

FUR1-07

The Splintered Cudgel

**A One-Round D&D LIVING GREYHAWK®
Kingdom of Furyondy Regional Adventure**

Version 1

by Robert C. Bannick

The border between Crystalreach and the Lands of Iuz has been quiet recently, but after a well known Cleric of St. Cuthbert disappears from Fendrelan, tensions rise as fears begin to mount that things are not as quiet as they may have seemed. Is Old Wicked once again on the move, or is something more subtle and evil at work in the war-torn reaches of Furyondy? An adventure for character levels 1-6.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2001 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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

Preparation

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the

players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

LIVING GREYHAWK Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Is it a Full Moon?

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

Lifestyle

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

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

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

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

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

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

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

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

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Adventure Summary and Background

The General State of Crystalreach

As a province, Crystalreach has suffered more than the rest of Furyondy during the war with Iuz and the Great Northern Crusade. Many of the towns and settlements still show signs of great damage, and much of the population and military, though weary from the years of war, are set to the task of rebuilding defenses should the drums of war once again beat across the countryside. Food and finished goods are imported to support those that live there, freeing many farmers and artisans to give their full support to building stone walls around towns, erecting watch towers, and

rebuilding damaged garrisons, barracks, and armories.

The scene in Fendrelen is consistent with this. Large units of military personnel stand at the ready guarding the ravaged town while others lend their backs and sweat to the rebuilding of fortifications. With the forces of Iuz still lingering in the north and western wilderness, scouting parties of the military, stretched quite thin, along with various volunteers, scour the nearby lands to make sure nothing sneaks up on Fendrelen with it so vulnerable. Unfortunately, and despite their best efforts, something does indeed threaten the small town.

The Shrine and the Splintered Cudgel

During the war years between Furyondy and the Lands of Iuz, a small shrine dedicated to St. Cuthbert located in the wilds northeast of Fendrelen fell to the forces of evil and was used by them as a small warehouse for their supply line. With the recent recapturing of Northern Crystalreach, the shrine has been abandoned by the evil creatures as a point of military interest, but an aspiring half-orc named Kaezarg has remained behind with several of his allies in hopes of building an army of undead from the plentiful corpses nearby, and use it to smash Fendrelen in an act of pure spite. The shrine, located in a distant, out of the way copse of trees, has gone unnoticed by the forces of Fendrelen.

The Shrine of St. Cuthbert is a small structure a good distance away from Fendrelen that served as a place where passersby could offer dedications to the deity. During the war years, it served as a place of inspiration, and a base where Rangers and small skirmish groups could rest between missions. Unfortunately, it fell in a horrible battle which claimed the lives of many of the faithful servants of St. Cuthbert.

Unknown to all of the Clerics who tended the shrine, the Splintered Cudgel, a non-magical relic, was brought there just before the shrine fell. The Splintered Cudgel was said to be a simple wooden club that St. Cuthbert himself had used to smite an evil general in service to Old Wicked many years ago. The single stroke from St. Cuthbert was so mighty that the cudgel he swung splintered upon impact, and the evil general was slain instantly.

The Splintered Cudgel, like so many other relics, served as a icon of inspiration and faith that good would prevail over evil. It helped remind the people of Fendrelen that St. Cuthbert himself fought against the evil of Iuz, and if they had a deity on their side, the cause of the people would never be hopeless. The relic was a very important item in the morale of the Fendrelen troops, and the populace in general.

When the forces of Iuz began threatening to besiege Fendrelen, the High Priest of St. Cuthbert ordered many important relics to be removed from the temple and taken to places of hiding and

safety. The Cleric in charge of securing the Splintered Cudgel took it northeast to the shrine in the hopes of hiding it there, thinking the shrine was far too unimportant to be noticed by the evil ones, but he was wrong. Before he could escape, he died with his fellow Clerics when a unit of orcs and ogres captured the shrine and killed everyone.

The relic has little value outside the worship of St. Cuthbert, but the church still does not like the fact that it could be in the hands of Old Wicked's servants. With all of the focus on re-fortifying Fendrelen, there has not been an opportunity to send anyone out into the wilderness to look for the Splintered Cudgel, and the common belief is that the item is lost somewhere in the wilderness, or perhaps captured by Old Wicked's forces.

Recent Events in Fendrelen

Several days ago, a ranking Cleric in the service of St. Cuthbert named Tarbolt Yundel disappeared. He was well known and respected in Fendrelen, and often led initiates into the wilderness on scouting missions. He did this both to ease the burden on the over-worked military, and to effect practical training for the young Clerics. Tarbolt was very outspoken on finding out the fate of a shrine to St. Cuthbert that was built in the northeastern wilderness (though he has no knowledge that the Splintered Cudgel was hidden there), but the military leadership would not authorize any excursion that far away from Fendrelen...it would simply leave the town too vulnerable, and all reports claimed that the area was uninhabited and of little military value. Like so many times before, Tarbolt left Fendrelen to scout the nearby lands with his four initiates, while patiently awaiting the day when Fendrelen would drive any evil away from the shrine to his god, and re-consecrate it to St. Cuthbert. He and his initiates never returned from that mission.

With little personnel to spare, the local leadership is turning to any brave adventurers who are willing to go out into the wild and look for Tarbolt. While not a woodsman by any stretch of the imagination, Tarbolt was smart enough to stay close enough to Fendrelen to avoid danger, but the possibility remains that he strayed to far and is now lost or captured by a roving band of evil.

The most logical starting point for the party is to investigate on a path leading to the shrine, as it will be suspected that if Tarbolt wandered from his typical route, it would have been to determine the fate of the shrine. If the party does not have the benefit of a Ranger or other player with skills in the wilderness, they may be forced to stay in town and research the location of the shrine as a guide in where to look for the missing priest. Research will be rewarded with a reduction in the DC of finding the shrine, but

may require diplomacy, bluff, or good old fashioned bribery.

The Fate of Tarbolt

Tarbolt and his initiates did begin their scouting mission, with every intent to return to Fendrelen after their rather uneventful search. What Tarbolt did not count on was receiving a vision of the Splintered Cudgel, a non-magical relic that was lost during the war. Most of St. Cuthbert's Clerics thought it was lost when the High Priest Gurderen Itrion fell in second sacking of Fendrelen (when many religious icons were destroyed in a great fire). Most do not realize that before the second sacking, Gurderen sent out several Clerics with important relics to hide them in safe places. The Cleric carrying the Splintered Cudgel left town and was never heard from again. The Splintered Cudgel, however, must have survived, as the vision given to Tarbolt clearly showed it superimposed on the image of the northern shrine to St. Cuthbert. Driven by the desire to answer his vision, Tarbolt immediately set out with his initiates into the wilderness toward the shrine, but the group was attacked, and all but Tarbolt was slain. He abandoned his quest, and began travelling back toward town, hoping to enlist the aid of the military, but was ambushed which is exactly when the party of adventurers will find him. The party will have to fight off the evil humanoids who have beset the Cleric of St. Cuthbert.

When rescued, Tarbolt has exhausted all of his spells and is badly wounded. Tarbolt will tell the party of his vision, and beg them to take up his quest to find the Splintered Cudgel. Tarbolt will tell the party of the significance of the relic, that it is a symbol of inspiration to the faith, and if returned to Fendrelen, it will help to bolster the faith and courage of the people there. If aided, Tarbolt will not die, but will insist that the party not waste resources or effort on him, but rather immediately set out to find the shrine and the relic.

The Shrine

The shrine is located in a copse of trees about three days walk from Fendrelen. It is a simple stone structure that is badly vandalized, but is free of obvious occupants. Once at the Shrine, the party will discover that contrary to popular belief, there is much activity around it in the form of tracks and the like. The evil humanoids living there go out at night to search for corpses suitable for animating by Kaezarg, their Half-orc Cleric leader. A search of the shrine will reveal nothing of value, but a secret trap door can be found which leads to a small complex below (used originally for storage and shelter by the Clerics of St. Cuthbert, but now serves as a lair for the evil creatures).

The climactic battle will occur between the party and Kaezarg and his few undead servants,

and what evil humanoids remain from previous rooms. Searching here will reveal various notes which indicate that the evil creatures were carefully watching the re-fortification of Fendrelen and planning attacks in the future. Several documents are from Fendrelen itself, and it is unclear if these were stolen or given to Kaezarg by a spy. Finally, a strange key on Kaezarg suggests a hidden chest or door that is locked. In fact, there is a secret door locked where the bulk of his treasure and the Splintered Cudgel can be found.

However, there is also an undead abomination which Kaezarg created by miscasted magic. The only way he could contain the brute was to lock it in his "animation room". The party might be surprised to find that one more fight awaits them, with a giant two-headed undead abomination. After the successful resolution of that fight, they are indeed concluded and may return to Fendrelen victorious.

Introduction

The war torn lands of Crystalreach are stark, brown, and scarred. Even this long after the war with Iuz and the Great Northern Crusade, farmers still toil day and night to reclaim their fields, and in every direction can be seen the burned husks of barns, country inns, and even whole villages.

With so much destruction having ravaged the lands, it is a great wonder to behold the singular effort the people work with to rebuild. There are no sour or long faces; there are few who drowned their grief and loss with ale and idle complaints. Instead, teams of soldiers and peasants, commoners and nobility, work together in the vast task of rebuilding. Their faces may be lined with fatigue, but their eyes hold the pride and thanks of surviving the horrible war, and the intense desire to rebuild the land so that it can never happen again.

There is no denying that in Crystalreach there is much to rebuild, and little in the way of resources to provide for the populace. Much of the food and finished goods that are used in northern Crystalreach are imported from the southern counties of Furyondy, or from neighbors like Verbobonc and Veluna. Huge caravans of goods are regularly shipped northward through Crystalreach, and while resoundingly victorious in the Great Northern Crusade, pockets of evil creatures still abound across the lands, and these merchant trains require many guards, most of whom are adventurers and mercenaries.

Still, it is that which has drawn you. You saw the opportunity to do a good service for those in need, with the added incentive of being able to deal your own personal blow to the forces of Old Wicked, should they dare to attack the caravan you have signed on to guard. The journey north

has been quiet, any you have been told that it will end in Fendrelen, a particularly strategic city in northern Crystalreach that was subjected to the full onslaught of the armies of the Old One.

When you arrive, you see terrible destruction, yet amazing rebirth. The populace works diligently at building walls and fortifications, and teams of soldiers patrol the perimeters of the work camps with great alertness. It seems that every pair of hands is busy helping the effort in one way or another. From what you can see, the whole town is in various states of repair, making for a mass of confusion and complexity that none but those in charge could hope to understand.

An air of anxiety seems to hang in the air, though...you can see it in the eyes of those you pass. The words are unspoken, but it is as if the strong spirit of the people of Fendrelen has been stretched to its limit. Weariness, concern, and perhaps fear seems to linger in the deepest thoughts of them, and these feelings are getting closer to the surface.

You have left the service of the merchant train, at least for now, and have taken in all that Fendrelen has to offer. As you look around to regard each other, some loud voice carries from what you would guess to be the town square. It is a deep male voice, and it seems to be speaking in an address to a group of people. The man's voice is commanding, and draws your attention.

At this point, the group can run the introductions and descriptions. The hook to proceed to encounter one, the search for the Cleric has been laid out for the group, but it has not exactly been beaten over their heads. If for some reason they ignore the address of Sergeant Dorrull, the first person of Fendrelen they talk to will ask them if they are here to search for the missing Cleric of St. Cuthbert. They then can be directed to Sergeant Dorrull for information and the encounter can proceed.

Encounter 1: The Search for the Cleric

The party will be stepping in just as Sergeant Dorrull is addressing the scouting teams that volunteer on a daily basis to comb the near wilderness and watch for any activity in the evil creatures that still roam freely in the wilds. Dorrull assigns them territories and briefs them on what has been spotted in the last few days. Today, he is also asking them to keep an eye out for the missing Cleric, Tarbolt Yundel.

In the town square, an armored human is addressing a small gathering of people, most of whom seem to be older trappers, hunters, and woodsmen. Some among them appear to be adventurers or mercenaries. The man speaking has grey hair spilling out from under his steel

cap, and his chain mail is a bit ragged and rusted. His voice is gravelly and deep, and carries the air of a well seasoned soldier.

"...no reason to waste too much effort searching to the south. Now, make sure you keep one eye open for the Cleric, and another open for left-over orcs and such. Hey, you in back...yes you! Get up here...I don't want to have to repeat myself. Now where was I? Right, the Cleric. He's been gone for three days now, and he had four trainees with him. They aren't familiar with the wilderness, but he's been on scouting runs before, so he should be able to find his way around the immediate area. Keep a sharp eye out for them or their tracks on your patrols, but don't go stumbling into any ambushes, or by this time tomorrow, I'll be having the next group looking for them and you as well! Okay, any questions?"

The group will possibly speak up, and Sergeant Dorrull (Human Male, F3) will, in his abrasive and grumpy manner, answer questions to the best of his ability. If the party explains that they are not really here to look for any missing persons, he will tell them that it does not matter what they came to do...they are now needed. Any questions for payment will bring a twisted frown to his face. He will likely grumble with venom about mercenaries who do not understand when it's time to donate their services for a good cause. He will then, quite sarcastically, tell them that they have a substantial reward coming to them, but the orcs in the wilderness have it, so they should take it up with them while they are out searching for the cleric.

Dorrull knows that the cleric's name is Brother Tarbolt Yundel, a ranking Cleric of St. Cuthbert. Tarbolt is the highest level cleric that directly administers to those who work on the fortifications. The cleric did have superiors here, but as hectic as everything has been, he never checked in with them; instead, he worked alongside the people as best he could and saw to their spiritual needs. He is a hard-working dependable cleric, who even finds the time to keep his trainees in practice. Tarbolt would regularly take young clerics out on scouting expeditions, which last usually no more than twelve hours. These missions were not really into dangerous territory, but gave him the chance to work with the young clerics and prepare them for what they might encounter later in their service to St. Cuthbert. Three days ago, Tarbolt left with four of his trainees, and has not been seen since. Morale has been dropping ever since, but more importantly that that, a key figure who contributes greatly to the reconstruction of Fendrelen is now missing and presumed captured or dead. Dorrull also knows that Tarbolt was particularly vocal about finding some lost shrine to St. Cuthbert that was supposed to be out in the wilds, but the Captain in charge of the standing garrison would not authorize a sortie out into

the wilderness as it would have left the town vulnerable.

If the PCs wish to find other members of the local militia to interview, they will be able to find a number of soldiers, none of which are willing to spend time away from their duties to chat with the PCs. These soldiers will direct the PCs toward another part of the town where they can find the local captain, a man named Elek. If asked for directions to find him, the soldiers will suggest the PCs search for Elek near the guard camps (Encounter Two) or local library (Encounter Three).

Any attempt to seek information from sources other than the library or Captain Elek will reveal no information. No one knows what has become of Brother Tarbolt, but everyone is concerned. Most people know that he and Captain Elek often disagreed on something (sending troops to secure the shrine).

Encounter 2: Captain Elek

This encounter takes place if the PCs go looking for more information from the local militia. Following directions from any number of soldiers, the PCs will be able to find the Captain near one of the small encampments of guards working to restore the area.

A human officer wearing battered plate mail and a helmet with red and yellow plumage stands before a company of over twenty soldiers, and is giving them instructions. You are confident that this man is Captain Elek, as he fits the description you were given. He seems to be a well-regarded, capable leader. He talks to each soldier in turn, explaining the details of the lesson and looks for confusion or understanding in their eyes. When he completes his instructions to the troops, he dismisses them with a nod and a comment of a job well done, then waits expectantly for you to approach.

Elek will gladly tell the group everything that he knows about Tarbolt. The cleric did a great service to Fendrelen by keeping the people motivated and their spirits up, and also by seeing to it that the young clerics were well trained and ready to defend the city at the first sign of trouble. Elek certainly hopes that Tarbolt is still alive, as it would be a great loss to Fendrelen if he perished. As for the arguments that he had with the Cleric, Elek will freely admit that the Cleric was nearly obsessed with liberating a shrine to St. Cuthbert that was located northeast of town. The shrine held no military value to Elek, and with evil creatures possibly roaming the wilderness near it, saw was unable to divert the required resources for fear of weakening the defense of Fendrelen. To placate Tarbolt, he dispatched several scouts who had been by the structure several months ago reported that the place was

deserted. While Tarbolt was disappointed, Elek believes that he understood the town had to remain protected.

Elek does not know exactly where the shrine is, but he does not think anyone skilled in traveling in the wilds should have a problem finding it. He, or one of his scouts, can give them a general idea of direction and distance (northeast, about two or three days on foot). His directions provide a +2 modifier to their searching results in Encounter Five. He does not believe that the shrine appears on any maps that the military has, and even if it did, he would not be able to refer to them as the information contained on them is sensitive. The maps are all kept in the town library, a building functioning as the temporary intelligence headquarters for the military.

Encounter 3: The Library

If the party attempts to find Elek at the library or if they are seeking further assistance in locating the shrine, their only recourse is to attempt to research its location in the library.

Buzzing with activity, the two story stone structure before you is well guarded. Flanking the double doors that enter the building, banners of Furyondy and Crystalreach wave in the light breeze. One guard stands at attention at the door, and others have taken up positions nearby and are in earshot.

The guard, Halowyn (Male Half-Elf, War2) will initially turn the group away, but if reasoned with based on needing to find the missing cleric, he can be persuaded (Diplomacy DC13), conned (Bluff DC16), or bribed (Bluff DC22 -1/gp given). The guard is reasonable (hence lower diplomacy DC), but is a bit more suspicious of wild stories of "so-and-so the lieutenant that ordered the party to go to the library to get the latrine layouts for the southwestern quarter". Further, he is greatly suspicious of people throwing gold at him, concerned that the party might be servants of Old Wicked trying to get critical intelligence information, but enough gold will distract him. Note that if at any time Halowyn becomes suspicious that the players could be trying to get information for evil purposes (such as supplying it to the forces of Old Wicked) he will not allow them in unless ordered by a superior. If convinced in any way to let them in, he will let them pass and make sure that the interior guards know that they are just looking for the shrine and nothing else.

The interior of the library is a mess of many books, scrolls, maps, and reports rolled out onto the tables. Dozens of low ranking military personnel bustle about within, busily performing some seemingly important duty. Guards are

posted throughout, and they watch you as you pass near them.

Researching the shrine requires a base *Intelligence* roll for anyone who looks per hour. Consult the following list to determine what, if any, additional information the PCs are able to discern.

- § **DC11-14:** The PCs do not learn any additional information. They will learn that the shrine is to the northwest and about three days walk from Fendrelen (there will be no modification to the wilderness lore check to find the shrine).
- § **DC15-16:** PCs will learn about a small series of oak trees that were once planted leading the way toward the shrine. Using this information, the PCs will receive a +2 bonus to their *Wilderness Lore* skill roll to locate the shrine
- § **DC17-18:** PCs learn all of the above information plus they learn about a small stream that once ran near the shrine. Odds favor the old stream has dried, but the streambed could be used to help locate the shrine. The PCs receive a +4 bonus to their *Wilderness Lore* skill check to locate the shrine.
- § **DC19+:** PCs learn about a series of marking stones that were put in place when the shrine was first being built. The stones were of a rare marble and will be easily differentiated from the other stones, provided they are able to find one. Combined with the other clues, this will provide the PCs receive a +6 bonus to their *Wilderness Lore* skill check to locate the shrine.

Encounter 4: Tarbolt

Near the end of the first day of travel, the party will pass near where Tarbolt was overcome by evil humanoids. Late in the afternoon, the PCs will come across the site of the attack. If the PCs are actively tracking using the Tracking feat and *Wilderness Lore*, they have a chance of locating the tracks of Tarbolt and the humanoids. Success in on a **DC12** Tracking/*Wilderness Lore* skill will reveal tracks that indicate humanoids are in the area. If the PCs are careful moving forward, they will receive a +4 modifier to any Listen or Spot checks to notice the humanoids in the clearing.

The monsters in the clearing are not trying to be quiet, so they can be detected on a **DC13**. Any PC that detects the monsters may achieve surprise provided their actions do not alert the creatures to their presence. DMs must determine if their actions will give them away to the creatures. Spell casting by the party will give the creatures a **DC14** Listen check to detect them, and Moving Silently is a standard opposed roll (roll only for the nearest three creatures). Moving

normally is a **DC12** for the creatures to detect with Listen. If the PCs detect the creatures without being detected, read the following:

Suspicious sounds have drawn you to investigate a copse of trees several hundred feet from where you are. The sun is low in the western sky, and even if you find nothing, it might serve as a good place to camp out of the open. The trees are large and leafy, with a moderate covering of ferns beneath, making for an environment where concealment is very possible. As you enter, the little sunlight that remains gets obscured and the shadows lengthen, making it more difficult to see. The rustling of leaves and an occasional snapping twig draws you closer...up ahead is a small clearing.

If the PCs travel closer and avoid detection, they will get a glimpse of the action in the clearing. Use the following description:

In and around the clearing, you can make out large shapes moving about. They are humanoid, and mutter quietly to each other in an indiscernible language. Located at the far edge of the clearing is the body of a man, potentially a victim of the creatures. It appears that they have not noticed you.

When the state of surprise is finally determined, allow the party to place themselves in the starting area and act from there. If no one in the group has gained surprise over the monsters, it is recommended that the rest of the map be concealed from the party (a blank sheet of paper will do nicely) so that the party does not see the starting position of the creatures. Note the position of the creatures is called out numerically on the map, with an "X" marking where Tarbolt is. Depending on the Tier of the encounter, some numbers will not correspond to monsters, and should be ignored.

The creatures have just finished "dealing" with the cleric Tarbolt, and are rummaging through his belongings, gathering up their own equipment, and grumbling to each other about if they should continue on or wait to see if a patrol of humans comes around (i.e., they are distracted and not on specifically on guard). Once the monsters detect the party, they will alert the whole group and attempt to use a combination of missiles and melee weapons to the most strategic advantage (they will not attempt risky shots where their own provide cover, but creatures not involved in melee might try to get in shots at spell casters. Remember to use the monster's feats to their advantage.

Tier 1 (EL 4)

(uses creature positions 1-6)

Hobgoblin (6): CR 1/2; Medium-size Humanoid (Goblinoid, 6-1/2 ft. tall); HD 1d8+1; hp 7; Init +1

(Dex); Spd 30 ft.; AC 15 (+1 Dex, +3 studded leather, +1 small shield); Atks +1 melee (1d8 [crit 19-20] [x2], longsword), +2 ranged (1d6, javelin); AL LE; SV Fort +3, Ref +1, Will +0; **Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10**

Skills: Hide +1, Listen +3, Move Silently +3, Spot +3; **Feats:** Alertness (+2 listen/spot checks)

Equipment: longsword, studded leather, small wooden shield, javelin

Tier 2 (EL 6)

(uses creature positions 1-6)

Gnoll (6): CR 1; Medium-size Humanoid (Gnoll, 7-1/2 ft. tall); HD 2d8+2; hp 14; Init +0; Spd 20 ft. (scale mail), Base 30 ft.; AC 17 (+1 natural, +4 scale mail, +2 large shield); Atks +3 melee (1d8+2 [crit x3], battleaxe), +1 ranged (1d6, shortbow); SQ Darkvision 60 ft.; AL NE (variant from typical CE) SV Fort +4, Ref +0, Will +0; **Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8**.

Skills: Listen +3, Spot +3; **Feats:** Power Attack (may reduce attack bonus for additional damage)

Equipment: battleaxe, scale mail, large wooden shield, shortbow, quiver and 20 arrows

Tier 3 (EL 8)

(uses creature positions 1-10)

Ogre (4): CR 2; Large Giant (9-10 ft. tall); HD 4d8+8; hp 32; Init -1 (Dex); Spd 30 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide); Atks +8 melee (2d6+7, huge greatclub); AL NE (variant from typical CE) SV Fort +6, Ref +0, Will +1

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Skills: Climb +4, Listen +2, Spot +2; **Feats:** Weapon Focus (+1 to attack with greatclub added)

Equipment: huge greatclub, hide armor

Gnoll (6): CR 1; Medium Humanoid (Gnoll, 7-1/2 ft. tall); HD 2d8+2; hp 14; Init +0; Spd 20 ft. (scale mail), Base 30 ft.; AC 17 (+1 natural, +4 scale mail, +2 large shield); Atks +3 melee (1d8+2 [crit x3], battleaxe), +1 ranged (1d6, shortbow); SQ Darkvision 60 ft.; AL NE (variant from typical CE) SV Fort +4, Ref +0, Will +0

Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Skills: Listen +3, Spot +3; **Feats:** Power Attack (may reduce attack bonus for additional damage)

Equipment: battleaxe, scale mail, large wooden shield, shortbow, quiver and 20 arrows

Following or during the battle, the PCs may reach the fallen figure of Tarbolt. The cleric is at -6 hp, but has automatically stabilized. If revived, read the following:

The cleric coughs up saliva and blood as you help him raise his head and drink a bit of water. "Friends...I thank you for rescuing me...but you must forget me and take up my quest. Please, I beg you! I am Tarbolt Yundel, Cleric to St. Cuthbert, and while I was traveling with my

initiates, I received a vision of a sacred relic that was thought lost in the war. I saw the Splintered Cudgel floating above a shrine in the wilderness dedicated to St. Cuthbert...this can only be the Shrine to the northwest that I have so vehemently petitioned recapturing. Ah, well, the military in Fendrelen have their reasons, and I do not blame them.

"After I received this vision, I immediately set out to find it with my initiates, but alas, we were attacked by monsters, and only I survived. Knowing that by myself I could never hope to stand against whatever creatures might guard it, I thought to return to Fendrelen to seek aid, but again, I was attacked. Thanks to your timely intervention, my life has been spared...this was not by chance, my friends...you are meant to liberate this most sacred of relics of St. Cuthbert. "The Splintered Cudgel has no magical value, but it is an icon of faith and inspiration to the people of Fendrelen. All that we have these days is our faith, and that has been spread most thin; if you have been to Fendrelen than you must know this to be true. The relic symbolizes enduring hardships to final victory, and so it is crucial that this icon be recovered and delivered to the church in Fendrelen. Every day that goes by is another day that wears down the will of the people; please, travel to the shrine...to the northwest...and find the Splintered Cudgel."

Tarbolt knows with reasonable detail where the shrine is, and his descriptions can give a further +3 to the Wilderness Lore check, which is used to find the shrine. He is out of spells and badly injured, but if raised to positive hit points he will be able make it back to Fendrelen without trouble, where he will await the party's return. If asked to describe the Splintered Cudgel, he will tell the party that it is a large club of oak, splintered at the end. He knows the history of the cudgel (see the introduction) but does not know that it was spirited out of Fendrelen before the second sacking. Tarbolt, like so many others, presumed it was destroyed in the fire.

Encounter 5: Finding the Shrine

The group must roll a Wilderness Lore check to find the shrine after three days on foot (or 1-1/2 days on horseback). This check will determine if they have succeeded in finding the shrine in the rather large wooded area in which it is hidden. Finding the shrine requires an overall Track Wilderness Lore skill or Search of DC16. Based on their actions in the adventure thus far, the PCs may have obtained some of the following modifiers:

§ +2 if the PCs talked with Captain Elek

§ +2/+4/+6 from research in Encounter Three (The Library)

§ +3 from directions from Tarbolt

The group may get a successive rolls for each 1/2 day they spend searching, and each successive attempt gives them a +1 situational bonus to the Wilderness Lore / Search roll (they are covering more ground and being more thorough). When the PCs eventually find the shrine, proceed to Encounter 6, below.

Encounter 6: The Upper Shrine

In the heart of the woods you find what you have been looking for. There, in an overgrown clearing is a simple stone structure, one story, with a broad, stone porch. Several pillars, now vine covered, stand upright, but support no porch roof or overhang. Thick brush and brambles grows wild all around, and the nearby weeds are so thick that a horse could be hiding in them. A single door from the porch leads into the structure, through an archway, which bears the symbol of St. Cuthbert. Aside from the sounds of an occasional bird in the surrounding woods and the gentle rustling of the leaves in the wind, you hear nothing.

The structure is quite easy to explore, and a map has been provided for the DM. Each of the areas on the upper floor is described below while the areas of the lower shrine are fully described in Encounter Seven below.

The inhabitants of the shrine are found within the lower level and do not come out until well after dark. If the PCs wait until late in the evening, they will see the creatures from the guardroom (see Encounter Seven, Area 8) leave in search of more corpses. They usually leave the shrine at two hours past dark, and return just after midnight. If the PCs wait for the creatures to leave, they may avoid the encounter with the guards.

Area A: Main Shrine

Located just through the main archway is the primary shrine. When the PCs arrive, read the following description:

The area in front of you was obviously once the main worship area for the small shrine. There is a single long wooden bench along the rear of the room and two rows of benches provide additional seating. At the front of the room, is a simple stone altar that has been damaged. The once simple carvings dedicated to St. Cuthbert have been scratched out and are barely legible. A single door on the north wall leads into the remainder of the shrine.

There are a lot of tracks in the area that are too difficult to follow. There are also tracks that lead through the north door. There are no items remaining on the altar and a thorough search of the area will reveal nothing of value.

Area B: Secondary Shrine

This area (located through the north door) once served to be the cleric's private worship area. There are a few small benches in the area that have been broken apart, but nothing else of value is in the area. Heavy tracks in the area are easily noticeable, many of which lead through the east door into the final chamber of the upper shrine.

Area C: Cleric's Quarters

This room was once obviously a living quarters, however the furniture was been broken and scattered throughout the room. Piles of wooden furniture and rotting cloth fill the room. There are a number of tracks of booted feet that are found throughout the area.

This area is heavily trafficked (by the inhabitants from below), but aside from their tracks nothing else will be found. On a DC15 Search roll (+2 situational bonus if the player has Tracking, as many tracks lead to the area where the door is) the hidden trap door will be found. The secret door is located in the floor of the northeast corner and leads to the lower level of the shrine, Encounter Seven. When opened, the door reveals a set of stone steps leading into darkness.

If the PCs are unable to locate the secret door on their own, it is still possible for them to locate the door if they wait for the creatures to leave the lower area.

Encounter 7: Lower Shrine

7A: Entry Chamber

Worn stone steps descend steeply into the center of a 30' square room, which is thick with the smell of burned out torches. Bits of rotted wood, small bits of gravel, and dust, and empty, rusted iron sconces in the wall are the only features of the room. A single wooden door exits the room in the center of the south wall. A soft moaning, the gentle rising and falling of a breeze perhaps, echoes beyond the door.

The room is empty, but tracks of the humanoid guards might be seen in the dust (Wilderness Lore (Track) or Search DC13). The tracks lead from the door to the stairs, and go in both directions. The door opens easily. While the PCs are in this area, it is possible that the guards in Area 8 may notice their intrusion. A base DC14 Listen, modified by situations according to the PCs actions, should be attempted for the group of creatures in Area 8. If detected, the guards will gather their weapons and attempt to ambush the intruders.

7B: Empty Chamber

The door opens into the center of a 20' square room. The room is sparsely filled with bits of

broken wooded furniture, rotted furs, and broken chunks of rock.

This room is empty and there is nothing of value to the PCs.

7C: Dumping Ground

The door opens into the southern corner of a 20-foot square room. A few broken wooden benches and a pile of rotting rags litter the room. In the center, several burned bodies of humanoids are unceremoniously piled together.

The room is empty, aside from the five burned gnoll corpses, which were recently recovered by the creatures from area 7. The corpses are unanimated, but will not remain that way if Kaezarg has his way.

8: Guard Room

Note that the opening to this room is an archway, which will allow the creatures a chance to notice any light or sounds from area 7A. A base **DC 14** Listen, modified by situations according to the PCs' actions, should be attempted. The use of any light will also allow the monsters to attempt a Spot check (**DC 10**) to notice the PCs. If detected, the guards will gather their weapons and attempt to ambush the intruders.

The positions for the creatures are detailed on the map for Area 8, and note that depending on the Tier of the encounter, some positions will not be used. Be sure to get the party's march order and position before you read the description. Remember to read it as the party nears the archways, not when they decide to enter room 8.

As you move down the hall and toward the archways at the end, you begin to smell odd odors that become discernable through the smell of smoky torches. The archway to the east holds a dim, flickering light, but the archway directly south is dark.

The smell is that of the creatures, who are a slovenly and unkempt bunch. When the party reaches the archway, they will be spotted (automatically) by any creatures in the area or the hallway (See Map, Area 8). The monsters will yell out a warning and engage with melee weapons immediately, trying to engage people in the back. When the creatures in the room become alerted, they will try to move to the archway to prevent more than one creature from moving in and fighting, but their success will greatly be dependant on their initiative roll. The creatures will use the table in the room to their advantage should the fight go bad and they get outnumbered or flanked.

The creatures will fight to the death, and if subdued, will tell under appropriate questioning (as the DM sees fit) of the undead in Area 9 and their leader beyond (though they are not

permitted in other areas of the complex so they do not know the layout). Aside from their personal wealth, there is a sack under the table containing the treasure (see treasure summary).

Tier 1 (EL 4)

(uses creature positions 1-5)

Hobgoblin (5): CR 1/2; Medium-size Humanoid (Goblinoid, 6-1/2 ft. tall); HD 1d8+1; hp 7; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +3 studded leather, +1 small shield); Atks +1 melee (1d8 [crit 19-20] [x2], longsword), +2 ranged (1d6, javelin); AL LE; SV Fort +3, Ref +1, Will +0; **Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10**

Skills: Hide +1, Listen +3, Move Silently +3, Spot +3; **Feats:** Alertness (+2 Listen / Spot)

Equipment: longsword, studded leather, small wooden shield, javelin

Tier 2 (EL 6)

(uses creature positions 1-8)

Hobgoblin (8): CR 1/2; Medium-size Humanoid (Goblinoid, 6-1/2 ft. tall); HD 1d8+1; hp 7; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +3 studded leather, +1 small shield); Atks +1 melee (1d8 [crit 19-20] [x2], longsword), +2 ranged (1d6, javelin); AL LE; SV Fort +3, Ref +1, Will +0

Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10

Skills: Hide +1, Listen +3, Move Silently +3, Spot +3; **Feats:** Alertness (+2 Listen / Spot)

Equipment: longsword, studded leather, small wooden shield, javelin

Tier 3 (EL 8)

(uses creature positions 1-8)

Ogre (3): CR 2; Large Giant (9-10 ft. tall); HD 4d8+8; hp 32; Init -1 (Dex); Spd 30 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide); Atks +8 melee (2d6+7, huge greatclub); AL NE (variant from typical CE) SV Fort +6, Ref +0, Will +1; **Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7**

Skills: Climb +4, Listen +2, Spot +2; **Feats:** Weapon Focus (+1 attack with greatclub added)

Equipment: huge greatclub, hide armor

Gnoll (5): CR 1; Medium-size Humanoid (Gnoll, 7-1/2 ft. tall); HD 2d8+2; hp 14; Init +0; Spd 20 ft. (scale mail), Base 30 ft.; AC 17 (+1 natural, +4 scale mail, +2 large shield); Atks +3 melee (1d8+2 [crit x3], battleaxe), +1 ranged (1d6, shortbow); SQ Darkvision 60 ft.; AL NE (variant from typical CE) SV Fort +4, Ref +0, Will +0; **Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8**

Skills: Listen +3, Spot +3; **Feats:** Power Attack (may substitute attack bonus for added damage)

Equipment: battleaxe, scale mail, large wooden shield, shortbow, quiver and 20 arrows

A careful search of the room may reveal (Search **DC 16**) a small rune is carved in the floor by the archway. It is a symbol of a skull inside a triangle.

This mark is one third of the code to overcome the *glyph of warding* placed on Kaezarg's chest. If someone specifically searches near the door from the inside of the room (even if it is for traps, etc.) the DC to find the mark drops to 11.

9: Undead Chamber

The door opens into the center of this 5 feet' wide by 30 feet deep room. The stench of death is heavy in the air, and your light seems to do little to pierce the eerie darkness from within the chamber. Throughout the room, bodies in various states of decay litter the floor. Amid them, several piles of rubbish can be seen, composed mostly of broken wood, rotting clothing, and rusted equipment. Another door exits the room on the south wall, at the far eastern side of the room. The air is damp, and trickles of ground water can be seen leaking in to the room at the ceiling. As you carefully inspect the room, a gentle moaning rises, something you at first thought to be the wind. Then, to your horror, several of the corpses rise from the ground!

The exact number of undead will depend on the tier of the encounter, and that sets their positions on the map. There is no unnatural darkness in the room, but the presence of the undead creates the eerie atmosphere. These monsters are quite mindless, and will simply move to attack in the most direct method possible, with little regard to whom to attack or threat zones or flanking. They attack the closest foe, but have orders to divide up so that all intruders are being attacked. Once engaged, they will pursue any who flee throughout the dungeon.

Tier 1 (EL 4)

(use creature positions 1-8)

Skeleton, Medium (8): CR 1/3; Medium-size Undead (6 ft. tall); HD 1d12; hp 6 (each); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atks +0 melee (1d4, claw); SQ Undead, immunities; AL N; SV Fort +0, Ref +1, Will +2; **Str** 10, **Dex** 12, **Con** —, **Int** —, **Wis** 10, **Cha** 11

Feats: Improved Initiative (+4 added)

Special Qualities: **Undead**—immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex)—cold immunity, one-half damage from piercing or slashing weapons.

Tier 2 (EL 6)

(use creature positions 1-8)

Skeleton, Medium (4): CR 1/3; Medium-size Undead (6 ft. tall); HD 1d12; hp 6 (each); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atks +0/+0 melee (1d4, 2 claws);

SQ Undead, immunities; AL N; SV Fort +0, Ref +1, Will +2; **Str** 10, **Dex** 12, **Con** —, **Int** —, **Wis** 10, **Cha** 11

Feats: Improved Initiative (+4 added)

Special Qualities: **Undead**—immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex)—cold immunity, one-half damage from piercing or slashing weapons.

Skeleton, Large (4): CR 1; Large Undead (7-1/2 ft. tall); HD 2d12; hp 13 (each); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (-1 size, +1 Dex, +3 natural); Atks +2/+2 melee (1d6+2, 2 claws); SQ Undead, immunities; AL N; SV Fort +0, Ref +1, Will +3

Str 14, **Dex** 12, **Con** —, **Int** —, **Wis** 10, **Cha** 11

Feats: Improved Initiative (+4 added)

Special Qualities: **Undead**—immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex)—cold immunity, one-half damage from piercing or slashing weapons.

Tier 3 (EL 8)

(use creature positions 1-10)

Ghoul (10): CR 1; Medium-size Undead (6 ft. tall); HD 2d12; hp 15; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex, +2 natural); Atks +3 melee (1d6+1 and paralysis, bite), +0/+0 melee (1d3 and paralysis, 2 claws); SQ Undead, +2 turn resistance, paralysis, create spawn; AL CE; SV Fort +0, Ref +2, Will +5; **Str** 13, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 16

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7; **Feats:** Multiattack (added), Weapon Finesse (bite-added)

Special Qualities: **Undead**—immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Create Spawn (Su)—those killed by ghouls rise as ghouls in 1d4 days.

Paralysis (Ex)—those hit by the claw or bite attack of a ghoul must succeed at a Fortitude save (DC14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

A careful search of the room will reveal (on a Search DC16) that a small rune is carved in the floor by the western door. It is a symbol of two circles overlapping, top to bottom. This mark is one third of the code to overcome the *glyph of warding* placed on Kaezarg's chest. If someone specifically searches near the door from the inside of the room (even if it is for traps, etc.) the DC to find the mark drops to 11.

10: Kaezarg's Chamber

The door to this room is closed tight when the PCs arrive. It is a large wooden door reinforced with iron and it is unlocked (although the PCs will have to test the door to be sure). Inside, the leader of the humanoids, Kaezarg, is scheming. When the PCs open the door, read the following description. DMs should be sure to modify this text if the PCs actions warrant.

Low light from an oil lamp dimly lights this room, which is 30' square. Near the door is a large oaken table, on which many papers sit. Behind the desk is a large half-orc who looks up as you throw open the door. Behind him you see a bed, a wardrobe, and a large chest. Several corpses stand about the room, totally motionless. In the instant of time that your eyes meet the half-orc's, you can sense his shock and anger at being disturbed, and then, he and the corpses snap into motion as the battle begins.

If the party was careful they may get the jump on Kaezarg, though opening the door normally will negate any surprise by the party. Kaezarg will command his undead to destroy the intruders, then move back and cast spells before engaging in combat. He uses the desk and the undead to block the party, but the desk can be scaled over (full action, Climb/Jump DC 7) placing the person on the other side of the desk in the same round as they elected to climb. Failing the roll will mean that the person stumbled as they tried to get up onto the desk and has fallen to the ground before getting over the desk. Remember climbing the desk (either succeeding or failing) may provoke attacks of opportunity. Should the possibility to escape from an overwhelmingly powerful force present itself, Kaezarg will certainly attempt it.

Tier 1 (EL 4)

(use creature positions 1-7)

Creature Position 1

Kaezarg, male half-orc Clr3: Medium-size Humanoid (6-1/2 ft. tall); HD 3d8+6, hp 24; Init +0, Spd 20 ft. (chainmail), Base 30 ft.; AC 15 (+5 chainmail); +4 melee (2d6+2, greatsword [crit 19-20] [x2]), +2 ranged (1d8, light crossbow [crit 19-20] [x2]), SA spells; AL CE; SV Fort +3, Ref +1, Will +3; **Str 14, Dex 10, Con 14, Int 10, Wis 14, Cha 12**

Skills: Concentration +9 (+4 from Combat Casting), Heal +3, Knowledge: Horned Society Religion (Iuz) +3, Listen +3, Spellcraft +3, Spot +2; **Feats:** Combat Casting, Scribe Scroll

Equipment: greatsword, chainmail

Spells Prepared (4/3+1/2+1; Spell DC = 12 + spell level): 0—detect magic, guidance, read magic, resistance; 1st—cause fear, entropic shield, doom, protection from good*; 2nd—hold person, inflict moderate wounds, desecrate*.

* Domain Spells (Evil, Chaos).

Creature Positions 2-4

Skeleton, Medium (3): CR 1/3; Medium-size Undead (6 ft. tall); HD 1d12; hp 6 (each); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atks +0/+0 melee (1d4, 2 claws); SQ Undead, immunities; AL N; SV Fort +0, Ref +1, Will +2; **Str 10, Dex 12, Con —, Int —, Wis 10, Cha 11**

Feats: Improved Initiative (+4 added)

Special Qualities: Undead—immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex)—cold immunity, one-half damage from piercing or slashing weapons.

Creature Positions 5-7

Zombie, Medium (3): CR 1/2; Medium Undead (6 ft. tall); HD 2d12+3; hp 16 (each); Init -1 (Dex); Spd 30 ft.; AC 11 (11 Dex, +2 natural); Atks +2 melee (1d6+1, slam); SQ Undead, partial actions only; AL N; SV Fort +0, Ref -1, Will +3; **Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1**

Feats: Toughness (+3 hp added)

Special Qualities: Undead—immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Partial Actions Only (Ex)—zombies have poor reflexes and can perform only partial actions.

Tier 2 (EL 6)

(use creature positions 1-11)

Creature Position 1

Kaezarg, Male Half-Orc Clr5: Medium-size Humanoid (6-1/2 ft. tall); HD 5d8+6, hp 38; Init +0, Spd 20 ft. (chainmail), Base 30 ft.; AC 15 (+5 chainmail); +5 melee (2d6+2, greatsword [crit 19-20] [x2]), +3 ranged (1d8, light crossbow [crit 19-20] [x2]), SA spells; AL CE; SV Fort +4, Ref +1, Will +4; **Str 14, Dex 10, Con 14, Int 10, Wis 15, Cha 12**

Skills: Concentration +10 (+4 from Combat Casting), Heal +3, Knowledge: Horned Society Religion (Iuz) +4, Listen +3, Spellcraft +5, Spot +2; **Feats:** Combat Casting, Scribe Scroll

Equipment: greatsword, chainmail

Spells Prepared (5/4+1/3+1/1+1; Spell DC = 12 + spell level): 0—detect magic, guidance, read magic, resistance x2; 1st—cause fear, entropic shield, doom (x2), protection from good*; 2nd—hold person, inflict moderate wounds, sound burst, desecrate*; 3rd—invisibility purge, magic circle against good*.

*Domain spells (Evil, Chaos).

Creature Positions 2-6

Skeleton, Medium (5): CR 1/3; Medium Undead (6 ft. tall); HD 1d12; hp 6 (each); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atks +0/+0 melee (1d4, 2 claws); SQ Undead, immunities; AL N; SV Fort +0, Ref +1,

Will +2; **Str** 10, **Dex** 12, **Con** —, **Int** —, **Wis** 10, **Cha** 11

Feats: Improved Initiative (+4 added)

Special Qualities: **Undead**—immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. **Immunities (Ex)**—cold immunity, one-half damage from piercing or slashing weapons.

Creature Positions 7-11

Zombie, Medium (5): CR 1/5; Medium-size Undead (6 ft. tall); HD 2d12+3; hp 16 (each); Init -1 (Dex); Spd 30 ft.; AC 11 (11 Dex, +2 natural); Atks +2 melee (1d6+1, slam); SQ Undead, partial actions only; AL N; SV Fort +0, Ref -1, Will +3; **Str** 13, **Dex** 8, **Con** —, **Int** —, **Wis** 10, **Cha** 1

Feats: Toughness (+3 hp added)

Special Qualities: **Undead**—immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Partial Actions Only (Ex)—Zombies have poor reflexes and can perform only partial actions.

Tier 3 (EL 8)

(use creature positions 1-11)

Creature Position 1

Kaezarg, Male Half-Orc Clr7: Medium-size Humanoid (6-1/2 ft. tall); HD 7d8+6, hp 52; Init +0, Spd 20 ft. (chainmail), Base 30 ft.; AC 15 (+5 chainmail); +5 melee (2d6+2, greatsword [crit 19-20] [x2]), +3 ranged (1d8, light crossbow [crit 19-20] [x2]), SA spells; AL CE; SV Fort +5, Ref +2, Will +5; **Str** 14, **Dex** 10, **Con** 14, **Int** 10, **Wis** 15, **Cha** 12

Skills: Concentration +10 (+4 from Combat Casting), Heal +3, Knowledge: Horned Society Religion (Iuz) +4, Listen +3, Spellcraft +5, Spot +2; **Feats:** Combat Casting (+4 added), Scribe Scroll, Spell Focus (Enchantment +2 DC on opponent saves)

Equipment: greatsword, chainmail

Spells Prepared (6/5+1/4+1/2+1/1+1; Spell DC = 12 + spell level): 0—detect magic, guidance (x2), read magic, resistance(x2); 1st—cause fear (x2), entropic shield, doom(x2), protection from good*; 2nd—hold person (x2), inflict moderate wounds, sound burst, desecrate*; 3rd—invisibility purge, inflict serious wounds, magic circle against good*; 4th—divine power, unholy blight*

Creature Positions 2-7

Skeleton, Medium (6): CR 1/3; Medium-size Undead (6 ft. tall); HD 1d12; hp 6 (each); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 natural); Atks +0/+0 melee (1d4, 2 claws); SQ Undead, immunities; AL N; SV Fort +0, Ref +1, Will +2

Str 10, **Dex** 12, **Con** —, **Int** —, **Wis** 10, **Cha** 11

Feats: Improved Initiative (+4 added)

Special Qualities: **Undead**—immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. **Immunities (Ex)**—cold immunity, one-half damage from piercing or slashing weapons.

Creature Positions 8-11

Ghoul (4): CR 1; Medium-size Undead (6 ft. tall); HD 2d12; hp 13 (each); Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex, +2 natural); Atks +3 melee (1d6+1 and paralysis, bite), +0 melee (1d3 and paralysis, 2 claws); SQ Undead, +2 turn resistance, paralysis, create spawn; AL CE; SV Fort +0, Ref +2, Will +5; **Str** 13, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 16

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7; **Feats:** Multiattack, Weapon Finesse (bite)

Special Qualities: **Undead**—immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Create Spawn (Su)—those killed by ghouls rise as ghouls in 1d4 days.

Paralysis (Ex)—those hit by the claw or bite attack of a ghoul must succeed at a *Fortitude* save (DC14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Only Kaezarg carries equipment of value, and aside from that, the only treasure is found in the chest (see below). He also carries two keys, one, a smaller one obviously goes to the chest, and another larger key.

When the group turns their attention to the chest, read the following:

The chest is a very heavy oaken construction, reinforced with thick iron bands riveted into the wood. On the lid are six plates (in two rows of three) made of brass screwed down, and each bears a symbol. In order from upper left they are: An eye, a triangle within a circle, a pair of diamonds overlapping from left to right, a skull within a triangle, a pentagram, and finally a pair of circles overlapping from top to bottom.

The chest is locked with the small key found on Kaezarg, but opening the chest without touching the brass plates in the correct order will result in triggering the glyph going off. The glyph is detectable by rogues with a DC 25 Search result. The glyph may only be avoided by either a successful *dispel magic* (treat the glyph as being cast by a 7th level caster), by pressing the plates in the proper order, or by a Rogue using Disable Device DC 28. Using the key will unlock the chest but it will not bypass the glyph. The correct order is: the overlapping circles (lower right), the skull in the triangle (lower left), and finally the eye (upper right). If triggered, the glyph (Type: Blasting glyph electrical"; save DC15 Reflex for

half) detonates inflicting 3d8 damage to everyone within 5 feet of the chest.

Inside are 50 gp, and three potion bottles (2 cure light wounds and 1 cure moderate wounds) plus carefully folded notes and maps of Fendrelan. These detail the town's military readiness, troop compliment, and areas where reinforcements have yet to be made. The information is about a month old, and is written in the hand of many authors, so it can be presumed that the information is accurate and stolen. Other notes are unsent reports from Kaezarg to a superior, listing successes, patrol reports, and one cryptic mention that the "amulet was a great boon in creating the undead, but that the last charge seemed used was miscast, and an uncontrollable aberration was spawned by it". (This refers to the creature in encounter ten below.)

A careful search of the room will reveal (Search DC16) that a small rune is carved in the floor by the door. It is a symbol of an eye. This is the final third of the code to overcome the *glyph of warding* placed on Kaezarg's chest. If someone specifically searches near the door from the inside of the room (even if it is for traps, etc.) the DC to find the mark drops to 11. If the search roll is 14 or higher, the party will find scuff marks on the floor north of the wardrobe (DC10 if the area is specifically targeted); this is from Kaezarg sliding the wardrobe over the secret door, as he wanted further protection from the creature beyond. The wardrobe and bed only contain mundane, valueless items, and the table papers only include references to how many creatures have been animated, how many more have been found, where, etc., i.e., only operating materials as to what Kaezarg has been up to. Even when the wardrobe is moved, the secret door must be found with a Search DC13. It is locked, and the keyhole (which will be evident once the door is found) will accept the key found on Kaezarg. It also may be picked at an Open Lock DC14. The door leads to the final area of the complex the lair an undead aberration and the hiding place of the Splintered Cudgel.

11: The Unfettered Beast

The secret door to this area opens inward. If the PCs attempt to listen at the door, they will be unable to detect any signs of activity behind the door. When the door is opened, read the following description:

As you open the secret door, a wave of cold air washes over you, and it's chill seeps into your very bones. The darkness of the room beyond seems profound, and as your light struggles to fill it, you make out that the room is 20 feet across, with the secret door opening in the northernmost section of the eastern wall. As you look south, you see the room stretches nearly 50 feet, and the center of the room is dominated by six marble slabs. Several piles of rubbish are in the

northwestern corner. At first, you think you see an enormous pile of jumbled flesh and bones to the south, but your heart jumps into your throat as you see the mass rise, and begin moving toward you! It is a construction of bodies and bones, like some horrid necromantic spell gone wrong, and it raises viscous hooked bone arms as it closes.

This creature is the abomination that Kaezarg created, essentially either a skeleton or ghoul depending on the Tier of the encounter. The creature will savagely attack any creatures that it detects, and will pursue any who flee eagerly attempting to reach the surface and freedom. The creature's only instinct is to kill and the PCs will be letting a horror loose on the world if the creature is not dealt with. If turned, the creature will retreat to the far corner of the room.

Tier 1 (EL 4)

Undead Abhorration (unique skeleton)

Skeleton, Large (1): CR 4; Large Undead (7-1/2 ft. tall); HD 4d12+3; hp 29; Init +5 (+1 Dex, +4 Improved Initiative); Spd 40 ft.; AC 13 (+1 Dex, +2 natural); Atks +3/+3 melee (1d6+2, 2 claws); SQ Undead, immunities; AL N; SV Fort +0, Ref +1, Will +3

Str 14, Dex 12, Con —, Int —, Wis 10, Cha 11

Feats: Improved Initiative (+4 added), Toughness (+3 hp added)

Special Qualities: Undead—immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex)—cold immunity, one-half damage from piercing or slashing weapons.

Tier 2 (EL 6)

Undead Abhorration (unique skeleton)

Skeleton, Large (1): CR 6; Large Undead (7-1/2 ft. tall); HD 6d12+6; hp 45; Init +5 (+1 Dex, +4 Improved Initiative); Spd 40 ft.; AC 13 (+1 Dex, +2 natural); Atks +4/+4 melee (1d6+2, 2 claws); SQ Undead, immunities; AL N; SV Fort +1, Ref +2, Will +4; **Str 14, Dex 12, Con —, Int —, Wis 10, Cha 11**

Feats: Improved Initiative (+4 added), Toughness (+3 hp added)

Special Qualities: Undead—immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex)—cold immunity, one-half damage from piercing or slashing weapons.

Tier 3 (EL 8)

Undead Abhorration (unique ghoul)

Ghoul (1): CR 8; Large Undead (7-1/2 ft. tall); HD 8d12+6; hp 58; Init +2 (Dex); Spd 40 ft.; AC 16 (-1 size, +3 Dex, +4 natural); Atks +5 melee (1d8+2 and paralysis, bite), +4/+4 melee (1d6+2, 2 claws); SQ Undead, +2 turn resistance, paralysis, create spawn; AL CE; SV Fort +2, Ref +4, Will +7; **Str** 14, **Dex** 16, **Con** —, **Int** 13, **Wis** 14, **Cha** 16

Skills: Climb +8, Escape Artist +8, Hide +8, Intuit Direction +4, Jump +9, Listen +9; **Feats:** Multiattack (added), Weapon Finesse (bite-bonus added), Toughness (+3 hp added)

Special Qualities: **Undead**—immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

The Splintered Cudgel and the *amulet of unlife* (spent) can be found if the room is searched (Search **DC13** for the relic, and **DC 20** for the Amulet, a +4 situation modifier can be added if the rubbish piles are specifically targeted. The Cudgel itself is a very dense, heavy club that appears to be a huge wedge of knobby oak, splintered horribly at the primary mass. It is dusty, and obviously old, and radiates no magic or emanations of any kind.

The *amulet of unlife* was kicked into the rubbish pile by the creature after Kaezarg dropped it in shock after creation of the beast. The Amulet softly radiates magic from the powerful enchantments it once held. The amulet consists of a necklace made of dried sinew and a centerpiece of a small skull. The skull is badly damaged and the object is damaged beyond repair and holds no monetary value.

Once the creature is dealt with and the items are recovered, the PCs will likely return to Fendrelen. If the PCs avoided the guard encounter by waiting them out, it is possible that these creatures will catch the PCs as they attempt to leave.

Conclusion

The return trip to Fendrelen will be without event, and if the party returns it, read the following wrap-up text box:

As you enter town, you realize that many weary eyes are upon you...the people are understandably expectant. Moving through the various work camps, you can see the signs of the overworked and fatigued, as mortared joints are crumbling, stones are uneven, and projects have progressed little since your departure. When you get into the marketsquare of town, you are greeted by the familiar Cleric Tarbolt, along with Sergeant Dorrull.

"You have returned!" the Cleric says, with a note of suppressed joy. "Did you...did you find it?" As you produce the relic, his face washes over with relief, and the Sergeant actually chuckles.

Those people nearby begin to whisper, and word quickly passes through the town.

Tarbolt again speaks. "Friends, you have indeed done a great service for Fendrelen this day. We are all in your debt." He clasps each of your hands in turn, then accepts the Splintered Cudgel like it was a newborn baby. "Tonight, we shall all feast and revel in victory, for today, the spirit of those who labor to make our town safe is restored! Let everyone look upon this, the Splintered Cudgel, and be reminded of how our lord St. Cuthbert watches over our struggle, and shall deliver us. Even a simple length of humble wood can smash the greatest of evil with but a single swing." Tarbolt holds up the relic and you feel a rush of wind blow by you. All around, the people recognize the club, and it is as if a blanket of gloom is lifted in an instant. You watch with amazement, at the effect this simple shaft of wood, unmagical and unremarkable, has on the populace. Indeed, this humble token of a deity's protection has a profound affect on those who behold it, and you know that Fendrelen's determination is once again whole."

The PCs are expected to return Splintered Cudgel to the town. If the PCs attempt to keep the item, they will be discovered by Tarbolt. If the PCs kept the notes and papers regarding military readiness they should be turned over to the Sergeant or perhaps Captain Elek, and will be reviewed with great interest. They may serve as a theme for a later adventure, but for now, there is little more for the group to do but enjoy the celebration.

The End

Experience Point Summary

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

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

Encounter Four:

Defeating the Humanoids	100
-------------------------	-----

Encounter Seven

Area Eight: Defeating the guards	50
Area Nine: Defeating the undead	75
Area Ten: Defeating Kaezarg	75
Area Eleven: Defeating the Undead	100

Conclusion:

Returning the Cudgel and the Notes	50
Total experience for objectives	450 xp
Discretionary roleplaying award	0-50 xp
Total possible experience	500 xp

Encounter 8

- 2 *potions of cure light wounds* (50 gp each, *, liquid and glass, common).
- Potion of cure moderate wounds* (value, *, liquid and glass, common).
- [etc]

Treasure Summary

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

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

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

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

Encounter Four:

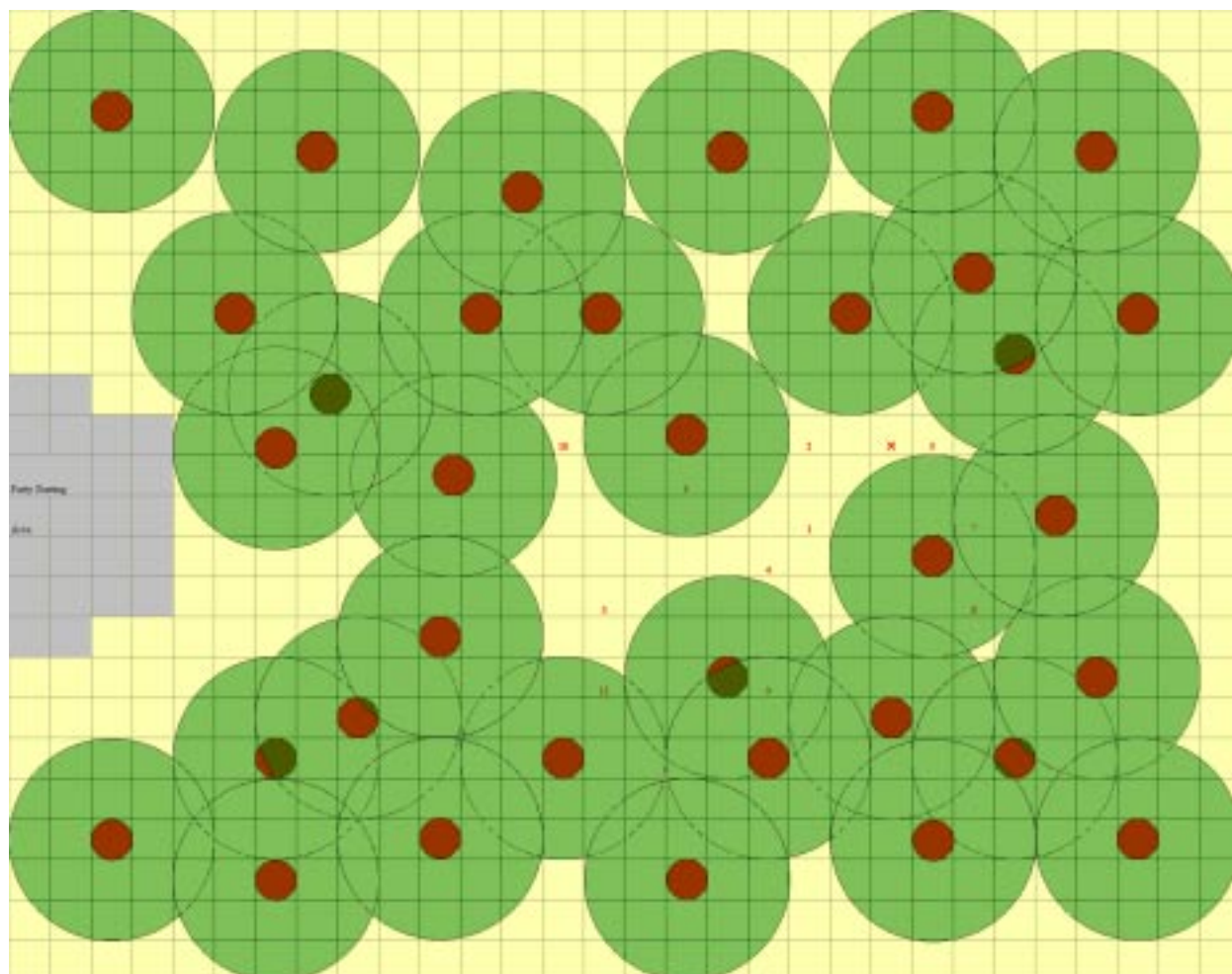
Creature's mundane equipment:	200 gp
-------------------------------	--------

Encounter Seven:

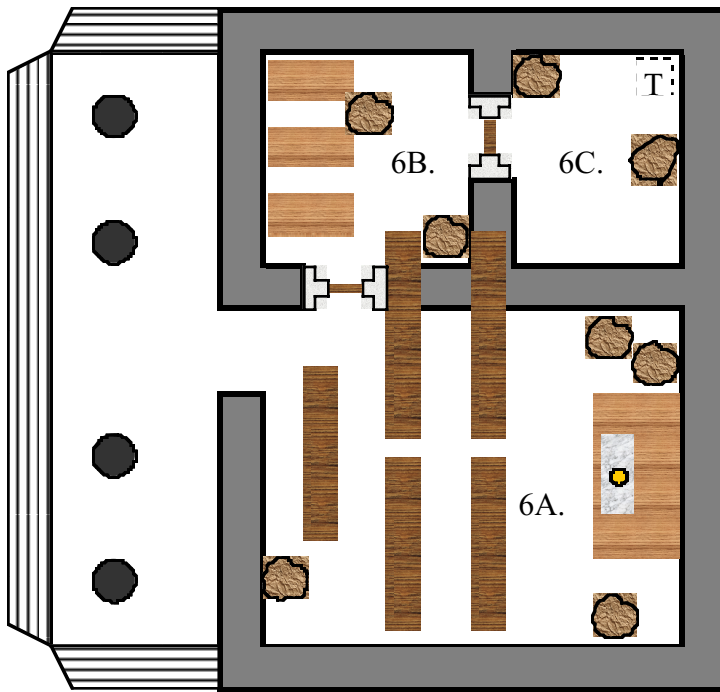
Area 8: Guard's mundane equipment	200 gp
-----------------------------------	--------

Appendix or DM Aid

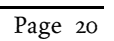
Combat Map for Encounter Four:



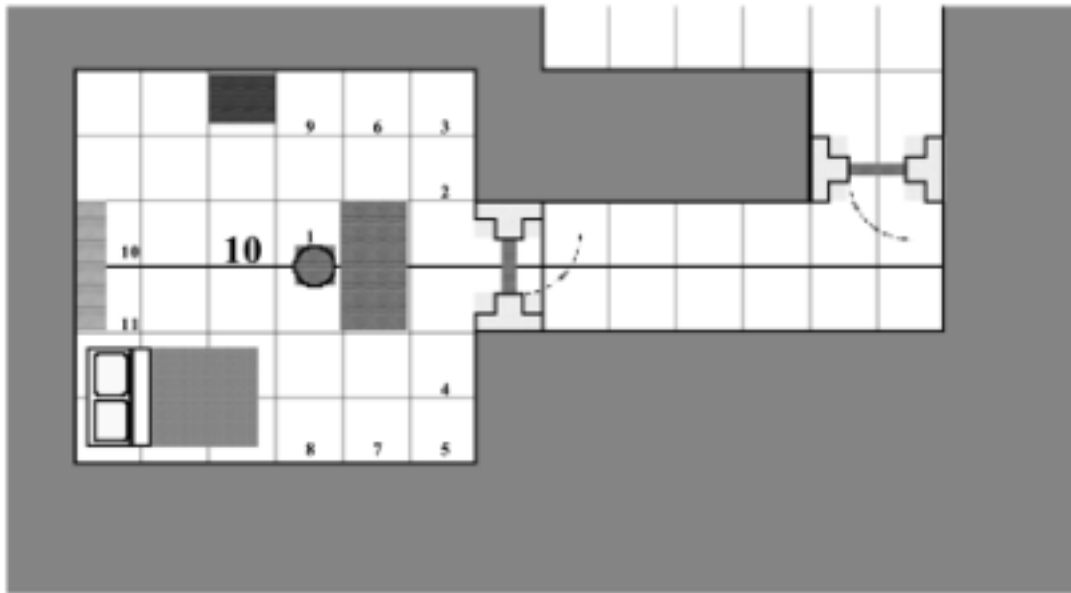
DM Map The Upper Shrine:



The Splintered Cudgel



Encounter Area 10:



Tactical Map for Encounter Ten

1 square = 5 feet

Encounter Area 11:

