Adventure, see above)

APL 10 (APL 2, 4, 6, 8 Items plus):

- ❖ Jinter's Spellbook IV (Adventure, see above)
- ❖ Periapt of Wisdom +2 (Adventure, DMG)
- ❖ Wand of Magic Missile (Adventure, 5th level caster, DMG)
- ❖ Wand of Magic Missile (Adventure, 7th level caster, DMG)

APL 12 (APL 2, 4, 6, 8, 10 Items plus):

- ❖ Cloak of Resistance +2 (Adventure, DMG)
- ❖ Rod of Withering (Adventure, DMG)

Special

❖ Jinter's Spellbook I

1st – chill touch, erase, mage armor, magic missile, ray of enfeeblement, shocking grasp.

Market Price: 300 gp; Weight: 3 lbs.

❖ Jinter's Spellbook II

2nd – flaming sphere, scorching ray, ghoul touch, shatter, web.

Market Price: 500 gp; Weight: 3 lbs.

❖ Jinter's Spellbook III

3rd – explosive runes, fireball, lightning bolt, sepia snake sigil, vampiric touch.

Market Price: 750 gp; Weight: 3 lbs.

❖ Jinter's Spellbook IV

4th – animate dead, contagion, fear, lesser globe of invulnerability, ice storm.

Market Price: 1,000 gp; Weight: 3 lbs.

❖ Favor of an Old Man

This PC has earned a favor with Anders, the Book Collector. This may come in useful once Anders is able to rebuild his home and his family.

❖ Influence with the Bissel Free Companies

During any period in which this PC is a member of the Bissel Free Companies, he or she may spend this Influence Point (mark it as used) during any Bissel Regional or Sheldomar Valley Metaregional scenario to gain access (Frequency: Adventure) to purchase any single magic item (but not upgrade) in the DMG (other than a bag of tricks, a scroll, or a wand) valued at 1,000 gp or less. Access is only granted to items that are legal in the Living Greyhawk campaign. A PC may spend multiple Influence with the Bissel Free Companies simultaneously to receive access to an item of value less than or equal to the sum of the value limits on the individual Influence Points, as long as all of the Influence spent this way states it can be used that way. These Influence Points are non-transferable and can only be spent by the individual who received them. Contact the Bissel Triad for more information.

❖ Influence with the Knights of the Watch in Bissel

During any period in which this PC is a member of the Knights of the Watch, he or she may spend this Influence Point (mark it as used) during any Bissel Regional or Sheldomar Valley Metaregional scenario to gain access (Frequency: Adventure) to purchase any single magic item (but not upgrade) in the DMG (other than a bag of tricks, a scroll, or a wand) valued at 1,000 gp or less. Access is only granted to items that are legal in the Living Greyhawk campaign. A PC may spend multiple Influence with the Knights of the Watch in Bissel simultaneously to receive access to an item of value less than or equal to the sum of the value limits on the individual Influence Points, as long as all of the Influence spent this way states it can be used that way. These Influence Points are non-transferable and can only be spent by the individual who received them. Contact the Bissel Triad for more information.

Appendix One – NPCs

Encounter Four

APL 2

Treviene Male Human Wiz 2 / Clr 1; CR 3; Medium humanoid; HD (2d4)+(1d8)+6; hp 18; Init +5; Spd 30'; AC 15, touch 15, flatfooted 14; Base Atk +1; Grp +0; Atk +2 melee (1d8-1, masterwork morningstar) or +3 ranged (1d8 / 19-20/x2, masterwork crossbow); Full Atk: +2 melee (1d8-1, masterwork morningstar) or +3 ranged (1d8/19-20, masterwork crossbow); SA: Rebuke Undead 3/day (turn level 1) (turn damage 2d6+1); SQ –; AL: NE; SV Fort +3, Ref +1, Will +8; Str 8, Dex 12, Con 12, Int 15, Wis 16, Cha 10.

Skills and Feats: Concentration +7, Decipher Script +7, Diplomacy +1, Heal +5, Knowledge (arcana) +7, Knowledge (the Planes) +5, Spellcraft +9, Knowledge (religion) +4; Combat Casting, Improved Initiative, Toughness, Weapon Focus (Morningstar)

Possessions: 1 Crossbow (Light/Masterwork), 1 Morningstar (Masterwork), Vestments (Cleric's), *potion of cure light wounds*

Deity: Erythnul

Wizard Spells Prepared: (Save DC = 12 + spell level), 0 – Acid Splash (x2), Prestidigitation, Mage Hand; 1st – ~~Mage Armor~~, Magic Missile, Sleep

Cleric Spells Prepared: (Domains: War, Evil; Save DC = 13 + spell level), 0 – Cure Minor Wounds, Inflict Minor Wounds (x2) 1st – Command, Cure Light Wounds, Domain: Magic Weapon

Guard: Male human Mnk 1; CR 1; Medium humanoid; HD (1d8); hp 6; Init +6; Spd 30'; AC 14 or 15 (dodge), flatfooted 12, touch 14; Base Atk +0; Grp +2; Atk: +2 melee (1d6+2, unarmed strike) or +2 ranged (1d2+2, shuriken); Full Atk: +2 melee (1d6+2, unarmed strike) or +0/+0 melee (1d6+2, unarmed strike) or +2 ranged (1d2+2, shuriken); SA: Flurry of Blows, Stunning Fist attack 1/day (DC 12); AL: LE; SV Fort +2, Ref +4, Will +4; Str 14, Dex 15, Con 11, Int 11, Wis 15, Cha 8.

Skills and Feats: Balance +6, Escape Artist +6, Jump +6, Listen +6, Tumble +6; Dodge, Improved Initiative

Possessions: 5 Shuriken, 1 Outfit (Monk's)

APL 4

Treviene Male Human Wiz 3 / Clr 1; CR 4; Medium humanoid; HD (3d4)+(1d8)+7; hp 21; Init +5; Spd 30'; AC 15, touch 15, flatfooted 14; Base Atk: +1; Grp +0; Atk +2 melee (1d8-1, masterwork morningstar) or +3 ranged (1d8/19-20, masterwork crossbow); Full Atk: +2 melee (1d8-1, masterwork morningstar) or +3 ranged (1d8/19-20, masterwork crossbow); SA: Rebuke Undead 3/day (turn level 1) (turn damage 2d6+1); SQ –; AL: NE; SV Fort +4, Ref +2, Will +8; Str 8, Dex 12, Con 12, Int 16, Wis 16, Cha 10

Skills and Feats: Concentration +8, Decipher Script +10, Diplomacy +1, Heal +5, Knowledge (arcana) +8,

Knowledge (the Planes) +6, Spellcraft +12, Knowledge (religion) +5; Combat Casting, Improved Initiative, Toughness (1x), Weapon Focus (Morningstar)

Possessions: 1 Crossbow (Light/Masterwork), 1 Morningstar (Masterwork), Vestments (Cleric's), *potion of cure light wounds* x3

Deity: Erythnul

Wizard Spells Prepared: (Save DC = 13 + spell level), 0 – Acid Splash (x2), Prestidigitation, Mage Hand; 1st – ~~Mage Armor~~, Magic Missile, Sleep, 2nd – Melf's Acid Arrow, Flaming Sphere

Cleric Spells Prepared: (Domains: War, Evil; Save DC = 13 + spell level), 0 – Cure Minor Wounds, Inflict Minor Wounds (x2) 1st – Command, Cure Light Wounds, Domain: Magic Weapon

Guards: Male human Mnk 2; CR 2; Medium humanoid; HD (2d8); hp 12; Init +6; Spd 30'; AC 14 or 15 (dodge), flatfooted 12, touch 14; Base Atk +1; Grp +3; Atk: +3 melee (1d6+2, unarmed strike) or +3 ranged (1d2+2, shuriken) Full Atk: +3 melee (1d6+2, unarmed strike) or +1/+1 melee (1d6+2, unarmed strike) or +3 ranged (1d2+2, shuriken); SA: Flurry of Blows, Stunning Fist attack 2/day (DC 13); SQ: Evasion; AL: LE; SV Fort +3, Ref +5, Will +5; Str 14, Dex 15, Con 11, Int 11, Wis 15, Cha 8

Skills and Feats: Balance +9, Escape Artist +7, Jump +9, Listen +7, Tumble +9; Deflect Arrows, Dodge, Improved Initiative

Possessions: 5 Shuriken, 1 Outfit (Monk's)

APL 6

Treviene Male Human Wiz 4 / Clr 2; CR 6; Medium humanoid; HD (4d4)+(2d8)+9; hp 31; Init +5; Spd 30'; AC 15, touch 15, flatfooted 14; Base Atk: +3; Grp: +2; Atk +4 melee (1d8-1, masterwork morningstar) or +5 ranged (1d8/19-20, masterwork crossbow); Full Atk +4 melee (1d8-1, masterwork morningstar) or +5 ranged (1d8/19-20, masterwork crossbow); SA: Rebuke Undead 3/day (turn level 2) (turn damage 2d6+2); SQ –; AL: NE; SV Fort +6, Ref +3, Will +11; Str 8, Dex 12, Con 12, Int 16, Wis 16, Cha 10

Skills and Feats: Concentration +10, Decipher Script +10, Diplomacy +3, Heal +7, Knowledge (arcana) +11, Knowledge (the Planes) +7, Spellcraft +13, Knowledge (religion) +6; Combat Casting, Improved Initiative, Spell Focus (Evocation), Toughness (1x), Weapon Focus (Morningstar)

Possessions: 1 Crossbow (Light/Masterwork), 1 Morningstar (Masterwork), Vestments (Cleric's), *potion of cure serious wounds* x2, *cloak of resistance* +1

Deity: Erythnul

Wizard Spells Prepared: (Save DC = 13 + spell level, 14+APL for evocation spells), 0 – Acid Splash (x2), Prestidigitation, Mage Hand; 1st – ~~Mage Armor~~, Magic Missile, Sleep, Color Spray 2nd – Melf's Acid Arrow, Flaming Sphere, Invisibility

Cleric Spells Prepared: (Domains: War, Evil; Save DC = 13 + spell level), 0 – Cure Minor Wounds, Inflict Minor Wounds (x3) 1st – Bane, Command, Cure Light Wounds, Domain: Magic Weapon

Guard: Male human Mnk 3; CR 3; Medium humanoid; HD (3d8); hp 18; Init +6; Spd 40'; AC 14 or 15 (dodge), flatfooted 12, touch 14; Base Atk +2; Grp +4; Atk: 4 melee (1d6+2 unarmed strike) or +4 melee (2d4+3, spiked chain) or +4 ranged (1d2+2, shuriken); Full Atk: +4 melee (1d6+2 unarmed strike) or +2/+2 melee (1d6+2. unarmed strike) or +4 melee (2d4+3, spiked chain) or +4 ranged (1d2+2, shuriken); SA: Flurry of Blows, Stunning Fist attack 3/day (DC 13); SQ: Evasion, Still Mind; AL: LE; SV Fort +3, Ref +5, Will +5; Str 14, Dex 15, Con 11, Int 11, Wis 15, Cha 8

Skills and Feats: Balance +10, Escape Artist +8, Jump +10, Listen +8, Tumble +10; Deflect Arrows, Dodge, Exotic Weapon Proficiency (Spiked Chain), Improved Initiative

Possessions: Spiked Chain, 5 Shuriken, 1 Outfit (Monk's), *potion of cure light wounds*

APL 8

Treviene Male Human Wiz 5 / Clr 3; CR 8; Medium humanoid; HD (5d4)+(3d8)+11; hp 42; Init +5; Spd 30'; AC 15, touch 15, flatfooted 14; Base Atk +4; Grp +3; Atk +5 melee (1d8, *morningstar* +1) or +6 ranged (1d8/19-20, masterwork crossbow); Full Atk +5 melee (1d8, *morningstar* +1) or +6 ranged (1d8/19-20, masterwork crossbow); SA: Rebuke Undead 3/day (turn level 3) (turn damage 2d6+3); SQ –; AL: NE; SV Fort +6, Ref +4, Will +11; Str 8, Dex 12, Con 12, Int 17, Wis 16, Cha 10

Skills and Feats: Concentration +12, Decipher Script +10, Diplomacy +3, Heal +9, Knowledge (arcana) +13, Knowledge (the Planes) +8, Spellcraft +15, Knowledge (religion) +9; Combat Casting, Craft Wand, Improved Initiative, Spell Focus (Evocation), Toughness (1x), Weapon Focus (Morningstar)

Possessions: 1 Crossbow (Light/Masterwork), +1 *morningstar*, Vestments (Cleric's), *cloak of resistance* +1, *potion of cure serious wounds* x3

Deity: Erythnul

Wizard Spells Prepared: (Save DC = 13 + spell level, 14+APL for evocation spells), 0 – Acid Splash (x2), Prestidigitation, Mage Hand; 1st – ~~Mage Armor~~, Magic Missile, Sleep, Color Spray 2nd – Melf's Acid Arrow, Flaming Sphere, Invisibility, 3rd – Lightning Bolt, Haste

Cleric Spells Prepared: (Domains: War, Evil; Save DC = 13 + spell level), 0 – Cure Minor Wounds, Inflict Minor Wounds (x3) 1st – Bane, Command, Cure Light Wounds, Domain: Magic Weapon, 2nd – Hold Person, Sound Burst, Domain: Spiritual Weapon

Guard: Male human Mnk 5; CR 5; Medium humanoid; HD (5d8); hp 30; Init +7; Spd 40'; AC 16 or 17 (dodge), flatfooted 13, touch 16; Base Atk +3; Grp +5; Atk: +5 melee (1d8+2, unarmed strike) or +5 melee (2d4+3, spiked chain) or +6 ranged (1d2+2, shuriken); Full Atk: +5 melee (1d8+2, unarmed strike) or +4/+4 melee (1d8+2,

unarmed strike) or +5 melee (2d4+3, spiked chain) or +6 ranged (1d2+2, shuriken); SA: Flurry of Blows, Ki Strike, Stunning Fist attack 5/day (DC 14); SQ: Evasion, Purity of Body, Slow Fall (20), Still Mind; AL: LE; SV Fort +4, Ref +7, Will +6; Str 14, Dex 16, Con 11, Int 11, Wis 15, Cha 8

Skills and Feats: Balance +13, Climb +3, Escape Artist +11, Jump +12, Listen +9, Tumble +13; Deflect Arrows, Dodge, Exotic Weapon Proficiency (Spiked Chain), Improved Initiative

Possessions: Spiked Chain, 5 Shuriken, 1 Outfit (Monk's), *potion of cure moderate wounds*

APL 10

Treviene Male Human Wiz 6 / Clr 4; CR 10; Medium humanoid; HD (6d4)+(4d8)+13; hp 52; Init +5; Spd 30'; AC 15, touch 15, flatfooted 14; Base Atk: +6; Grp: +5; Atk +7 melee (1d8, *morningstar* +1) or +8 ranged (1d8/19-20, masterwork crossbow); Full Atk +7/+2 melee (1d8, *morningstar* +1) or +8/+3 ranged (1d8/19-20, masterwork crossbow); SA: Rebuke Undead 3/day (turn level 4) (turn damage 2d6+4); SQ –; AL: NE; SV Fort +8, Ref +5, Will +12; Str 8, Dex 12, Con 12, Int 17, Wis 16, Cha 10

Skills and Feats: Concentration +13, Decipher Script +10, Diplomacy +3, Heal +10, Knowledge (arcana) +15, Knowledge (the Planes) +9, Spellcraft +17, Knowledge (religion) +14; Combat Casting, Craft Wand, Extend Spell, Improved Initiative, Spell Focus (Evocation), Toughness (1x), Weapon Focus (Morningstar)

Possessions: 1 Crossbow (Light/Masterwork), +1 *morningstar*, Vestments (Cleric's), *cloak of resistance* +1, *wand of magic missile* (5th level), *potion of cure serious wounds* x5

Deity: Erythnul

Wizard Spells Prepared: (Save DC = 13 + spell level, 14+APL for evocation spells), 0 – Acid Splash (x2), Prestidigitation, Mage Hand; 1st – ~~Mage Armor~~, Magic Missile, Sleep, Color Spray 2nd – Melf's Acid Arrow, Flaming Sphere, Invisibility, Mirror Image 3rd – Lightning Bolt (x2), Haste

Cleric Spells Prepared: (Domains: War, Evil; Save DC = 13 + spell level), 0 – Cure Minor Wounds, Inflict Minor Wounds (x3) 1st – Bane, Command, Cure Light Wounds,, Entropic Shield Domain: Magic Weapon, 2nd – Cure Moderate Wounds, Hold Person, Sound Burst, Domain: Spiritual Weapon

Guard: Male human Mnk 6; CR 6; Medium humanoid; HD (6d8); hp 36; Init +7; Spd 50'; AC 16 or 17 (dodge), flatfooted 13, touch 16; Base Atk +4; Grp +6; Atk: +6 melee (1d8+2, unarmed strike) or +6 melee (2d4+3, spiked chain) or +7 ranged (1d2+2. shuriken); Full Atk: +6 melee (1d8+2, unarmed strike) or +5/+5 melee (1d8+2 unarmed strike) or +6 melee (2d4+3, spiked chain) or +7 ranged (1d2+2. shuriken); SA: Flurry of Blows, Ki Strike, Stunning Fist attack 6/day (DC 15); SQ: Evasion, Purity of Body, Slow Fall (30), Still Mind; AL: LE; SV Fort +5, Ref +8, Will +7; Str 14, Dex 16, Con 11, Int 11, Wis 15, Cha 8

Skills and Feats: Balance +14, Climb +3, Escape Artist +12, Jump +13, Listen +10, Tumble +14; Combat Reflexes, Deflect Arrows, Dodge, Exotic Weapon Proficiency (Spiked Chain), Improved Initiative, Improved Trip

Possessions: Spiked Chain, 5 Shuriken, 1 Outfit (Monk's), *potion of cure moderate wounds*

APL 12

Treviene Male Human Wiz 7 / Clr 5; CR 12; Medium humanoid; HD (7d4)+(5d8)+15; hp 63; Init +5; Spd 30'; AC 15, touch 15, flatfooted 14; Base Atk: 6; Grp +5; Atk +7 melee (1d8, *morningstar* +1) or +8 ranged (1d8/19-20, masterwork crossbow); Full Atk +7/+2 melee (1d8/20x2, *morningstar* +1) or +8/+3 ranged (1d8/19-20, masterwork crossbow); SA: Rebuke Undead 3/day (turn level 5) (turn damage 2d6+5); SQ –; AL: NE; SV Fort +8, Ref +5, Will +13; Str 8, Dex 12, Con 12, Int 18, Wis 16, Cha 10

Skills and Feats: Concentration +16, Decipher Script +11, Diplomacy +3, Heal +12, Knowledge (arcana) +16, Knowledge (the Planes) +11, Spellcraft +23, Knowledge (religion) +18; Combat Casting, Craft Wand, Extend Spell, Improved Initiative, Magical Aptitude, Spell Focus (Evocation), Toughness (1x), Weapon Focus (Morningstar)

Possessions: 1 Crossbow (Light/Masterwork), +1 Morningstar, Vestments (Cleric's), *cloak of resistance* +1, *wand of magic missile* (5th level), *potion of cure serious wounds* x5

Deity: Erythnul

Wizard Spells Prepared: (Save DC = 14 + spell level, 15+APL for evocation spells), 0 – Acid Splash (x2), Prestidigitation, Mage Hand; 1st – ~~Mage Armor~~, Magic Missile (x2), Sleep, Color Spray 2nd – Melf's Acid Arrow, Flaming Sphere, Invisibility, Mirror Image 3rd – Lightning Bolt (x2), Haste, 4th – Ice Storm, Extended Haste

Cleric Spells Prepared: (Domains: War, Evil; Save DC = 13 + spell level), 0 – Cure Minor Wounds, Inflict Minor Wounds (x3) 1st – Bane, Command, Cure Light Wounds, Entopic Shield, Domain: Magic Weapon, 2nd – Cure Moderate Wounds, Hold Person, Sound Burst, Domain: Spiritual Weapon, 3rd – Prayer, Cure Serious Wounds, Domain: Magic Circle Against Good

Guard: Male human Mnk 9; CR 9; Medium humanoid; HD (9d8); hp 54; Init +7; Spd 60'; AC 17 or 18 (dodge), flatfooted 14, touch 17; Base Atk +6; Grp: +8; Atk: +8 melee (1d10+2 unarmed strike) or +9 melee (2d4+3, spiked chain) or +9 ranged (1d2+2, shuriken); Full Atk: +8/+3 melee (1d10+2 unarmed strike) or +8/+8/+3 melee (1d10+2, unarmed strike) or +9/+4 melee (2d4+3, spiked chain) or +9/+4 ranged (1d2+2, shuriken); SA: Flurry of Blows, Ki Strike, Stunning Fist attack 9/day (DC 17); SQ: Improved Evasion, Purity of Body, Slow Fall (40), Still Mind, Wholeness of Body 18 hp/day; AL: LE; SV Fort +6, Ref +9, Will +9; Str 14, Dex 16, Con 11, Int 11, Wis 16, Cha 8

Skills and Feats: Balance +17, Climb +4, Escape Artist +15, Jump +16, Listen +13, Tumble +17; Combat Reflexes, Deflect Arrows, Dodge, Exotic Weapon Proficiency

(Spiked Chain), Improved Initiative, Improved Trip, Weapon Focus (Spiked Chain)

Possessions: Spiked Chain, 5 Shuriken, 1 Outfit (Monk's), *potion of cure serious wounds*

Encounter Six

APL 2

Sir Ulak Von Brennen, Male human Ftr 3; CR 3; Medium humanoid; HD 3d10+3 hp 25; Init +1; Spd 20'; AC 21, touch 11, flatfooted 20; Base Atk +2; Grp: +5; Atk +8 melee (1d8+3/19-20, masterwork longsword) or +5 ranged (1d8/19-20, masterwork crossbow); Full Atk +8 melee (1d8+3/19-20, masterwork longsword) or +5 ranged (1d8/19-20, masterwork crossbow); SA –; SQ –; AL LN; SV Fort +4, Ref +2, Will +1; Str 16, Dex 13, Con 13, Int 10, Wis 10, Cha 12

Skills and Feats: Climb +5, Handle Animal +5, Intimidate +3, Jump +6, Ride +5, Swim +6; Cleave, Combat Reflexes, Mounted Combat, Power Attack, Weapon Focus (Longsword)

Possessions: Full Plate, Heavy Steel Shield, masterwork longsword, masterwork crossbow, 20 bolts, *potion of cure light wounds*

Sir Ulak's Men: Male Human War1(x2); CR1; Medium humanoid; HD 1d8+2 hp 8; Init +5; Spd 20'; AC 18, touch 11, flat-footed 17; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/19-20, longsword); Full Atk +4 melee (1d8+2/19-20, longsword); SA –; SQ –; AL LG; SV Fort +4, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 11, Wis 12, Cha 11

Skills and Feats: Handle Animal +5, Intimidate +1, Ride +5; Improved Initiative, Weapon Focus (longsword)

Possessions: chainmail, large wooden shield, longsword

APL 4

Sir Ulak Von Brennen, Male human Ftr 5; CR 5; Medium humanoid; HD 5d10+5 hp 42; Init +5; Spd 20'; AC 21, touch 11, flatfooted 20; Base Atk +5; Grp +8; Atk +10 melee (1d8+3/19-20, masterwork longsword) or +7 ranged (1d8/19-20, masterwork crossbow); Full Atk +10 melee (1d8+3/19-20, masterwork longsword) or +7 ranged (1d8/19-20, masterwork crossbow); SA –; SQ –; AL LN; SV Fort +5, Ref +2, Will +1; Str 17, Dex 13, Con 13, Int 10, Wis 10, Cha 12

Skills and Feats: Climb +6, Handle Animal +7, Intimidate +5, Jump +6, Ride +7, Swim +7; Cleave, Combat Reflexes, Improved Initiative, Mounted Combat, Power Attack, Weapon Focus (Longsword)

Possessions: Full Plate, Heavy Steel Shield, masterwork longsword, masterwork crossbow, 20 bolts, *potion of cure light wounds* x2

Sir Ulak's Men: Male Human Ftr2(x2); CR2; Medium humanoid; HD 2d10+4 hp 18; Init +5; Spd 20'; AC 18, touch 11, flat-footed 17; Base Atk +2; Grp: +4; Atk +6 melee (1d8+2/19-20, masterwork longsword); Full Atk +6 melee (1d8+2/19-20, masterwork longsword); SA –; SQ –;

AL LG; SV Fort +5, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 11, Wis 12, Cha 11

Skills and Feats: Climb +3, Handle Animal +5, Intimidate +2, Ride +7; Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (longsword)

Possessions: chainmail, heavy steel shield, masterwork longsword

APL 6

Sir Ulak Von Brennen, Male human Ftr 7; CR 7; Medium humanoid; HD 7d10+7 hp 58; Init +5; Spd 20'; AC 22, touch 11, flatfooted 21; Base Atk: +7; Grp: +10; Atk +12 melee (1d8+6/19-20, longsword +1) or +9 ranged (1d8/19-20, masterwork crossbow); Full Atk +12/+7 melee (1d8+6/19-20, longsword +1) or +9/+4 ranged (1d8/19-20, masterwork crossbow); SA -; SQ -; AL LN; SV Fort +7, Ref +4, Will +3; Str 17, Dex 13, Con 13, Int 10, Wis 10, Cha 12

Skills and Feats: Climb +7, Handle Animal +9, Intimidate +6, Jump +6, Ride +9, Swim +7; Cleave, Combat Reflexes, Improved Initiative, Leadership, Mounted Combat, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Possessions: +1 Full Plate, longsword +1, cloak of resistance +1, Heavy Steel Shield, masterwork crossbow, 20 bolts, *potion of cure moderate wounds* x2

Sir Ulak's Men: Male Human Ftr4(x2); CR 4; Medium humanoid; HD 4d10+8 hp 36; Init +5; Spd 20'; AC 19, touch 10, flat-footed 19; Base Atk +4; Grp: +7; Atk +9 melee (1d8+5/19-20, masterwork longsword); Full Atk +9 melee (1d8+5/19-20, masterwork longsword); SA -; SQ -; AL LG; SV Fort +6, Ref +2, Will +2; Str 16, Dex 12, Con 14, Int 11, Wis 12, Cha 11

Skills and Feats: Climb +6, Handle Animal +6, Intimidate +4, Ride +7; Cleave, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: Half plate, heavy steel shield, masterwork longsword

APL 8

Sir Ulak Von Brennen, Male human Ftr 9; CR 9; Medium humanoid; HD 9d10+9 hp 75; Init +5; Spd 20'; AC 24, touch 11, flatfooted 23; Base Atk +9; Grp +13; Atk +16 melee (1d8+7/19-20, longsword +1) or +11 ranged (1d8/19-20, masterwork crossbow); Full Atk +16/+11 melee (1d8+7/19-20, longsword +1) or +11/+6 ranged (1d8/19-20, masterwork crossbow); SA -; SQ -; AL LN; SV Fort +8, Ref +5, Will +4; Str 18, Dex 13, Con 13, Int 10, Wis 10, Cha 12

Skills and Feats: Climb +9, Handle Animal +10, Intimidate +6, Jump +8, Ride +11, Swim +9; Cleave, Combat Reflexes, Greater Weapon Focus (Longsword), Improved Initiative, Leadership, Mounted Combat, Power Attack, Ride By Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Possessions: +2 Full Plate, +1 Heavy Steel Shield, longsword +1, cloak of resistance +1, masterwork crossbow, 20 bolts, *potion of cure moderate wounds* x2

Sir Ulak's Men: Male Human Ftr6(x2); CR 6; Medium humanoid; HD 6d10+12 hp 54; Init +5; Spd 20'; AC 21 touch 11, flat-footed 21; Base Atk +6; Grp +9; Atk +11 melee (1d8+5/19-20, masterwork longsword); Full Atk +11/+6 melee (1d8+5/19-20, masterwork longsword); SA -; SQ -; AL LG; SV Fort +7, Ref +3, Will +3; Str 16, Dex 12, Con 14, Int 11, Wis 12, Cha 11

Skills and Feats: Climb +7, Handle Animal +8, Intimidate +5, Ride +9; Cleave, Combat Reflexes, Endurance, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: Half plate, heavy steel shield, masterwork longsword

APL 10

Sir Ulak Von Brennen, Male human Ftr 11; CR 11; Medium humanoid; HD 11d10+11 hp 91; Init +5; Spd 20'; AC 25, touch 12, flatfooted 24; Base Atk +11; Grp +15; Atk +18 melee (1d8+7/17-20, longsword +1) or +13 ranged (1d8/19-20, crossbow +1); Full Atk +18/+13/+8 melee (1d8+7/17-20, longsword +1) or +13/+8/+3 ranged (1d8/19-20, crossbow +1); SA -; SQ -; AL LN; SV Fort +8, Ref +5, Will +4; Str 18, Dex 13, Con 13, Int 10, Wis 10, Cha 12

Skills and Feats: Climb +9, Handle Animal +11, Intimidate +7, Jump +10, Ride +13, Swim +9; Cleave, Combat Reflexes, Greater Weapon Focus (Longsword), Improved Critical (Longsword), Improved Initiative, Leadership, Mounted Combat, Power Attack, Ride By Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Possessions: +2 Full Plate, +1 Heavy Steel Shield, longsword +1, crossbow +1, cloak of resistance +1, ring of protection +1, 20 bolts, *potion of cure serious wounds* x2

Sir Ulak's Men: Male Human Ftr8(x2); CR 8; Medium humanoid; HD 8d10+16 hp 72; Init +5; Spd 20'; AC 21, touch 11, flat-footed 21; Base Atk +8; Grp +11; Atk +14 melee (1d8+6/19-20, longsword +1); Full Atk +14/+9 melee (1d8+6/19-20, longsword +1); SA -; SQ -; AL LG; SV Fort +8, Ref +3, Will +3; Str 17, Dex 12, Con 14, Int 11, Wis 12, Cha 11

Skills and Feats: Climb +7, Handle Animal +11, Intimidate +6, Ride +11; Cleave, Combat Reflexes, Endurance, Great Cleave, Greater Weapon Focus (Longsword), Improved Initiative, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: Half plate, heavy steel shield, longsword +

APL 12

Sir Ulak Von Brennen, Male human Ftr 13; CR 13; Medium humanoid; HD 13d10+13 hp 108; Init +5; Spd 20'; AC 25, touch 12, flatfooted 24; Base Atk +13; Grp +17; Atk +21 melee (1d8+10/17-20, longsword +2) or +15 ranged (1d8/19-20, crossbow +1); Full Atk +21/+16/+11 melee (1d8+10/17-20, longsword +2) or +15/+10/+5 ranged (1d8/19-20, crossbow +1); SA -; SQ -; AL LN; SV Fort +11,

Ref +7, Will +6; Str 19, Dex 13, Con 13, Int 10, Wis 10, Cha 12

Skills and Feats: Climb +9, Handle Animal +13, Intimidate +8, Jump +10, Ride +15, Swim +10; Cleave, Combat Reflexes, Greater Weapon Focus (Longsword), Greater Weapon Specialization (Longsword), Improved Critical (Longsword), Improved Initiative, Leadership, Mounted Combat, Power Attack, Ride By Attack, Spirited Charge, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Possessions: +2 Full Plate, +1 Heavy Steel Shield, longsword +2, crossbow +1, cloak of resistance +2, ring of protection +1, 20 bolts, *potion of cure serious wounds* x2

Sir Ulak's Men: Male Human Ftr10(x2); CR 10; Medium humanoid; HD 10d10+20 hp 90 (Diehard); Init +5; Spd 20'; AC 21, touch 11, flat-footed 21; Base Atk +10; Grp +13; Atk +16 melee (1d8+6/17-20, longsword +1); Full Atk +16/+11 melee (1d8+6/17-20, longsword +1); SA –; SQ –; AL LG; SV Fort +9, Ref +4, Will +4; Str 17, Dex 12, Con 14, Int 11, Wis 12, Cha 11

Skills and Feats: Climb +8, Handle Animal +11, Intimidate +8, Ride +13; Cleave, Combat Reflexes, Diehard, Endurance, Great Cleave, Greater Weapon Focus (Longsword), Improved Critical (longsword), Improved Initiative, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: Half plate, heavy steel shield, longsword +1

Encounter Seven

APL 2

Jinter Male Human Necromancer 2 / Clr 1; CR 3; Medium humanoid; HD (2d4)+(1d8); hp 12; Init +4; Spd 30'; AC 14, touch 14, flatfooted 14; Base Atk +1; Grp +1; Atk +2 melee (1d6, masterwork mace); Full Atk +2 melee (1d6, masterwork mace); SA Rebuke Undead 3/day (turn level 1) (turn damage 2d6+1), Smite 1/day; SQ –; AL: NE; SV Fort +2, Ref +0, Will +8; Str 10, Dex 10, Con 10, Int 16, Wis 16, Cha 10

Skills and Feats Concentration +6, Decipher Script +9, Heal +5, Knowledge (arcana) +9, Knowledge (religion) +8, Knowledge (the Planes) +4, Listen +4, Search +4, Spellcraft +11, Spot +4; Combat Casting, Extend Spell, Improved Initiative

Possessions: 1 Light Mace (Masterwork), Vestments (Cleric's), *potion of cure light wounds*, *Jinter's spellbook* I, *goggles of minute seeing brooch of shielding*, *salve of slipperiness*.

Deity: Hextor

Wizard Spells Prepared: (Save DC = 13 + spell level), 0 – Acid Splash (x2), Ray of Frost (x2), Touch of Fatigue; 1st – ~~Mage Armor~~, Magic Missile (x2), Ray of Enfeeblement

Cleric Spells Prepared: (Domains: Destruction, Evil; Save DC = 13 + spell level), 0 – Cure Minor Wounds, Detect Magic, Light 1st – Cause Fear, Cure Light Wounds, Domain: Inflict Light Wounds

APL 4

Jinter Male Human Necromancer 4 / Clr 2; CR 6; Medium humanoid; HD (4d4)+(2d8); hp 24; Init +4; Spd 30'; AC 14, touch 14, flatfooted 14; Base Atk: +3; Grp +3; Atk +5 melee (1d6, masterwork mace); Full Atk +5 melee (1d6, masterwork mace); SA: Rebuke Undead 3/day (turn level 2) (turn damage 2d6+2), Smite 1/day; SQ: –; AL: NE; SV Fort +4, Ref +1, Will +10; Str 10, Dex 10, Con 10, Int 17, Wis 16, Cha 10

Skills and Feats Concentration +8, Decipher Script +11, Heal +5, Knowledge (arcana) +11, Knowledge (religion) +12, Knowledge (the Planes) +6, Listen +5, Search +4, Spellcraft +13, Spot +4; Combat Casting, Extend Spell, Improved Initiative, Weapon Focus (Mace (Light))

Possessions: 1 Light Mace (Masterwork), Vestments (Cleric's), *potion of cure light wounds* x2, *Jinter's spellbook* I & II, *goggles of minute seeing brooch of shielding*, *salve of slipperiness*.

Deity: Hextor

Wizard Spells Prepared: (Save DC = 13 + spell level), 0 – Acid Splash (x2), Ray of Frost (x2), Touch of Fatigue; 1st – ~~Mage Armor~~, Magic Missile (x3), Ray of Enfeeblement 2nd – Flaming Sphere, Scorching Ray, Ghoul Touch (x2)

Cleric Spells Prepared: (Domains: Destruction, Evil; Save DC = 13 + spell level), 0 – Cure Minor Wounds (x2), Detect Magic, Light 1st – Cause Fear, Cure Light Wounds Shield of Faith, Domain: Inflict Light Wounds

APL 6

Jinter Male Human Necromancer 4 / Clr 3; CR 7; Medium humanoid; HD (4d4)+(3d8); hp 30; Init +4; Spd 30'; AC 14, touch 14, flatfooted 14; Base Atk +4; Grp +4; Atk +6 melee (1d6, masterwork mace); Full Atk +6 melee (1d6, masterwork mace); SA: Rebuke Undead 3/day (turn level 3) (turn damage 2d6+3), Smite 1/day; SQ –; AL: NE; SV Fort +4, Ref +2, Will +10; Str 10, Dex 10, Con 10, Int 17, Wis 16, Cha 10

Skills and Feats Concentration +10, Decipher Script +11, Heal +6, Knowledge (arcana) +11, Knowledge (religion) +13, Knowledge (the Planes) +6, Listen +5, Search +4, Spellcraft +15, Spot +4; Combat Casting, Extend Spell, Improved Initiative, Weapon Focus (Mace (Light))

Possessions: 1 Light Mace (Masterwork), Vestments (Cleric's), *potion of cure moderate wounds* x2, *Jinter's spellbook* I & II, *goggles of minute seeing brooch of shielding*, *salve of slipperiness*.

Deity: Hextor

Wizard Spells Prepared: (Save DC = 13 + spell level), 0 – Acid Splash (x2), Ray of Frost (x2), Touch of Fatigue; 1st – ~~Mage Armor~~, Magic Missile (x3), Ray of Enfeeblement, 2nd – Flaming Sphere, Scorching Ray, Ghoul Touch (x2),

Cleric Spells Prepared: (Domains: Destruction, Evil; Save DC = 13 + spell level), 0 – Cure Minor Wounds (x2), Detect Magic, Light 1st – Cause Fear, Cure Light Wounds Shield of Faith, Domain: Inflict Light Wounds 2nd – Sound Burst, Spiritual Weapon, Domain: ~~Desecrate~~

APL 8

Jinter Male Human Necromancer 5 / Clr 4; CR 9; Medium humanoid; HD (5d4)+(4d8); hp 39; Init +4; Spd 30'; AC 14, touch 14, flatfooted 14; Base Atk +5; Grp +5; Atk +7 melee (1d6+1, *mace* +1); Full Atk +7 melee (1d6+1, *mace* +1); SA: Rebuke Undead 3/day (turn level 4) (turn damage 2d6+4), Smite 1/day; SQ –; AL: NE; SV Fort +6, Ref +3, Will +12; Str 10, Dex 10, Con 10, Int 18, Wis 16, Cha 10

Skills and Feats Concentration +12, Decipher Script +15, Heal +8, Knowledge (arcana) +13, Knowledge (religion) +15, Knowledge (the Planes) +7, Listen +5, Search +5, Spellcraft +18, Spot +4; Combat Casting, Extend Spell, Improved Initiative, Spell Mastery (Magic Missile, Ray of Enfeeblement, Scorching Ray, Ghoul Touch), Weapon Focus (Mace (Light))

Possessions: +1 Light Mace, Vestments (Cleric's), *cloak of resistance* +1, *potion of cure serious wounds* x2, *Jinter's spellbook* I & II & III, *goggles of minute seeing brooch of shielding*, *salve of slipperiness*.

Deity: Hextor

Wizard Spells Prepared: (Save DC = 14 + spell level), 0 – Acid Splash (x2), Ray of Frost (x2), Touch of Fatigue; 1st – ~~Mage Armor~~, Magic Missile (x3), Ray of Enfeeblement, 2nd – Flaming Sphere, Scorching Ray, Ghoul Touch (x2), 3rd – Vampiric Touch, Lightning Bolt, ~~Sepia Snake Sigil~~

Cleric Spells Prepared: (Domains: Destruction, Evil; Save DC = 13 + spell level), 0 – Cure Minor Wounds (x3), Detect Magic, Light 1st – Cause Fear, Cure Light Wounds (x2), Shield of Faith, Domain: Inflict Light Wounds 2nd – Hold Person, Sound Burst, Spiritual Weapon, Domain: ~~Desecrate~~

APL 10

Jinter Male Human Necromancer 7 / Clr 5; CR 12; Medium humanoid; HD (7d4)+(5d8); hp 51; Init +4; Spd 30'; AC 14, touch 14, flatfooted 14; Base Atk +6; Grp +6; Atk +8 melee (1d6+1, *mace* +1); Full Atk +8/+3 melee (1d6+1, *mace* +1); SA: Rebuke Undead 3/day (turn level 5) (turn damage 2d6+5), Smite 1/day; SQ –; AL: NE; SV Fort +7, Ref +4, Will +14; Str 10, Dex 10, Con 10, Int 18, Wis 17 (19), Cha 10

Skills and Feats Concentration +15, Decipher Script +17, Heal +10, Knowledge (arcana) +19, Knowledge (religion) +15, Knowledge (the Planes) +11, Listen +6, Search +5, Spellcraft +21, Spot +5; Combat Casting, Extend Spell, Improved Initiative, Maximize Spell, Quicken Spell, Spell Mastery (Magic Missile, Ray of Enfeeblement, Scorching Ray, Ghoul Touch), Weapon Focus (Mace (Light))

Possessions: +1 Light Mace, Vestments (Cleric's), *cloak of resistance* +1, *periapt of wisdom* +2, *wand of magic missile* (7th level), *potion of cure serious wounds* x3, *Jinter's spellbook* I & II & III & IV, *goggles of minute seeing brooch of shielding*, *salve of slipperiness*.

Deity: Hextor

Wizard Spells Prepared: (Save DC = 14 + spell level), 0 – Acid Splash (x2), Ray of Frost (x2), Touch of Fatigue; 1st – Chill Touch, ~~Mage Armor~~, Magic Missile (x3), Ray of

Enfeeblement, 2nd – Flaming Sphere, Scorching Ray (x2), Ghoul Touch (x2) 3rd – Vampiric Touch, Fireball, Lightning Bolt, ~~Explosive Runes~~ 4th – Contagion, Lesser Globe of Invulnerability, Ice Storm

Cleric Spells Prepared: (Domains: Destruction, Evil; Save DC = 14 + spell level), 0 – Cure Minor Wounds (x3), Detect Magic, Light 1st – Cause Fear, Cure Light Wounds (x2), Shield of Faith, Domain: Inflict Light Wounds 2nd – Hold Person, Sound Burst, Spiritual Weapon, Domain: ~~Desecrate~~ 3rd – Cure Serious Wounds, Dispel Magic, Domain: Magic Circle Against Good

APL 12

Jinter Male Human Necromancer 8 / Clr 7; CR 16; Medium humanoid; HD (8d4)+(7d8); hp 66; Init +4 (+0 Dex, +4 Misc); Spd 30'; AC 14, touch 14, flatfooted 14; Base Atk +9; Grp +9; Atk +11 melee (*special*, *rod of withering*); Full Atk +11/+6 melee (*special*, *rod of withering*); SA: Rebuke Undead 3/day (turn level 7) (turn damage 2d6+7), Smite 1/day; SQ –; AL: NE; SV Fort +10, Ref +7, Will +18; Str 10, Dex 10, Con 10, Int 18, Wis 18 (20), Cha 10

Skills and Feats Concentration +19, Decipher Script +19, Heal +16, Knowledge (arcana) +23, Knowledge (religion) +23, Knowledge (the Planes) +13, Listen +7, Search +5, Spellcraft +25, Spot +6; Combat Casting, Combat Reflexes, Extend Spell, Improved Initiative, Maximize Spell, Quicken Spell, Spell Mastery (Magic Missile, Ray of Enfeeblement, Scorching Ray, Ghoul Touch), Weapon Focus (Mace (Light))

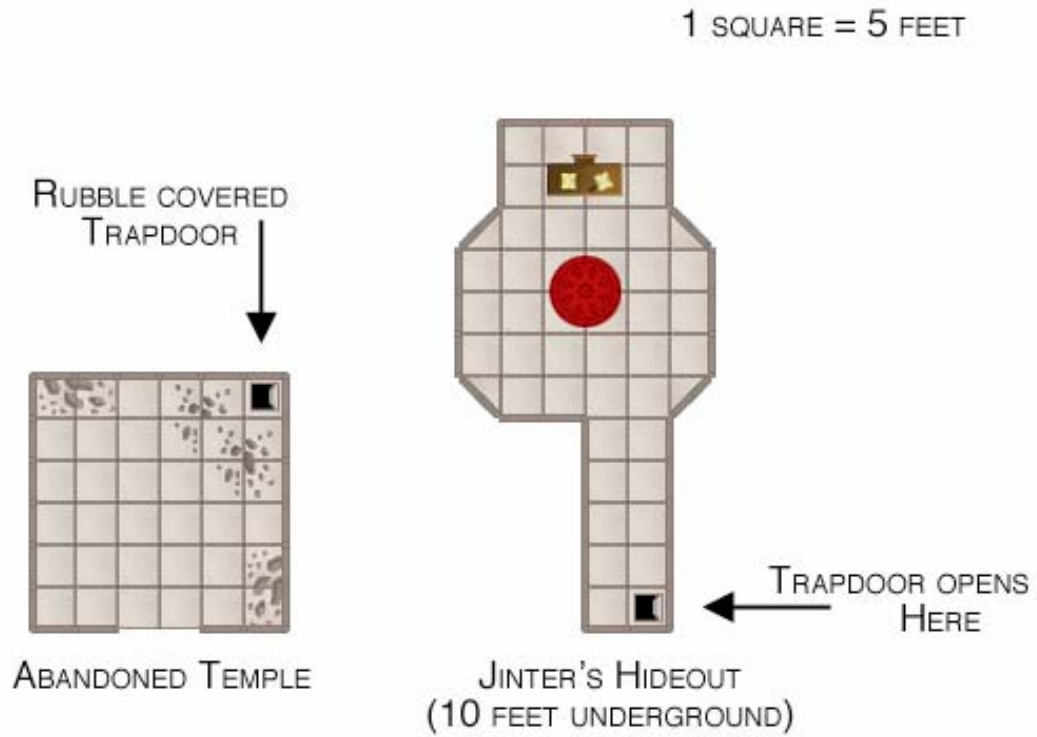
Possessions: Vestments (Cleric's), +1 Light Mace, *rod of withering*, *cloak of resistance* +2, *periapt of wisdom* +2, *wand of magic missile* (7th level), *potion of cure serious wounds* x5, *Jinter's spellbook* I & II & III & IV, *goggles of minute seeing brooch of shielding*, *salve of slipperiness*.

Deity: Hextor

Wizard Spells Prepared: (Save DC = 14 + spell level), 0 – Acid Splash (x2), Ray of Frost (x2), Touch of Fatigue; 1st – Chill Touch, ~~Mage Armor~~, Magic Missile (x3), Ray of Enfeeblement, 2nd – Flaming Sphere, Scorching Ray (x2), Ghoul Touch (x2); 3rd – Vampiric Touch, Fireball, Lightning Bolt (x2), ~~Explosive Runes~~ 4th – Contagion, Fear, Lesser Globe of Invulnerability, Ice Storm

Cleric Spells Prepared: (Domains: Destruction, Evil; Save DC = 15 + spell level), 0 – Cure Minor Wounds (x4), Detect Magic, Light 1st – Bane, Cause Fear, Cure Light Wounds (x2), Obscuring Mist, Shield of Faith, Domain: Inflict Light Wounds 2nd – Hold Person, Resist Energy, Sound Burst, Spiritual Weapon, Domain: ~~Desecrate~~ 3rd – Cure Serious Wounds, Deeper Darkness, Dispel Magic, Domain: Magic Circle Against Good 4th – Cure Critical Wounds, Divine Power, Domain: Unholy Blight

DM Aids: Map of the Abandoned Temple



Player Handout #1

My dear friend,

A fellow Knight told me that he spotted you and your friends in Pellak today, and told me as such. It happens that I am in need of some trustworthy individuals, and would greatly appreciate it if you could lend me a hand.

If you can meet with me tomorrow morning at the headquarters of the Grand Army of Bissel, I will give you more details. My page will await your answer, and will provide you directions, if needed. I will understand if you cannot make the meeting.

Sir Jerius Greenblade

Chief of Staff, Bissel Knights of the Watch

Player Handout #2

Dear [insert PC name],

Based upon the recommendation of your commanding officer in the Bissel military, and the convenience of your being in Pellak, I am sending you this request I am currently in need of some trustworthy individuals, and would greatly appreciate it if you could lend me a hand.

If you can meet with me tomorrow morning at the headquarters of the Grand Army of Bissel, I will give you more details. My page will await your answer, and will provide you directions, if needed. I will understand if you cannot make the meeting.

Sir Jerius Greenblade

Chief of Staff, Bissel Knights of the Watch

Player Handout #3

[Insert PC name here],

After checking with the gate guards for individuals who meet my criteria, I am sending you this request. It happens that I am in need of some trustworthy individuals, and would greatly appreciate it if you could lend me a hand. If you can meet with me tomorrow morning at the headquarters of the Grand Army of Bissel, I will give you more details. My page will await your answer, and will provide you directions, if needed. I will understand if you cannot make the meeting.

*Sir Jerius Greenblade
Chief of Staff, Bissel Knights of the Watch*

Critical Events Summary

1. Did the PCs save Anneth?
2. If the PCs did not save Anneth, did they accept Ander's request of finding the evil behind the death of his daughter?
3. Did the PCs talk to Sir Ulak?
4. Did Sir Ulak live through the undead ambush?
5. What was the final vote for the use of Book? (Please indicate individual votes – e.g. 5 for Longer Term, 1 for Shorter Term)
 - a. Longer Term Weapon
 - b. Shorter Term Weapon